

# Mastering Moulage Course Information 2015

**When:** Thursday August 6, 2015 (1-5PM) & Friday August 7, 2015 (8:30-4:30)

**Where:** ND STAR 725 Hamline Street, Grand Forks, ND 58203 (701-777-6578)

**Costs:** Basic \$45 Advanced \$85 Both \$120

Space is limited and registration is complete when payment received

**Class Size:** Minimum of 8, max of 12

Mastering Moulage

A 2 Part Program

Held at ND STAR

For anyone involved in Health Care Education

You need to have attended the Basic Course to attend the Advance Course:

These are hands on courses involving multiple different types of moulage materials and systems that can possibly stain clothes, so please dress accordingly. Also since you may come in contact with latex we need to know if you have any latex allergies or sensitivities.

In this program we make extensive use of make up, moulage pigments, gelatins and silicon's. Moulage techniques provide the realism to scenarios that help students immerse themselves in the simulated case. Remember a picture is worth a 1000 words.

Participants will learn to create dramatic theatrical effects can deliver vital clues for case objectives.

Every participant will have the opportunity to develop basic and specialty moulage that can be used on mannequins or live actors.

This course is an excellent chance to explore new and different moulage methods and materials.

## Objectives & Goals

### Beginners course on April 23 (\$45)

**Goal:** Event provides a hand-on learning opportunity for making the healthcare scene real.

#### Objectives:

By the end of the session the learners will be able to:

1. Demonstrate at least five techniques for creating bruises, contusions, and abrasions.
2. Manipulate common household items to create a realistic trauma scene.
3. Describe how to apply wound appliances using makeup to match and blend skin.
4. Demonstrate the removal of moulage and clean tools using proper sanitation and cleaning techniques.

### Advanced Course on April 24 (85\$)

**Goal:** Event provides a hand-on learning opportunity for making the healthcare scene real.

#### Objectives:

By the end of the session the learners will be able to:

1. Demonstrate at least three advanced soft-tissue wounds.
2. Design a burn that demonstrates at least 2 levels of burns.
3. Describe and demonstrate a wound with special effects.
4. Create a wound with associated tissue damage.