

## Blush and Shadow Class

### Families of Mica Pigments & their Uses:

#### Fine Micas

Fine mica is mica that is coated with pigment, then ground into a very fine powder that doesn't have sparkle or shimmer, but has a luster or sheen. These powders can act as fillers or "bases" for matte mica-based shadows.

#### Refractive Micas

Refractive mica is mica that has not been coated with any colorants, but looks colorful to the eye. The colors are pearlescent and pastel in nature. Refractive micas look white until you wet them. Then their beautiful hues are evident. These micas (often referred to as interference micas), are key to creating pastel shades without using carmine or synthetic colorants.

#### Warm Mica Colors

We're calling these pigments warm because that is the only distinguishing feature connecting them together. These colors are created by coating mica with iron oxides. (yellow and red). They range in tone from gold and copper to deep red.

#### Blackstar Micas

These are very dark, sparsely textured colors created by coating mica with black iron oxide. They can be used to create dark, smoky shadows and liners, or to add depth and complexity to lighter colors.

#### Adjusters

To darken or lighten your colors, black mica and white (silver fine) will do the job. Too much black mica will make your colors apply unevenly as shadow, and too much silver fine will make them too frosty.

#### Shimmers:

This is a grouping of micas that have a larger particle sizes. They are very sparkly, and are used to create shimmering body powders and sparkly eye shadows for the young, and young at heart.

## Pure Mica Blush Formulas

### Light Warm Pure Mica Blush Formula:

Sienna Fine Mica	2 scoops
Splendid Red Mica	1/2 scoop
Gold Fine Mica	1 scoop

### Light Cool Pure Mica Blush

Bordeaux Mica	2 scoops
Silver Fine Mica	1/2-1 scoop
Splendid Red Mica	1/2 scoop

**Directions:** Place pigments in a mini-grinder or tumbler and let blend for about a minute. Over-blending of micas can destroy the pre-cut shape of the minerals, decreasing their beauty.

For a darker blush, try using a base of Bordeaux mica, blackstar red mica, and copper fine.

### To create a matte blush:

Use a blend of Serecite, Zinc Oxide and oxides to achieve desired shade. For a more interesting color, add small portions of micas, such as Splendid red, Bordeaux, Oriental Beige, or Sienna Fine.

2 scoops zinc oxide or titanium dioxide  
1 scoop serecite or silica ( serecite adds luster, and silica is more matte)  
1/2 scoop red oxide  
1 scoop Bordeaux mica

## Mica Based Shadows:

### Pastel Shadows

To create a simple pastel, use as a base, silver fine, or silver white, which is a fine white powder with a cool undertone. Add a cool-colored mica, such as bordeaux or deep blue, in small quantity to the silver fine and then blend in a coffee grinder or small blender. Two or more colors can be blended into the base to achieve more complex shades. (eg. Blackstar Red, and Bordeaux will create lavender when mixed into the white base. Add serecite to create a more matte product.

### Light Pink:

Silver fine	2 scoops
Bordeaux	½ scoops
Splendid violet	1 scoops

### Salmon Shadow:

Splendid red	1 scoops
Bordeaux	1 scoops
Gold fine	1/2 scoops

### How to create a smoky shadow/ liner color:

Start with a base of blackstar and black mica, then adjust it with either a warm mica, or a splendid mica. Adjust with splendid micas to create cool colors, and warm micas to create bronzy, earthier tones. To use mica as a liner, simply wet professional liner brush, dip it into the mica, then mix into a paste on the back of your hand or a lid. Then apply as a liquid liner.

### Forest Green

Blackstar green	2 scoops
Black	1 scoop
Gold Fine	½ scoop
Interference Green	½ scoop

To create a more sparkly version, add some copper sparkle.

### Jewel Toned Burgundy

Blackstar Red	2 scoops
Semi-Fine Scarlet	1 scoop
Interference Violet or Red	½ scoop
Optional: Black to deepen the shade	

### Light Sparkle Beige

Blackstar Gold	1 scoop
Fine Saffron	1.5 scoop
White Diamond	1 scoop
Semi-Fine White	1 scoop