



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

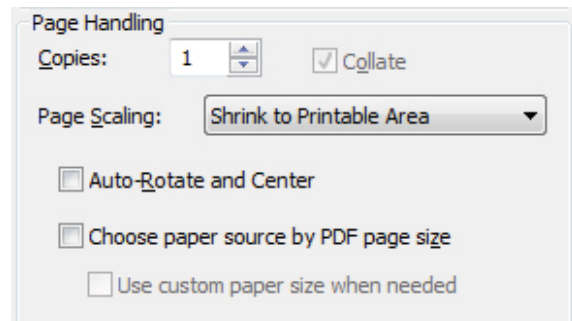
The tiled pages give you the option of printing the full sized Doodle Pages at home. You print the tiled pages and then assemble them to make the larger patterns.

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.

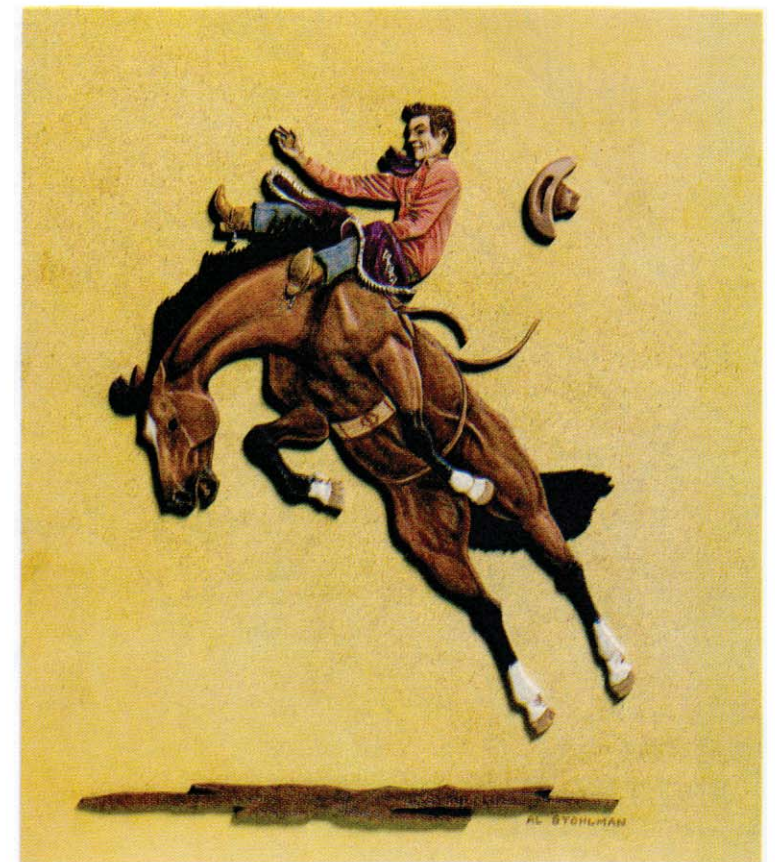


DOODLE PAGE of the **MONTH**

EACH A LESSON
A NEW PAGE EACH MONTH
CARVED BY THE FOREMOST
LEATHER CRAFTSMEN
FEATURING NEW DESIGNS,
NEW TOOLS, AND NEW IDEAS
TO AID AND ASSIST THE
CRAFT IN GENERAL.

IN ITSELF
DOODLE PAGES ARE
FREE WITH PURCHASES
AT YOUR CRAFTFOOL
DEALER. ASK FOR
YOUR COPY TODAY!

