

by

AL  
STOHLMAN



●  
**2 PICTURES**

●  
**3 SIZES:**

18 x 24

12 x 18

9 x 12

●  
**FULL-SIZE  
TRACING  
AND PHOTO  
PATTERNS**

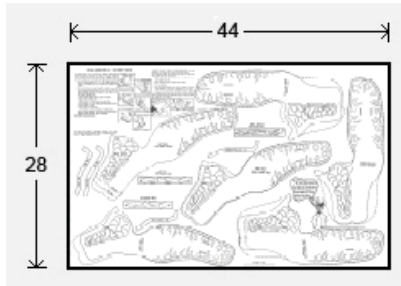
●  
**COMPLETE  
INSTRUCTIONS**





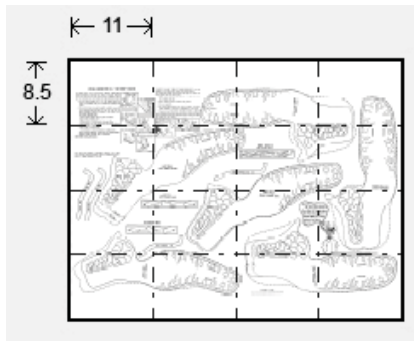
## Pattern Digital Download

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.



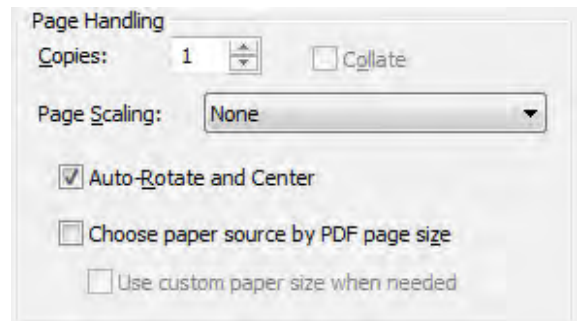
### 2) Tiled

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, use the settings seen on the image to the right in the Page Handling area of the Adobe Reader print dialogue box. If your printer is cutting edges off, set “Page Scaling” to “Shrink to Printable Area”. This will, however, decrease the size of the pattern 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.



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TO DYE YOUR PICTURE....  
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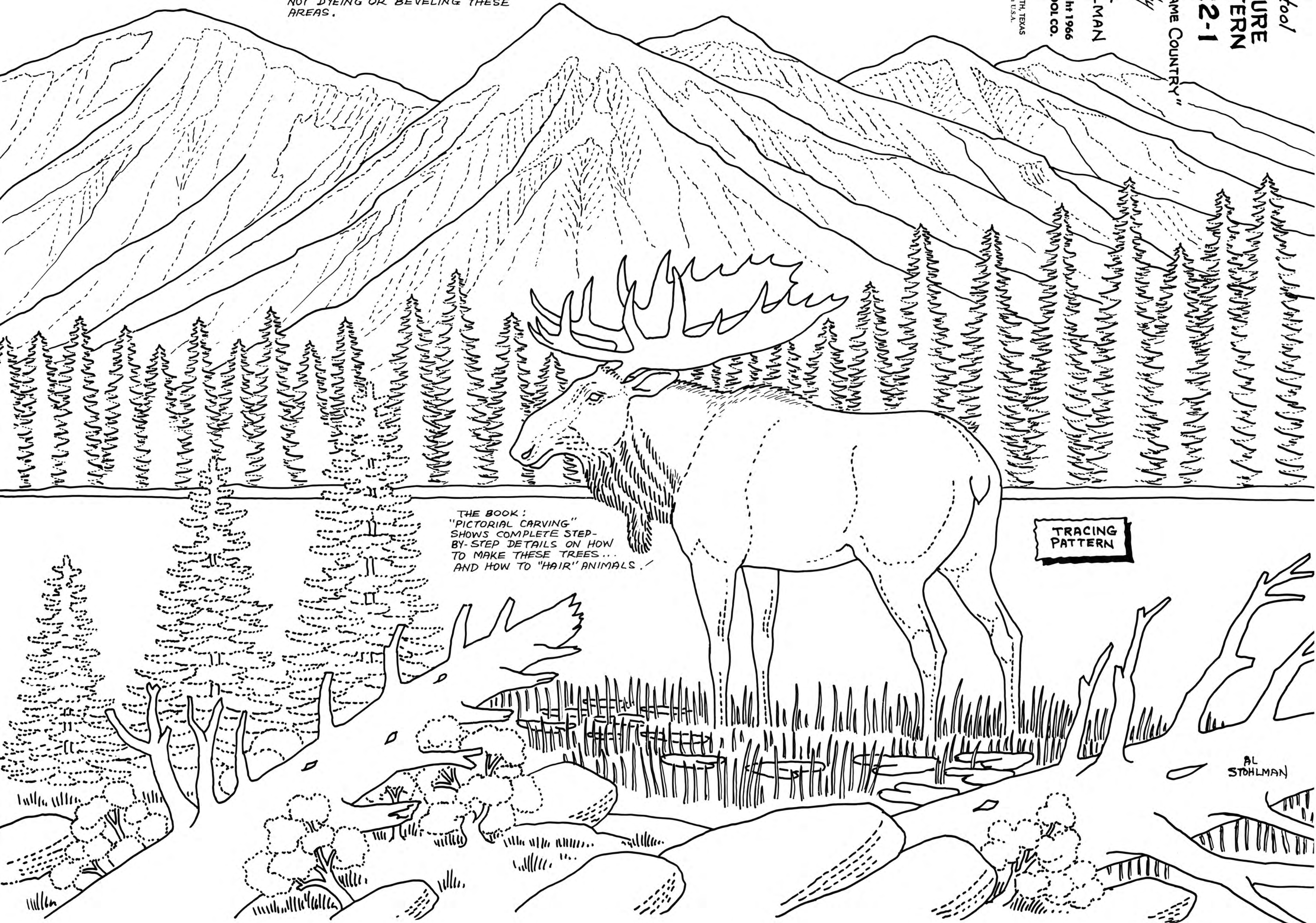
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*Craftool*  
**PICTURE  
PATTERN  
No. 22-1**

"Big Game Country"



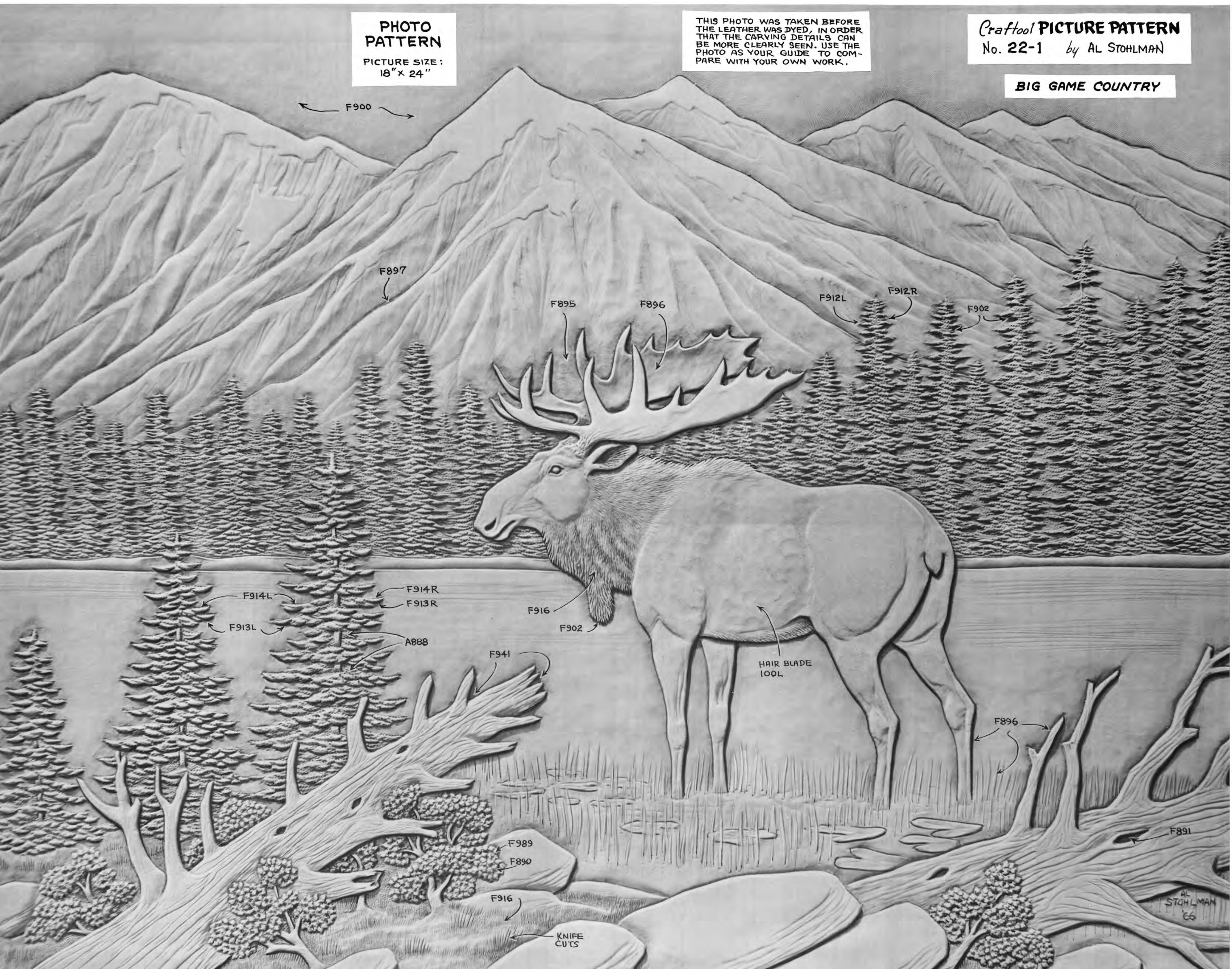
**PHOTO  
PATTERN**

PICTURE SIZE:  
18" x 24"

THIS PHOTO WAS TAKEN BEFORE  
THE LEATHER WAS DYED, IN ORDER  
THAT THE CARVING DETAILS CAN  
BE MORE CLEARLY SEEN. USE THE  
PHOTO AS YOUR GUIDE TO COM-  
PARE WITH YOUR OWN WORK.

