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A Complete Guide To Special Effects Makeup: Conceptual Creations By Japanese Makeup Artists



Synopsis

Created by some of Japan's most talented and up-and-coming special effects make-up artists, this is the first Japanese language Special Effects Make-Up "how-to" guide! From easy "scar" make-ups to basic techniques to masks and full-scale prosthetics, each process is covered in a fully illustrated, step-by-step process.

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Customer Reviews

I own several books and DVD's on special effects make-up including both of the Grande Illusion books, Movie FX Magazine Master classes, books by Vincent Kehoe, Thurston James and more... and let me tell you this one book covers more ground then any of them. Everything from basic eyeliner and blush to full head latex appliances, costumes, props and metalwork. It has dozens of projects for you to follow along with to create some breathtaking effects. Now that isn't to say that this is perfect, the first and most obvious problem isn't really any fault of the original authors - but the copy I got from has several mistakes and printing errors. But even with these errors the book is still very easy to follow. Other problems might be that some of the information might have gaps as suggested by another reviewer... it is hard for me to tell because I have studied this subject so much that I can fill in the blanks without really thinking. If you are on the fence about buying this book don't be, it is in full color with amazing full page artwork of the finished designs and step by step photos of everything. This book even answered questions some "professionals" I asked could not! For the money this book is very, VERY hard to beat. Now if only someone would put out a book this detailed

about animatronics!

I was looking forward to getting this book based on all the giddy reviews about it...even though the makeups on the cover looked amateurish and suspiciously poorly lit. I wish I had gone with my instincts on this one. Most of this stuff is not what I consider makeup. Its cosplay. Seriously...one of the featured "makeups" shows you how to bedazzle a burlap sack and wear it over your head. Even the basics presented here I would have to say are misguided. For instance, it tells you to paint straight black into wax or putty scratches to give the appearance of deeper wounds. Really? That's what I used to do when I first started and didn't know any better. In my opinion DeBrecini's book is the best book on the market right now, Savini's books will give you more insight about ingenuity and artistry, and Dick Smith's Monster Makeup Handbook will continue to be pulled from my shelf a thousand times more than I will ever refer to this dog turd of a book.

I never in my wildest dreams did I think there was a better book than the fabled Grande Illusions, which everyone swore by. Today is that day. While Grande Illusions does cover some information, it only contains a hand full of illustrations and only covers major parts like hair punching and break down prosthetics. This book covers far more ground and it's information is up to date. Not that Grande Illusions is bad mind you, it's just that much of what Tom Savini had access to 20+ years is no longer in production or has changed radically since then. Going from basic makeup and foundations to full blown prosthetics and even metalwork, this book not only supplements Grande Illusions, but surpasses it in many respects. For me, this book is a Godsend. Filled with excellent and easy-to-understand diagrams on the casting and moldmaking section really helps! Also learning how to create realistic fake eyes is something not cover by Savini, and is quite easy to do thanks to this book. All of the projects coincide with the creature gallery as well, which is really cool and quite fun if you have the time to sit through them all. And further more, most of the supplies can be found at your local art or hardware store, making it easier to create realistic effects on a budget! Materials covered here even include silicones and Gelatine, which are the trickiest of the bunch aside from industry standard Foam Rubber Latex. All in all, get this book and Grande Illusions 1&2, I feel it's worth the money.

For background context: I have a fairly extensive art and sculpting background with costuming and cosplay on the side. I got this book for extra tips for techniques, eye candy, and inspiration. While I hoped this would be a good tutorial book, I didn't go into my purchase expecting it. If you have at

least intermediate level experience with sfx and costuming, this book is well worth it. Lots of inspirations within its pages and there's enough info for most projects that you could do something similar on your own. I would not recommend this to a beginner as far as instructions go, as there are some projects where entire chunks of the process are missing or just not explained all that well. A major example of this is the "Owl" on pg. 40. There are two pics of the materials used, and the third pic is the start of the project showing a closeup of the almost finished mask being airbrushed, accompanied by a description to make a cowl to cover the wearer's head and build up the mask from there. No pics of what said cowl is supposed to look like or how to start the project or what to do with the materials shown. The pics just start 3/4s into the project with the assumption you know exactly what went on before. There's a bit more step skipping in other projects, but to memory, this is the only extreme case, hence only 4 stars instead of 5 despite how much I like the rest of the book.

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