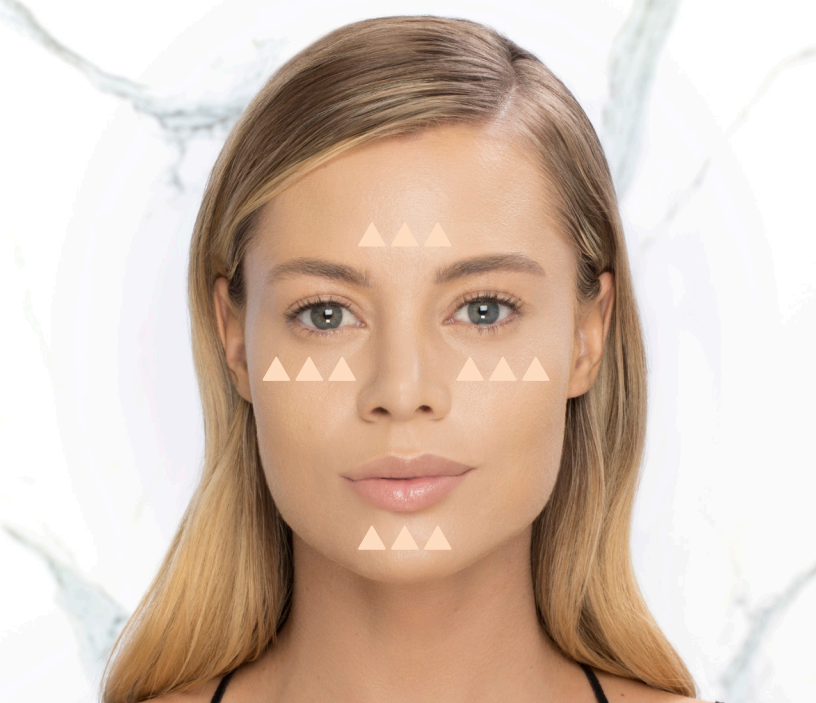


HOW TO USE VANISH

This versatile foundation stick can be used in a multitude of ways, from sheer to full coverage, to contour and highlight, and to conceal imperfections

FULL COVERAGE FOR A VIRTUALLY PERFECT COMPLEXION

1. Prep skin with Veil Mineral Primer if you have normal to oily skin, or No.28 Primer Serum if you have dry skin
2. Dot 3 triangular dots in the center of both sides of the face - 3 dots on the chin, 3 dots on the tops of the cheekbones and 3 dots on the forehead. Start with less and add more as necessary
3. Buff in with the Vanish Seamless Finish Foundation Brush in tiny circular motions.
4. Set with setting powder and/or setting spray if you have normal to oily skin, or a hydrating facial spray if you have dry skin



SHEER-MEDIUM COVERAGE FOR A NATURAL, EVERYDAY LOOK

1. Prep skin with Veil Mineral Primer if you have normal to oily skin, or No.28 Primer Serum if you have dry skin
2. Lightly dot foundation where needed on chin, forehead, center of face. Start with less and add more only in areas that need extra coverage
3. Buff in with the Vanish Seamless Finish Foundation Brush in tiny circular motions
4. Set with setting powder and/or setting spray if you have normal to oily skin, or a hydrating facial spray if you have dry skin

CONTOUR/HIGHLIGHT TO ADD DIMENSION AND LIGHT TO THE FACE

CONTOUR

1. Choose shade 1-2 shades deeper than your natural skin tone
2. Dot 3 triangular dots of contour color under the cheekbones, along the sides of the nose, temples of the forehead and along the jawline. Add a dot to the crease of the brow bones for an eye opening effect
3. Blend with the Vanish Seamless Finish Foundation Brush in a stippling and circular buffing motion

HIGHLIGHT

1. Choose shade 1-2 shades lighter than your natural skin tone
2. Dot 3 triangular dots under the eyes, along the tops of the cheekbones, bridge of the nose and chin. Dot around the mouth, under brow bones and inner corner of the eyes
3. Blend with the Vanish Seamless Finish Foundation Brush in a stippling and circular buffing motion

