



PS Skin Sculpt

Introduction

Skin Sculpt is a three-component silicone material for creating realistic wounds cuts and scars when directly applied to the skin. Mixing parts A&B in equal parts creates a durable rubber than can be modelled with a sculpting tool directly on to the skin. By adding part C to the mixture, the silicone cures softer and more sticky making it adhere better to the skin. Without the Part C Skin Sculpt tends to be quite firm and can be difficult to keep attached to mobile areas of the body such as around mouths and on the neck. By adding the softening component, it makes more flexible and makes it stick better. Skin Sculpt is now the most popular silicone modelling material on the market

Applications

- Direct apply prosthetic make up.

Product data

Property	Unit	Part A	Part B
Appearance	Visual	Pale, cloudy.	Pale, cloudy
Viscosity at 25°C	cPs	Paste like	Paste like
Density	g/cm ³	1.02-1.06	1.02-1.06
Mix ratio			
Parts by weight			
Part A		1.00	
Part B		1.00	
Part C		Up to 120%	

Mixing Instructions

Prior to use it is very important to ensure that all the component are completely mixed prior to use.

Measure out both parts A and B at equal amounts either by weight or volume and mix together thoroughly. Once the A and B have been mixed you can add any pigments or flocking to colour and if you want a softer prosthetic add the Part C at this point and mix again until it is an even streak free consistency.

Application

Skin Sculpt enables the makeup artist to apply the prosthetic easily and directly to the person. Once mixed to the desired colour and hardness the Skin Sculpt is ready to apply to the model. Using a suitable tool apply the mixed silicone to the area of the model where you want the prosthetic. Smooth from the centre of the prosthetic out to the edges, using a stipple sponge around the edges will help to blend edge seamlessly to the model. Now you are ready to create the effect you want by sculpting into the applied silicone using sculpting tools, cotton swabs or any other medium you feel will do the job.

Don't feel that you must complete the sculpt in one batch of silicone as the silicone will happily bond to its self, so you can work in small areas and keep adding to the prosthetic.

Depending on how much Part C you add will influence how tacky the surface cures (the more Part C the tackier the surface) this can be overcome by either stippling a thin coat of mixed A and B or by using a translucent powder.

As with any platinum based silicone temperature has an effect on the working time of the silicone, by adding heat to the mix it will speed the cure of the silicone up allowing you to work quicker if needed

If in any doubt, please consult PS Composites Technical Department.

Elevated temperature post-cure of 6hrs/70°C should be provided.

Typical Properties

Resin/Hardener mix:	Unit	Material
Appearance	Visual	Colourless
Viscosity at 25°C	cPs	Paste like
Usable life at 25°C	mins	7-8
Hardness (Iso 868)	°A	003-10
Elongation at Break (Iso 527-3) %		100-150

*Mechanical properties measured at 23°C.

Working Conditions

The product should be used when the ambient temperature is in the 20-30°C range.

Storage

The Skin Sculpt described in this instruction sheet has a twelve-month shelf lives. This is based on storage at 15 - 30°C in a dry place, out of direct sunlight and in suitable sealed containers, preferably those in which they are supplied.

Handling precautions

For further questions relating to processing and application, please contact our technical department.

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