

The Hatbox Ghost – Unpainted

Thank you for ordering one of my unpainted Hatbox Ghosts! Read below for detailed information about the prop, quick start on how to paint, and if you're turning it into a mask, get it ready to wear. When you're done, send me a picture, I'd love to see your end result! If you have any questions, don't hesitate to contact me at HauntedKnoll.etsy@gmail.com, or via the Etsy convo system.

Also, I very much appreciate feedback, and reviews on Etsy, as they help us grow and continue to add new products. If you have a chance, please take a moment and leave a review!

About the Prop

- The Hatbox Ghost is cast with a semi-rigid plastic resin (Smooth-Cast 65D), which has some give to it, but is NOT unbreakable. It isn't *fragile*, but it should be treated with reasonable care.
- Depending on the version, the resin has been mixed with an additive which either makes it glow in the dark, or illuminate under black-light.
- It has been trimmed, and all edges sanded, after being demolded
- It can be painted with standard acrylic paints

Quick-start Tips

Although it should not be necessary, if you find you want to do further trimming of the prop, take care when doing so. Trying to cut, or snap away material can lead to cracks along the edges, or breaking off more material than intended. Alterations are best done with a Dremel tool, using a sanding drum. Be sure to wear safety glasses, and a respirator!

The size of the prop can be altered *slightly* by warming it up either with a hair dryer/heat gun, or hot tap water. This will make the plastic a little pliable, and the sides can be bent inwards or outwards. Do not try to bend too far. Hold in place, until it cools, or dip in cold water.

Prior to paint, I recommend wiping the piece down with Prep-All or Mineral Spirits. Blowing off with compressed air, if possible (to remove any lint, etc.)

IF PLANNING TO WEAR AS A MASK

You must cut out the nostrils, and also the center portion of the mouth. Failure to do so, can hamper breathing. Both can be done by drilling some small holes, and widening with a file, or (carefully) with a small Dremel cutter bit.

Take care, when cutting out the eyes. A Dremel is recommended. It works best to take out the middle using a cutter bit, and then ease up to the edges, with a sanding drum.

It is recommended to place padding inside the mask, to hold it away from the wearer's face.

(over)

Painting – Glow-in-the-Dark and UV versions

If you ordered a glow-in-the-dark, or UV reactive version, you must be extremely careful with paint!

- Do NOT use a primer, it will block all of the effect
- Do NOT use any clear coats which protect from UV light... this will diminish the effect
- Paint has a little trouble strongly adhering, so be sure the piece is completely clean, to help yourself out
- Finish with a clear coat (non-UV protecting!), to keep the other paint from rubbing off easily
- I haven't tried it, but it may be beneficial to *start* with a clear coat, and paint on top of that. Interested in hearing the result, if you try it.

Painting – Non-glow-in-the-dark versions

Follow these instructions, ONLY if you do not desire a glow/uv-reactive effect.

For best paint adhesion, the prop should first be sprayed with primer. Use this only for plain versions, which do not have any additives, or if you have an additive version, which you do not want to glow. I prefer to use 3M Bondo Easy Finish Primer (Black). Plastikote Sandable Primer, Rust-Oleum Automotive Self Etching Primer, or Rust-Oleum Specialty Plastic Primer also work well as alternatives.

Also, UV protective clear coats are safe to use, for plain versions.

Finished example, for reference

