



MICHELLE MEOLA - PORTFOLIO

Instagram: [michelle_meola_mufx](#) /
[michelle_meola_makeup](#)

Email:
michellemeolao80799@gmail.com
immortalproduction@legalmail.it

Website:
www.immortalproduction.com

Tel: (+39) 3517213687

Water Buffalo Built made at Scarecrew Studios (Melbourne Australia) for the upcoming movie "Mike Thornton" produced by Amazon MGM and Sylvester Stallone. I was involved as lab technician, props maker, art finisher and hair puncher. I did the molds and running for horns, hooves and ears and I did the guts of the animal as well as a big part of the hair punching and finishing work. I helped in the mold department to run and assemble the main body made in flexible polyurethane foam and I also helped with the patching, seaming of the body parts and helped with the sewing of the hair coat underneath and colouring process too.

Water Buffalo Built MIKE THORNTON MOVIE 2026



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Water Buffalo Built MIKE THORNTON MOVIE 2026



Hair punching and art finishing of the two hero head replicas of the actor Joe Cole, work I have done at Scarecrew Studios in Melbourne, Australia. Work done by mixing 6 colours to match the actor's hair. We then attached the heads and hands to a generic body dressed with the proper official costume provided by the costume department. the finishing, finessing and cutting part was done by Nadia Semanic.

Hair Punching - Hero Heads
MIKE THORNTON MOVIE 2026



Hair punching and art finishing of the hero head replica of this actor, work I have done at Scarecrew Studios in Melbourne, Australia. Work done by mixing 3 colours to match the actor's hair. We then attached the heads and hands to a generic body dressed with the proper official costume provided by the costume department. The finishing and finessing part will be done by Nadia Semanic who put a topper.

Hair Punching - Hero Head
MIKE THORNTON MOVIE 2026



Work I have done at Scarecrew Studios (Melbourne, Australia) for the movie "Mike Thornton" produced by Amazon MGM and Sylvester Stallone. For this job I was encharged of the finishing and hair punching of the hero prosthetics for one of the main characters played by Joe Cole. This prosthetic design was the same as done on the hero head replica. I did in total 7/8 prosthetics, the on set team then cut the hair properly as in reference.

Hair Punching and finishing

MIKE THORNTON MOVIE 2026



Work I have done at Scarecrew Studios (Melbourne, Australia) for the movie "THE PEASANT" directed and starring Dev Patel, distributed by Apple Tv. For this job I was encharged of the props making of the background limbs and heads used during the movie. I usually started from scratch building with silicone and foam or using moulds, then seaming, patching, colouring, hair punching and finishing. 6 main heads were made, we did several bodies and I also helped with the finishing of the prosthetics. For the heads and some limbs I had to build the underneath bones and flesh to making them look like they were just cut off.

PROPS MAKING, Hair Punching, Colouring, Finishing..

THE PEASANT 2025



Work I have done at Scarecrew Studios (Melbourne, Australia) for the movie "Kick On" where I was involved as prosthetic makeup artist on set by applying all the main prosthetics with the prosthetic Designer and Hod, blood rigger and lab technician. We had to do a lot of effects for this movie, head replicas that had to explode, prosthetic application and continuity, blood rigging, hair punching, finishing, colouring and more

On set prosthetic makeup artist & Lab Technician

KICK ON 2025



Before



After



Work I have done at Scarecrew Studios (Melbourne, Australia) for the movie "Kick On" where I was involved as prosthetic makeup artist on set, blood rigger and lab technician. We had to do a lot of effects for this movie, head replicas that had to explode, prosthetic application and continuity, blood rigging, hair punching, finishing and more

On set prosthetic makeup artist & Lab Technician

KICK ON 2025



Work I have done at Scarecrew Studios (Melbourne, Australia) for the movie "Wolf Creek: Legacy". I was encharged of punching, finishing some prosthetics and making some strap on prosthetics to be used all over again under costumes. As requested I attached the head prosthetics to an HD lace cut to fit the actor and to be reused.

Hair Punching and strap on prosthetics

WOLF CREEK: LEGACY 2026



Personal project where I learned to make movie Dentures start to finish with the vacuforming technique, I did a metallic vampire grillz with embedded Swarovski and a rotten pair of teeth suitable for a lot of horror characters like zombies.