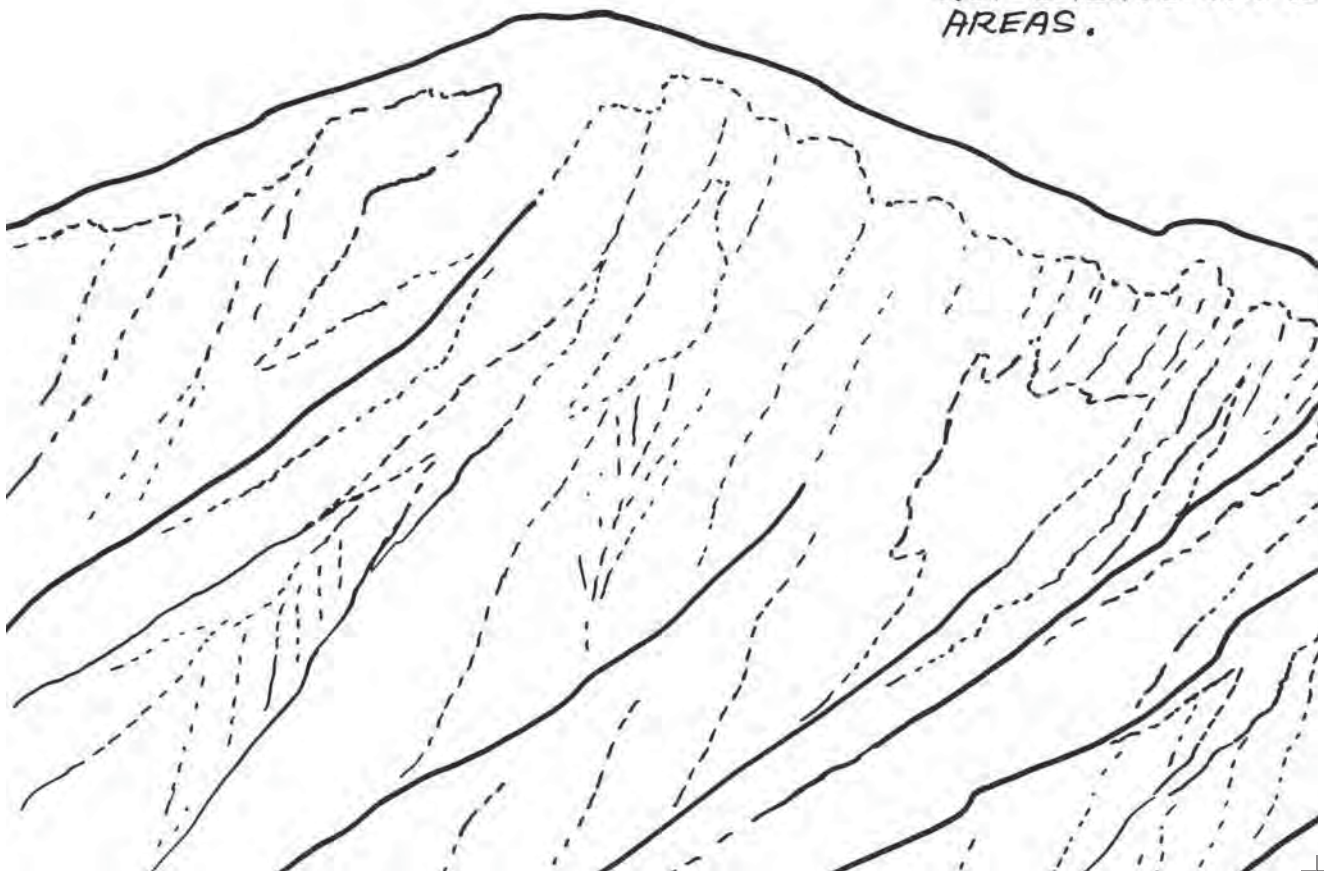
*Craftool* **PICTURE PATTERN**  
No. 22-1 by AL STOHLMAN

**BIG GAME COUNTRY**





**NOTE:** STUDY THE PH  
IT AS YOUR GUIDE  
CONTOURS, TREES,  
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TO PATTERN AND USE  
WHEN MAKING MOUNTAIN  
SHRUBS, ETC. SNOW  
TAINS IS CREATED BY  
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TO DYE YOUR PICTURE....  
USE THE PHOTO ON THE  
FACE OF THE ENVELOPE.





*Craftool*  
**PICTURE  
PATTERN**  
**No. 22-1**

"BIG GAME COUNTRY"

*by*

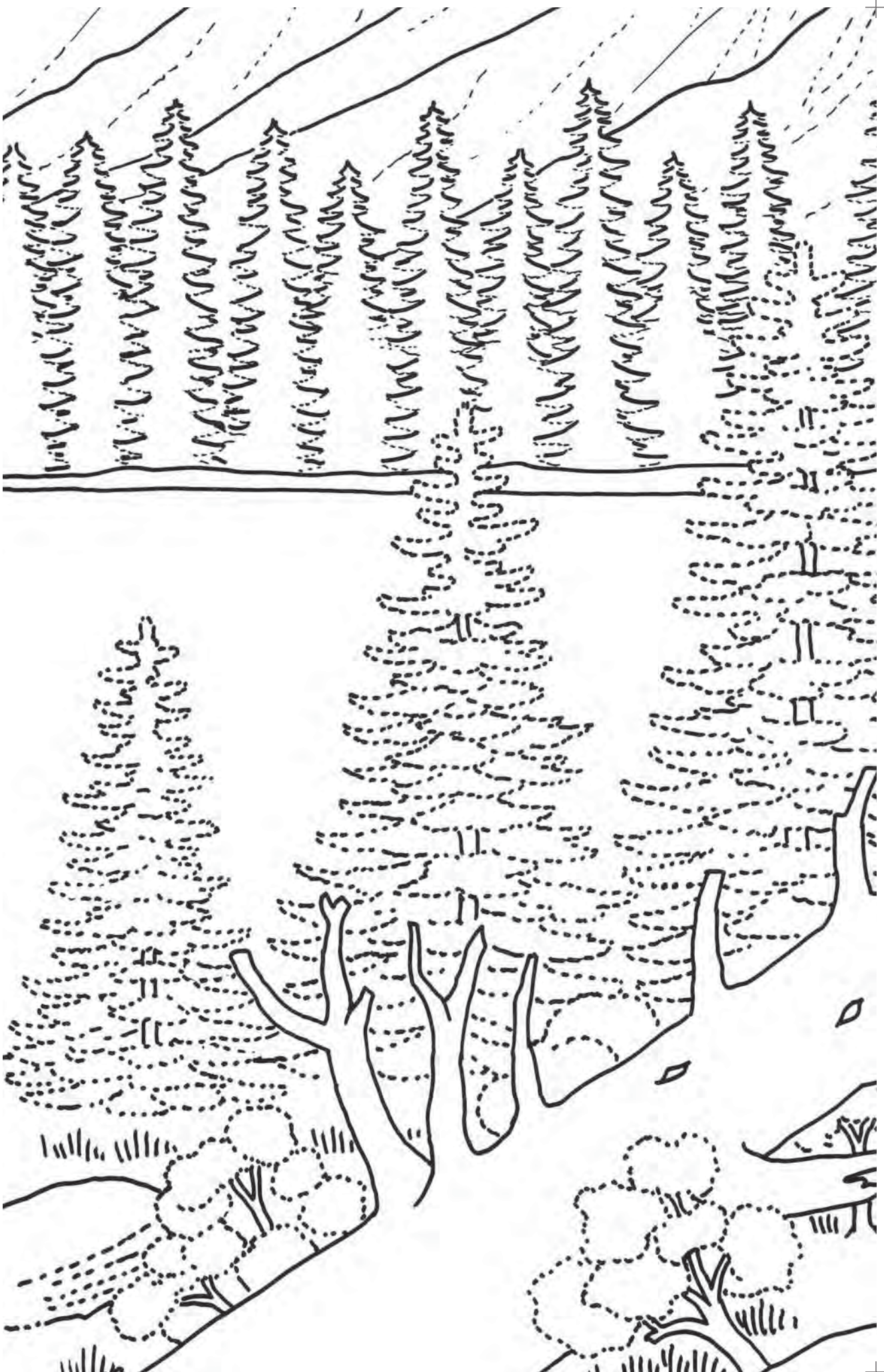
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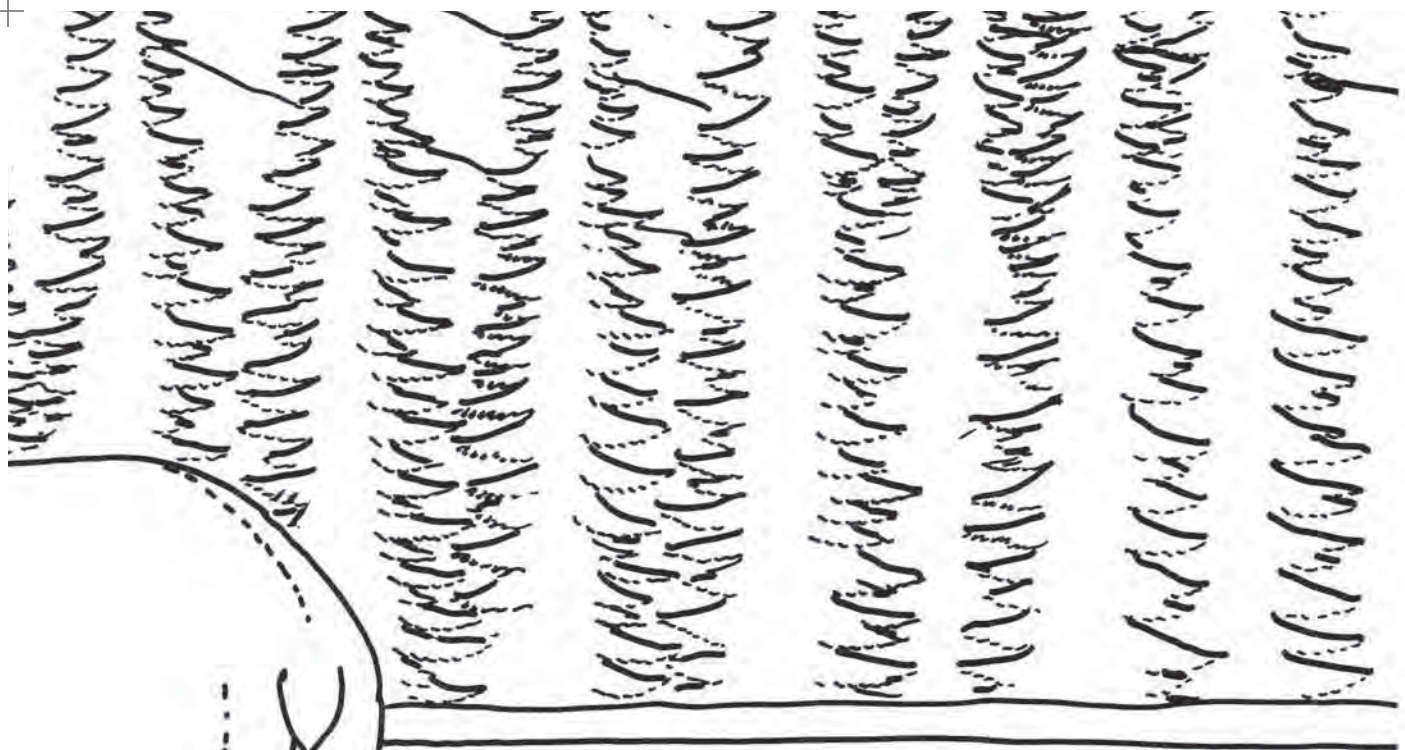






THE BOOK :  
"PICTORIAL CARVING"  
SHOWS COMPLETE STEP-  
BY-STEP DETAILS ON HOW  
TO MAKE THESE TREES...  
AND HOW TO "HAIR" ANIMALS . /



