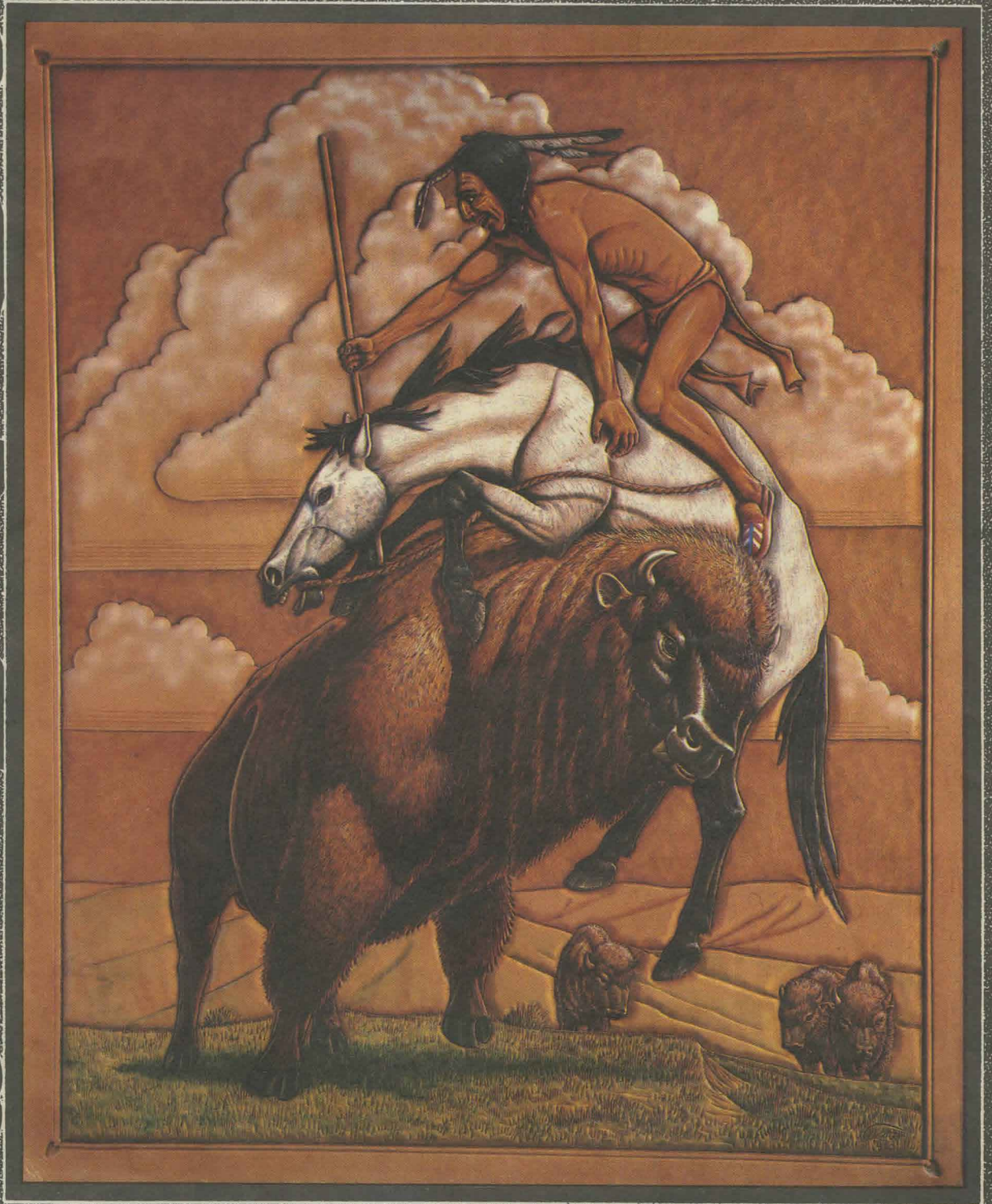


6007

# PICTURE- PATTERN



by GENE NOLAND

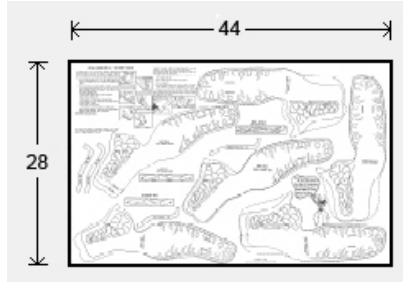






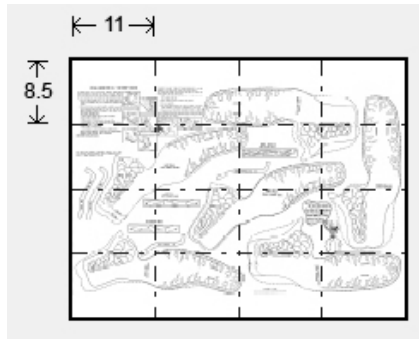
## Pattern Digital Download

This PDF file contains 1 (one) full pattern package. 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.



### 2) Tiled

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

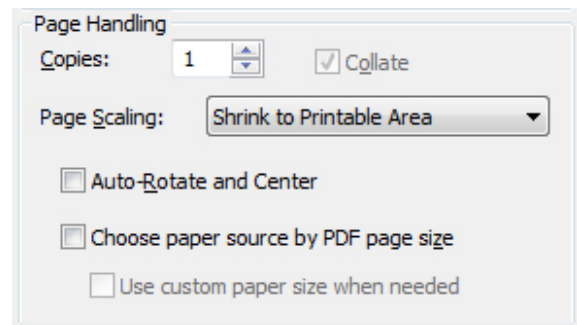
The pattern PDF files are typically laid out like this:

Cover(if applicable), instructions sheets (if applicable), pattern 1 – full sized, pattern 1 – tiled, pattern 2 – full sized, pattern 2 – tiled, pattern 3 – full sized, pattern 3 – tiled ....etc

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 pattern a very small amount.

**NOTE:** Digital kit patterns do not include any kit parts that they may reference.

**NOTE:** Some patterns may reference tools, and other items no longer available.



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

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1/4" ANGLE BLADE  
FOR CUTTING THE  
SMALL DETAILS

MATTING BACK-  
GROUND AREAS.

CUT TINY  
DETAILS.

IN CORNERED ARE  
BEVELERS WILL N

STUDY THE PHOTO PA



## HOW TO CARVE LEATHER

by Al Stohman

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- Simplified Carving Instructions for over 30 Fish, Animals, Birds.
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**FIGURE CARVING \$2.00**

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the ONLY complete instruction book on the art of figure carving. 32 pages of step by step illustrated instructions. Includes complete information for dyeing and coloring leather.

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5

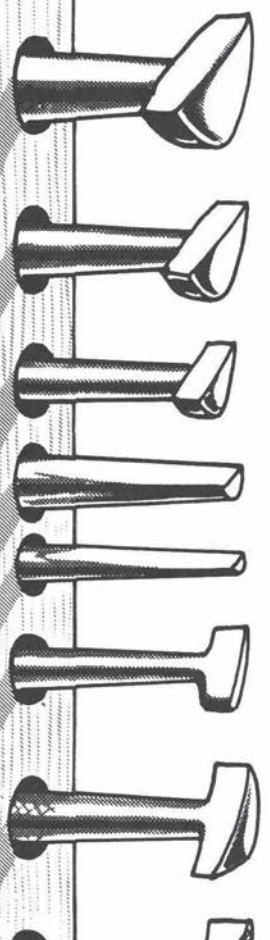
After the rough beveling has been completed, mat around the figures with the flat surface of the Figure Carving bevelers. Study the Photo Pattern Mat around the Checked Matting areas with the smaller Figure Carving bevelers. Next, use the smaller stamp bevelers around the figure. Carving areas around the smaller faces of the figures, heads and faces in ears, noses, and hard-to-get places. Use the tiny hard-to-get bevelers, and the figures are pretty well finished. When the figures are pretty well finished, you can go over some ground features to smooth it.

6

Add moisture to the figures. At this time, the figures are added. Study the Photo Pattern Mat around the Checked Matting areas with the smaller Figure Carving bevelers. Next, use the smaller stamp bevelers around the figure. Carving areas around the smaller faces of the figures, heads and faces in ears, noses, and hard-to-get places. Use the tiny hard-to-get bevelers, and the figures are pretty well finished. When the figures are pretty well finished, you can go over some ground features to smooth it.

# FIGURE CARVING TOOLS

FIGURE CARVING BEVELERS ~~~~~ POINTED BEVELERS



897 896 895 891 890 902 941

100 N

THREE LARGEST TOOLS FOR BEVELING AND CONTOURING FIGURES: FOR SMALL SIZES FOR WORKING POINTED BEVELER OF SIZES AND TOOLS FOR "SPECIAL" EFFECTS