PAGE 8 **SERIES 3D**

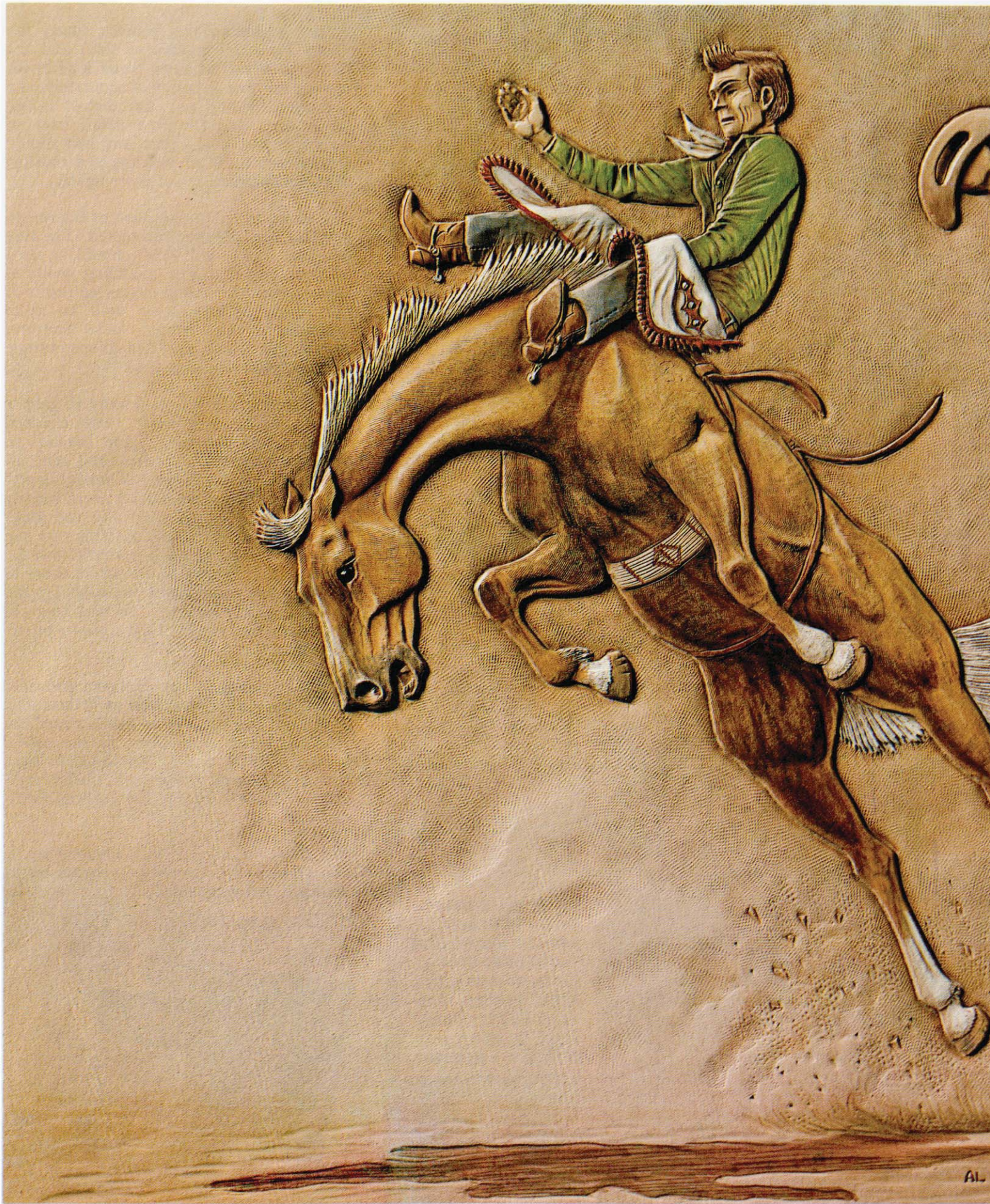


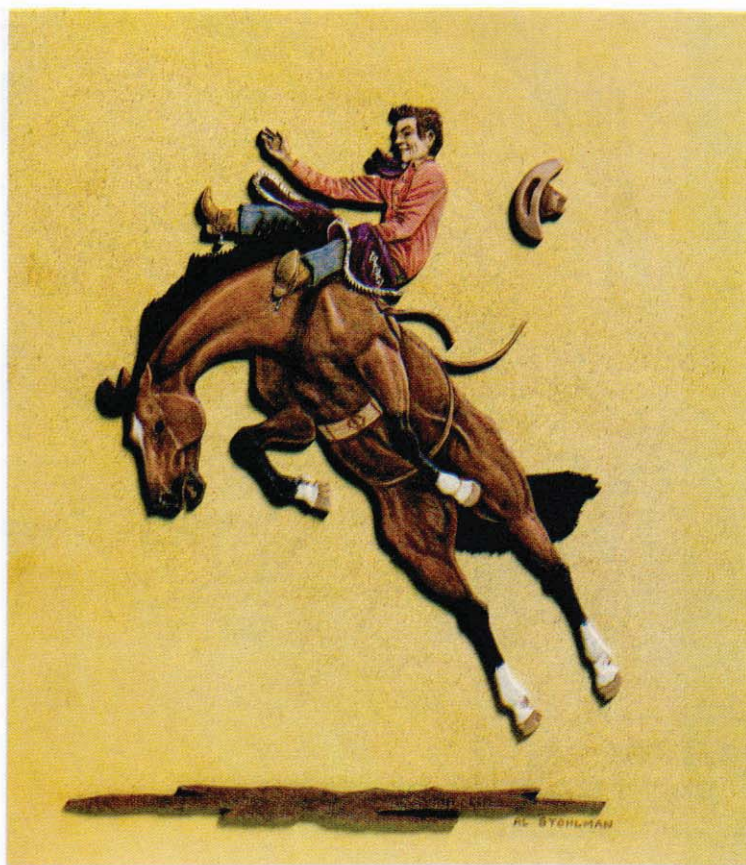
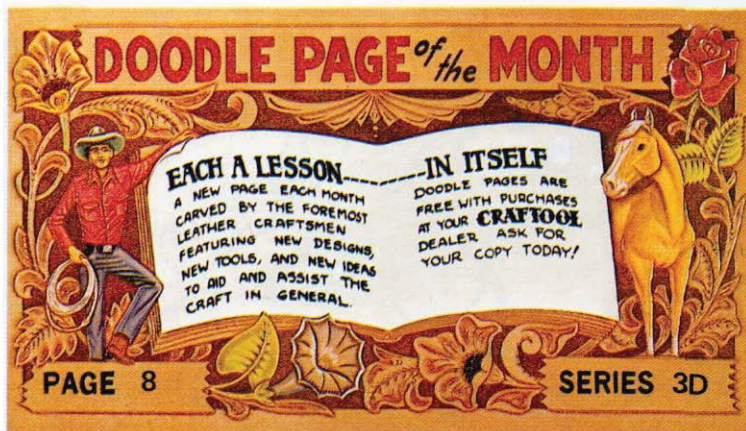
BAREBACK BRONC

by
Al Stohlman

Photo above shows figure carved on 6 oz. leather and cut out with Xacto knife. It was then dyed in natural colors with spirit dyes, accented with white Cova dye. All edges should also be dyed. A clear, non-glossy, leather finish can be applied. The project is then mounted on suede leather of harmonizing color with craftsman leather cement. Framed, it will make an attractive picture.

TRACING PATTERN and CARVING and STAMPING instructions are shown on the reverse side of this page. Pay close attention to details when tracing and cutting this project.