Movie Dentures Making

PERSONAL PROJECT



Prop made as part of a big art installation. The arm should have the typical wounds related to the crucifixion of Jesus, during the mould making part and sculpting part I created a channel to put an antique nail. I took care of the whole process from the sculpting to the installation. I hairpunched the prop and painted it with silicone to make it hyperrealistic.

Props making, mould making, colouring, finishing, punching...

PRIVATE COMMISSION FOR AN ART INSTALLATION

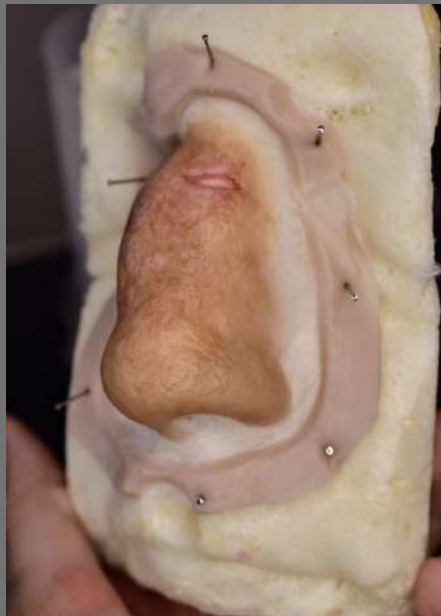


Prosthetic and special effects makeup designer for the film "PODGOD," produced by LaCumbia Films and directed by Simone Menzio. Design, creation, and application of the prosthetic set for one of the victims who breaks his face and head in the film by me. Partial application of hair to reconstruct the left eyebrow arch. Below, you can see some of the pre-colored prosthetics. Assisted by Mauro Zenoniani during the application

Prosthetics making and application **PODGOD - 2025**



Final Makeup (Added more prosthetics) before the final blood dressing



Generic nose prosthetic by FakeFx, colored and applied by me

Test Makeup

The director requested the creation of a custom corkscrew for use on stage and a harmless prop replica that one of the actors could use during a sequence shot to stab his ears and blend fake blood. For the outer shell, I opted for an organic design that reproduced the texture of wood with some 3D details reminiscent of vine leaves. The entire shell was sculpted and painted by hand by me, and two copies were made. For the safe prop replica, we had to design an internal pumping system consisting of two independent mini pumps that the actor squeezes to draw blood from the tubes hidden near the tip. For safety reasons, the tip was made of flexible polyurethane foam, which is harmless if pressed against the ear because it is flexible and soft. I also created custom prosthetic earplugs to further seal and protect the actor's eardrum during the action. Mauro Zenoniani handled the 3D modeling and printing of some internal parts specifically created to operate this hydraulic and mechanical system. He also printed copies of the actual tips in resin so I could make two-piece molds and then create the positives of the corkscrew tips. The system was refilled by inserting a syringe filled with 5 ml of blood and activated by squeezing the side pumps. We made 5 copies of the wrking safe prop replica.

Props Making - PODGOD 2025



Prosthetic and special effects makeup designer for the film "PODGOD," produced by LaCumbia Films and directed by Simone Menzio. Crisi Plastica and Giulia Bussone created a bald cap simulating a head crashed by a baseball bat. I applied and completed the finishing touches, created the various types of blood for the blood dressing, and applied the bald cap to the actor, assisted by Giulia.

On set application and blood making/dressing - PODGOD 2025



Prosthetic Makeup and bodypainting for "Carne" & "Demonio" music videos, job done for Universal Music and the artist Jungle Julia.
Prepping, colouring, finishing, hair punching and on set makeup done by me using VIVAFX prosthetics and a generic pair of ears I modified.
I also made an acrylic set of demon nails, custom made for the actor.

Prosthetics & bodypainting - UNIVERSAL MUSIC 2025



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I also made an acrylic set of demon nails, custom made for the actor.

Prosthetics & bodypainting - UNIVERSAL MUSIC 2025



Bondo transfers and Prosthetics made by me for the "Red Eye World" Magazine.
For the heart prosthetics I sculpted a heart and casted in silicone and I made some
metal spikes in polyurethane foam for them to be harmless. I then applied
everything on set and colored.