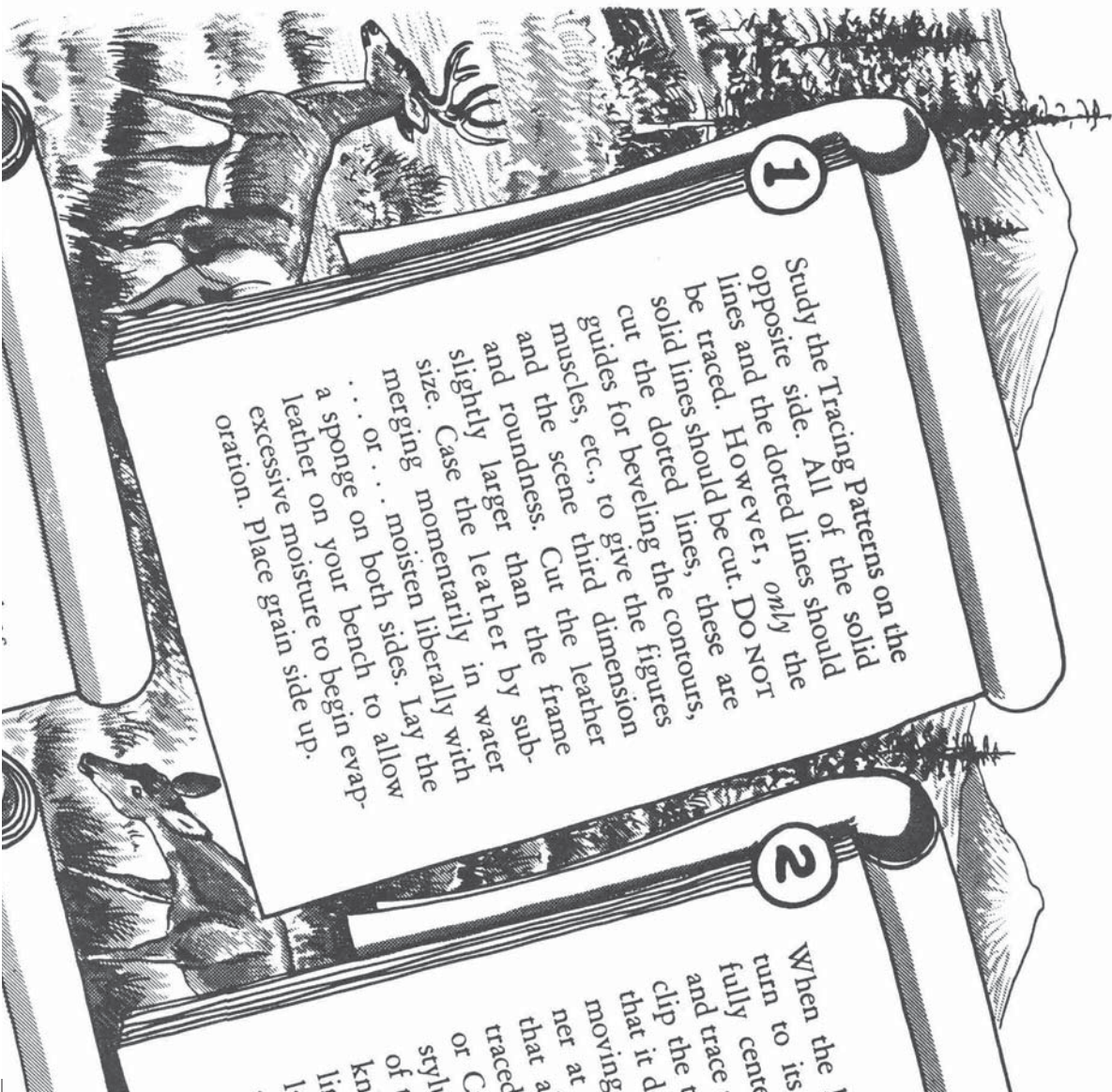
# AL STOHLMAN'S NOTE-

1

Study the Tracing Patterns on the opposite side. All of the solid lines and the dotted lines should be traced. However, *only* the solid lines should be cut. Do NOT cut the dotted lines, these are guides for beveling the contours, muscles, etc., to give the figures and the scene third dimension and roundness. Cut the frame slightly larger than by sub-size. Case the leather in water merging momentarily with or . . . moisten liberally with a sponge on your bench to begin evaporation. Place grain side up.

2

When the turn to its fully centre and trace clip the t that it d moving ner at that a traced or C styl of t kn lin l





EAS WHERE REGULAR  
LOT FIT.

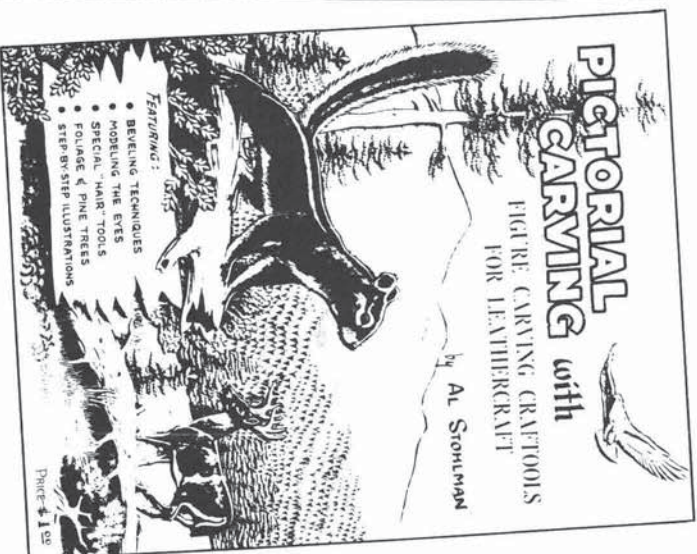
CLOUDS AND TO MATT  
AROUND FIGURES.

EFFECTS SUCH AS: GRASS - HAIR -  
FEATHERS - FISH SCALES - ETC.

ATTERNS AND NOTE THE USES OF THE VARIOUS TOOLS

# FIGURE CARVING INSTRUCTION BOOKS

by **AL**  
**STOHLMAN**



## PICTORIAL CARVING

BY AL STOHLMAN  
ONLY \$100

This super book from Al Stohlman gives easy step-by-step instructions on use of basic figure carving tools. It shows you how to carve animals, birds, flowers, scenery, technique for using Crafttools to achieve the effect of hair on your leather animals. 16 pages, 8 1/2" x 11", full of useful figure carving information. A must for every leathercraftsman. GET YOURS TODAY . . . \$1.00

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EVERYONE can do delicate intricate coloring on leather with Al Stohlman's How to Color Leather book. Printed in full color with over 90 step-by-step illustrations; 8 full color pictures; 5 dye mixing charts; full page color wheel. 34 never before published pages explain in complete detail cross dyeing techniques, background dyeing, figure coloring, highlighting, shading and other popular coloring details. Includes many of the secrets that have won the author world wide acclaim. A must for both beginner and experienced Craftsman. Order your copy today! Only 2.00.



to any drying areas. hair or feather effect to the figures. Pattern to note the tools. For most the appearance, the natural conform to the animal. The effect of the animal. The effect of birds should be in the same manner. Use in the same manner. The tiny bevelers in the photo as indicated on the detail of s as indicated on the detail of ns to sharpen the detail. After hair, grass, etc. stamp the figures, the figures and tree foliage plating the figures and tree foliage of bushes and other tiny details.

7

Examine your work at this stage and carefully compare it with the Photo Pattern presented. Study each detail and see if your own work can be improved. Modeling Tool (No. 3) is very important in figure carving work. The spoon is used to smooth out some of the rough beveling and round the edges of the figures for more realistic appearance. The point of the modeling spoon to round the eye-balls of the tiny figures and to scratch in other tiny details. A great deal of time should be devoted to cleaning up the work with the modeler.

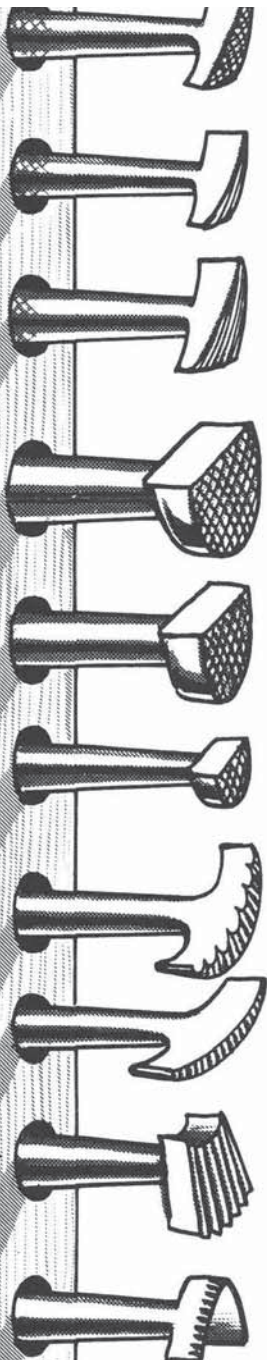
8

Other fine details study the by cutting lightly with the knife blade. Always study your Photo Patterns and compare any work . . . try to note any differences. When you are satisfied that your carving is as good as you can get it . . . dye the figures if desired. They can be dyed in tones of brown (see HOW TO CARVE LEATHER) . . . or in color (see HOW TO COLOR LEATHER). Space here does not permit Dye Formulas or Dyeing Techniques. The aforementioned books offer complete instructions. Study the instructions and reap the rewards that only figure carving can give.

## TOOLS

RS MATTING BEVELERS

SPECIAL EFFECTS TOOLS



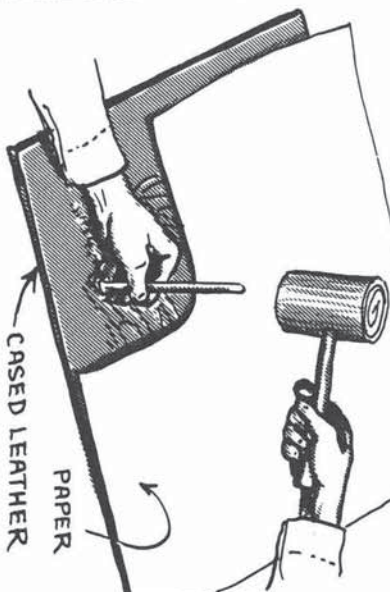
376 910 909 900 899 898 406 746 366 710

IS COME IN A VARIETY TEXTURED SURFACES EFFECTS AND ARE USED

MATING BEVELERS ARE USED IN "SKY" AREAS FOR MAKING

MANY OF THE REGULAR LINE OF FLORAL STAMPING TOOLS ARE USED FOR CREATING SPECIAL

## SPECIAL TIP:



WHEN STAMPING LARGE PICTURES, THE MOISTURE EVAPORATION CAN BE RETARDED BY PLACING HEAVY WRAPPING PAPER OVER PROJECT. CUT OUT ONE CORNER TO STAMP A SMALL AREA AT A TIME. MOVE THE PAPER AS YOU WORK.



# BOOK of BASIC FIGURE CARVING INSTRUCTIONS

leather begins to re-  
original color, care-  
the tracing. Tape or  
all of the lines. Leather so  
racing to the leather re-  
does not move. Before cor-  
the tracing, lift one cor-  
a time and check to see  
all of the lines have been  
l of the modeling stylus  
Use the modeling stylus  
raftool No. 59 ball-point  
as to trace the design. Cut all  
he solid lines with the dotted  
lfe. Do NOT cut the carved  
nes. Do not attempt a limited  
arge pictures with a limited  
amount of time . . . try to work  
several hours at a time to work.