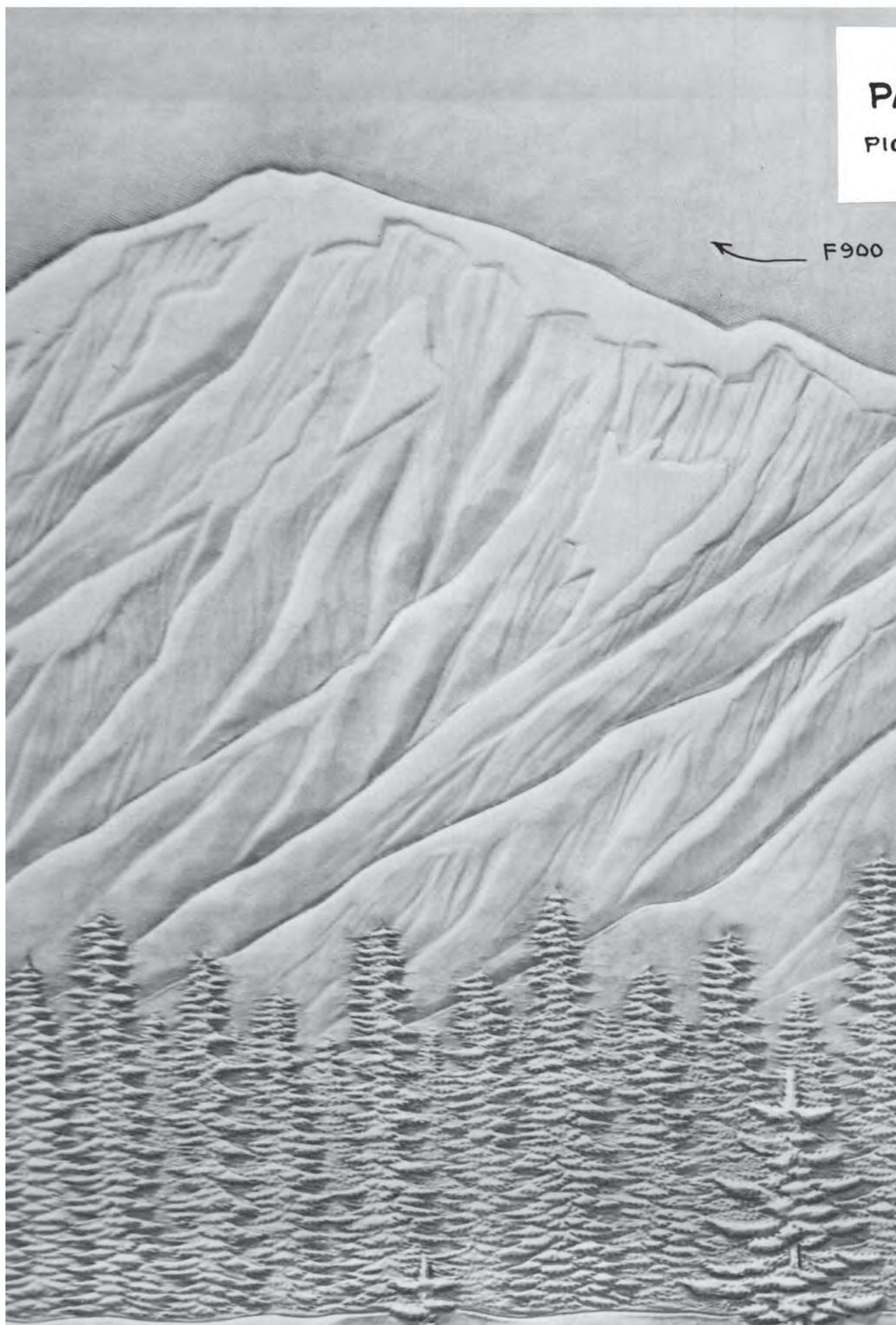


TRACING  
PATTERN



AL  
STOHLMAN





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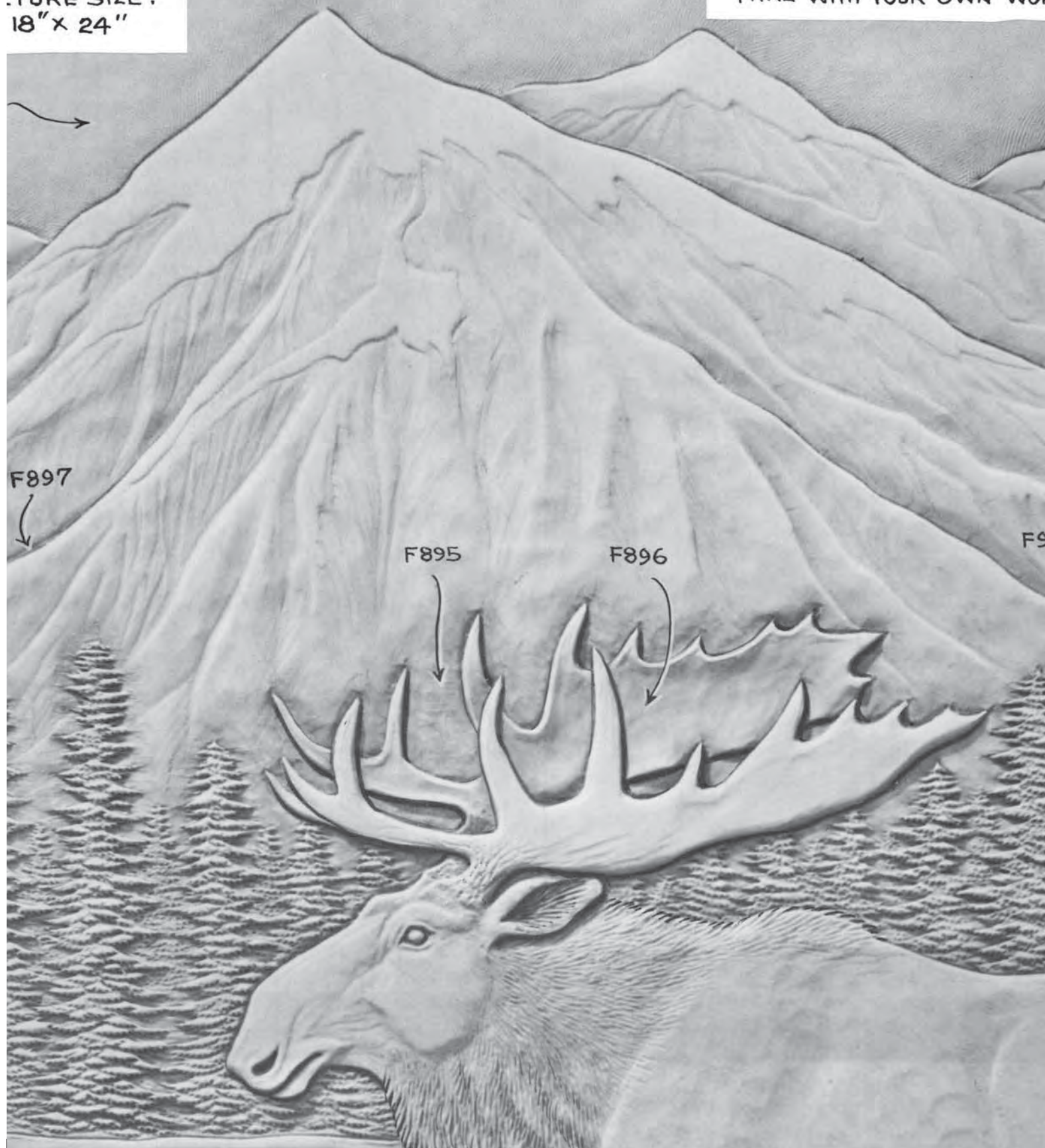
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# PHOTO ATTERN

ATURE SIZE :  
18" x 24"

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THAT THE CARVING DETAILS  
BE MORE CLEARLY SEEN. USE  
PHOTO AS YOUR GUIDE TO  
PARE WITH YOUR OWN WORK

