

Doodle Page Digital Download

This PDF file contains 1 (one) Doodle Page. The PDF has been put together to give you options when it comes to printing. Pages and patterns that are larger than 8½x11 have been provided in two formats:



1) Full Size

If you would like to have a full size print out, take the full size pages to your local print shop and they can print it for you. All full size Doodle Pages are 11x17



2) Tiled

The tiled pages give you the option of printing the full sized Doodle Pages at home. You print the tiled pages and then assemble them to make the larger patterns.

The Doodle Page PDF files are typically laid out like this:

 $Front-full\ sized,\ front-tiled,\ back-full\ sized,\ back-tiled$

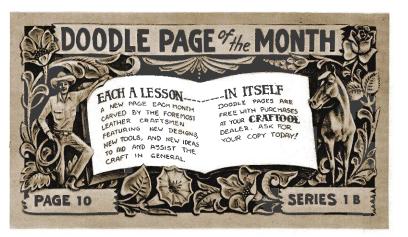
(Some Doodle Pages do not have backs)

Please note: When printing on a home printer, the edges may get cut off. To avoid this, make sure "Page Scaling" is set to "Shrink to Printable Area" in the Adobe Reader print dialogue box. This will decrease the size of the Doodle Page a very small amount.



You may take this PDF file to your local print shop to have the full-size pages printed for your own personal use.





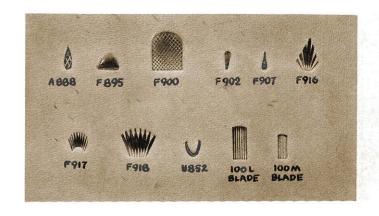
ADDING THE HAIR

By Al Stohlman

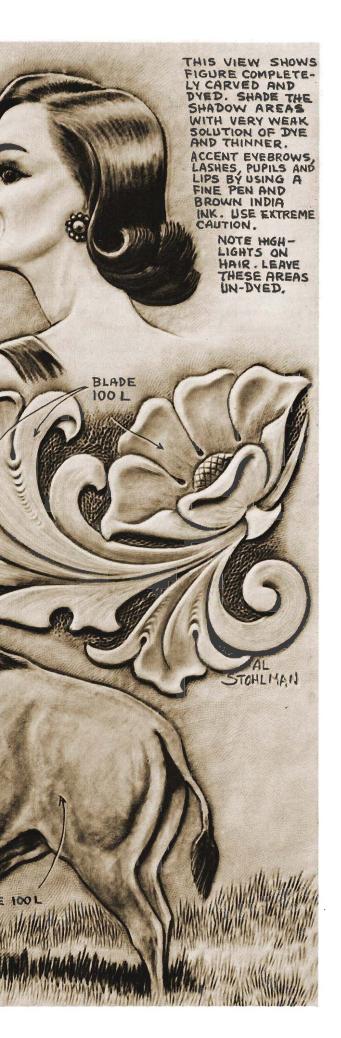
This month features the "hair" tools. These tools have been especially designed for creating the proper hair effects on your figures. Two blades (100M 100L) have been produced to aid with these effects and to speed up the work of adding the hair. Many other uses can be found for these tools, of course.

Study the step by step illustrations of the head at the top of the page. Note the direction of the fine hair cuts with blade #100M in steps B and C. The direction of the cuts should follow the lines of the hair styling. After cutting all of the hair . . . the fine ends and roots of hair are then accented carefully with fine, single cuts of the regular blade. Great care must be exercised when cutting and beveling around the faces of figures. When the face is full—front, as shown, the sides of the nose are NOT cut; only the bottom and nostrils. Use #F895 to carefully bevel and shade the facial contours. Tip the tool towards the heel and use as a matting shader around the eyes, nose, neck. Use caution not to strike the tool hard . . . tap gently until the effect has been achieved. The modeling tool (#3) is used to smooth out rough beveling marks and to round the beveled edges and add the details.

The HAIR blades can also be used on floral designs, thus eliminating many other tools. On photo at left, only one pear shader was used on petals and ends of acanthus leaves. The hair blades were used with sweeping motion conforming to the flow of the design. You will find many uses for these blades. The 100L was used to add hair to body of Bison. See PICTORIAL CARVING for details.









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