3

When dry spots begin to appear  
in the leather, add moisture with  
a damp sponge. Try to keep the  
leather from thoroughly drying  
out before the carving. TIP at  
completed (See Special TIP at  
bottom of step 8). If the work  
must be interrupted, moisten any  
drying spots and cover the leather  
with a sheet of plastic film, or  
piece of plate glass. This will re-  
tain the moisture overnight. If the  
hours, usually overnight, re-  
leather dries out too often, it  
peated wettings and stamping in-  
make carving more difficult.

4

Begin the stamping by beveling  
the foremost figures. Use the  
largest tools first and rough bevel  
the contours, muscles, etc. Work  
rapidly and do not be too con-  
cerned with details at this time  
as the object is to complete  
all of the heavy and deep bevel-  
ing while the leather is in its most  
workable condition. After the  
contouring, bevel deeply around  
the outlines of mountains and  
ground outlines of rough bevel  
trees and rocks and valleys, gullies,  
the contours of valleys, features,  
and other outstanding picture  
form.

etails can be added  
the swivel

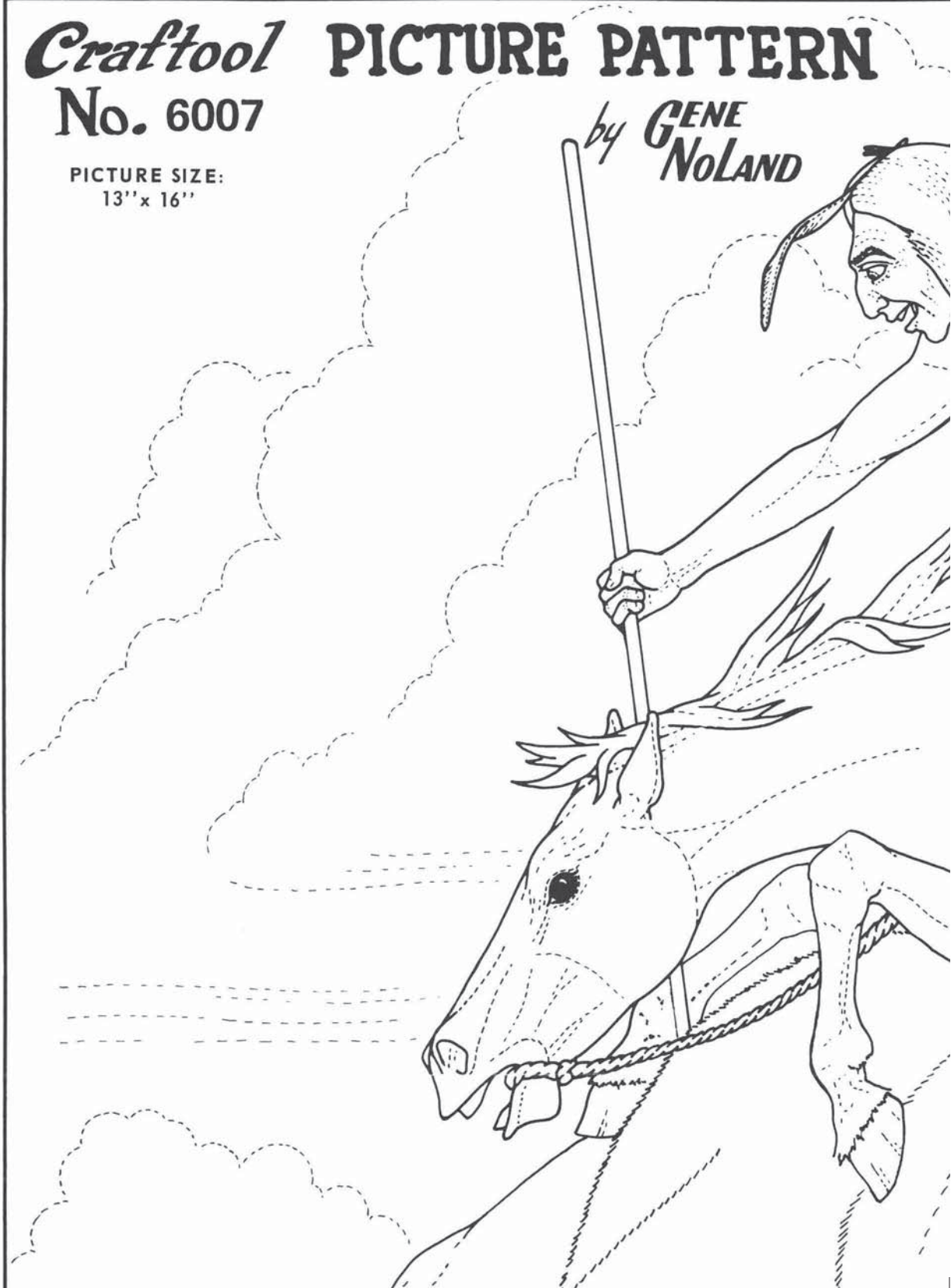


# *Craftool* PICTURE PATTERN

## No. 6007

PICTURE SIZE:  
13" x 16"

by *GENE*  
*NOLAND*





sizes, it will be necessary to use smaller stamping tools in certain areas. Usually the same type of tool is used; only in a smaller size. Greater care must be exercised in working out the tiny details. The same carving and stamping procedures should be followed, however, as with the large pictures.

**TOOLS USED:**  
B205, F900, F976, B702, F898, F899, S631, B701, P208, F902, F933, F918, B971, C366, F995, F917, B936, N300



TO SHADE YOUR PICTURE WITH DYE... IN BROWN TONES...  
USE THE PHOTO IN THE CORNER OF THIS PICTURE. "HOW  
TO COLOR LEATHER" WILL BE OF GREAT HELP IN THE  
BLENDING AND APPLICATION OF COLOR SHADES.

TO COLOR THIS PICTURE USE THE PHOTO ON THE FRONT  
OF THE ENVELOPE.

## TRACING PATTERN

**Craftool PICT**  
**No. 6007**

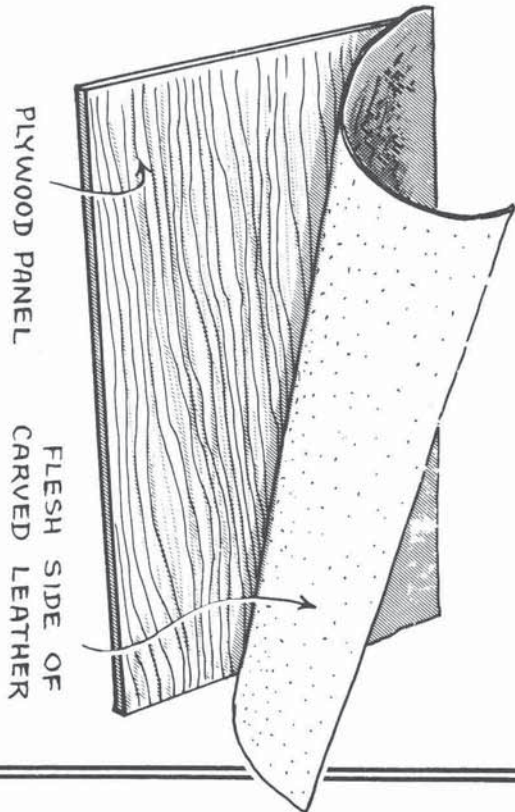
PICTURE SIZE:  
10" x 12"

**"THE BUFFALO BRAVE"**





## MOUNTING THE PICTURES



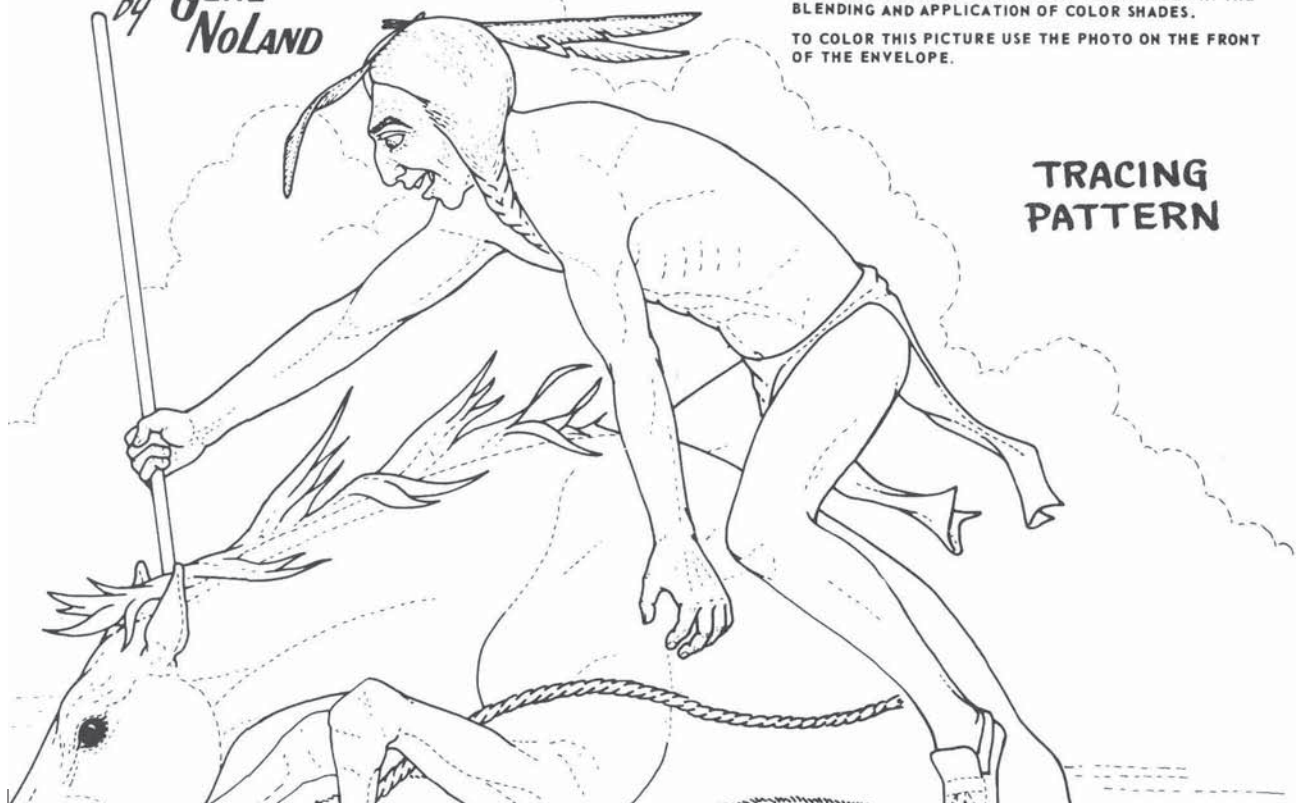
After carving and dyeing the picture, cement to plywood backing with a strong-bonding cement (do not use rubber cement). For large, 18x24 pictures,  $\frac{3}{8}$ " plywood thickness should be used to hold leather flat. Cut the plywood to fit the picture frame. Trim leather after cementing.

