



ROFR  
FX

HIGH QUALITY SILICONE PROSTHETICS FOR FILM AND TV

Sfx workshop for hire

**Aspen Raine**

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**Short films:**

**2021:**

**Tossers**

HMUA

*Responsibility:* to apply and touch up straight makeup.

**The siren**

Department Head/ Prosthetic fabricator.

*Responsibility:* To design, sculpt, mold, and run each silicone prosthetic piece. To hire in key artists. To design and paint the actress. To fabricate the claws

**Thin Walls**

Special Effects MUA.

*Responsibility:* To purchase, and apply prosthetics. To add wounds and bruises to actress.

**Suction**

Special Effects MUA/Prosthetic Fabricator

*Responsibility:* To design, sculpt, mold, and run each silicone prosthetic piece, to apply on set. and to run blood rigs

**Vanitate**

Special Effects MUA/Prosthetic Fabricator

*Responsibility:* To design, sculpt, mold, and run each silicone prosthetic piece, to apply on set.

**2022:**

## **A ghost in the road**

Department head Special Effects MUA/Prosthetic Fabricator

*Responsibility:* To design, sculpt, mold, and run each silicone prosthetic piece, to apply on set. i was responsible for bringing their dream of the creature to life, most of the film it is wearing a sheet which hides most of the face. I sculpted the boys lip injury and simulated a hit and run trauma impact injury, again most of the face is covered on screen. i also sculpted the mans mutilated eye as well as i hand made the creature nails that caused the gash.

## **Ruby**

Special Effects Makeup department head

*Responsibility:* To design, sculpt, mold, and run each silicone prosthetic piece, to apply on set. i was responsible for bringing their dream of the Director to life. This character has 7 silicone pieces that overlap to create the entire face and neck that we see here. I also applied a few burns to other characters.

## **2023:**

### **Let me save you**

Special Effects MUA Department Head/ Prosthetic fabricator

*Responsibility:* To design, sculpt, mold, and run each silicone prosthetic piece and apply on set. this creature was featureless and pale as though its almost human.

### **Influenced**

Special Effects MUA Department Head/ Prosthetic fabricator

*Responsibility:* To design, sculpt, mold, and run each silicone prosthetic piece and apply on set. this was a home invader injury.

### **Diseased faith**

Special Effects MUA Department Head/ Prosthetic fabricator

*Responsibility:* To design, sculpt, mold, and run each silicone prosthetic piece, and apply on set. i sculpted a monstourous bite wound in several healing phases from first infectious bite to scars. i also fabricated the creatures claws.

### **Where the fuck are your teeth?**

Sfx makeup assist.

*Responsibility:* to assist the lead artist and man the set.

### **Meat lovers**

Special Effects MUA Department Head/ Prosthetic fabricator

*Responsibility:* To design, sculpt, mold, and run the silicone leg gag piece and apply on set. a blood gag was also included.

### **Cybil**

Special Effects MUA

*Responsibility:* to research order and pre paint a high quality foam latex prosthetic and apply on set.

### **Till death do us part**

Special Effects department head/ HMU

*Responsibility:* To design, sculpt, mold, and run each silicone prosthetic piece and apply on set. also to distress and sculpt the ribs for the dress, do design and apply all straight makeup.

### **Just one look**

Special Effects MUA

*Responsibility:* To design, sculpt, mold, and run each silicone prosthetic piece and apply on set. also to fabricate the gag and knife prop.

### **Sweet molly**

Special Effects MUA

*Responsibility:* To design, sculpt, mold, and run the silicone prosthetic piece and apply on set. also to fabricate the gag and weapon prop, as well as create the tube that is her "astral cord". i sewed this into a cornrow patch. I had to edit a mattress and create a faux firm pillow so we could feed the tubing through it.

### **No dogs die**

Special Effects MUA Department head

*Responsibility:* To design, sculpt, mold, and run the bone dagger props, the scalpel prop, and the ballsack prop. I also applied straight makeup and hair.

### **Perchance to dream**

Special Effects MUA

*Responsibility:* To design and fabricate the knife stabbing rig in which the blade is lodged in the actor. i used a magnet in the blade and a metal plate under the clothing to achieve this.

### **2024:**

#### **Medical film**

Sfx day play and prop handler.

*Responsibility:* to look over, prep, and man the body prop and blood rig on set. Assisted in minor tumor fabrication.

#### **Show me a sign**

Special Effects MUA Department head

*Responsibility:* To order the pieces, pre paint them, shape and trim the goatee, sculpt and fabricate the horns, design and fabricate the claws, fit and attach the teeth.

#### **Birthday betch**

Special Effects MUA Department head

*Responsibility:* To sculpt and fabricate the chemo port, to apply sickly makeup.

## **Blink**

Special Effects MUA Department head

*Responsibility:* To design, sculpt, mold, and run the Eyes sewn open and apply on set.

## **Feature films:**

### **2023:**

#### **By his hand**

Special Effects MUA department head

*Responsibility:* To apply the pieces fabricated by the previous head and keep track of continuity, to follow previously made breakdowns.

#### **In the path of the shadows**

Special Effects MUA

*Responsibility:* To design, sculpt, mold, and run the silicone prosthetic piece and apply on set. also to fabricate the gag of an exploding head, several blood gags from slits to stabs and a weapon prop

### **2024:**

#### **The stairwell**

Makeup department head/ lead Sfx/ set dec and prop

*Responsibility:* to make breakdowns, schedules, and face charts for my artists to follow. To fabricate many props. To fabricate and decorate set decoration builds. To apply straight makeup on set daily and watch over all of art dep.

## **Commercials:**

### **2021:**

#### **Nomadic luggage**

HMUA

*Responsibility:* to apply and touch up straight makeup to actresses.

### **2023:**

#### **Generations Robert DeBry**

Special Effects MUA

*Responsibility:* To design and fabricate old age transfers and to apply on set

## **Other:**

### **2022:**

#### **How low we go music video**

Special Effects MUA

*Responsibility:* To apply bruises and fight trauma to extras.

#### **Altaira teaser trailer**

Special Effects MUA/Prosthetic Fabricator

*Responsibility:* To design, sculpt, mold, and run each silicone prosthetic piece, to apply on set. i was responsible for bringing their dream of the main game character to life with the prosthetics. i was given a design and had to sculpt a replication of the horns and brow bone piece. i also was able to apply and paint the large elf ears. Unfortunately i did not have a hand in the painting in this production. i also did miscellaneous touch ups