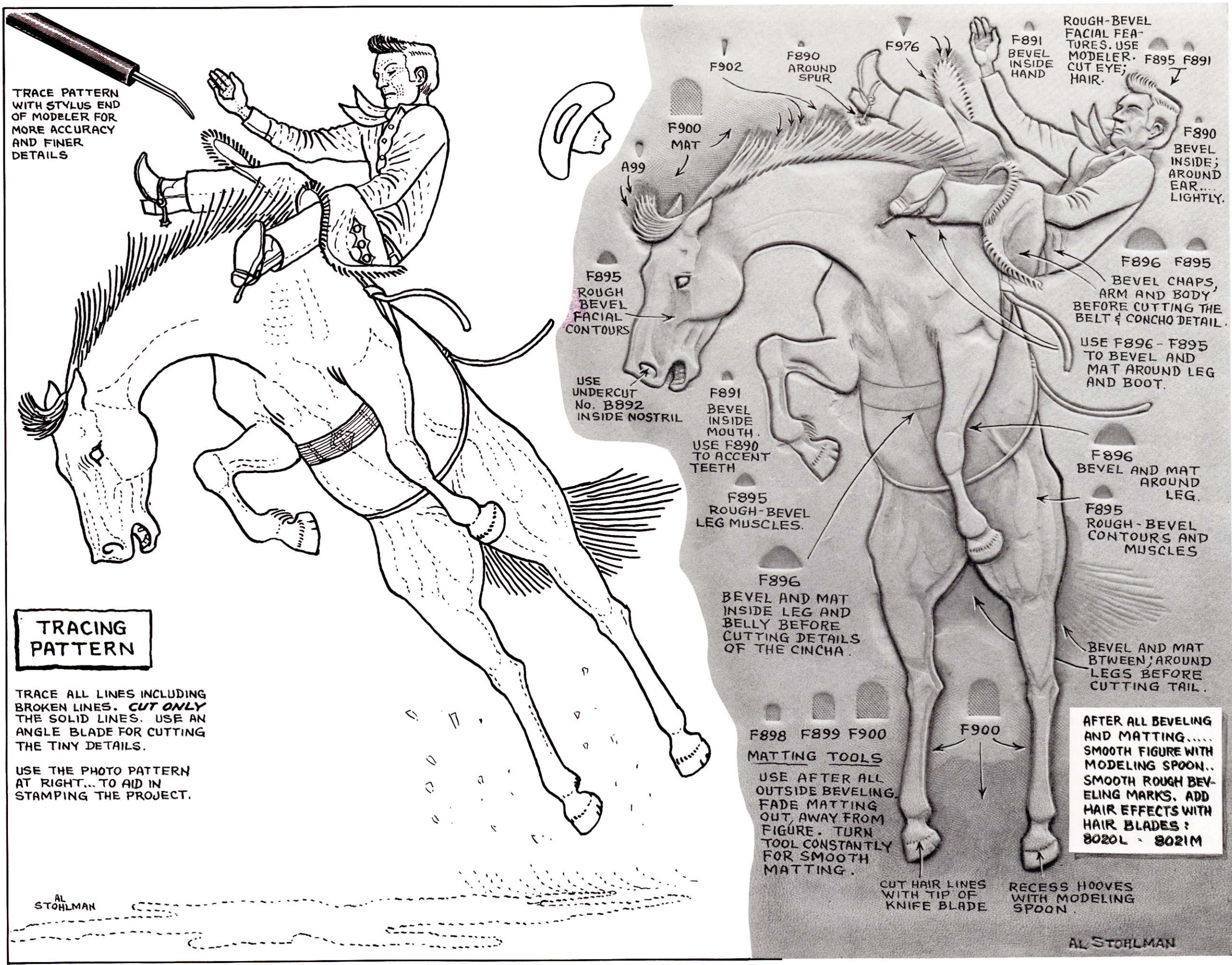


BAREBACK BRONC

by
Al Stohlman

Photo above shows figure carved on 6 oz. leather and cut out with Xacto knife. It was then dyed in natural colors with spirit dyes, accented with white Cova dye. All edges should also be dyed. A clear, non-glossy, leather finish can be applied. The project is then mounted on suede leather of harmonizing color with craftsman leather cement. Framed, it will make an attractive picture.

TRACING PATTERN and CARVING and STAMPING instructions are shown on the reverse side of this page. Pay close attention to details when tracing and cutting this project.



TRACE PATTERN WITH STYLUS END OF MODELER FOR MORE ACCURACY AND FINER DETAILS

TRACING PATTERN

TRACE ALL LINES INCLUDING BROKEN LINES. **CUT ONLY** THE SOLID LINES. USE AN ANGLE BLADE FOR CUTTING THE TINY DETAILS.

USE THE PHOTO PATTERN AT RIGHT... TO AID IN STAMPING THE PROJECT.

AL STOHLMAN

AFTER ALL BEVELING AND MATTING.....
SMOOTH FIGURE WITH MODELING SPOON..
SMOOTH ROUGH BEVELING MARKS. ADD HAIR EFFECTS WITH HAIR BLADES:
8020L - 8021M

F898 F899 F900
MATting TOOLS

USE AFTER ALL OUTSIDE BEVELING. FADE MATTING OUT AWAY FROM FIGURE. TURN TOOL CONSTANTLY FOR SMOOTH MATTING.

CUT HAIR LINES WITH TIP OF KNIFE BLADE

RECESS HOOVES WITH MODELING SPOON.

AL STOHLMAN

CARVING SUGGESTIONS:

Before beginning this project, study the Photo Pattern (on reverse side) and the photo at left. The angle blade is ideal for cutting the fine details. Cut accurately, as a slight off-the-line cut can distort a leg, hand, ear, etc. The fine detail lines of cincha, boots, belt, chaps, and hair should not be cut until all beveling and matting has been completed. Cut these lightly.

The photo at left shows most of the rough-beveling and matting completed. The tiny bevelers: F891 and F890 should be used gently; carefully. The modeling spoon is used to smooth out any unwanted marks of the rough-beveling. It is used to make wrinkles in shirt, round facial features, fingers, etc. Don't be afraid to spend some time with the modeling tool.