*Special Note.... FOR CARVING*  
**SMALL PICTURES**



## PICTURE PATTERN

by **GENE NoLAND**



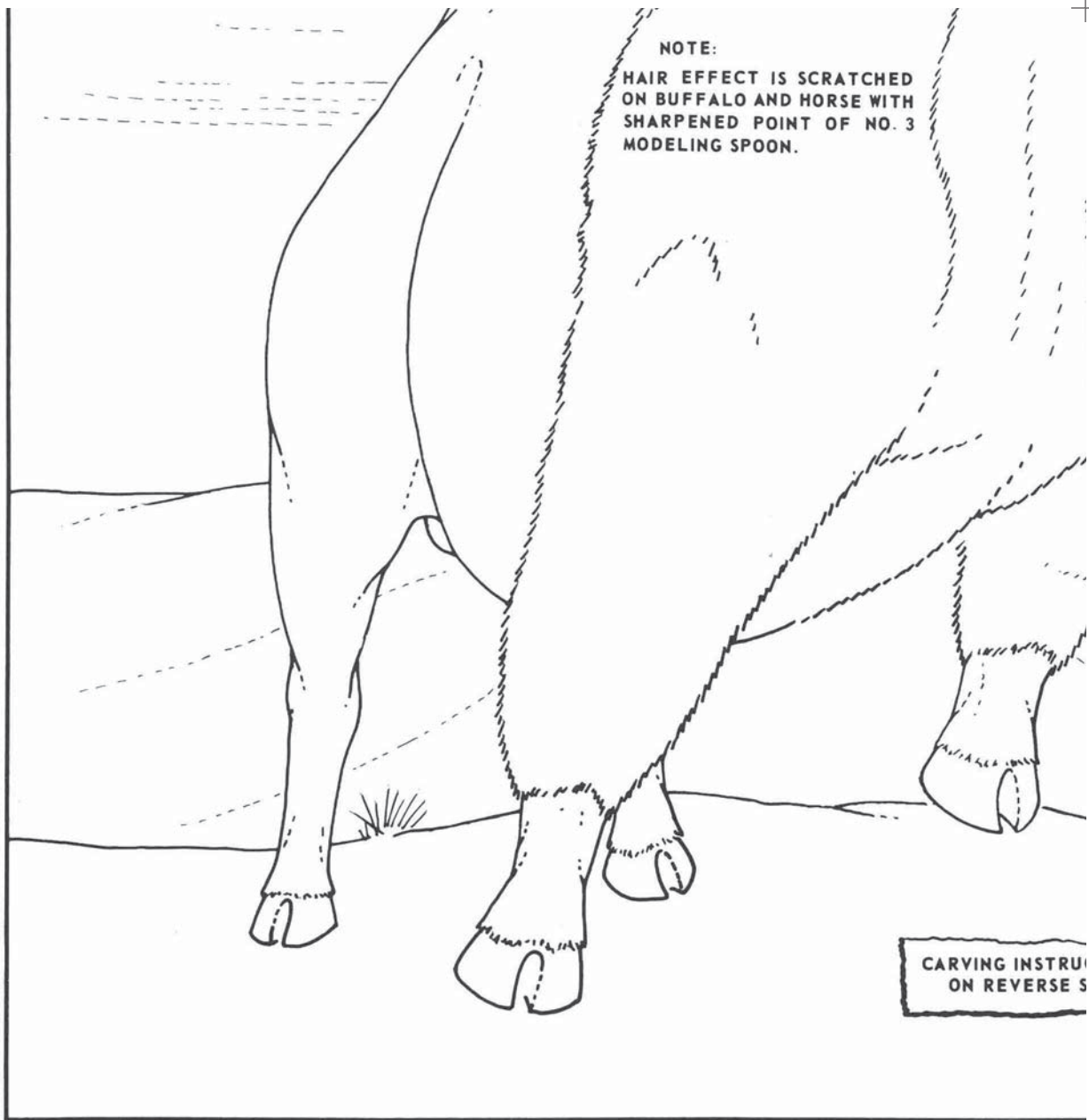
TO SHADE YOUR PICTURE WITH DYE... IN BROWN TONES... USE THE PHOTO IN THE CORNER OF THIS PICTURE. "HOW TO COLOR LEATHER" WILL BE OF GREAT HELP IN THE BLENDING AND APPLICATION OF COLOR SHADES.

TO COLOR THIS PICTURE USE THE PHOTO ON THE FRONT OF THE ENVELOPE.

**TRACING  
PATTERN**

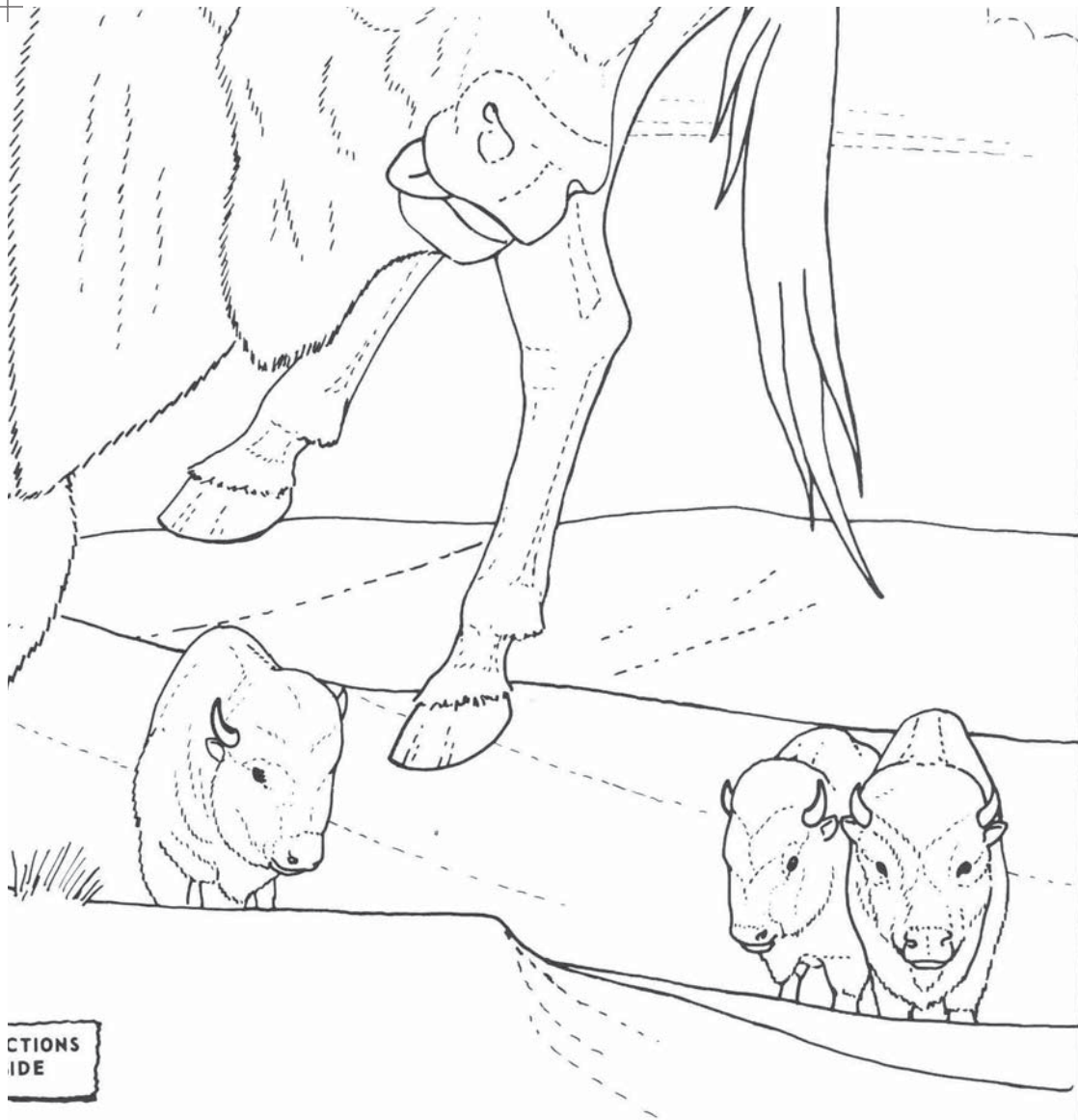


NOTE:  
HAIR EFFECT IS SCRATCHED  
ON BUFFALO AND HORSE WITH  
SHARPENED POINT OF NO. 3  
MODELING SPOON.