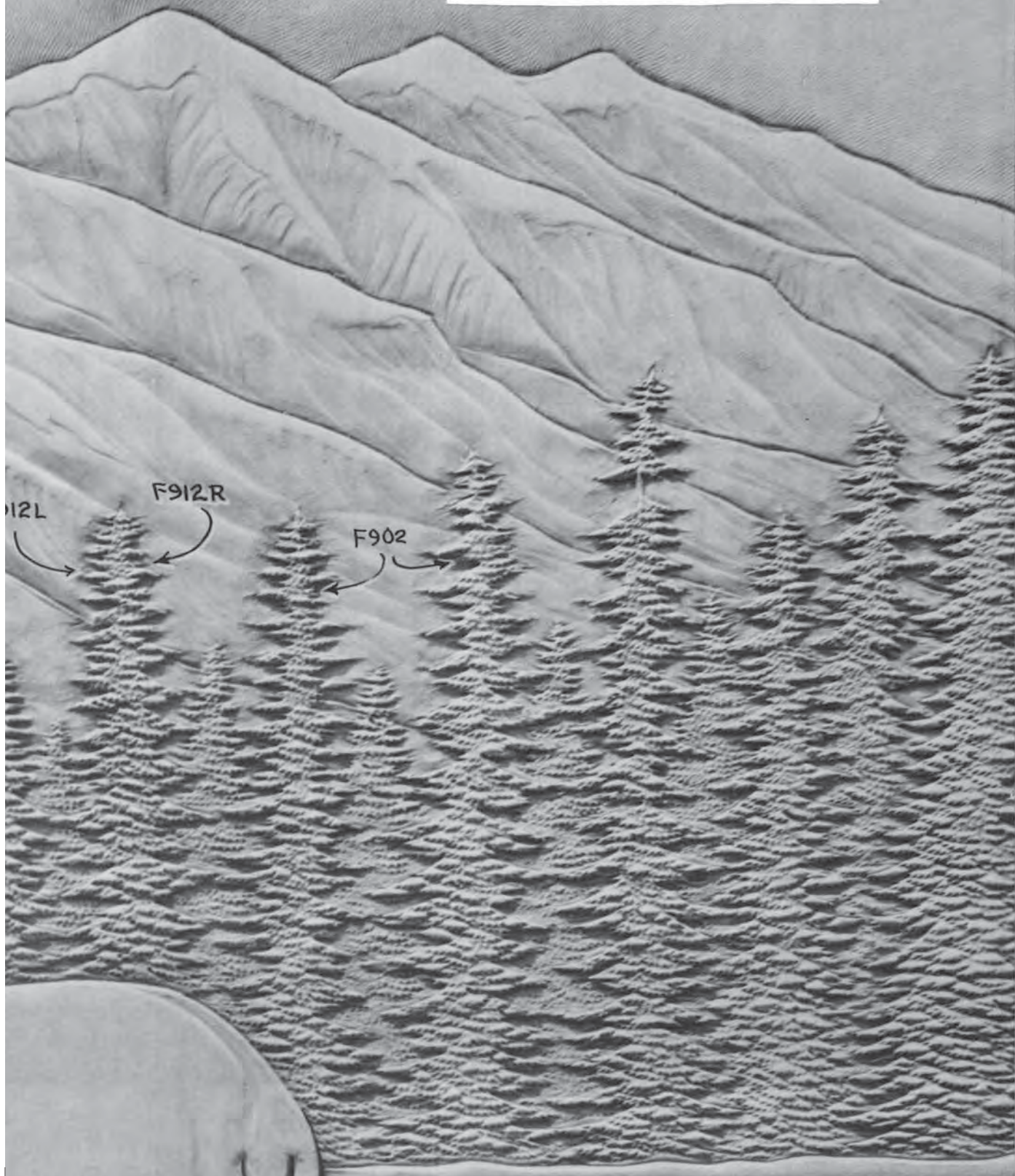




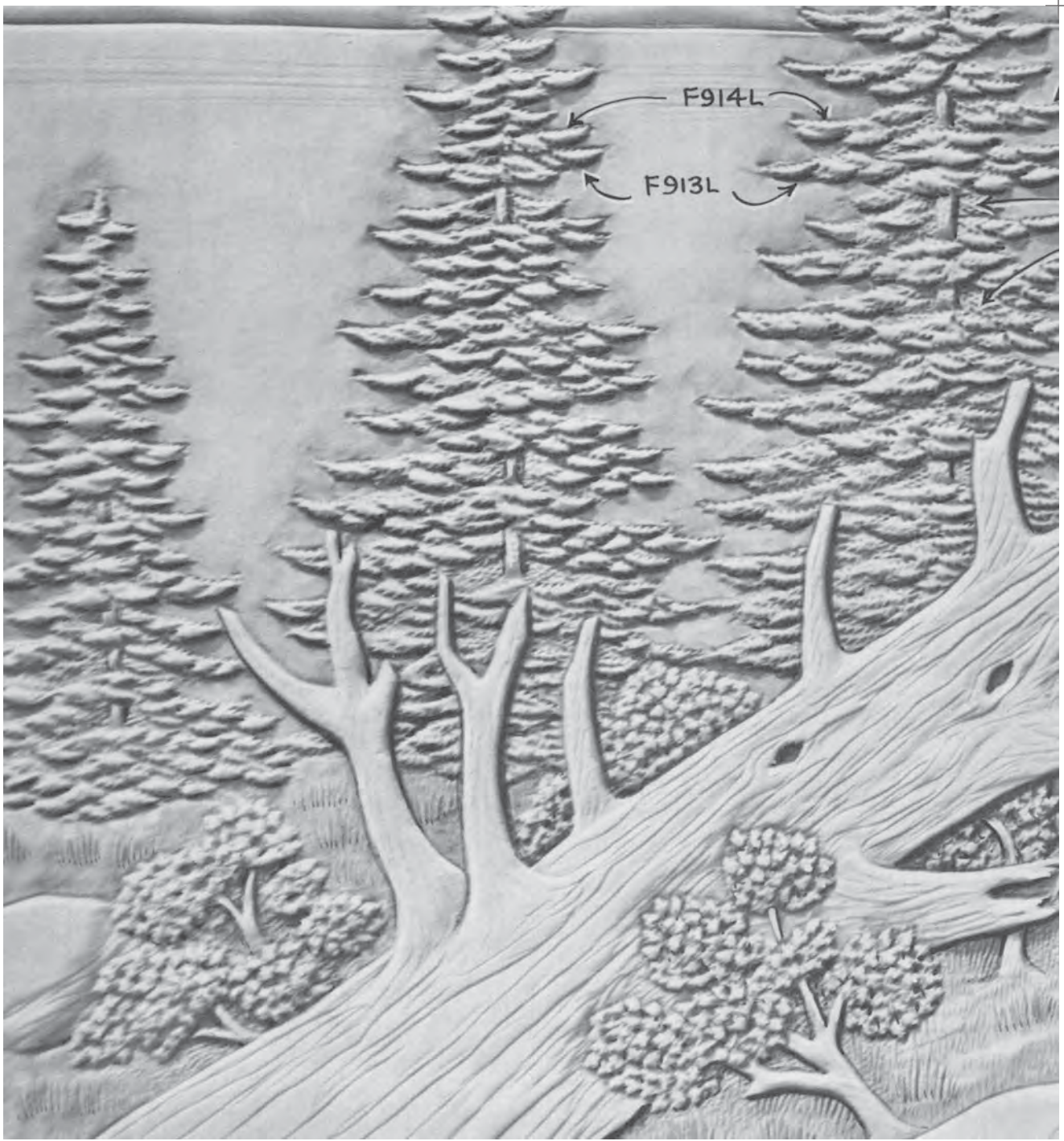
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*Craftool* **PICTURE PATTERN**  
No. 22-1 by AL STOHLMAN

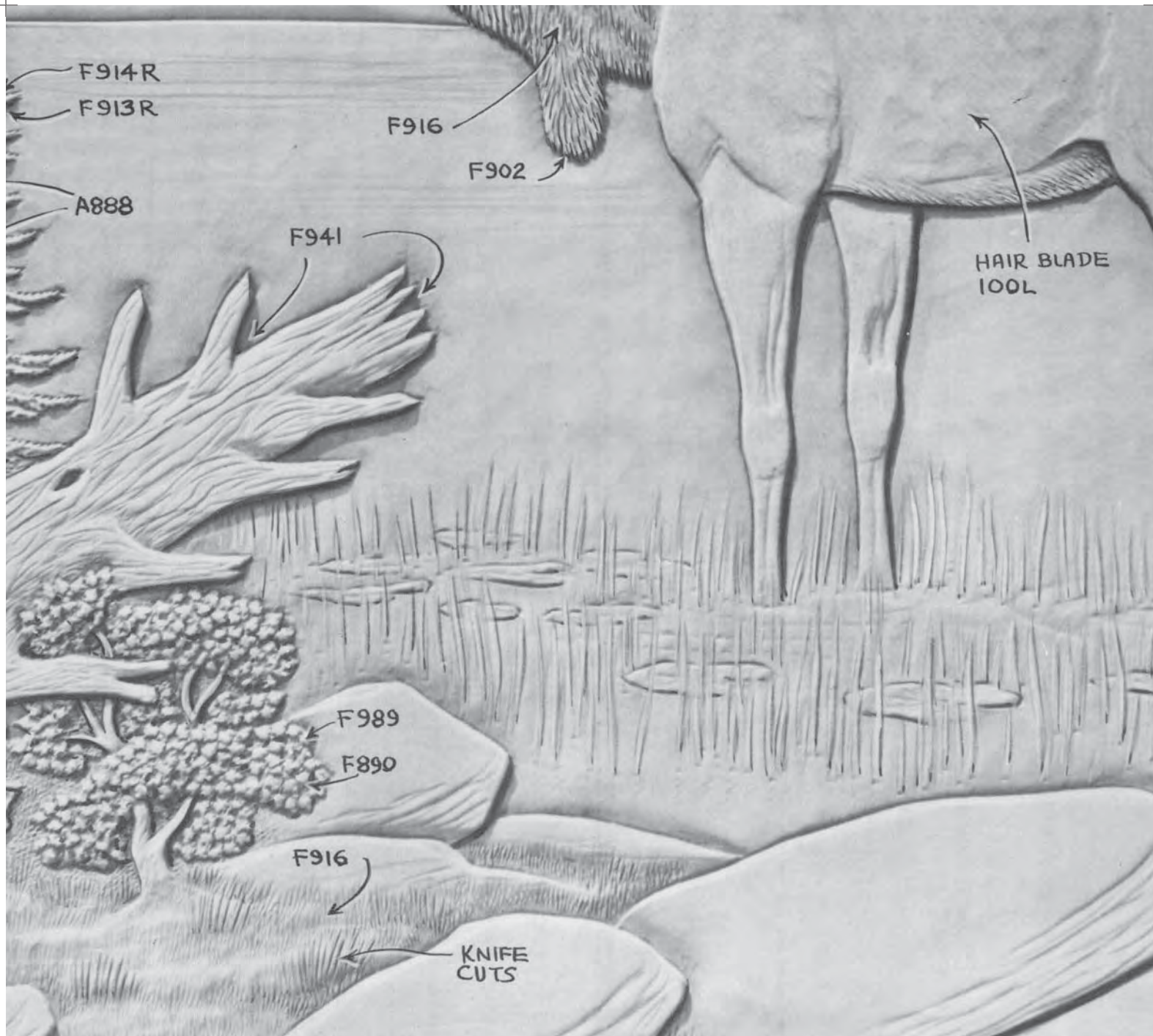
**BIG GAME COUNTRY**



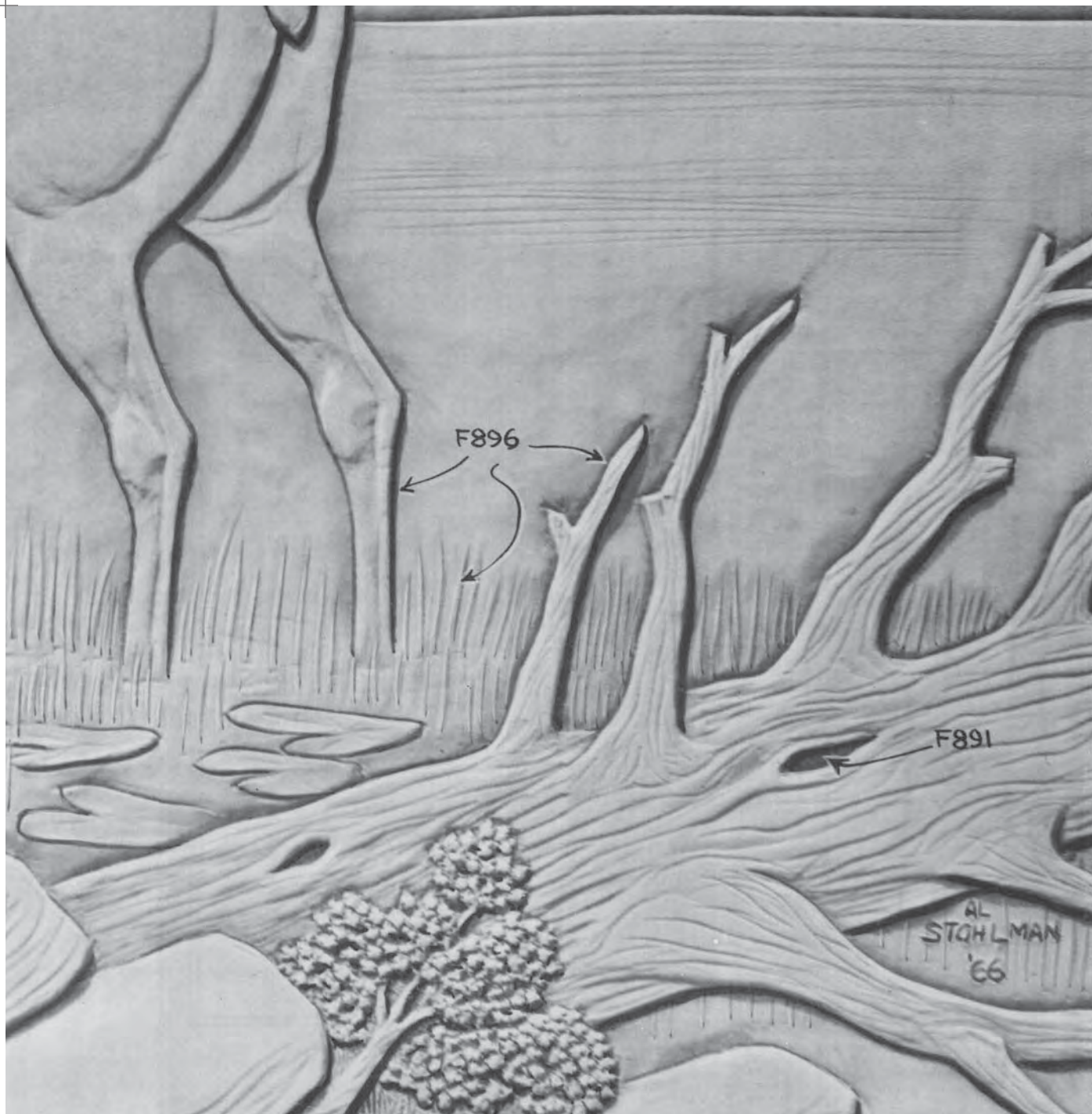






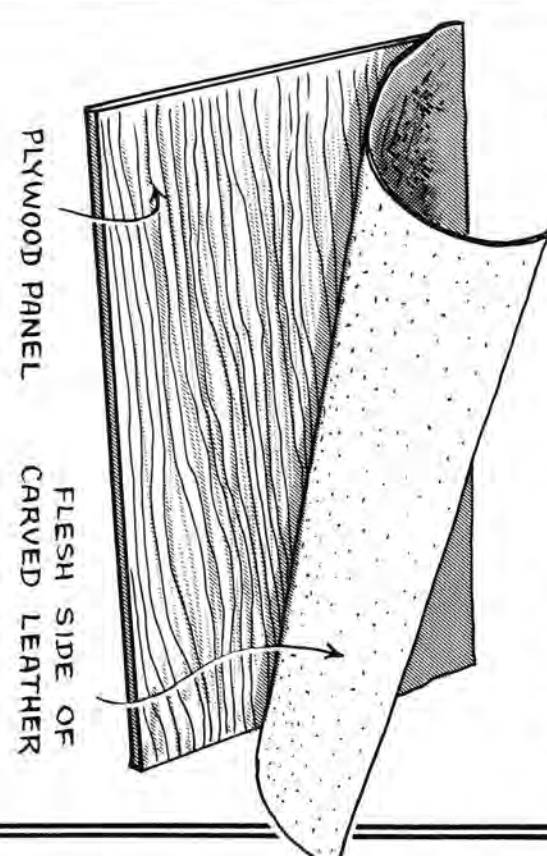








## =MOUNTING THE PICTURES=



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*

The photo pattern, on reverse side, shows the tools used on the large picture. When carving, the smaller pictures on the large picture, will be necessary to use smaller stamping tool sizes, it will be necessary to use the same type of tool is used 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, with the large pictures.

