



## TraumaSkin FX™ Platinum Silicone Sculpting/Casting Medium



TraumaSkin FX™ Platinum Silicone Sculpting/Casting Medium (MM-1002) is an outstanding highly versatile two part silicone elastomer (rubber) that is medical grade for external uses, including as a direct on skin modeling medium. It's ideal for freehand casualty simulation wound effects such as burns, bullet hits, scars, lacerations, and many other kinds of skin disfigurements. When mixed with a thixotropic (thickening) agent, such as Thix-Sil™ (MM-1189) it can also be poured into flat or two part molds for pre-made reusable prosthetic appliances that are durable wear for skin application.

TraumaSkin FX™ Platinum Silicone Sculpting/Casting Medium can also be used as a skin safe temporary adhesive to apply other silicone based appliances, and will create a durable tight bond that won't lift, shift, or peel until it is removed by hand. The versatility, speed in use, and lifelike results of TraumaSkin FX™ Platinum Silicone Sculpting/Casting Medium makes it the most in-demand formulation for film and television use and other mediums that have a need for high definition casualty simulation silicone prosthetics. Once fully cured on skin or in a mold it has a resilient and tensile strength that will fully articulate with skin and muscle movement. It will even stay firmly attached to joint and other repetitive motion areas.

TraumaSkin FX™ Platinum Silicone Sculpting/Casting Medium is a two part compound (A and B) that, when mixed together, produces a gelatin like substance that is easily blended and then used to create your freehand sculpting, or smoothed into a prepared mold. **It is important that Part A and Part B do not come into contact with each other while open or stored or you will have an impure mixture that may accidentally solidify in the container, or not combine and cure to a solid properly.**

TraumaSkin FX™ Platinum Silicone Sculpting/Casting Medium can be intrinsically colored (color added to it during the mixing phase) or extrinsically colored (painted after it cures) to the desired results. We strongly recommend Smooth-On's Silc Pig silicone color pigments (MM-1339) as the easiest method of intrinsic coloring with excellent color results for matching skin tone and a variety of other trauma effects. Flocking material can also be added in while mixing to provide an interesting special effect skin texture such as deep internal bruising, mottled skin, internal tissue bleeding or charred skin effect.



**General Directions for Mixing:** Use equal amounts of Part A and Part B by volume or weight (100% Part A + 100% Part B) when pouring product from containers to ensure you have the proper amount to mix together. Use a NON POROUS mixing surface and pour out **ONLY** the amount you will need to create

your desired freehand effect or molded appliance. If you are intrinsically coloring the product we recommend that you mix it into the Part B at this time. **Make sure to close containers tightly after pouring to avoid excess exposure to moisture or air.**

**Directions for Freehand Sculpting/Direct to Skin Application:**

- Mix both parts together thoroughly by hand on a non porous mixing surface such as the stainless steel palette (PPS-0009) or the Glass Sculpting and Modeling Palette/Plate (MM-1460) and mixed with a sturdy mixing tool such as the stainless steel spatula, (PPS-0010). **Be sure to mix vigorously for at least 45 seconds and in a scraping/mixing fashion so both parts become thoroughly blended for proper catalyzing of the two parts.**
- If you are intrinsically coloring the mixture with a silicone pigment we recommend adding it to Part B first, before mixing Part A and B together.
- Make sure skin is free of skin oils first by wiping down skin with alcohol or an astringent before applying product, and to achieve the best adhesion and cure of product.
- Apply the thoroughly mixed product directly to the area of the skin you want to distress and create your prosthetic design. Use the spatula or other sculpting type tool, or simply use your fingers if desired.
- **Depending on ambient temperature you will have about 2-4 minutes of soft sculpting time to achieve the desired end result before it sets up and cures.** During the soft sculpting stage you can add in a variety of textured materials, both soft and firm, such as shredded cotton or torn tissue to create depth and extra drama to your finished effect. You can also use a variety of texturing stamps, a red rubber texturing sponge, a black stipple sponge, or Glad Press and Seal to create a variety of skin type textures or finishes as the gel nears full cure to a soft rubber texture. It is very easy to blend the edges of the gel into an imperceptible edge to the skin by using a bit of 99% alcohol smoothed around the edges during the final stages of sculpting.

**NOTE:** By adding in the liquid thickening medium, Thix-Sil™ during the mixing stage you can make your end pieces denser or firmer. This product is mixed in with the A and B parts in your mixing phase and well before the product sets up and cures.