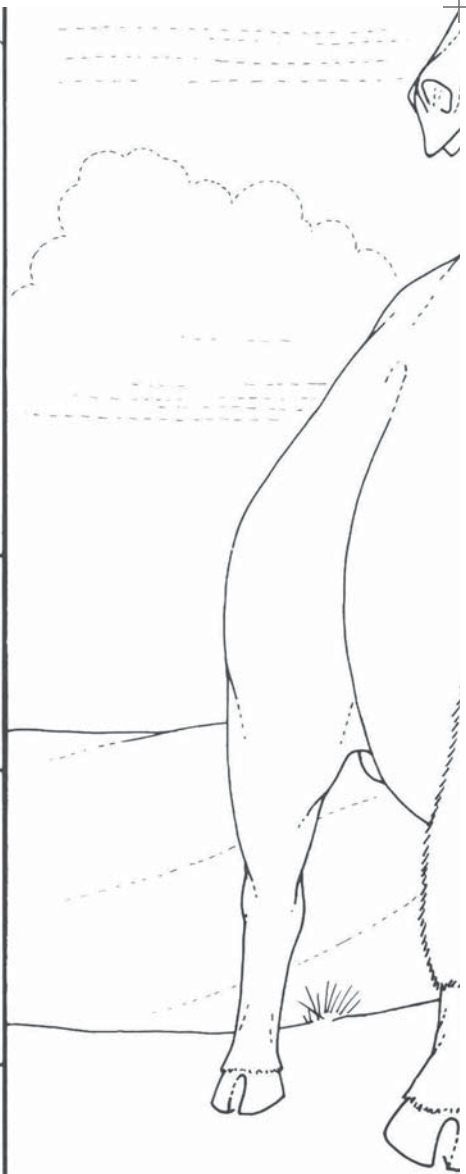
CARVING INSTRU  
ON REVERSE S



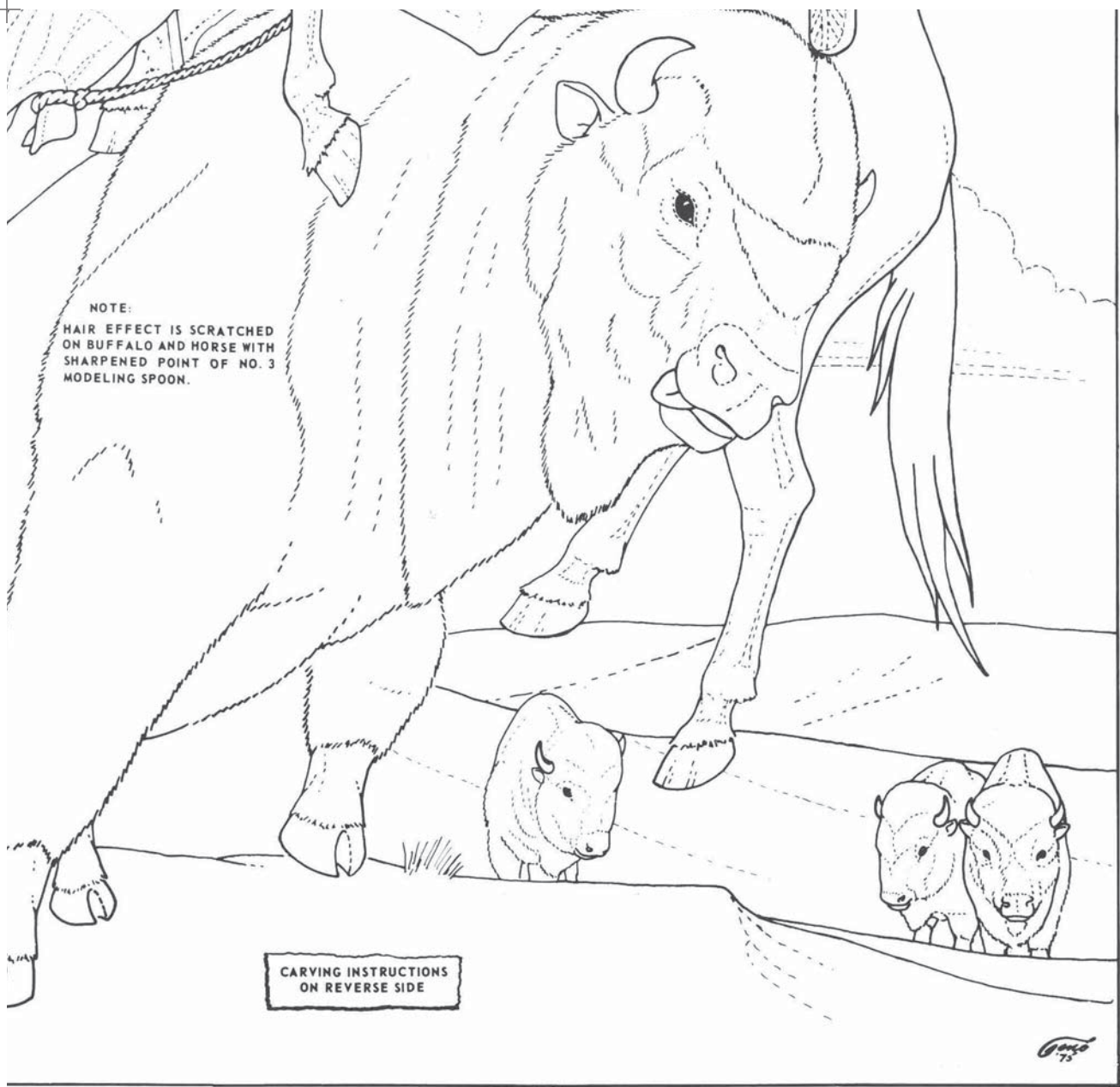


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Gano  
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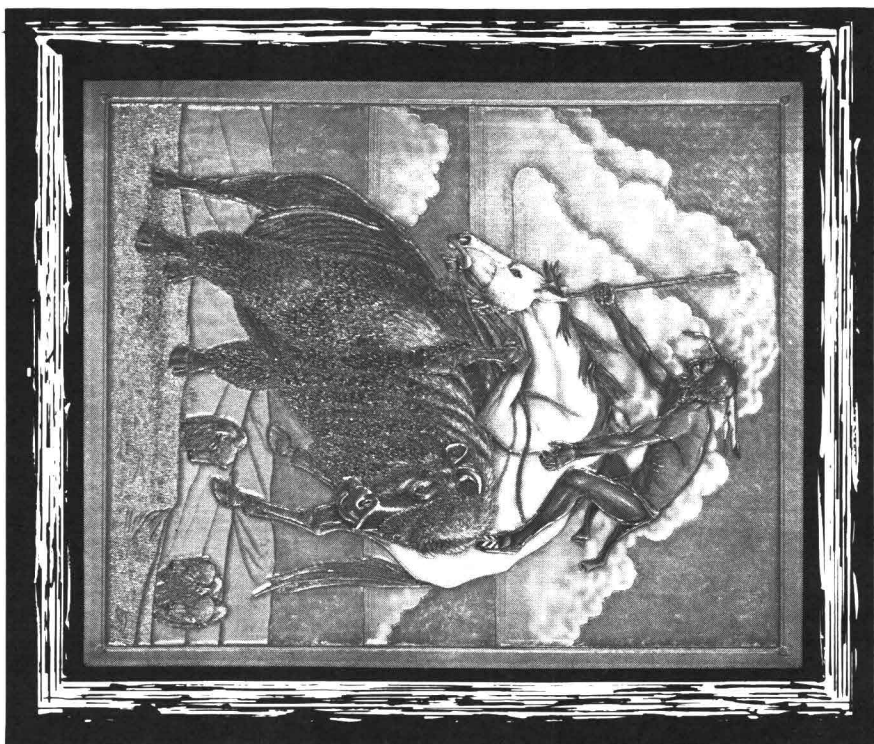
NOTE:  
HAIR EFFECT IS SCRATCHED  
ON BUFFALO AND HORSE WITH  
SHARPENED POINT OF NO. 3  
MODELING SPOON.

CARVING INSTRUCTIONS  
ON REVERSE SIDE



*Craftool* PICTURE PATTERN  
No. 6007

by *GENE*  
*NOLAND*



COPYRIGHT 1977 CRAFTOOL CO., FORT WORTH, TEXAS PRINTED U.S.A.

"THE BUFFALO BRAVE"

TO SHADE YOUR PICTURE WITH DYE... IN BROWN TONES...  
USE THE PHOTO IN THE CORNER OF THIS PICTURE. "HOW  
TO COLOR LEATHER" WILL BE OF GREAT HELP IN THE  
BLENDING AND APPLICATION OF COLOR SHADES.  
TO COLOR THIS PICTURE USE THE PHOTO ON THE FRONT  
OF THE ENVELOPE.

TRACING  
PATTERN

NOTE:  
HAIR EFFECT IS SCRATCHED  
ON BUFFALO AND HORSE WITH  
SHARPENED POINT OF NO. 3  
MODELING SPOON.