Prosthetic Makeup Artist and Prosthetic maker
RED EYE WORLD MAGAZINE - VALENTINE'S DAY
SHOOTING 2025





On-set SFX makeup & prosthetic makeup created for the three main characters in the horror short "Lo Scambio" by Ikelos Film. The makeup looks were divided into a more realistic one, transforming the protagonist into a terminally ill woman, and two more horror-like makeup looks for the possessed woman and the demon hunter, respectively. Prosthetics, tattoo transfers, contact lenses, tooth polish, and much more were applied to complete their character makeup designs.



Bondo Transfers - Full Fabrication

For a horror short film, I handled the entire fabrication process for these bondo transfers. From sculpting, to molding, to silicone running, to creating the bondo transfers, their cleaning, preparation, and application.

Makeup Design and Prosthetic Design created for the character of the possessed in the board game "The Horror" obtained through different stages of makeup. Prosthetics designed, sculpted, casted and applied by me.





Hyperrealistic painting on silicone

Result of the coloring process done during Valentina Visintin's "Hyper-realistic silicone painting" course. Below you find a photo of the colorless silicone prop, taken before starting for the before and after comparison. Prop head made by VIVAFX



Hyperrealistic painting on silicone

Result of the coloring process done during Valentina Visintin's "Hyper-realistic silicone painting" course. Below you find a photo of the colorless silicone prop, taken before starting for the before and after comparison.



Hyperrealistic silicone painting

Result of the silicone coloring process on a prosthetic aging set. On this set I wanted to recreate many age and sun spots with some bruising under the skin as seen on references. Here you can also find photos of the set before painting for a before and after comparison. Prosthetics created by FakeFx.

**STRETCH & STIPPLE OLD AGE MAKEUP WITH OSP AND COLORING FOR
OSWELL SPENCER'S CHARACTER** *in the fan made web series "Resident Evil".*
Aging of face, ears, neck and hands with stippled latex colored with alcohol colors
(from 60 years to 83 years)