CUT LEATHERS SLIGHTLY  
LARGER THAN FRAME SIZES

**NOTE** STUDY THE PHOTO PATTERN AND USE IT AS YOUR GUIDE WHEN MAKING MOUNTAIN CONTOURS, TREES, SHRUBS, ETC. SNOW EFFECT ON MOUNTAINS IS CREATED BY NOT DYING OR BEVELING THESE AREAS.

TO DYE YOUR PICTURE..  
USE THE PHOTO ON THE  
FACE OF THE ENVELOPE.

(CRAFT)ool  
 PICTURE  
 PATTERN  
 No. 22-1  
 Big Game Col  
 by  
 AL  
 STOLMAN

PICTURE SIZE: 12 x 18

"PICTORIAL CARVING"  
SHOWS COMPLETE STEP-  
BY-STEP DETAILS ON HOW  
TO MAKE THESE TREES...  
AND HOW TO "HAIR" ANIMALS

## TRACING PATTERN

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TO DYE YOUR PICTURE...  
USE THE PHOTO ON THE  
FACE OF THE ENVELOPE.

Picture Pattern No. 22-1  
"Big Game Country"  
AL STOLMAN

PICTURE SIZE: 9/x/12

"PICTORIAL CARVING"  
SHOWS COMPLETE STEP-  
BY-STEP DETAILS ON HOW  
TO MAKE THESE TREES...  
AND HOW TO "HAIR" ANIMALS

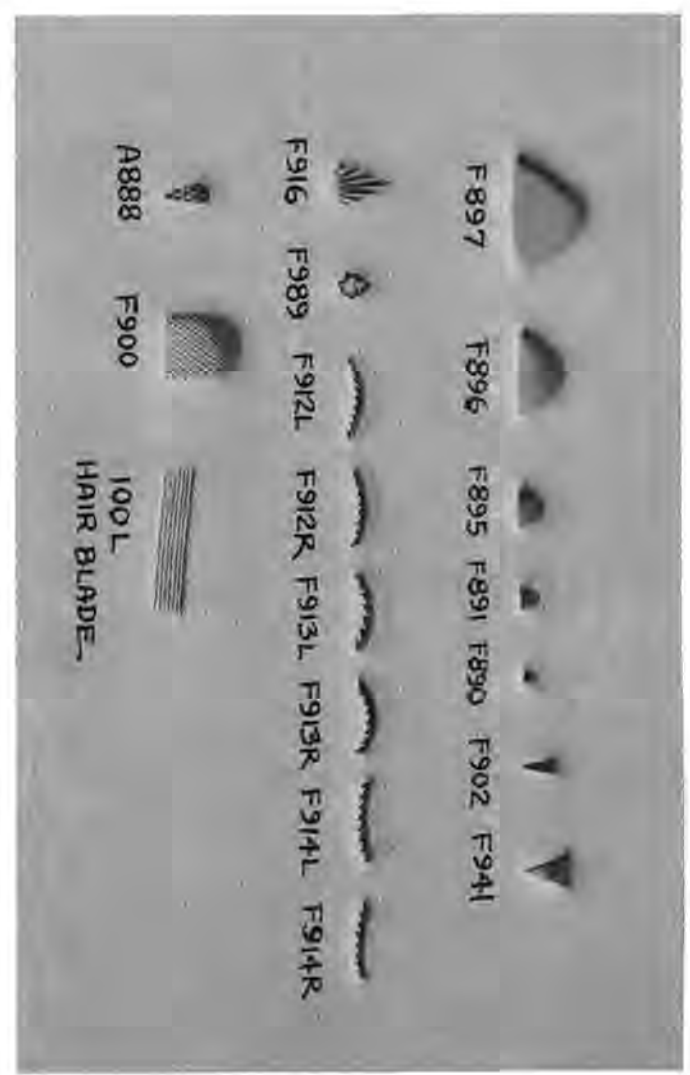
TRACING  
PATTERN

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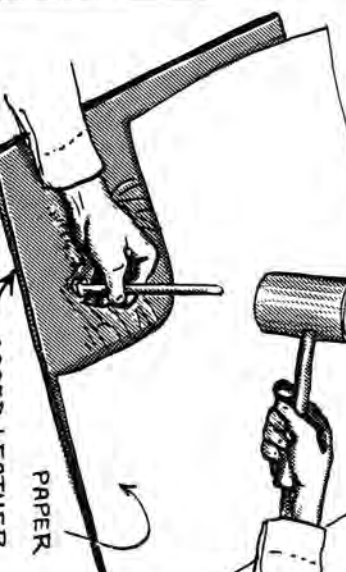
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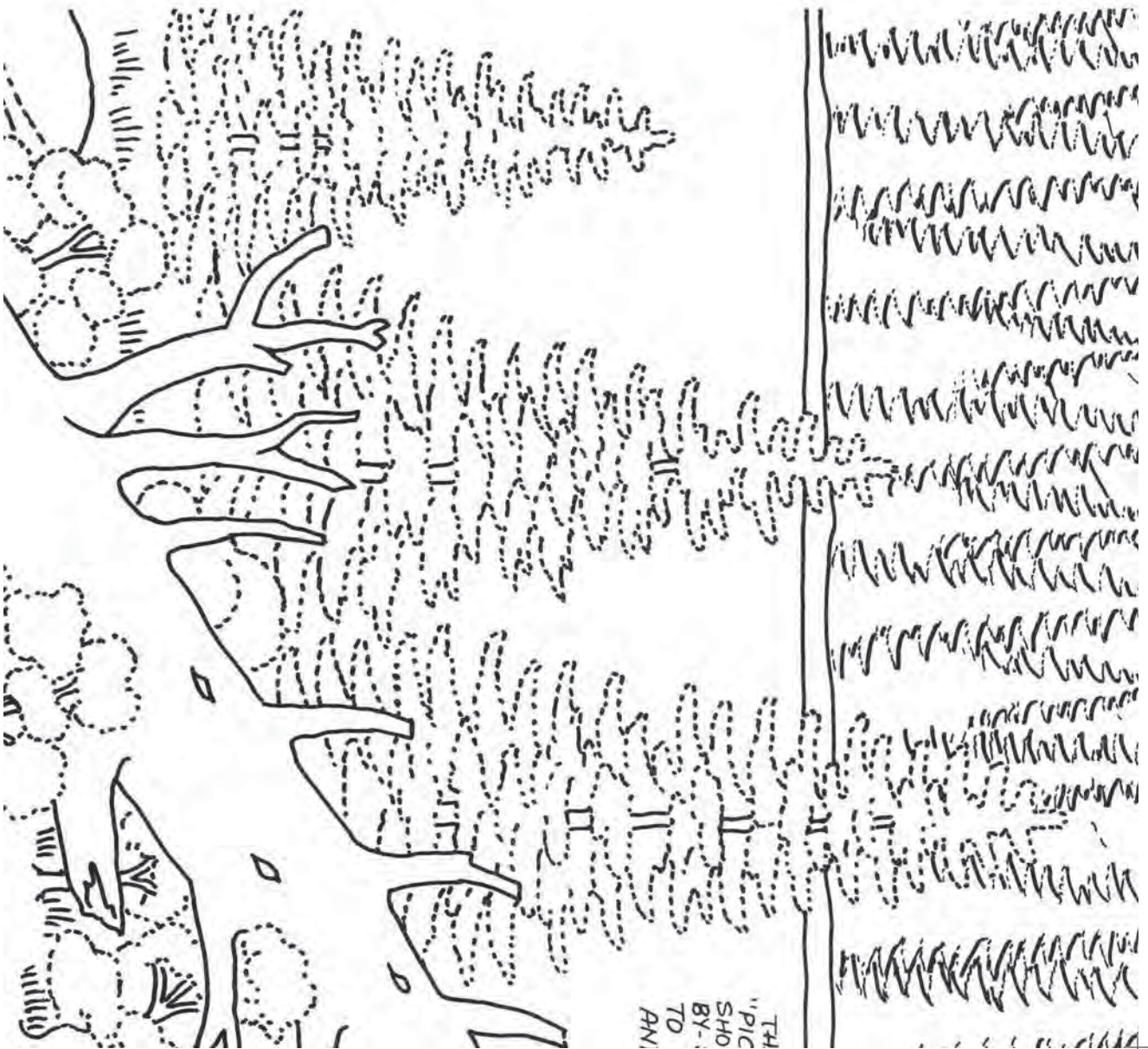
### **SPECIAL TIP:**



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

EVERYONE has dedicated intricate coloring on leather with Al Stobbsman, who lives in Colo. Larimer book. Printed in full color with *over 90 step-by-step illustrations*, 8 full color plates, 5 die machine cuts; full color, in complete detail. *34.95. Over 100 pages of step-by-step, figure coloring, highlighting, shading and other popular coloring dies.* Includes many of the secrets. Have your own authors world wide acclaim. A *must* for both beginner and experienced Craftsman. Order your copy today! Only **2.00.**





