

Body Double

technique focus

TF0006



What you'll need

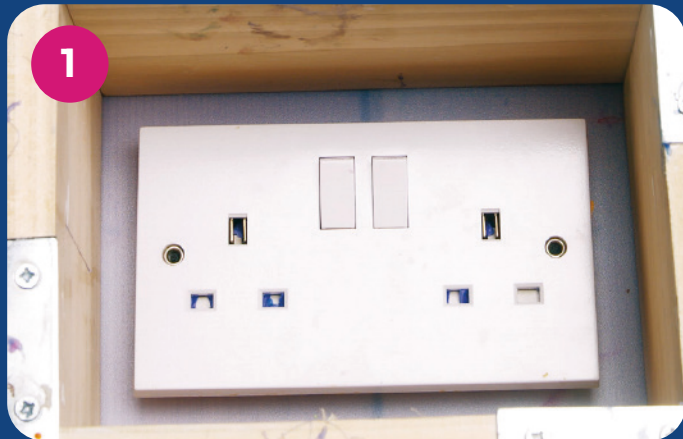
PM781A Body Double - **PM789A** Body Double Release Cream - **PA529** Wooden Spatulas
BR980A...Student Hog Brushes - **PM785A** Mixing Beakers - **PM591** Mould Release Spray



Always perform a skin patch test to ensure that there is no allergic reaction to the release preparations or mould rubber. If you notice any type of skin reaction,



Step by step



1 This mould making material can be used on porous and non-porous surfaces. It can be brushed directly onto the object or poured into a contained area built up around the object. Before adding Body Double, spray Mould Release Spray on the surface of the object you wish to make a mould of as this will aid mould release.



2 Body Double comes in two parts with mixing ratios of 1:1. Using accurate measuring cups, pour an equal measure of Part A into one cup and do the same for Part B in another cup. Pour both cups into a third cup. Ensure the two coloured components are mixed thoroughly so that they can create a uniform purple liquid. You now have a working time of approximately six minutes.



3 Working quickly, coat your object with Body Double. You can pour Body Double onto the object or brush it on using an ordinary, good quality brush. Remember to leave enough area uncoated to allow casting materials to be poured in.



4 You can demould in as little as 20 minutes dependent on the thickness of your Body Double mould. You can now cast numerous materials into the mould such as Fast Cast resin, plaster, wax and low melt alloys.



5 Body Double is great for making life casts but ALWAYS do a skin patch test prior to use. Rub Body Double Release Cream onto the areas you wish to cast making sure that you have covered everywhere which will come into contact with Body Double.



6 Remember that working times are short so preparation is key! When casting, it can be helpful to have two people applying Body Double to the object. Carefully remove the cured mould from the skin, and you are ready to cast!