PAINTING+ APPLICATION

2024



*Painting & Finishing- Realistic Fake
Dead Bodies 2025*

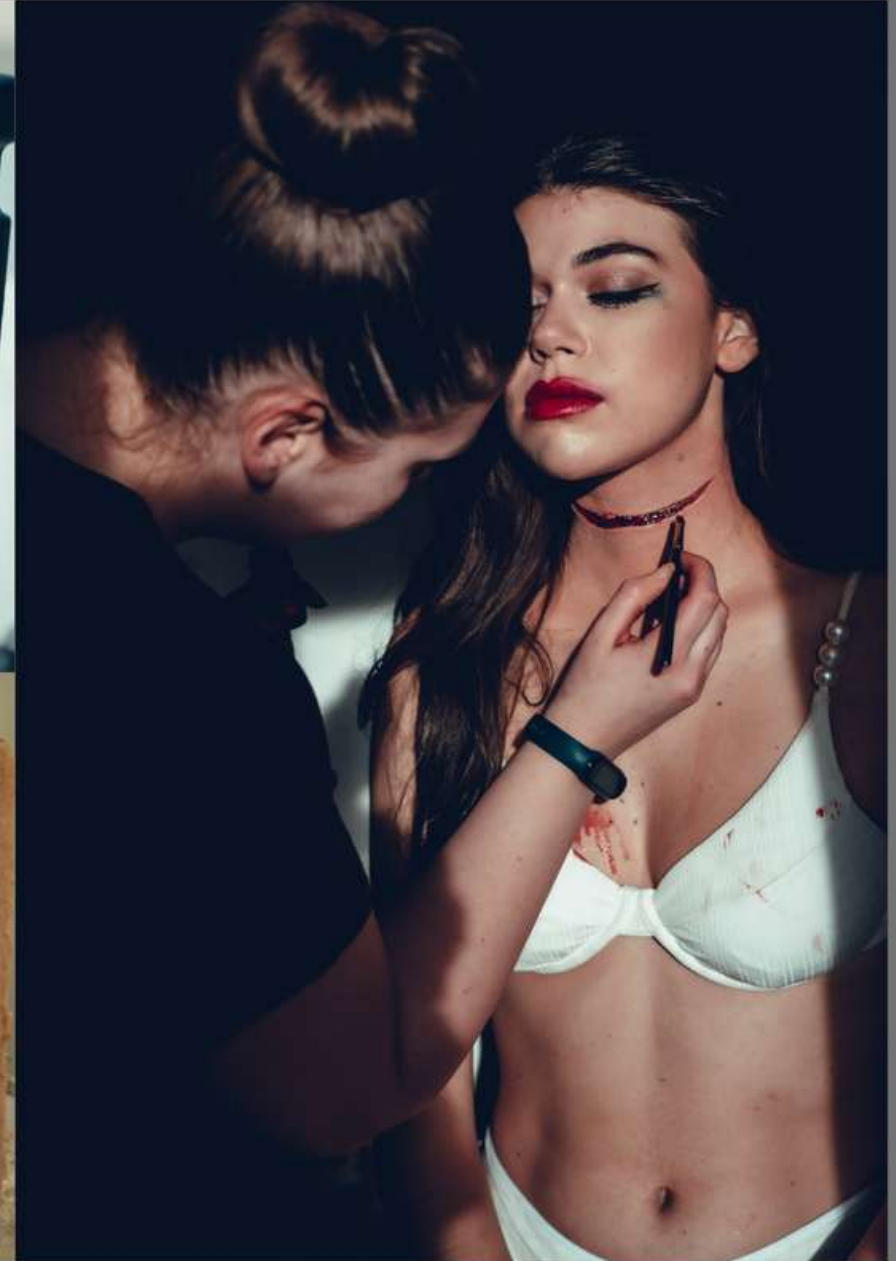


MUAH & SPECIAL EFFECTS MAKEUP DESIGNER + PROPS MAKER for the horror film "Blood Pay," directed by Brace Beltempo and available on Amazon Prime Video. For the film, I created a blood pump to create the slit throat effect and blood sampling effects, which were then combined with prosthetics and CGI applied in post-production.

For the film, I also created all the props, including the iconic "Blood Pay" box in its various stages, sculpting from scratch a membrane resembling the female sexual organ but with a more fantasy twist.

In the story, the main character is dependent on this Artificial Intelligence, which provides him with various types of entertainment to escape from reality and his depression, but the price it exacts is increasingly high. Eva, the AI, manipulates the protagonist and changes her form to adapt to her master's needs, including sexual ones, dragging him into a spiral of unhealthy and uncontrollable addictions. For this reason, the box sometimes opens and takes on the shape of a hole reminiscent of a female organ, but modified to almost resemble a flower—not realistic but more fantasy-like and as less explicit as possible. On set, I also handled the actors' SFX makeup and prosthetic application together with beauty makeup.

Prosthetics & On Set Application - BLOODPAY MOVIE 2024



DIONEA MASCIPULA - CANTOR & NISSEL DEMO

For this new collaboration with the lens company "Cantor & Nissel" I developed a new character for which I created headdress, props and makeup. The headdress was initially sculpted in EVA foam and after various prototypes I created two platinum brush-on silicone molds with plaster jackets where I poured pre-coloured flex-foam it. Everything was then airbrushed to match the color of the props to those of the performer's costume and the back was studded with Swarovski crystals of different shapes and colours. The headdress is structured in two parts, the upper part is fixed internally to the chignon and to the hair using hair bands, elastic bands and hairpins while the lower part is attached via press studs (modular width) to the upper part and has a compartment for placing and tuck your chin. The props of the two mouths of the carnivorous plant were created in EVA foam paste, the teeth are all different and were sculpted one by one and subsequently applied. Also in this case I airbrushed everything to create different organic effects and I applied some Swarovski to reflect the underlying shade. For the company I also developed the design of the lenses in Procreate which would then be painted accordingly (Full credits and story/inspo on the dedicated posts on Instagram)





FULL FABRICATION - HEADDRESS & PROPS + LENSES DESIGN & MAKEUP - 2024



Color
scheme of
the makeup
and
character



Glow in the dark (if possible) red base with glow in the dark (if possible) acid green shaped carnivorous mouths both on right and left side. I was thinking about a more oval shape because "venus flytrap" plants have a more oval shape rather than round.

The lateral pointy shape represents the "teeth" of the plant and to make them more visible on camera and from longer distance I drew them more thick and curved.

For the character it would be perfect to have this design and because I loved the dot work made on the previous lenses I decided to add some dots around the iris to make them even more interesting and bright. Furthermore, the carnivorous plants of this species have shaded colors inside their "mouths", which is why in the lenses I tried to shade the red starting from the darkest shade inside to the lightest towards the outside. It would be nice to have a shading of the same red color on the lens if possible.