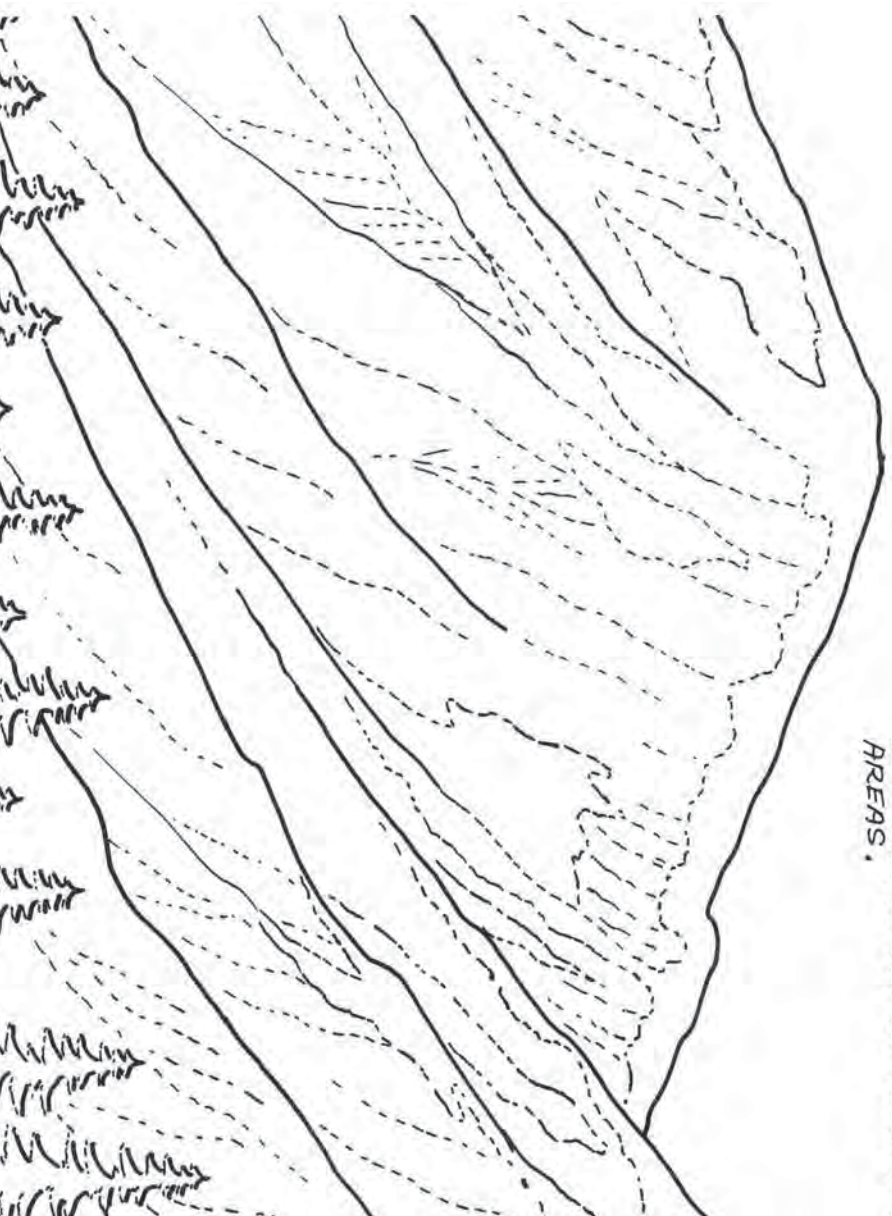
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LARGER THAN FRAME SIZES**

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CONTOURS, TREES, SHRUBS, ETC.  
EFFECT ON MOUNTAINS IS NOT  
DYING OR BEVELING AREAS.

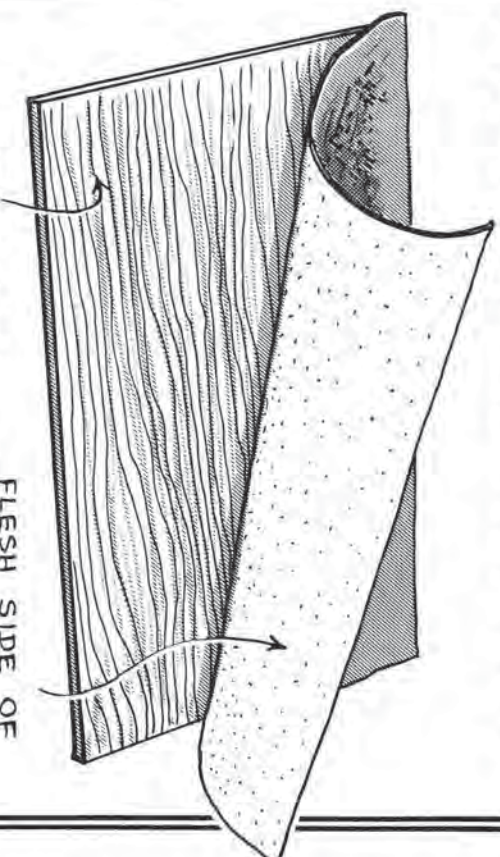




## MOUNTING THE PICTURES

FLESH SIDE OF  
CARVED LEATHER

PLYWOOD PANEL



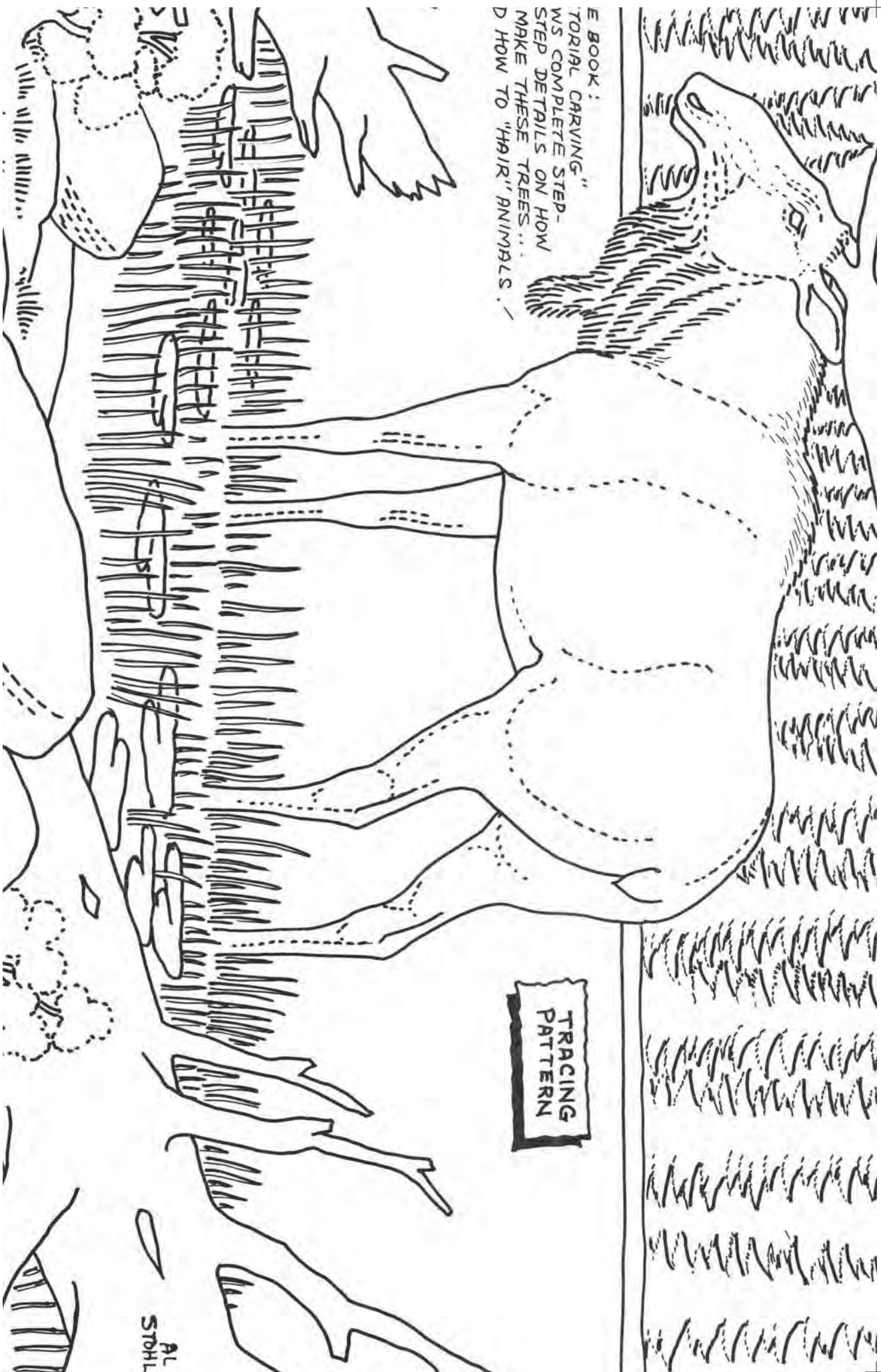
After carving and dyeing the picture, cement to plywood backing with a strong-bonding cement (do not use rubber cement). For large, 18x24 pictures,  $\frac{3}{8}$ " plywood thickness should be used to hold leather flat. Cut the plywood to fit the picture frame. Trim leather after cementing.

*Special Note... FOR CARVING  
SMALL PICTURES*





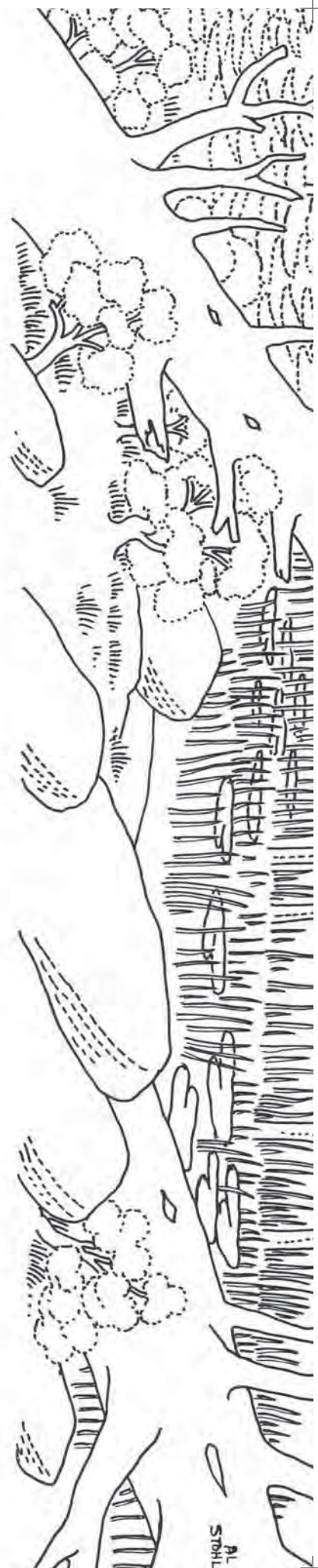
THE BOOK ;  
 "TUTORIAL CARVING"  
 WITH COMPLETE STEP-  
 STEP DETAILS ON HOW  
 TO MAKE THESE TREES...  
 AND HOW TO "HAIR" ANIMALS.