Bevel around the figures heavily to gain as much depth as possible. Use checked bevelers. Use the tiny figure bevelers to accent the spurs, finger tips, and difficult places. To give the illusion of greater depth, use the matting tools. Strike them heavily next to the beveled lines and use lesser force as you "fade" the matting out and away from the figures. Constantly turn the tools in your fingers as you strike them to avoid a "set" pattern of the tool. Tip the matters slightly towards the heel to avoid the harsh toe marks. Study photo on reverse side.

If you are going to cut the bronc and rider out of the leather, as shown on reverse side, it will not be necessary to bevel around the outside. Make clean cuts, in the swivel knife cuts, with a sharp Xacto blade. Use a round punch of proper size inside right knee of horse's leg, etc., as cutting here is difficult.

For those unfamiliar with Figure Carving and Dyeing, the three books shown below are highly recommended.

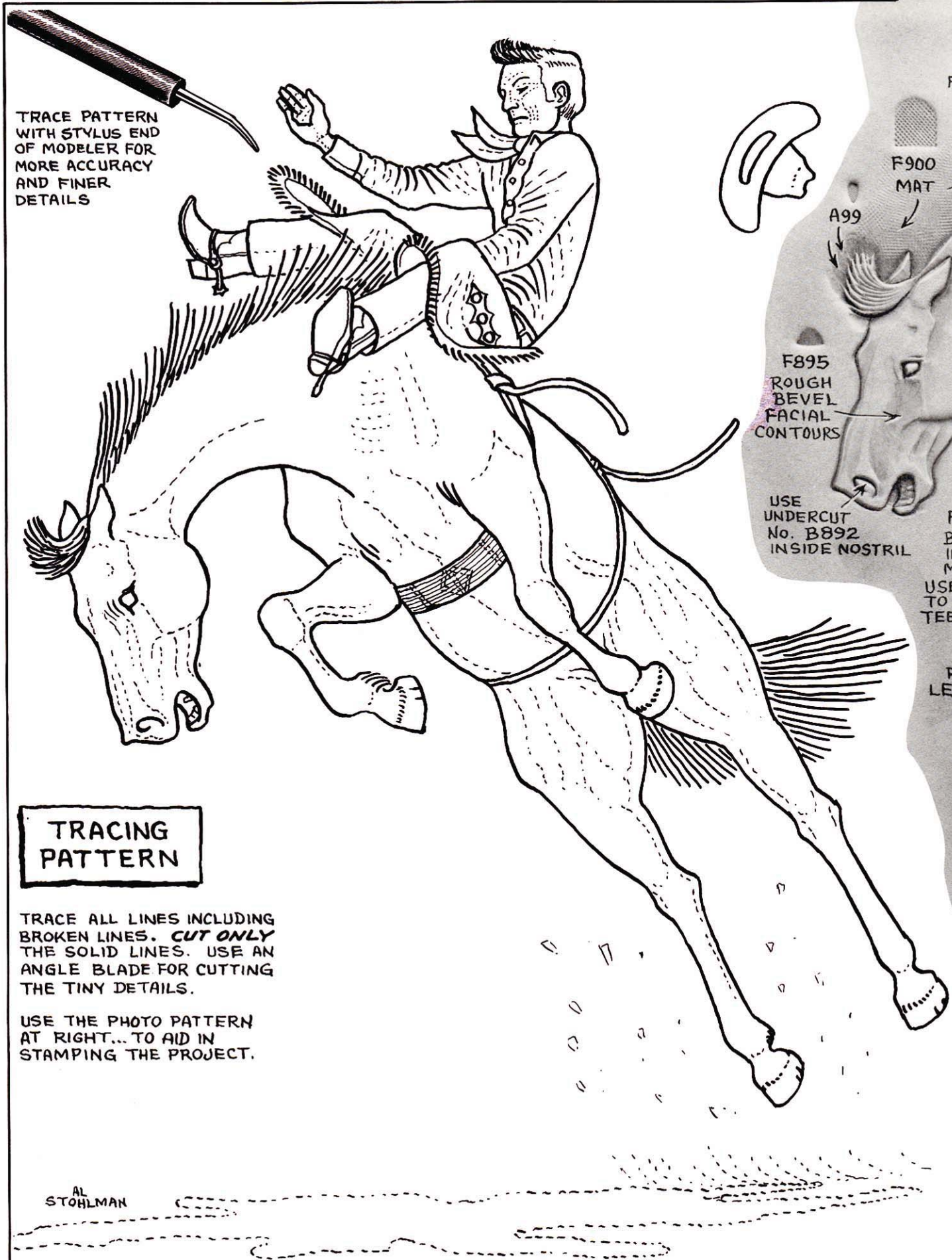
Books By Al Stohlman:



HOW TO COLOR LEATHER

PICTORIAL CARVING

FIGURE CARVING

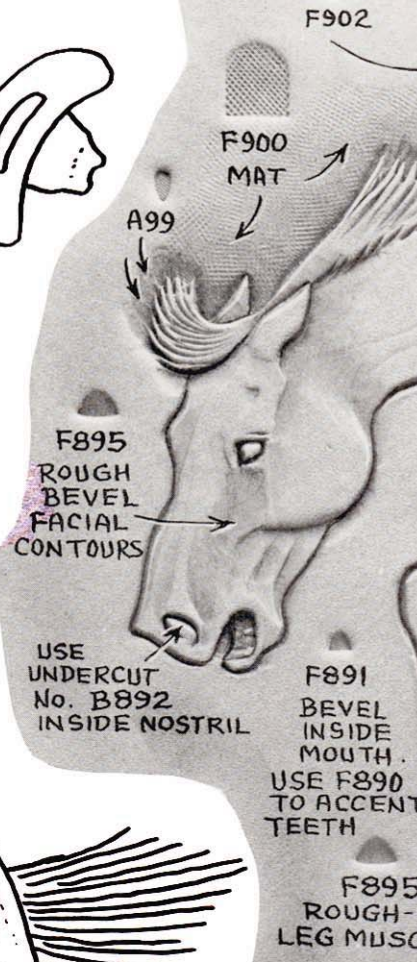


TRACE PATTERN WITH STYLUS END OF MODELER FOR MORE ACCURACY AND FINER DETAILS

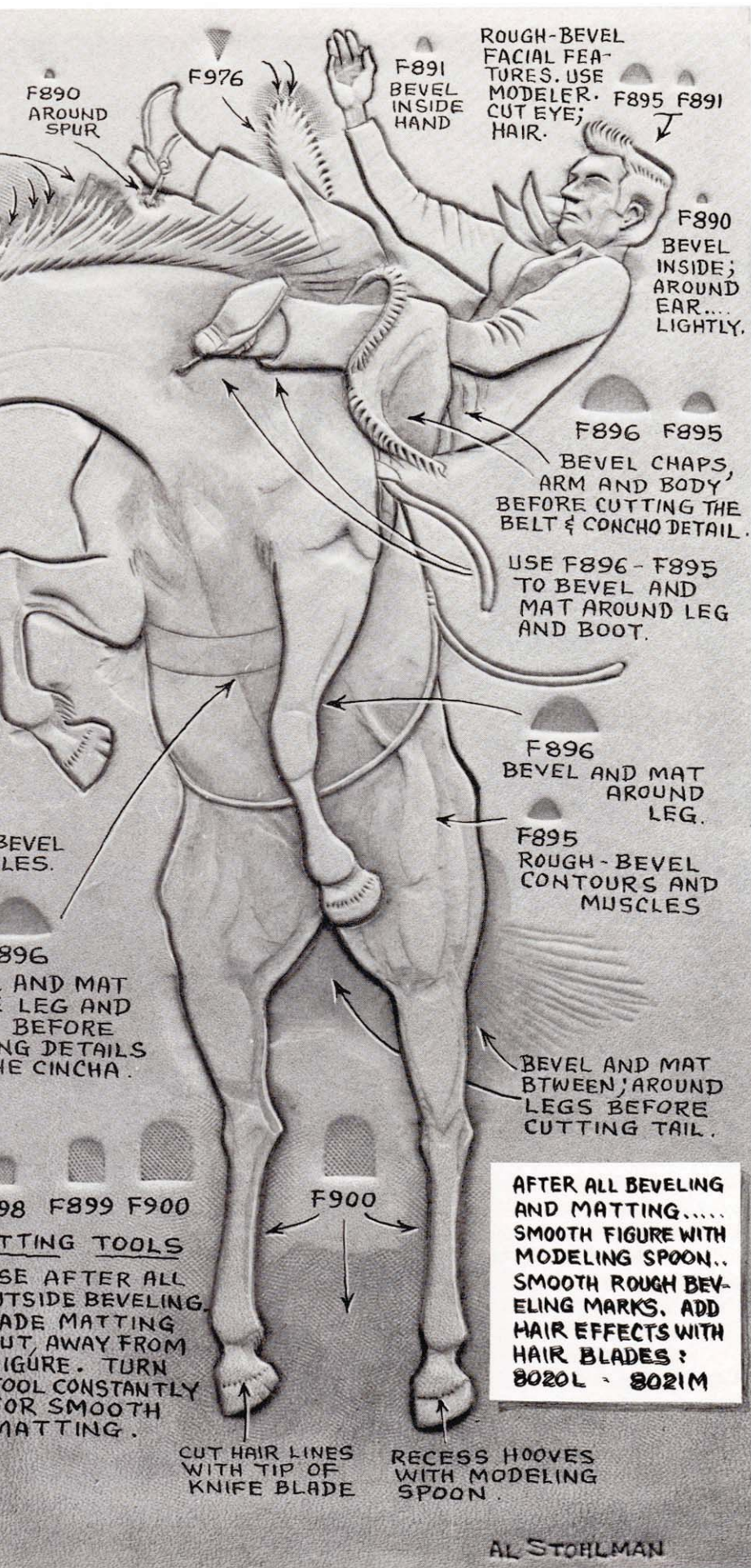
TRACING PATTERN

TRACE ALL LINES INCLUDING BROKEN LINES. *CUT ONLY* THE SOLID LINES. USE AN ANGLE BLADE FOR CUTTING THE TINY DETAILS.

USE THE PHOTO PATTERN AT RIGHT... TO AID IN STAMPING THE PROJECT.



AL STOHLMAN



CARVING SUGGESTIONS:

Before beginning this project, study the Photo Pattern (on reverse side) and the photo at left. The angle blade is ideal for cutting the fine details. Cut accurately, as a slight off-the-line cut can distort a leg, hand, ear, etc. The fine detail lines of cincha, boots, belt, chaps, and hair should not be cut until all beveling and matting has been completed. Cut these lightly.

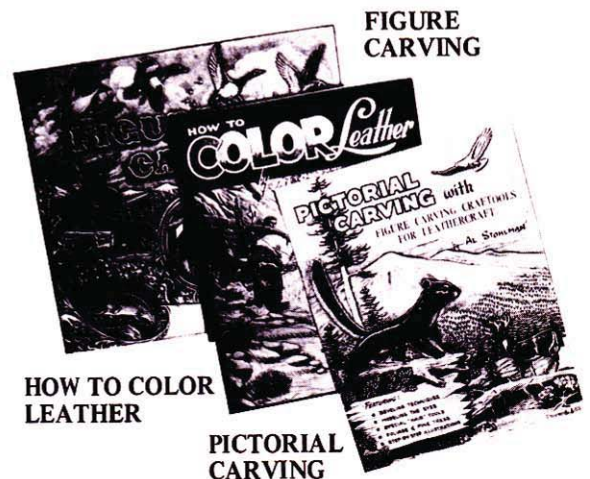
The photo at left shows most of the rough-beveling and matting completed. The tiny bevelers: F891 and F890 should be used gently; carefully. The modeling spoon is used to smooth out any unwanted marks of the rough-beveling. It is used to make wrinkles in shirt, round facial features, fingers, etc. Don't be afraid to spend some time with the modeling tool.