If it's not possible to have a Glowing effect we can go for very bright colors. Diameter of the lenses 14.5 mm, the performer is a professional athlete and wears colored lenses without problems.

CARNIVOROUS PLANT- Collaboration with C&N LTD



3D Prosthetic application - ZOMBIE CHARACTER

Finished photos of application plus painting of the three-dimensional prosthesis in various light conditions.

In the photos, the model's eyes were modified due to the lack of fx lenses. Work made on Valentina Visintin's advanced application 2.0 course. VIVAFX prostheses.

PAINTING + APPLICATION

2023



*Application of encapsulated silicone prosthesis and Bondo transfer -
general wound/ keloid
VIVAFX prostheses.*

PAINTING + APPLICATION

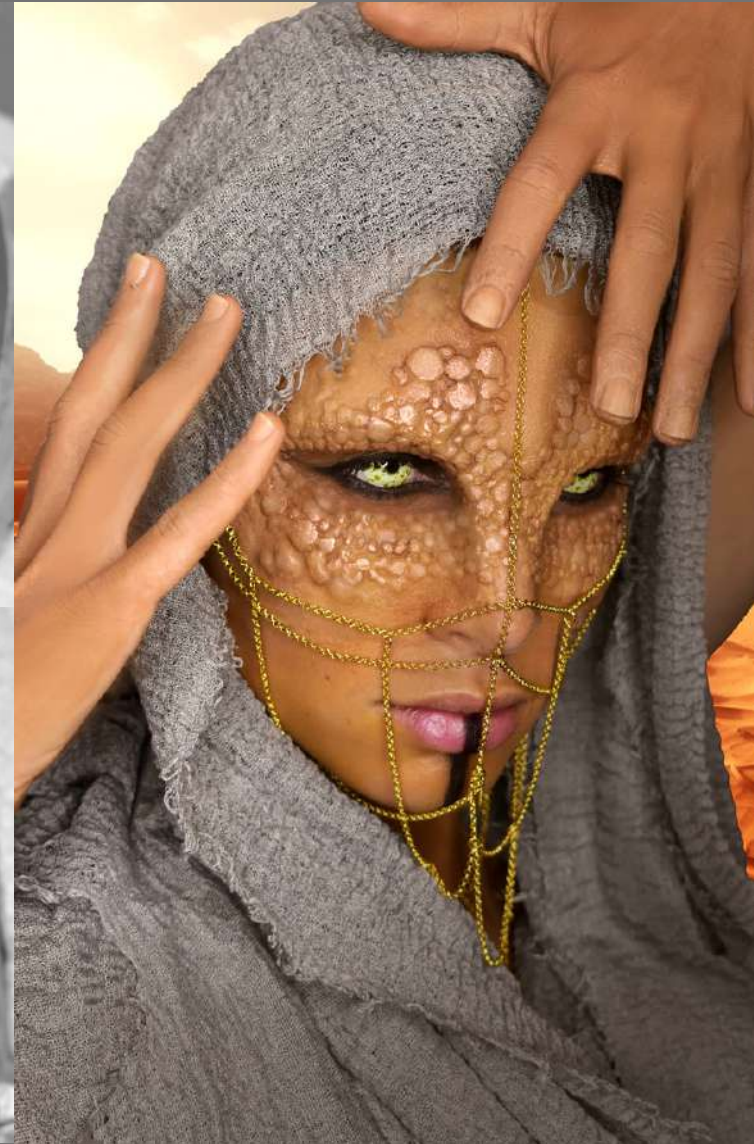
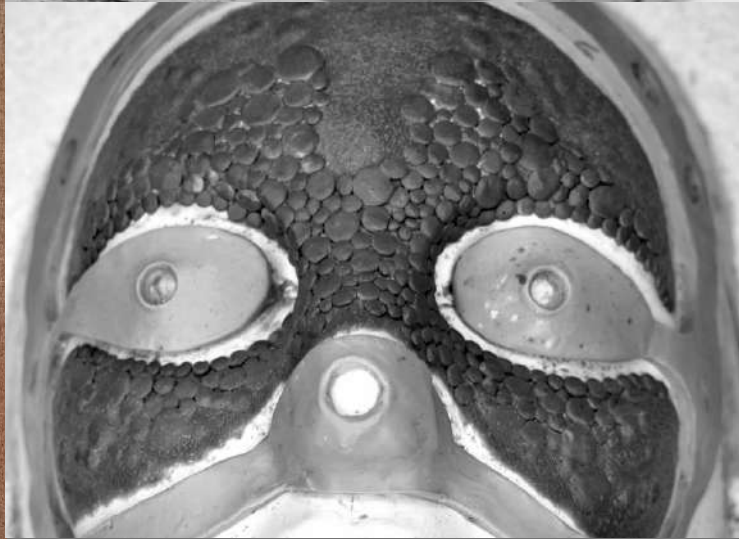
2023