TRACING  
 PATTERN

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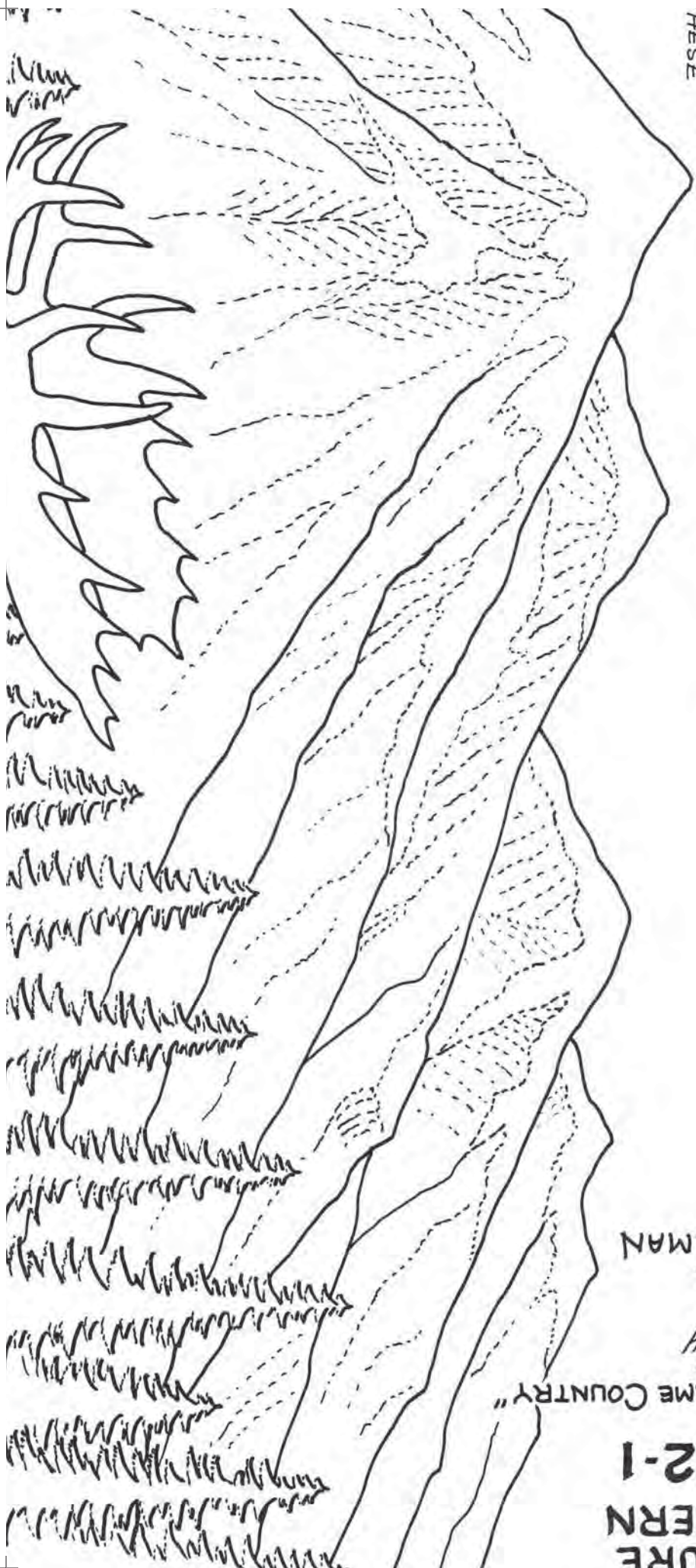




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TO DYE YOUR PICTURE...  
USE THE PHOTO ON THE  
FACE OF THE ENVELOPE.



STOHLMAN  
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by

"Big Game Country"

No. 22-1

PICTURE  
PATTERN



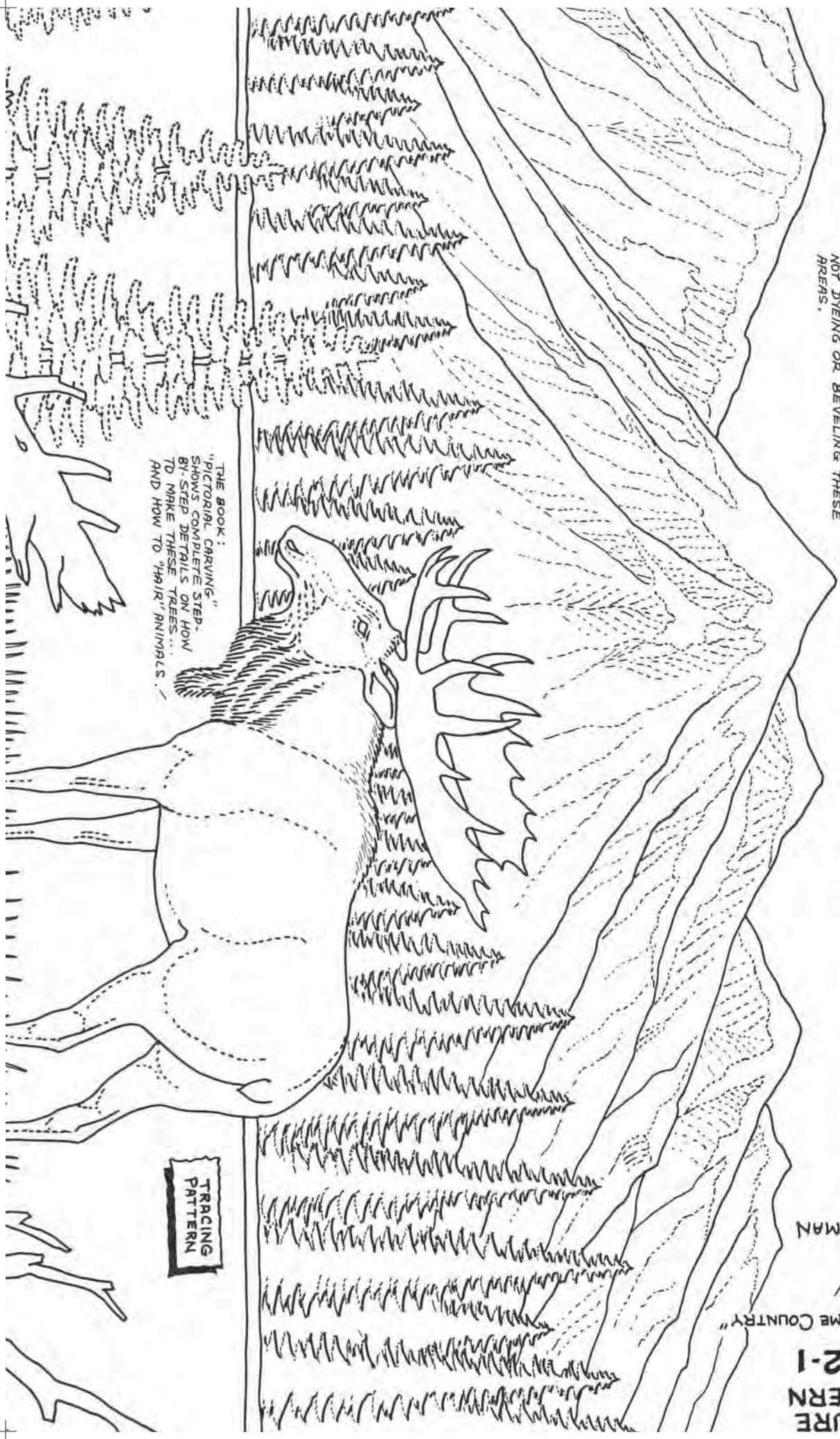
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TO DYE YOUR PICTURE...  
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**PICTURE  
PATTERN  
No. 22-1  
"Big Game Country"  
by  
AL  
STOHLMAN**

**"THE BOOK":  
"PICTORIAL CARVING"  
SHOWS COMPLETE STEP-  
BY-STEP DETAILS ON HOW  
TO MAKE THESE TREES...  
AND HOW TO "HAIR" ANIMALS.**

**TRACING  
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- The famous "Dye Chart" Method reduced to easy to remember formulae; fully illustrated.
- Over 30 different Dye Charts.
- Cutting, tracing and photo-carve patterns; assembly instructions for 11 Different Projects.
- Plus more than 40 extra patterns for these projects.

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32 pages.





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**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 figures muscles, etc., to give the third dimension and the scene. Cut the frame and roundness, then by sub- slightly larger than the leather in size. Case the leather liberally with merging moisture liberally with . . . or . . . moisten both sides. Lay the a sponge on your bench to begin evap- leather on your bench to begin evap- excessive moisture to begin evap- oration. Place grain side up.

**2** When the leather begins to re- turn to its original color, care- fully center all of the lines. Tape or clip the tracing to the leather re- and trace all of the lines. Before re- clip the tracing, lift one cor- that it does not move. Before re- moving the tracing, check to see net at a time and check to see that all of the lines have been traced. Use the modeling stylus or Craftool No. 59 ball-point stylus to trace the design. Cut all of the solid lines with the dotted lines. DO NOT cut the dotted lines. DO NOT attempt to carve large pictures with a limited amount of time . . . try to work several hours at a time to work.

**3** When dry seal in the leather with a damp sponge, leather glue, or leather preservative. When dry seal in the leather with a damp sponge, leather glue, or leather preservative. When dry seal in the leather with a damp sponge, leather glue, or leather preservative.

When the leather begins to re-  
turn to its original color, care-  
fully center the tracing. Tape or  
clip the tracing to the leather so  
that it does not move. Before re-  
moving the tracing, check to see  
that all of the lines have been  
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amount of time . . . try to work  
several hours at a time to work.

When dry spread  
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re carving tools along with other  
achieve special effects. Figure  
or difficult, just follow the in-  
actice and you are on the road  
figure carving! Includes complete  
for dyeing and coloring leather.

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THE PAPER AS YOU WORK.

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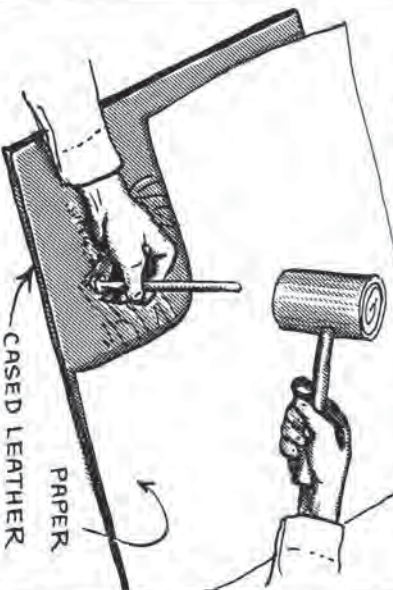


work at this stage compare it with the presented. Study and see if your own be improved. The Tool (No. 3) is very in figure carving work. It is used to smooth out the rough beveling and the edges of the figures for realistic appearance. Use the modeling spoon point of the eye-balls of the tiny and the scratch in other time and to scratch in other time. A great deal of time could be devoted to cleaning up the work with the modeler.

8

Other fine details can be achieved by cutting lightly with the swivel knife blade. Always compare your Photo Patterns and compare your 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.

## 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.

## THIS BOOK FEATURES USES OF THE LATEST CRAFT TOOL FIGURE CARVING TOOLS

Now, you too can carve beautiful wild life scenes! Al Stohlman shows you step by step how to use Crafttools to carve animals, birds, flowers and scenery. Several new tools, instructions & patterns are included in this book for making Pine trees, foliage, grass & hair effects. You'll find this book a must for learning to do rapid, pictorial and figure carving work. 16 pages. Size 8 1/2" x 11".



