





# Zero-Hero Medical Moulage and Simulation Course

The course is aimed at anyone wishing to add realism to their medical teaching, exercises or scenarios. Also highly useful for Simulation Technicians. We focus on realistic and accurate medical simulation, exercise planning, safety and the creation of a variety of conditions including: Cyanosis, Sepsis, Bruising, Chemical and Thermal burns, Track Marks, Fractures, Knife Wounds, Gun Shot injuries, General traumatic wounds, Ulcers, Grafts, Stitched wounds.... the list is extensive. We also include a simple sessions on how to mend silicone appliances and manikins.

Suitable for Pre-Hospital or In-Hospital use and no previous experience or artistic talent required!

Previous candidates have said;

*"I've just finished a three day moulage course with Paul Savage of Saviour Medical, and I can't wait to put into practice what I've learned. There were four of us on the course, all from very different backgrounds but all having an interest in training and trying to make that training more realistic. There are a number of papers that have shown how essential it is to try and make training scenarios as realistic as possible and after having completed this course I now feel more confident in being able to make this happen.*

*Day one was 2D work, so bruising (old and new), swelling, skin discolouration etc. To be honest Day one would have been great on its own to get me going, but it really got me thinking about how far I might be able to take this. Already dozens of scenarios were running through my head.*

*Day two and we moved on to some 3D moulding work. Here we created wound flaps, laceration and incisions as well as full thickness burns. By now the creative juices were really flowing. Again more scenarios came rushing in to my head.*

*Day three, we have moved on to creating our own flat mould pieces using various materials that can be kept for a while and very easily and quickly applied ready for the scenario required. Unlike the wounds we created on day two, which took some time, these moulds would allow us to prepare the wounds and then literally stick them on and make up as per requirements. Much quicker and with fantastic results.*

*Paul is a great educator with a lot of patience (he had to be with me, I'm terrible at arty stuff). What I really liked was that he wouldn't just say that a wound/burn etc. wasn't right, but he would explain why and how it could have been avoided and/or how it could potentially be salvaged.*

*I would highly recommend attending Paul's course if you truly want to up your game in realism for your training scenarios."*

*“You know the old saying you can’t teach an old dog new tricks? This old dog did learn new tricks excellent Course would recommend anyone who wants to do this sort of work do this course.”*

*“Brilliant course!!*

*Ticked all the boxes. Engaging, interactive, hands-on and surprisingly a good team bonding session”*

*“The course was well structured, at a pace everyone could follow. Paul was very knowledgeable and explained everything clearly.”*

*“The Moulage course was excellent. I thoroughly enjoyed it and would highly recommend. As a simtech I have learned some excellent skills and I am so looking forward to putting these into practice. Well done and a big thank you to Paul”*

*“In regards to our course last week, I found the whole experience very educational. The simulation with Moulage was very effective in so much as, I think that it will help improve my skills as a technician. Although some of the components were time consuming to be put into practise, I know it will go a long way in helping me in simulation, and hopefully to transfer what I learned to the clinical simulation setting, especially the bruising and burns moulage.”*

*“The moulage course was, to put it simply, fantastic. You gauged it perfectly for it to be understandable to amateurs but also gave us loads of ideas of how to make it look professional. We had ample opportunity to get hands on with a wide variety of mediums to make different injuries and it was so helpful to receive feedback directly on how to improve our skills further. You were a really friendly and encouraging teacher and I’m really grateful for all your help and advice.”*

*“I don't have an artistic bone in my body, but after 3 days with Paul now have the ability to make my medical simulation so realistic for my students. Had such a relaxed and fun 3 days. Thank you.”*

*“I never thought I’d be able to achieve the level of SFX that I did, I put some of what I’d learnt to the test last night at an exercise and it was awesome.”*

## PROGRAM:

Syllabus designed to cover all basic requirements for simple moulage application:

### DAY 1

Introduction

Health and Safety

Moulage and Exercise Planning

Review of Cremes and Alcohol Palettes

Pale, Cyanosis, Exposure and sweat

Death shades

Aged Bruising / Fresh Bruising / Black Eyes

Sepsis and Rashes

Track Marks

Props, Pus, Phlegm, Snot, Feaces, clots etc

Dirt, Soot, Dust & Cement effects

Simple Thermal Burns

Chemical / Acid Burns

Simple blood effects, clots, blood pumps and blood capsules

### DAY 2

3D wound moulding with silicone introduction.

Creation of Laceration, Skin Flap and Gun shot wound direct to skin.

Skin Tone Blending of wounds using alcohol palettes and finishing of wounds using techniques from Day 1.

Creation of Full thickness Thermal Burn / Scald.

Using silicone to mend appliances & manikins

### DAY 3

Introduction to Flat Moulds.

Choose from over 100 different wound moulds to create 3 Flat Mould prosthetic wound pieces.

Application of 3 Flat Mould prosthetic wound pieces.

Skin Tone Blending of 3 Flat Mould wounds