CANTOR & NISSEL DEMO - Dune inspired character

At the beginning of the year I was contacted by the team at Cantor & Nissel, who wanted to collaborate on giving life to a fantasy character starting from a new lens design based on some suggestions I provided. The lenses were created after careful fitting. For my character I took inspiration from the world of "Dune" to create a sort of humanoid hybrid halfway between spirituality and esoterism like the Bene Gesserit figures. The chosen color palette ranges from sand tones to greens. For this project I created the drawing, sculpted the prosthesis, made the mold and poured the silicone, done the application and colouring, handmade the facial jewel inspired by Lady Jessica

FULL FABRICATION+ APPLICATION
2023





FULL FABRICATION+ APPLICATION 2023

Port-Wine stain Syndrome (neveus flammeus)

Port wine stains are skin conditions that are usually flat and red/purple in color.

Usually present from birth and due to malformation of the blood vessels, as age advances the skin tends to thicken and small nodules can form. In some more serious cases, the affected tissue can swell, creating decay and malformations

- Source msdmanuals

For this application I sculpted a nasolabial prosthesis in plasticine on a plaster partial and then created a three-dimensional plaster mold.

I printed the three-dimensional prosthesis in platinum silicone adding red and blue flock, then I pre-coloured it with silicone + oil colors to make the application quicker. I wanted to try to recreate this condition to learn how to make hyperrealistic prosthetic interventions that are as realistic and faithful to reality as possible and to train on the coloring of human skin. For this work I was inspired by work done by David Malinowski who produced a similar prosthesis

PROP MAKING + SFX 2023

Herpes+Oral Cavity Infection (hyper-realistic tongue prop)

For this personal project I created a silicone prop tongue which I then pre-colored with more silicone to give the effects of herpes. The "pustules" around the mouth were made extemporaneously with two-component silicone to which I mixed various shades of red to spread in layers to give three-dimensionality and variety to the rash.

I wanted to try to recreate this effect to learn how to best recreate skin diseases and conditions through prosthetics and out of kit special effects as realistic and faithful to reality as possible.

In this case my goal was to create a faster Out of Kit SFX that could visually be realistic without the need to apply prosthetics.



MASK MAKING 2023



Foam Mask from "THE LAST OF US" created for the performer at "Cinecittà World" at "Cinefiera Horror Show"

EVA foam mask, resin teeth, silicone and resin created for the performer who performed at the fair. Fair organized by the sfx makeup brand "Streets of Undead" for which I was the official makeup artist at the stand in the fair inside the "Cinecittà World" park. At the stand I took care of the makeup of the guests including the voice actress Eleonora De Angelis (voice of Jennifer Aniston, Angelina Jolie and Cameron Diaz) and the public.



CREATURE MAQUETTE DISPLAY 2023

PAN'S LABYRINTH SCULPTURE

For this sculpture inspired by the film "Pan's Labyrinth" by Guillermo Del Toro, I sculpted the labyrinth in plasticine and then made a silicone mold with its jacket..

The vines and moss were sculpted and applied later as was the blood that appears in a final scene of the film.

I made the sculpture of the faun in super sculpey working in sections and cooking it by hand and then assembling it and coloring it with an airbrush. I then finished it off by applying some fake hair for hair and facial hair. I finished it by spreading some transparent resin on my eyes to make them more realistic and wet.



