# **Moulage Tips and Tricks Workshop**

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# Bringing simulation to life with moulage.

#### **Schedule**

1. Elements

5. Tips and Tricks

2. Preparation

6. Demonstration video

3. Low / High Fidelity

7. Summary

4. Rules and Tools

8. Hands on practical

#### **Elements**

- Fluids blood and more
- Powders makeup, bruises
- Surfaces burns, abrasions
- Gunk dirt, foreign objects
- Moulds 3D items, bullet wounds, permanent reusable pieces, prosthetics and binding







#### **Preparation**

- Visualize your plan think of end results you want to achieve
- Have all of your tools prepared beforehand
- Organize your moulage material according to use
- Always start out with clean hands and clean surface
- Always use disposable gloves

- Ensure you have a safe area and means of disposing used materials
- Consider your "victim" and their restrictions (sensitivities - allergies – latex, tape, etc.)
- Make up that is used directly on the skin should always be professional quality
- Always clean skin area first with alcohol (99% alcohol)

White glue and Kleenex/cotton balls



Facial (clear) peel mask with Vaseline blisters



Stencil cut outs for lacerations



Knox gelatine



# **Fidelity – high (\$\$\$\$)**

- Latex
- Wax
- Scrudd
- Simulation gelatine (gel effects)
- Silicone
- Water based acrylic medium

# **Rules and Tools - Rules**

- Rule of red laws of impact
- PPP (proper position and placement of wounds itself)
- No such thing as clean wound.





#### **Rules and Tools -Tools**

- Sponge design, always round edges
- Stippling motion when applying makeup, never stroke or rub – leave some skin showing for more realistic effect

### **Tips and Tricks**

- Bring three different colors on any moulage effect to add depth and overall dimension (red, black and flesh + blood effects)
- Activate makeup with alcohol (99%)
- Use personal lubricant to make wax more pliable

#### **Summary**

- ✓ Moulage is a technique to help students with physical signs to support clues to patient condition.
- ✓ Should be done in a way not to distract from case but enhance the learning.
- ✓ Enhance scenario to help with diagnostic clues.

- ✓ Stage scene properly.
- ✓ Is not only makeup or wounds but also create the surrounding, i.e. clothes, bedside equipment.
- ✓ Low to high fidelity moulage.
- ✓ Blood is a major component (for texture).

#### References

- www.sickkitchen.com
- www.moulageconcepts.com
- www.cert\_la.com/education/moulage

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