

Makeup Mistakes: What to Avoid

Checklist: base, brows, eyes, lips — with quick fixes & wear tests

Base & Complexion

- Shade mismatch swatch on jawline in daylight; pick the one that disappears.
- Too much foundation use thin layers; build only where needed.
- Heavy under-eyes corrector before concealer; set lightly to avoid creasing.
- Unblended neck take base down to neck/ears or use sheer formulas.
- Powder overload press, don't rub; focus T-zone; leave cheeks fresher.

Prep — Mini Checklist

☐ Moisturiser fully absorbed before base.
\square Daylight check for shade & texture.
$\hfill\square$ Thin layers; stop when coverage is enough
☐ Neck/ears blended; hairline clean.

Brows

- Overdrawn shape follow natural top line; soften front with a spoolie.
- Colour too dark/warm choose a cool/neutral shade 1-2 tones lighter than hair roots.
- Harsh tail feather strokes, then set with clear/toned gel.

Eyes

- Eyeliner droop lift outer corner slightly; avoid dragging line down.
- Mascara clumps/transfer wipe wand, build thin coats, set lower lashes with a touch of powder.
- Patchy shadow base/primer first; press metallics, don't sweep.

Lips

- Cracked look exfoliate & balm first; choose creamier textures for dry lips.
- Bleeding edges use a clear liner or match liner to lipstick; blot and reapply thinly.
- Too flat dab a touch of highlight/clear gloss at centre for dimension.



Tools & Hygiene

- Dirty brushes/sponges wash weekly (face) / bi-weekly (eyes); air-dry fully.
- Old mascara/liners replace every 3-6 months; avoid pumping air into tube.
- Shared products avoid direct wand-to-skin for hygiene; use disposables on others.

60-Second Sanity Checks

- ☐ Daylight mirror test (near window).
- ☐ Check hairline/ears/neck blend.
- ☐ Photograph with and without flash for base/shine.
- ☐ Blot T-zone; mist lightly if powdery.

Tip: build in thin layers and step back between steps — a quick photo often reveals what the mirror hides.



Scan the QR to open the full article with examples and shade-matching tips.