FULL FABRICATION

2022



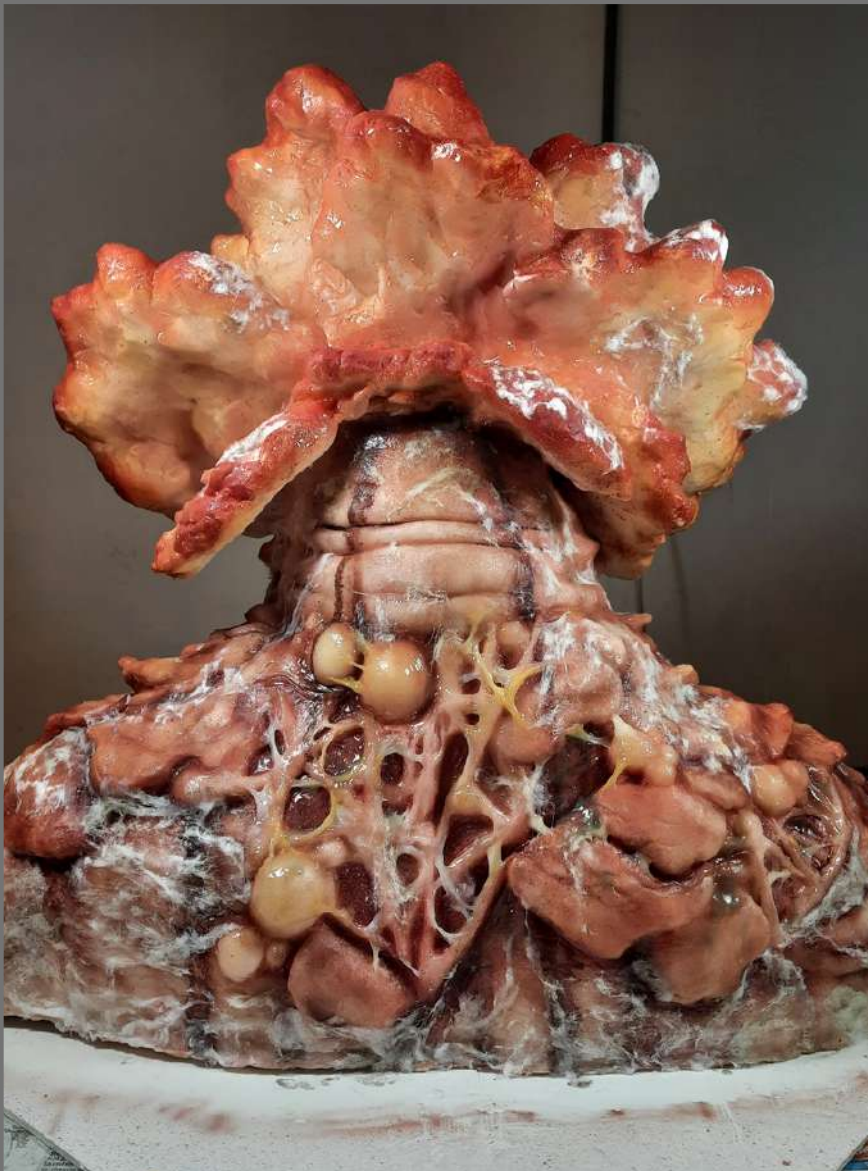
Bloater from "The Last Of Us" - "Fan Art" project Bust made with silicone and resin created in collaboration with Francesco Sanseverino in his laboratory in Turin with the help of two other assistants. For this project I did the entire back sculpt myself, creating some mushrooms, hair punching and finishing with mold and other effects. While together with the other two girls we made the plaster mold, we printed the sculpture in platinum silicone and we poured the resin internally. The assembly, teeth, tongue and coloring were made by Francesco, I helped with the painting and finishing process.



Bloater from "The Last Of Us"

Dettaglio della scultura posteriore che ho scolpito (con relativo muretto e chiavi per lo stampo) e delle texture.

Scultura realizzata in argilla, stampo realizzato in gesso sintetico e tessuto quadriassiale in fibra di vetro. Dettaglio dello stampo chiuso una volta spennellati i primi strati di silicone precolorato, della sformatura prima che realizzassimo i funghi e del bloater a funghi ultimati. Per questo lavoro mi sono occupata anche del silicone running, della fase di pulizia degli stampi, del seaming e del patching del silicone.



Bloater from "The Last Of Us"

Detail of mouth, mold effect and back before punching the fake hair



ART FINISHING + PAINTING DEP.

