

# INJURY SIMULATIONS

## ***BROKEN NOSE***

The POINT OF IMPACT would be the bridge of the nose. Bruising would surround this and extend down, circling the nose wings, seeping into the creases on either side of the mouth. RACCOONING would occur under both eyes. It would appear more pronounced because the POINT OF IMPACT is centered between the eyes.

### **Materials & Equipment Needed**

- Illustrator® FX Palette
- Isopropyl 99% Alcohol
- Stipple Brush or Stipple Sponge
- Regular Flat Acrylic Brush
- Make-up Pencil Sharpener
- Red Lip Liner Pencil
- Eyedropper
- Blood

### **Optional**

- Duo Adhesive®
- Neutral Set Powder
- Water
- Dish
- Cloth
- Hairdryer
- Baby Bottle Nipple
- Utility Scissors
- Tweezers
- Cab-o-sil/Pros-aide® Paste
- Palette Knife
- Sealable Container
- Acid Flick Brush
- Disposable Surgical Glove

**WARNING:** *Work in a well-ventilated room. Isopropyl 99% Alcohol can have a strong odour and the fumes around the eyes can cause discomfort. It will also cause a burning sensation if any of the liquid comes in contact with the eye. Have the talent relax and keep their eyes closed while working on them. Remember to keep the bottle closed when not in use.*

Step 1 - Activate the Blood Red tone of the Illustrator® FX Palette with Isopropyl 99% Alcohol. Mark the top of the nose bridge where it meets the forehead and down at the top of the bulb of the nose tip. Stipple the sides of the nose and outline the nose wings. Lightly emphasize the creases on either side of the mouth. Stipple colour on the eyelids, extending it into the corners of the eyes and continue down into the bottom of the orbit. Do not go beyond the centre of the eye.



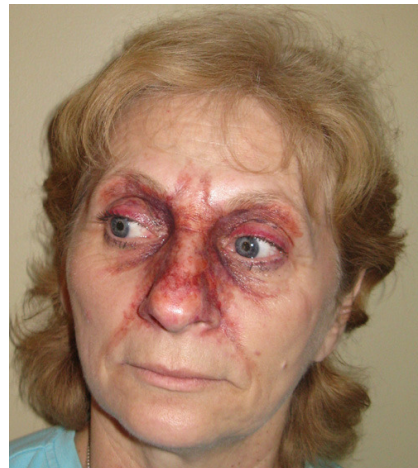
Step 2 - Activate the Bruise tone and stipple the colour over the same areas you coloured with the Blood Red. Be sure to accent the creases and folds in either eyelid.



Step 3 - Use the Dark Blue tone in the corner of the eye, sweeping the bottom of the orbit and up above the tear duct in the corner of the eye. This is to simulate RACOONING and it would appear the same under both eyes.



Step 4 - Stipple a light wash of Blood Red tone over the POINT OF IMPACT on the nose bridge and to the nose wings to show the extent of the damage. It has to be very light, or you will lose the highlight and the illusion of swelling will not be as noticeable.

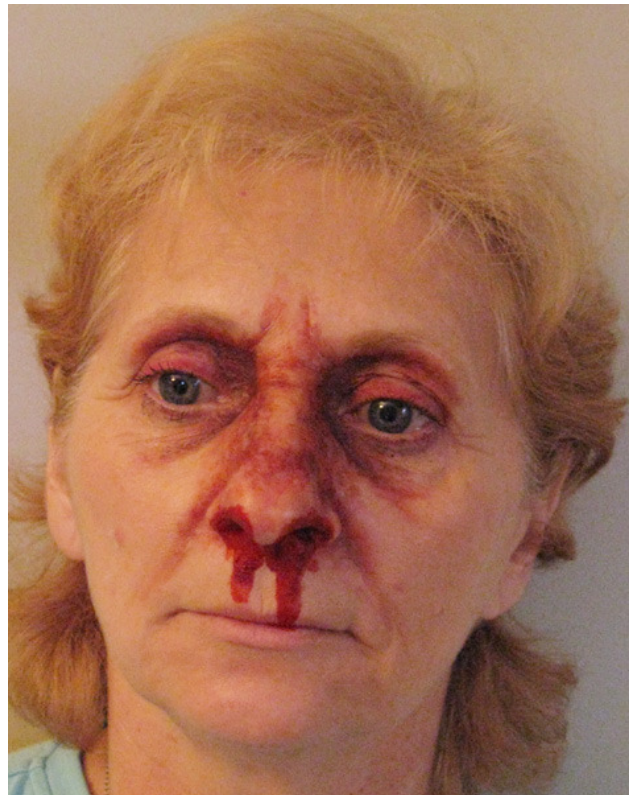


***Warning: Never use the Illustrator® for this.***

Step 5 - With a Red Lip Liner Pencil carefully draw the colour across the inside rim of the lower lid and then the lash line of the upper lid. This will instantly make the eye appear irritated. Blend the edge of the lash line with a Brush.



Step 6 - A broken nose bleeds from both nostrils. The blood comes out in a weighty gush and will continue for a while. A simple trick is to take an Eyedropper, draw up some Blood and squirt it up the nostril. Let it run down. Finish by adding some splatter to the edge of the nostril. If the Blood has to stay in place for some time, use the Blood tone from the Illustrator® FX Palette and paint in two base lines to lay the Blood on. Make the base lines almost the width of the nostrils.



*Note: To age the injury, refer to your Bruise Chapter, the same principles apply.*

Once you have the basics down, push the boundaries and strive to make the illusion appear more real with a few added steps.

***The following are optional.***