

PRACTICAL INITIATION WORKSHOP IN MAKE-UP FOR AUDIO-VISUAL MEDIA

SOLER**B**MAK offers you the opportunity to discover the skill and profession which we are passionate about and in which we have been working for more than 30 years. A first step towards new job opportunities.

For who?

For those who wish to **GET STARTED** in the make-up profession in the audio-visual field.

What will you learn?

We will teach you how to identify the specific and differential aspects which characterise make-up in the audio-visual field, to familiarise you with the tools, acquiring practice in their use and getting to know the basic techniques most appropriate for each media.

How?

Reality and practice is the basis of our school. Through real work undertaken by the SOLER**B**MAK team you will see how make-up is created for the different audio-visual media from the base, we will analyse it in detail and subsequently we will be by your side guiding you so that you can put into practise what you have learned.

WE OFFER YOU A PERSONALISED, FRIENDLY, PRACTICAL METHODOLOGY BASED ON REAL EXPERIENCES.

Programme

AUDIO-VISUAL MAKE-UP

- Why and what are we making-up for.
 - **The working tools**: how to prepare the kit-bag?
- #### THE TECHNIQUE

- Methods of applying different **products**.
- Study of the face and possible corrections.
- Different **makeup** foundations.
- The importance and function of **colour**.

ADAPTING MAKE-UP TO THE MEDIA

- Make-up in different **eras**.
- **Advertising and fashion** Make-up and the models.
- Making-up the **TV** presenter.

What else are you interested in knowing?

- Directing the course: **Amaia Soler** (Chief make-up artist for EITB, Miramon)
- **40 hours** over two weeks (dates and time to be specified)
- **4 students maximum** per workshop.
- **Work experience**: 2 visits to real working environments: TV studio, filming and photographic session. (Subject to availability)
- **Diploma** certifying capability.
- **Venue**: SOLER**B**MAK make-up Studio. C/ Elcano,6 bajo. 20004 Donosti.