2022

"FERRARI" directed by Michael Mann

(On set Crew, Painters & Art Finishers: Christian Colombo, Andrea Masi, Vesna Giordano, Chiara Solina, Dave Marino, Michelle Meola, Valentina Bruseghini)

Last year I was hired as a sfx makeup artist in the role of Art Finisher by the ALCFX team to take care of the dummies on set. On the set there were mannequins that we would have to paint to make them more realistic for a scene from afar, the work consisted of applying wigs and painting the exposed parts of the mannequins to make the skin more realistic and make them resemble their respective ones as much as possible actors matching their colors and traits. On the set under the supervision of Andrea Masi I was also able to take care of some coloring of the hyper-realistic dummy created by the ALCF team of one of the main actors to give continuity between the dummy and the main actor (dirt, asphalt marks, signs of the pilot's glasses etc...) , under the supervision of Christian Colombo (head department of the group) I took care of the positioning of the blood on scenes and of the art finishing (painting, finishing and fixing) of the guts of the dummy as well as the additional ones placed at a later time on the street.





GoatMan resin mask for "Wolfnun" trailer

Completed goat mask painted with airbrush with acrylic colors. To create the goat's beard I used beige and white hair while the rest was electrostatically flocked with white and beige flock. To create the eyes I printed HD goat irises and through the use of transparent UV resin I painted some layers to give three-dimensionality to the eyes. The production specified that the eyes should have a milky whitish patina therefore the last layer of resin was colored white and spread evenly to give a veiled look to the eye.



*Prop rosary with realistic wooden cross
"Wolfnun" trailer*

For this prop the request was to create a large cross that could be rotated and used as a harmless weapon by one of the protagonists. The rosary part is an antique piece that I integrated into the prop. For the cross I made a sculpture of about 1 meter of which I created a flat mold in silicone rubber. The cross was printed with flex foam it to make it soft and light but inside I created a flexible core to maintain its shape. For the coloring I created stencils that imitated the texture of wood with related knots and I colored everything with airbrush and acrylic colors



*Cult Mask Design & Resin mask for "Wolfnun" trailer
Resin mask of which I developed the design on paper, the production idea was to create an identifying mask of the cult within the film. The mask had to have the symbol of the sect inside and had to have a woody texture. After creating the sculpture of the mask with its silicone mold and casing, I colored everything with an airbrush. The symbol in the center had to simulate an embedded and worn metal plate, therefore that part was colored with highly reflective metallic colours.*





Prop Whip (Basic design/Preppy design) for "Wolfnun" trailer Harmless "CAT-O'-NINE-TAILS"

Prop that I created from scratch by sculpting the super sculpey handle and cutting 2mm eva foam to create the actual whips. The prop cannot actually be used as a real whip (because the tails are very light and harmless) and will not be used but only shown. Everything was colored with glossy black paint to give the leather effect. Subsequently, as requested, I personalized the handle with glitter that recalled the shapes of Christian symbols (the cross, the fish...). The basic idea of the production refers to the aesthetics of the 2000s / preppy style.



Mantis Resin Mask-Original Design

Sculpture made in Monster Clay Medium, mold made in platinum silicone with plaster jacket and mask casted in smooth cast 65D. The mask was then colored with duochrome pigments and metallic acrylics. The two jaws were sculpted and printed separately (silicone bivalve mould) to be attached later.

Resin Skull Mask

Sculpture in Monster Clay Medium (skull and crystals) created for a resin HalfMask. Realistic resin teeth. Mask created for my etsy shop, original design. For this project I made a Platinum silicone mold with plaster jacket and semi-rigid polyurethane resin casting. Colored with airbrush and dry brush with acrylics, I also used alcohol colors and spray paint.

MASK MAKING SET-FULL FABRICATION 2022



APPLICATION + SFX BASE + FAKE TATTOO - 2021



Deadly Web

For this horror short film I took care of the application and coloring of the various wounds on the actor, of creating fake tattoos for the members of the sect and of some impromptu effects. Two other colleagues of mine collaborated on this project who worked on sculpting and molding the prostheses and creating the props (Sara Birelli and Martina Varotto).

The applied prostheses were made of platinum silicone, colored with alcohol colors and the props were made of polyurethane foam colored with acrylics. For the fight scene I assisted in creating various impromptu bruises, wounds created with Artex and blood effects. For this short we also created a blood rig, a blood pump that was attached to the actor's body and came into action as soon as he was stabbed. I also took care of the application and coloring of the cut caused by the stabbing. The knife was a realistic but harmless prop made of polyurethane foam like scissors. Above is a photo of one of the fake tattoos that I hand-painted on several actors of the "sect".