CARVING INSTRUCTIONS  
ON REVERSE SIDE

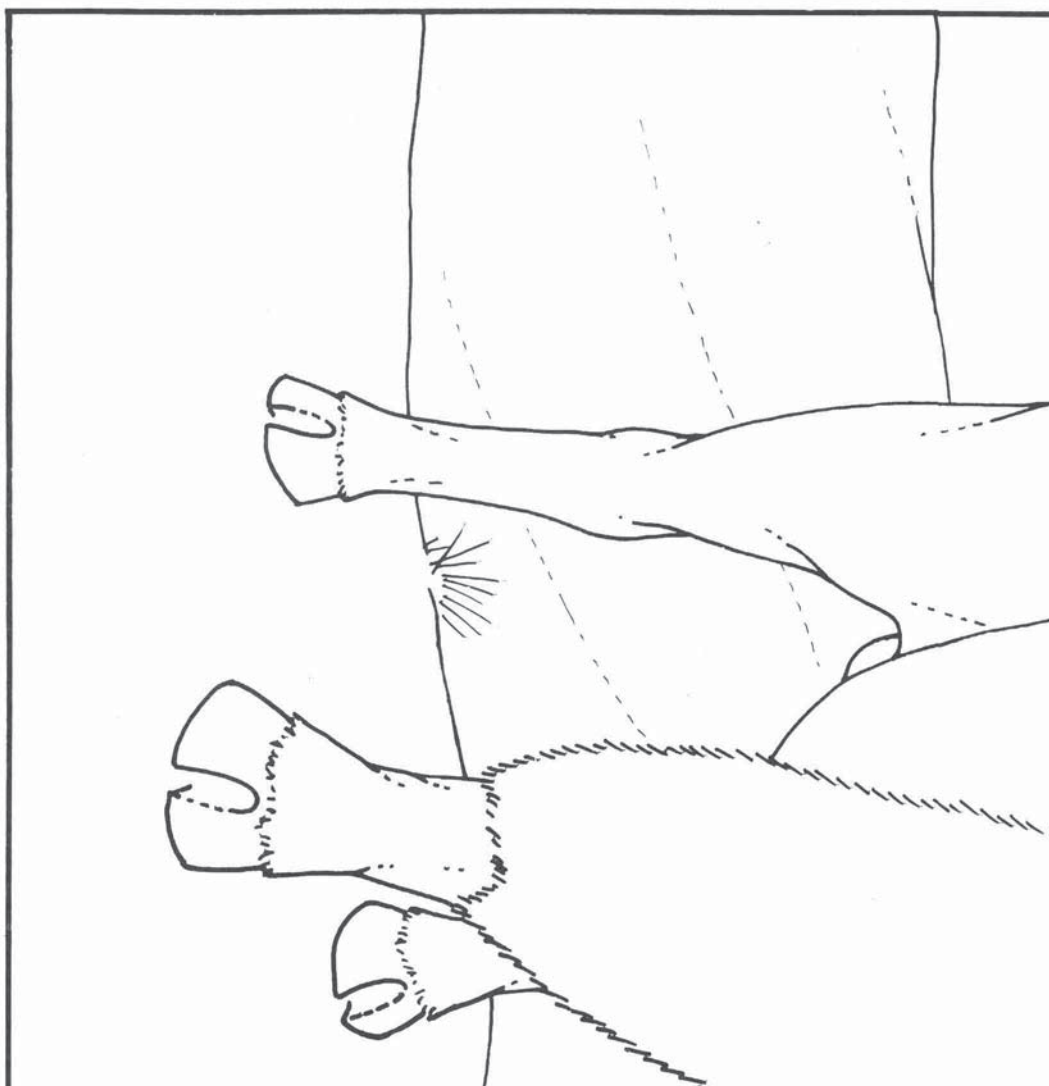
*Gene*

PHOTO  
PATTERN

PICTURE SIZE: 18" x 22"  
ENLARGE BORDER AREA AS  
REQUIRED CUT THE LEATHER  
SLIGHTLY LARGER THAN THE  
FRAME SIZE.

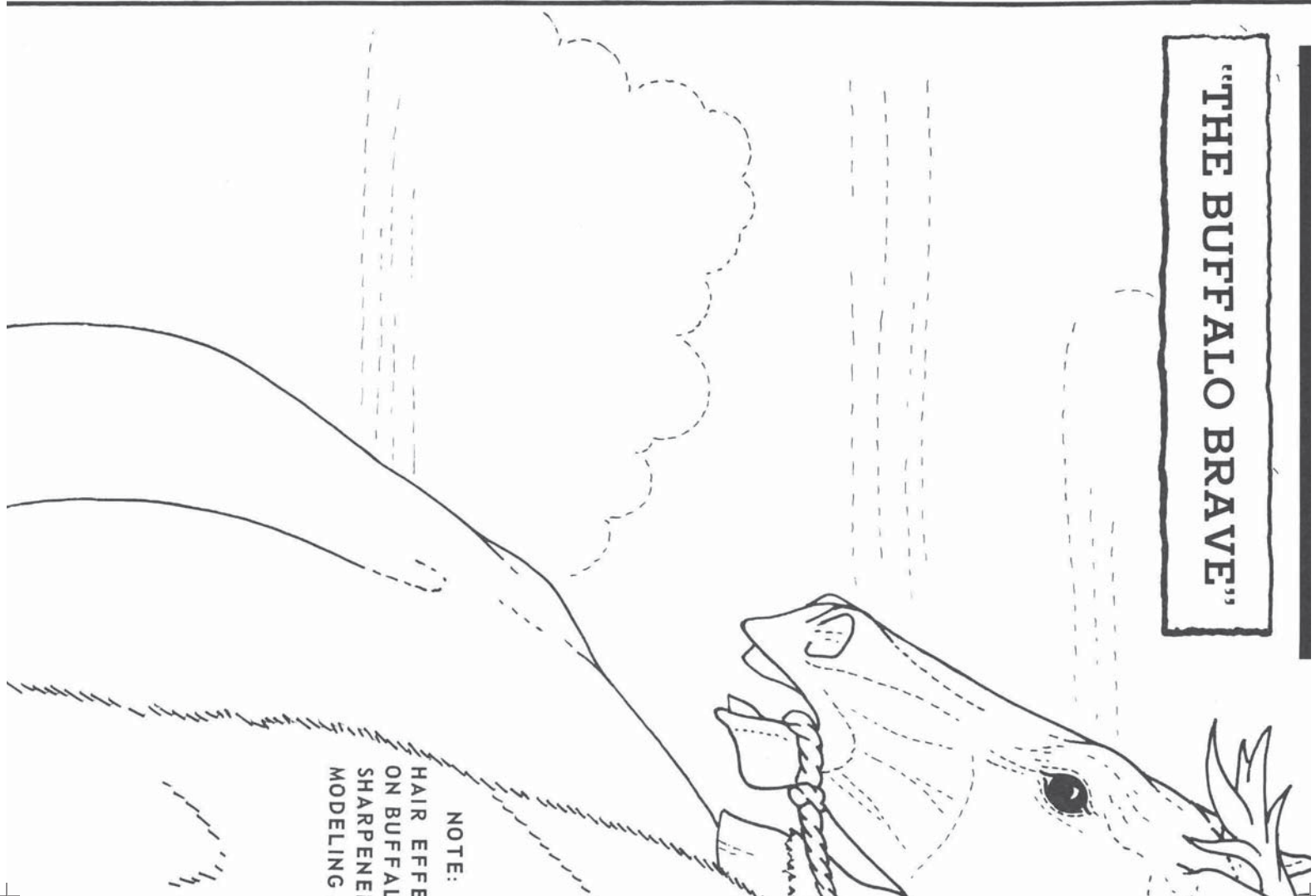
THIS PHOTO WAS TAKEN BEFORE  
THE LEATHER WAS DYED, IN ORDER  
THAT THE DETAILS AND USES OF  
THE STAMPING TOOLS CAN BE MORE  
CLEARLY SEEN. STUDY THIS PHOTO  
PATTERN. USE IT AS A GUIDE TO  
COMPARE THE PROGRESS OF YOUR  
WORK.







# "THE BUFFALO BRAVE"



NOTE:  
HAIR EFFECT  
ON BUFFALO  
SHARPEN!  
MODELING



# *Craftool* PICTURE P No. 6007

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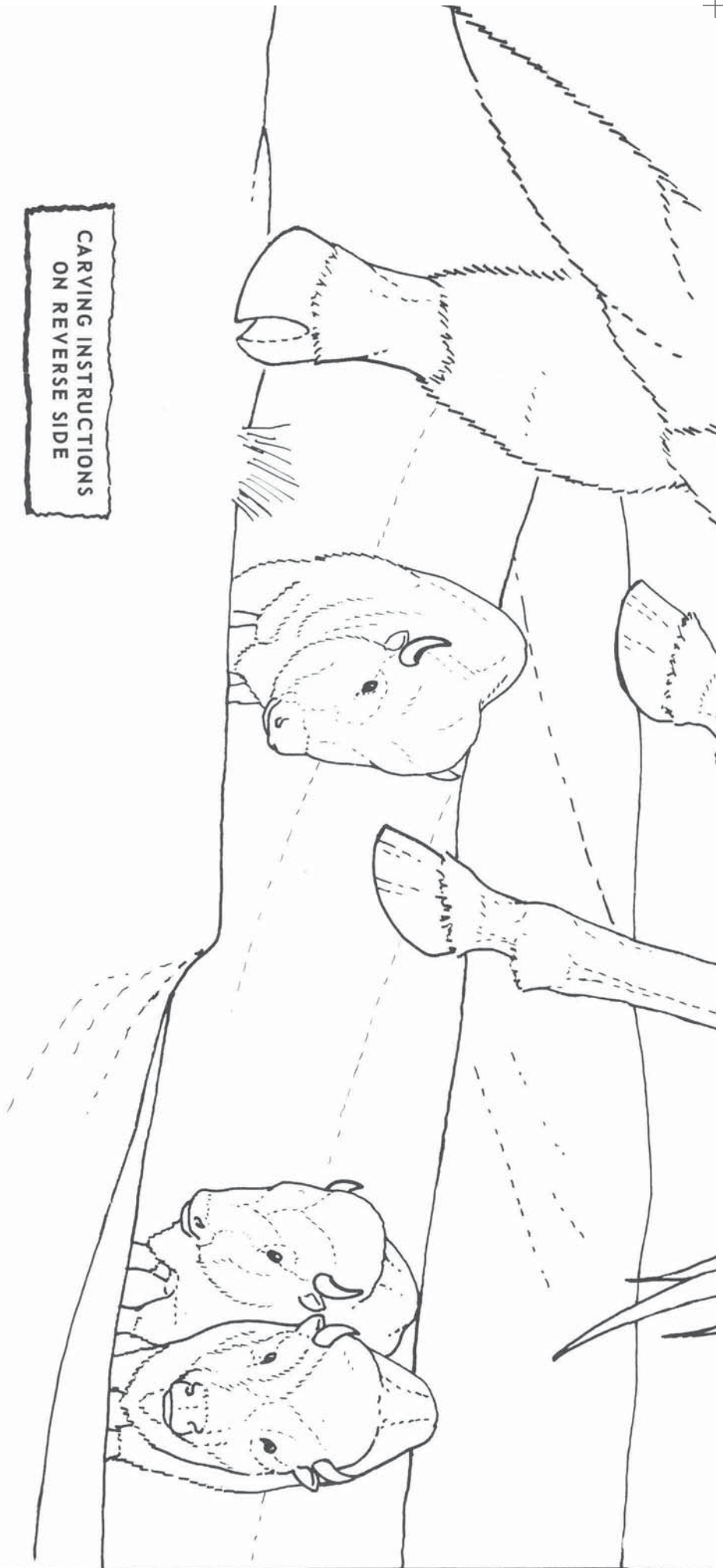
by