Bevel around the figures heavily to gain as much depth as possible. Use checked bevelers. Use the tiny figure bevelers to accent the spurs, finger tips, and difficult places. To give the illusion of greater depth, use the matting tools. Strike them heavily next to the beveled lines and use lesser force as you "fade" the matting out and away from the figures. Constantly turn the tools in your fingers as you strike them to avoid a "set" pattern of the tool. Tip the matters slightly towards the heel to avoid the harsh toe marks. Study photo on reverse side.

If you are going to cut the bronc and rider out of the leather, as shown on reverse side, it will not be necessary to bevel around the outside. Make clean cuts, in the swivel knife cuts, with a sharp Xacto blade. Use a round punch of proper size inside right knee of horse's leg, etc., as cutting here is difficult.

For those unfamiliar with Figure Carving and Dyeing, the three books shown below are highly recommended.

Books By Al Stohlman:



**AFTER ALL BEVELING AND MATTING.....
SMOOTH FIGURE WITH MODELING SPOON..
SMOOTH ROUGH BEVELING MARKS. ADD HAIR EFFECTS WITH HAIR BLADES:
8020L - 8021M**

CUT HAIR LINES WITH TIP OF KNIFE BLADE

RECESS HOOVES WITH MODELING SPOON

AL STOHLMAN