



Body Doubletm

“Apply-To-Skin” Mold Making Rubber

PRODUCT OVERVIEW

Body Doubletm “Standard Set” and **Body Doubletm “Fast Set”** are long lasting silicone rubbers that can be applied directly to the skin to make molds of the face, hands and other body parts. The rubber cures quickly and will reproduce perfect detail from any original model – far better detail than any alginate!

One Casting or Many . . . For About The Same Price: unlike alginates, which are good for one only casting,

Body Doubletm will last for many castings of almost any material including plaster, Matrix Neo, wax, resins (Smooth-Cast urethanes, polyester, etc.), Low-temperature melt metal alloys, etc. And the amount of **Body Doubletm** used per mold is less than most alginates, so the cost per mold is about the same.

Safety: **Body Doubletm** is non-toxic and odorless.

Body Doubletm “Standard Set” for larger surface areas. Working time of 5 minutes and a demold time of 20 minutes*.

Body Doubletm “Fast Set” for fast turn around. Working time of 90 seconds and a demold time of 5 minutes*.

*Depending on material temperature, ambient temperature and body temperature – see “Preparation” below for details.

TECHNICAL OVERVIEW

Key Values: ~**Mixing Ratio:** 1A to 1B by volume

~**Shore A Hardness:** 25

~**Mixed Color:** Body Double “*Standard Set*”: Purple

Body Double “*Fast Set*”: Aqua-Green

Preparation

Temperature

Applying A Release Agent

Safety: We recommend that you do a small scale test on the back of your hand to ensure that you have no allergic reaction to the release preparations or mold rubber. If you notice any type of skin reaction, do not use this product.

Body Doubletm is safe for skin application only – it should not be ingested. Do not use to make molds of the inside of the mouth. You can make molds of a smile - parted lips with teeth exposed, but closed together.

Life casting is best done with at least three people. You will be working with materials that set up quickly. One person is the designated model and the others will mix and apply mold rubber and support shell.

Temperature: Store and use **Body Doubletm** at room temperature (72°F / 23°C). Warmer temperatures will drastically reduce working time and cure time. Storing material at warmer temperatures will also reduce the usable shelf life of unused material.

Inhibition: Contaminants on the skin will cause inhibition. Prior to applying **Body Double Release Cream**, skin should be clean and free of make-up, cosmetics, skin creams, oils perfumes, etc. Do not apply rubber over skin coated with an aloe-based product, as this will cause cure inhibition. Apply with hands - **do not use latex gloves**. If using latex skull cap, coat skull cap side that will contact rubber with PVA (polyvinyl alcohol – Ease Release 2125).

Releasing Body Double: **Body Doubletm** will not stick to skin. However, it will “mechanically lock” onto skin hair including facial hair, eye brows, eye lashes etc. **Body Double Release Cream** (see below) will minimize mechanical lock. Also, you can shave the intended molding area prior to applying **Body Doubletm**.

Body Doubletm Release Cream: (available from Smooth-On) is a non-toxic skin conditioner that will aid in releasing **Body Doubletm** mold rubber from skin surfaces with or without hair. It washes off with soap and water. It is highly concentrated, so a little goes a long way. To use, wash intended body section with soap and water and dry thoroughly. Liberally apply **Body Doubletm Release Cream** to all skin surfaces (bare and hair covered) that will contact mold rubber. **Take Special Care** to aggressively message and work the cream into and over body hair. Body hair not thoroughly coated with release cream will become encapsulated and stuck in rubber – difficult & painful to remove.

Measuring

Mixing

Applying

Body Double[™] “Fast Set” is best dispensed through its pre-measured **400 ml. cartridge tube system with static mixing tube** (1/2” – 18 elements). Cut static mixing tube end at last notch – 1/2” from tip. Cartridge dispensing guns and static mixing tubes are available from Smooth-On distributors.

On cartridge tube set (A+B), remove clear cap from cartridge end and break off affixed end using flat screw driver. This will expose A+B dispensing ports. Screw on static mixing tube to cartridge end – hand tighten only. Place cartridge unit into dispensing gun. Do not squeeze trigger until you are ready to apply rubber. After squeezing trigger, Parts A & B will quickly be mixed through the static mixing tube and dispensed through the tip in a **uniform color**.

Applying - Dispense directly onto skin and immediately spread mixture over all surfaces to be molded using a soft bristle brush.

Body Double[™] “Standard Set” is available in larger units (quarts, gallons, etc.). Mix ratio is 1A:1B by volume.

Dispense equal amounts into a mixing container and aggressively hand mix, making sure that you scrape the sides and bottom of your mixing container to attain a **uniform color and eliminate any color streaks**. Apply to skin with soft bristle brush.

Option: For initial layer or “detail coat”, rubber can be thinned for easier application with Smooth-On’s **Silicone Thinner**. Apply to skin with soft bristle brush. Subsequent layers can be applied without thinner.

Add material as necessary – Body Double[™] sticks to itself, so adding more rubber is not a problem. Add new material as soon as possible. Be careful when adding new material to cured material - carefully “marry sections” to minimize seam lines. Final mold thickness should be 1/4” – 1/2” (1 cm). Let cure for 5 minutes before applying support shell.

Apply A Support Shell

Demold

Casting

Gypsona Plaster Bandages (available from Smooth-On): Remain the industry standard for making a fast, strong support shell. After Body Double[™] rubber has cured, brush a thin layer of petroleum jelly onto rubber mold surface to minimize chances of suction or mechanical locking of rigid support shell. Wet and apply bandages over rubber mold surface, following contours. Bandages dry in 15 minutes and can be removed from rubber surface.

Demold Rubber From Body: Slowly peel rubber away from skin surface. If you encounter encapsulated hair that is stuck (did not get enough release agent), you may have to slowly cut the hair with scissors. Be careful not to cut your skin or the mold rubber. **Removing Body Double Release Cream** – Apply baby oil to skin. Wipe off with a dry towel. Wash area with soap and water.

Casting: Seat rubber mold into support shell before casting. A release agent is not necessary when casting most materials. **If casting resins**, let rubber cure at least 60 minutes before casting. Store cured Body Double[™] rubber mold in support shell for best results.

The Material Safety Data Sheet (MSDS) for this or any Smooth-On product should be read prior to use and is available upon request from Smooth-On. All Smooth-On products are safe to use if directions are read and followed carefully.

Keep out of reach of children. Use only with adequate ventilation. If skin rash or redness occurs, discontinue use. If redness persists, consult physician. If eye contact occurs, flush eyes with water for 15 minutes and seek immediate medical attention.

Important: The information contained in this bulletin is considered accurate. However, no warranty is expressed or implied regarding the accuracy of the data, the results to be obtained from the use thereof, or that any such use will not infringe upon a patent. User shall determine the suitability of the product for the intended application and assume all risk and liability whatsoever in connection therewith.

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