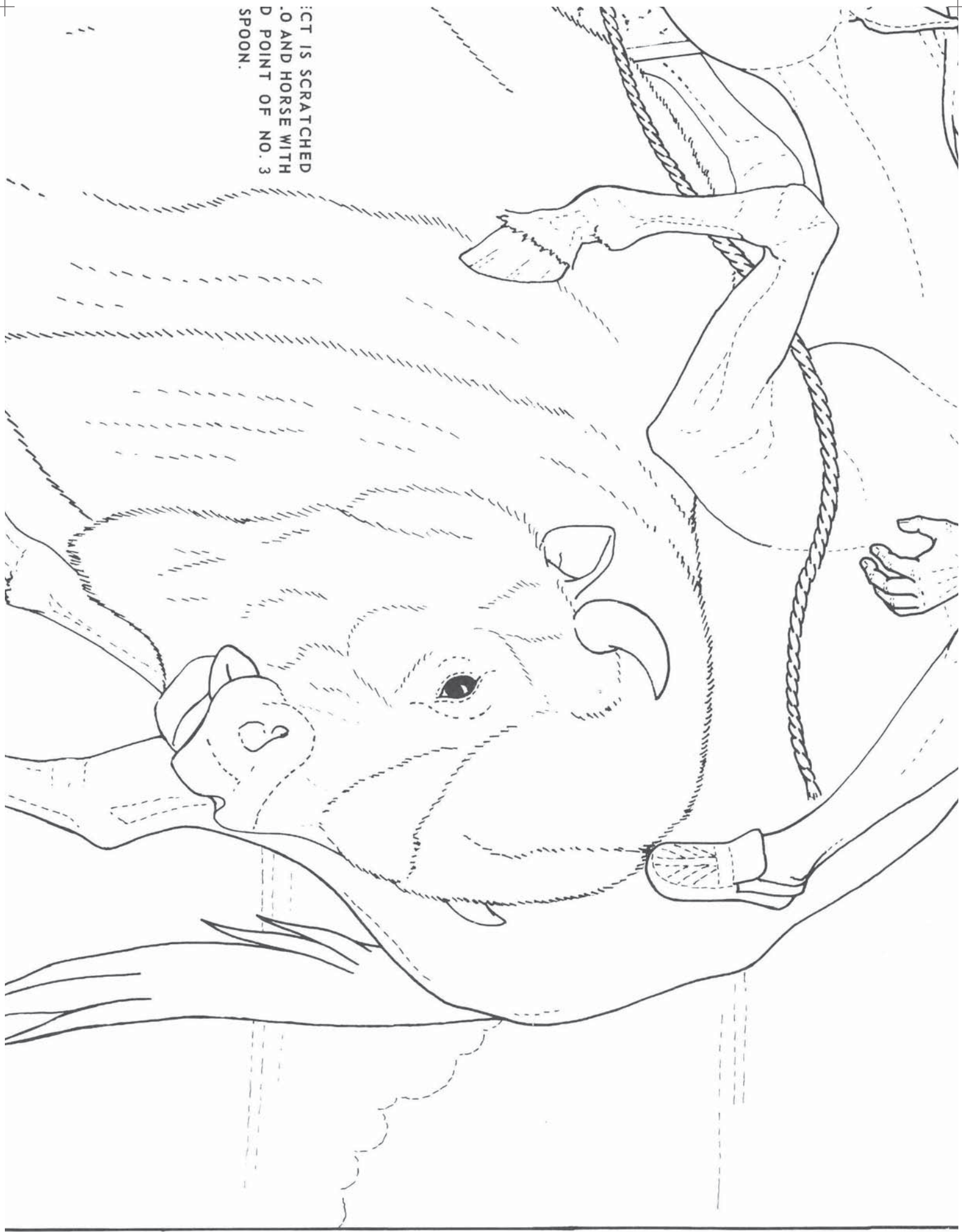
CARVING INSTRUCTIONS  
ON REVERSE SIDE

Genio  
73





OBJECT IS SCRATCHED  
ON AND HORSE WITH  
D POINT OF NO. 3  
SPOON.





# ATTERN

*GENE  
NOLAND*



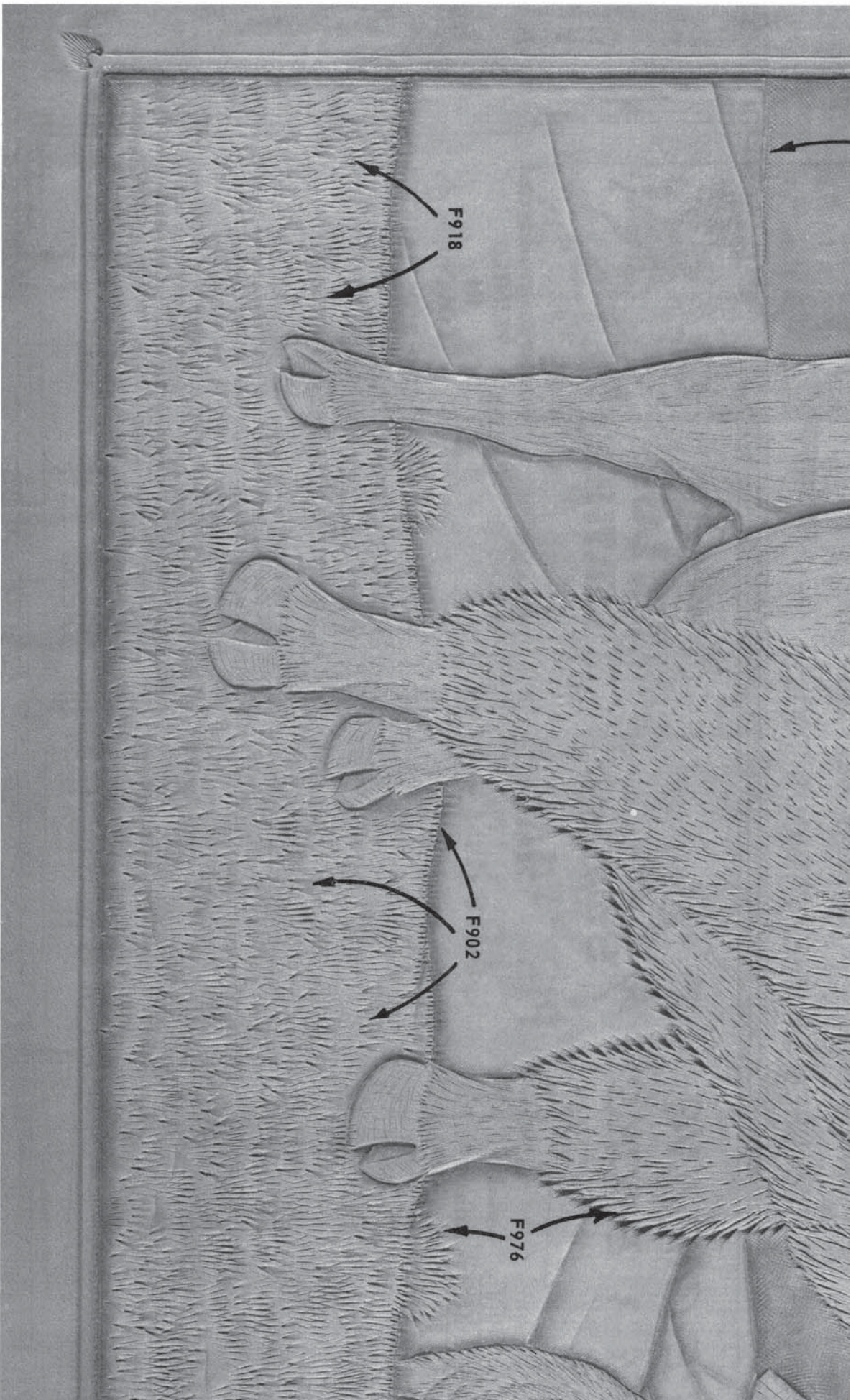
TO SHADE YOUR PICTURE WITH DYE... IN BROWN TONES...  
USE THE PHOTO IN THE CORNER OF THIS PICTURE. "HOW  
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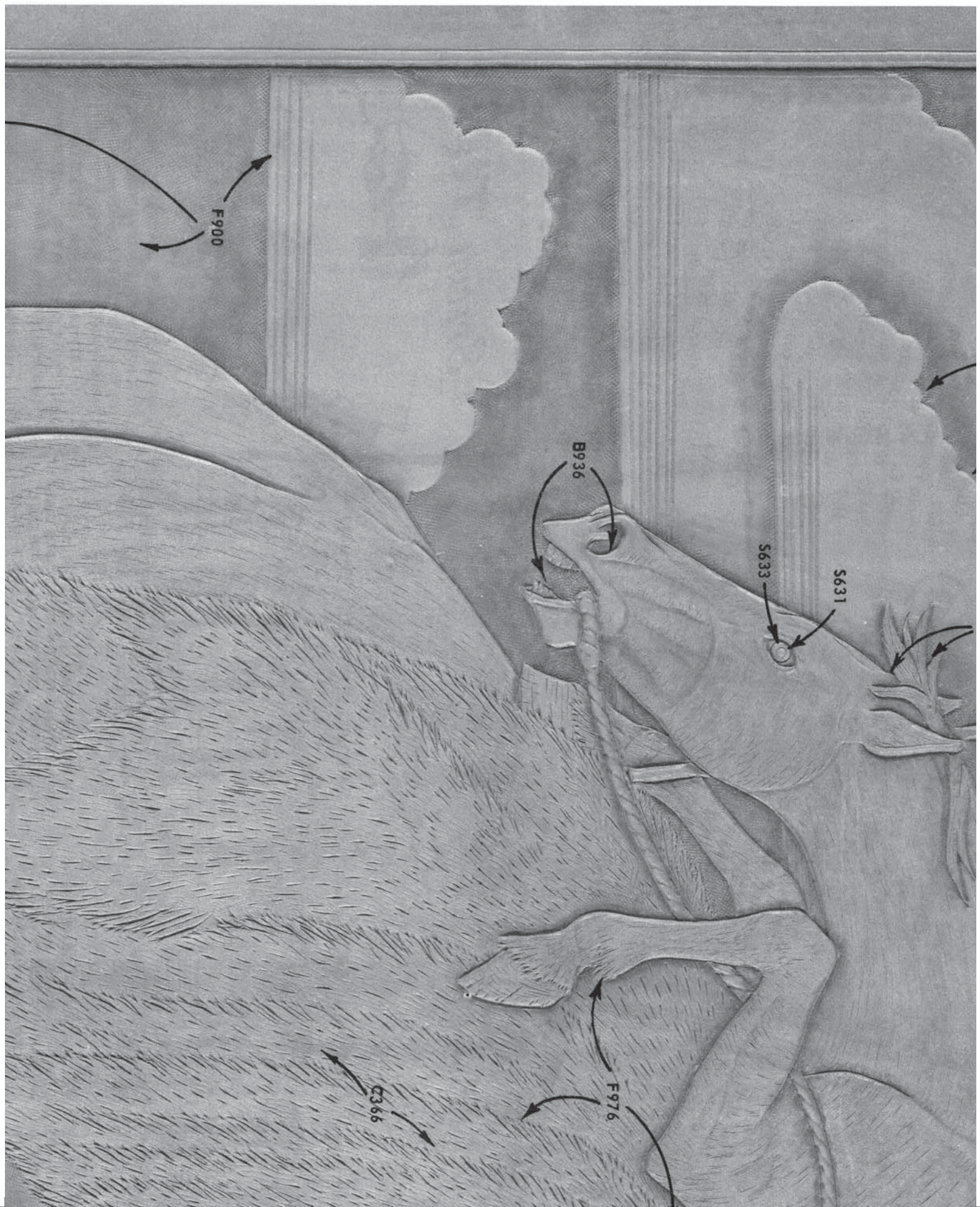
**TRACING  
PATTERN**