- Once the product is cured it will have a shiny and slightly tacky texture to the touch. This can be eliminated with a light dusting of talc based non-colored powder. **Do not use any colored powders as it will take on the color of the powder permanently, unless you want that end result.** Now it is ready for any finishing techniques or makeup you may want to add such as coloring by hand or airbrush.
- **Applying Finishing Makeup:** Use or alcohol activated coloring products, such as Skin Illustrator, ENCORE Palettes, or REEL Creations Palettes for best results and durability. It can also be airbrush with Graftobian's FX Aire airbrush makeup, which is alcohol based. You can also use Graftobian Rubber Mask Grease Paint, MM-1261, thinned down with alcohol in washes of color



for layering effects. If applying liquid blood effects it is strongly recommended that ICU Blood™ (PPS-0028) is used as it will not bead up or separate on the silicone as other food based FX or theatrical blood products will.

- Once fully cured on the skin, the bond is tight and it won't lift, shift, or separate from the skin until removed by hand. Removing the piece from skin is simple: gently lift an edge and slowly peel it off.

**For Molds:** TraumaSkin FX™ Platinum Silicone Sculpting/Casting Medium can be placed in flat and two part molds for a variety of simple FX impressions, however they must be molds constructed of materials suitable for platinum silicone curing, such as a resin or plaster based mold. Always do a small test on the mold first before beginning any project to be sure that the mold is compatible. This will also help you decide if you need to use a mold release agent to better facilitate the release of the molded project. It is strongly recommended that you add Thix-Sil™ to the mix in the appropriate amount to ensure a sturdier and durable wear appliance that pulls smoothly from the mold, and that can be a reusable library piece. NOTE: If you are intrinsically coloring the mixture with a silicone pigment we recommend adding it to Part B first, before mixing Part A and B together.

- Pour out equal parts of A & B and begin to thoroughly mix for a minute with a spatula or other mixing tool onto the NON POROUS mixing surface. Following the directions of Thix-Sil™, add this to the mix until all is well blended. With the spatula, apply the mixed product directly into the desired mold impression, making sure that it is filled completely and smoothed out. Blend out the edges to create paper thin flashing, and using a bit of alcohol to help thin it out. Allow to cure completely before removing from the mold.
- Dust the appliance with translucent powder on a powder brush to remove any residual tacky feel to the touch. RCMA Dulling Powder (MM-1358) is ideal to use for permanently taking down shine and tacky texture of your finished appliance, and before extrinsically coloring it.
- To apply the molded piece to skin: mix a small amount of TraumaSkin FX™ Platinum Silicone Sculpting/Casting Medium to use as an adhesive, and apply it to the bottom of the piece and press it to the skin. Hold in place for 3-5 minutes as the silicone adheres to the piece. Do not over apply the mixture so that you have no "spilled-out" edges. Should this happen, simply wipe away with 99% alcohol, or blend against the piece and down into skin for an imperceptible edge.
- Applying finishing makeup: follow the same directions and suggestions as mentioned previously on page 2.

#### PROTOCOLS:

- **Pot Life:** 2-4 minutes, depending on ambient temperature. Warmer temperatures will reduce the pot life and accelerate the cure time.
- **Cure Time:** 5 minutes, depending on body temperature and ambient temperature. Demold time: 8-10 minutes, depending on ambient temperature.
- **Storage:** Store all containers of this product at room temperature, and out of direct sunlight, heat, light, and cold/freezing climate. Product is extremely sensitive to humidity and air, and prolonged exposure will reduce pot life or curing abilities. **Always cap containers immediately after pouring.** **Caution: When ordering this product during the winter months**



or extreme cold temperatures it is highly recommended that expedited means be used, such as overnight delivery to ensure that product is not exposed to cold or freeze for extended periods.

- **Skin Reaction:** It is strongly recommended that a skin patch test be done prior to using this product directly on skin to determine if and any allergic reactions to silicone. Any type of redness or itching should be noted, and immediately remove and discontinue use of the product.
- **Chemical Inhibition:** TraumaSkin FX™ Platinum Silicone Sculpting/Casting Medium is a platinum based silicone that may be corrupted in the curing process by some elements it comes in contact with, such as sulfur based clays, aloe vera, tin-cured silicone, skin sebum and topical oils or lubricants, and urethane rubbers. Chemical inhibition has occurred if the catalyzed medium fails to cure within the recommended time frame. This can result in excessive stickiness at the point of contact or interface, or lack of complete curing of the silicone piece. If contact compatibility issues are a concern a small test batch run is strongly recommended to determine suitability before proceeding with project.
- **Avoid using latex gloves!!** Latex contamination can cause complete inhibition which interferes with the catalyzing process. Use only vinyl, plastic, or Nitrile gloves.
- **Contraindications:** TraumaSkin FX™ Platinum Silicone Sculpting/Casting Medium is safe to use if directions are read and followed carefully. This is a professional use product only, so always employ cautionary measures when using. This product may cause irritation if it comes in contact with eyes. Flush eyes immediately with water for at least 15 minutes, and seek immediate medical attention. If skin irritation (redness and/or rash) develops, discontinue use of product immediately and remove from skin. Flush skin with soap and water.

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