# PHOTO PATTERN

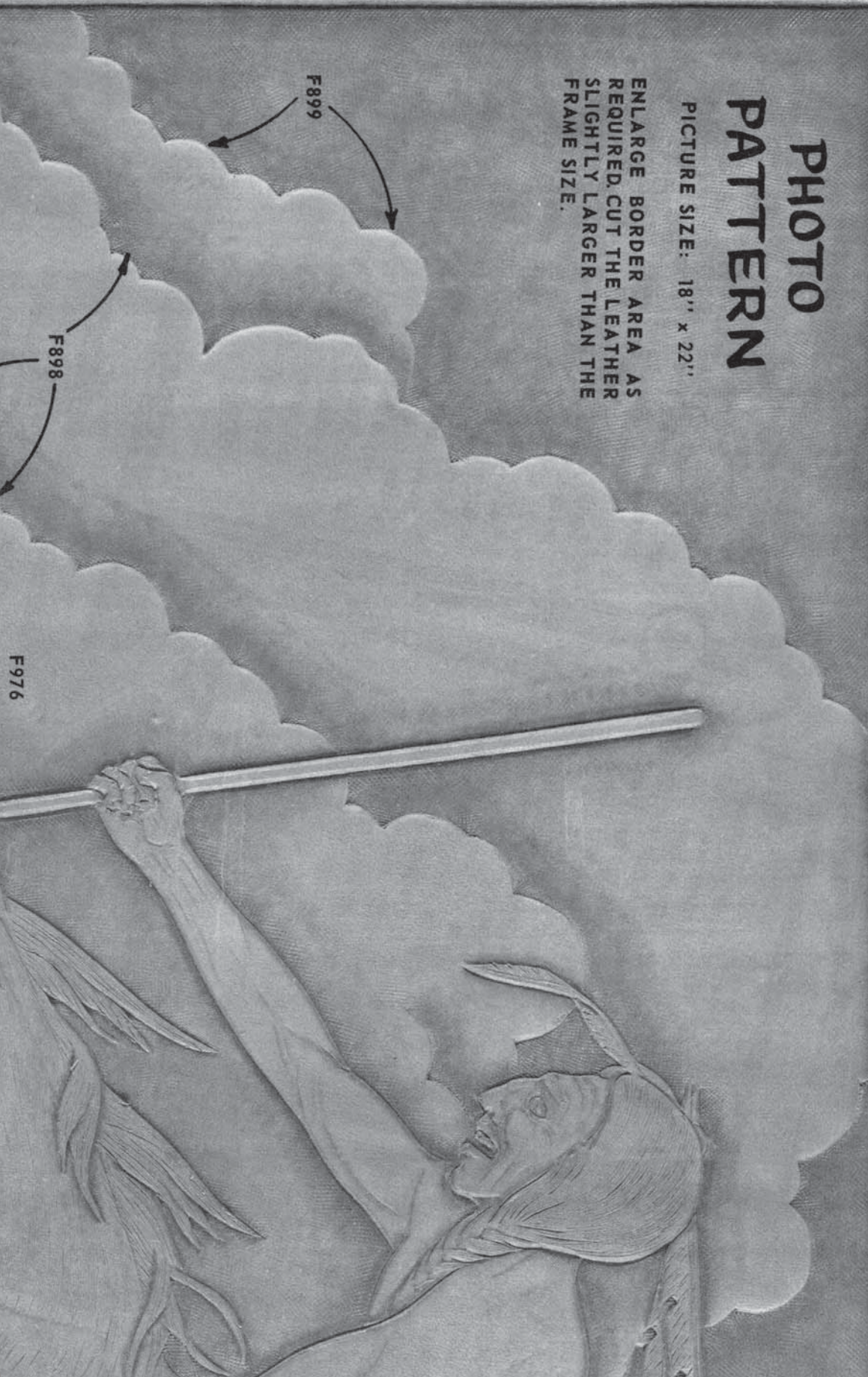
PICTURE SIZE: 18" x 22"

ENLARGE BORDER AREA AS  
REQUIRED. CUT THE LEATHER  
SLIGHTLY LARGER THAN THE  
FRAME SIZE.

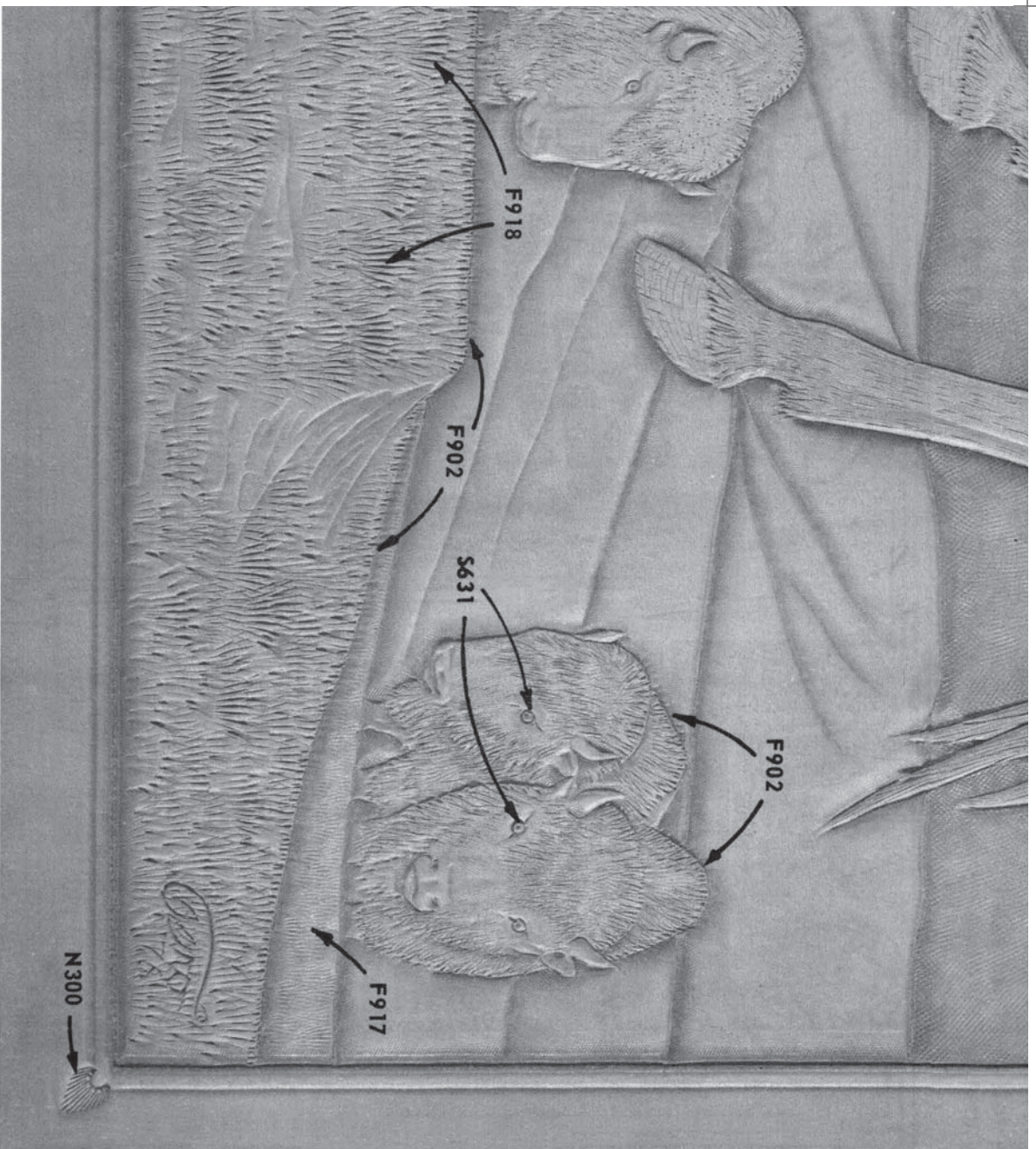
F899

F898

F976













*Craftool* PICTURE PATTERN  
No. 6007 by *GENE NOLAND*

THIS PHOTO WAS TAKEN BEFORE THE LEATHER WAS DYED, IN ORDER THAT THE DETAILS AND USES OF THE STAMPING TOOLS CAN BE MORE CLEARLY SEEN. STUDY THIS PHOTO PATTERN. USE IT AS A GUIDE TO COMPARE THE PROGRESS OF YOUR WORK.

F900

The image shows a detailed leather pattern, possibly for a saddle or a large bag, with various straps and buckles. The leather is light-colored and shows some wear. A central text box contains instructions. Below the text box, the label 'F900' is positioned with two curved arrows pointing to specific areas of the pattern, likely indicating the location of the 'F900' tool or a specific feature.