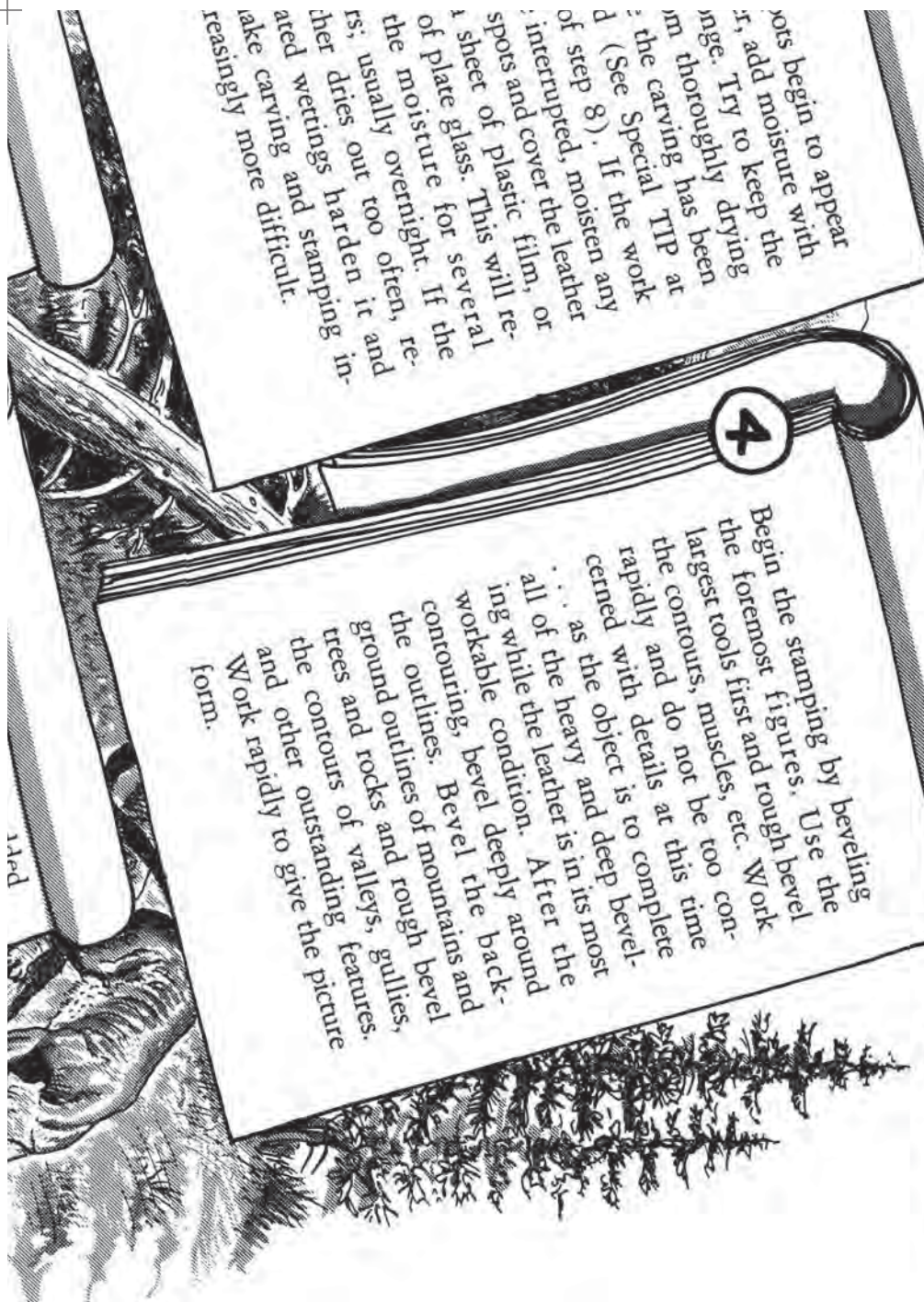
# RE CARVING INSTRUCTIONS



nots begin to appear  
r, add moisture with  
nge. Try to keep the  
m thoroughly drying  
the carving has been  
d (See Special TIP at  
of step 8). If the work  
interrupted, moisten any  
spots and cover the leather  
sheet of plastic film, or  
of plate glass. This will re-  
the moisture for several  
the moisture overnight. If the  
rs; usually too often, re-  
ther dries out too often, re-  
ated wettings harden it and  
ake carving and stamping in-  
creasingly 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 concerned with details at this time as the object is to complete all of the heavy and deep beveling 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, features, and other outstanding picture and other outstanding features. Work rapidly to give the picture form.









**NOTE:** STUDY THE PHOTO PATTERN  
ON HOW TO MAKE TREES, MOUNTAIN  
HAIR AND GRASS EFFECTS, ETC.





**CRAFTOOL CO.**

**FORT WORTH, TEXAS**

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FOR DETAILS  
CONTOURS,

SNOW EFFECT IS ACHIEVED  
BY NOT BEVELING OR DYEING  
"SNOW" AREAS.





*Craftool*

PICTURE  
PATTERN

No. **22-2**

"Bull Elks"

*by*

AL  
STOHLMAN







STUDY PI  
USED... /  
MAKING







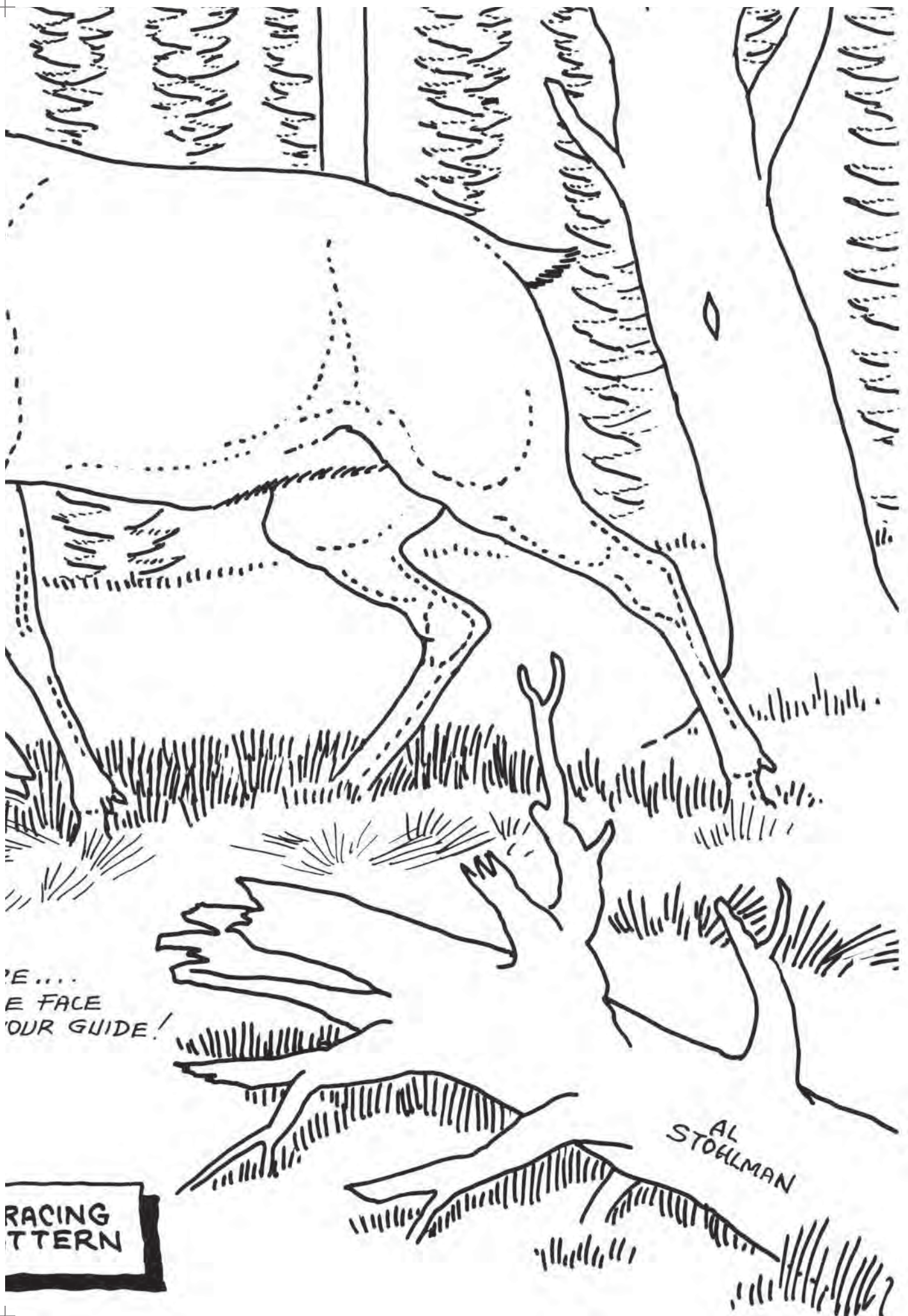
TO DYE YOUR PICTURE  
USE THE PHOTO ON THE  
OF THE ENVELOPE AS Y

400 PHOTO PATTERN FOR TOOLS  
AND TECHNIQUES FOR  
GRASS EFFECTS .



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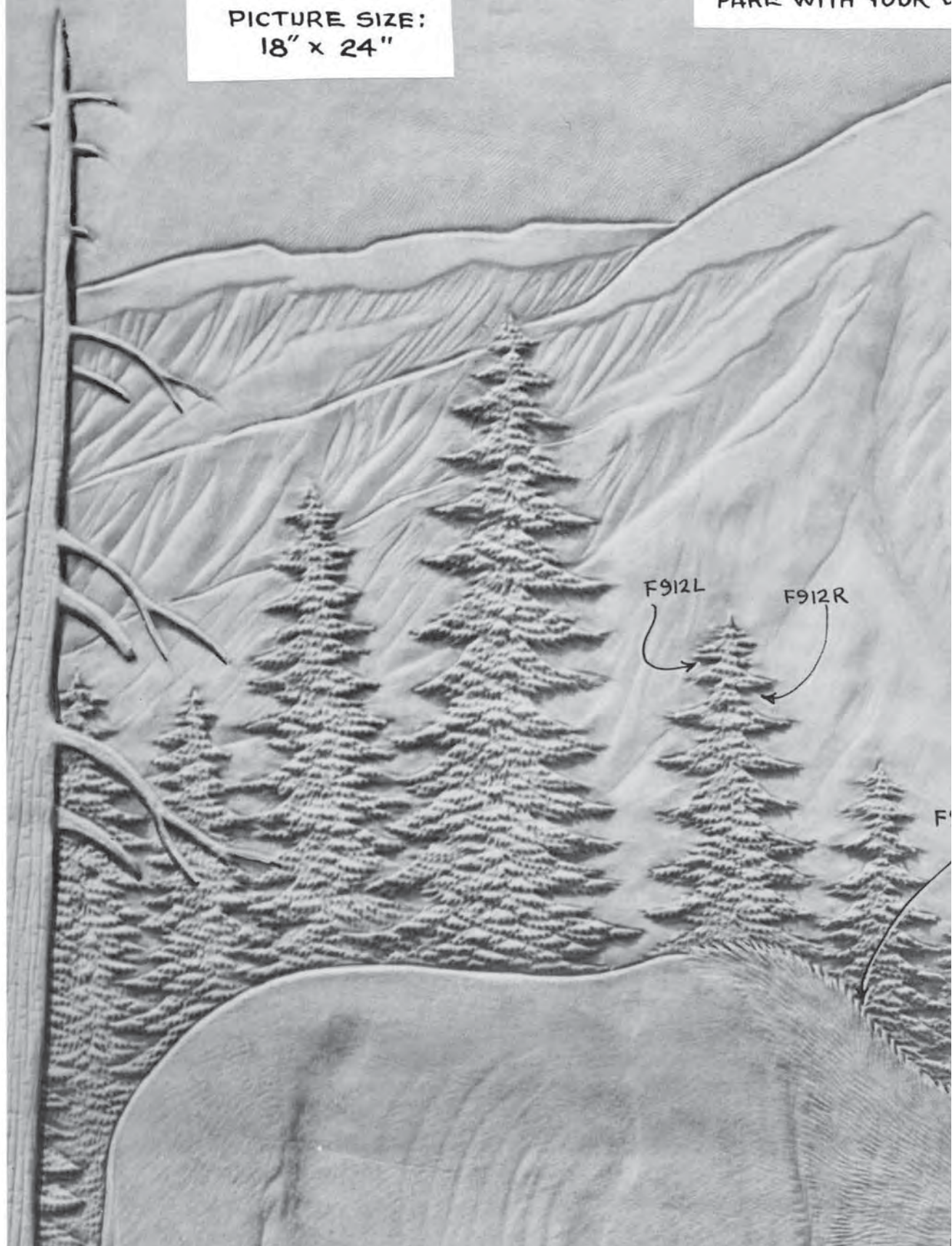
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# PHOTO PATTERN

PICTURE SIZE:  
18" x 24"

THIS PHOTO WAS T  
THE LEATHER WAS I  
THAT THE CARVING  
BE MORE CLEARLY  
PHOTO AS YOUR GI  
PARE WITH YOUR C



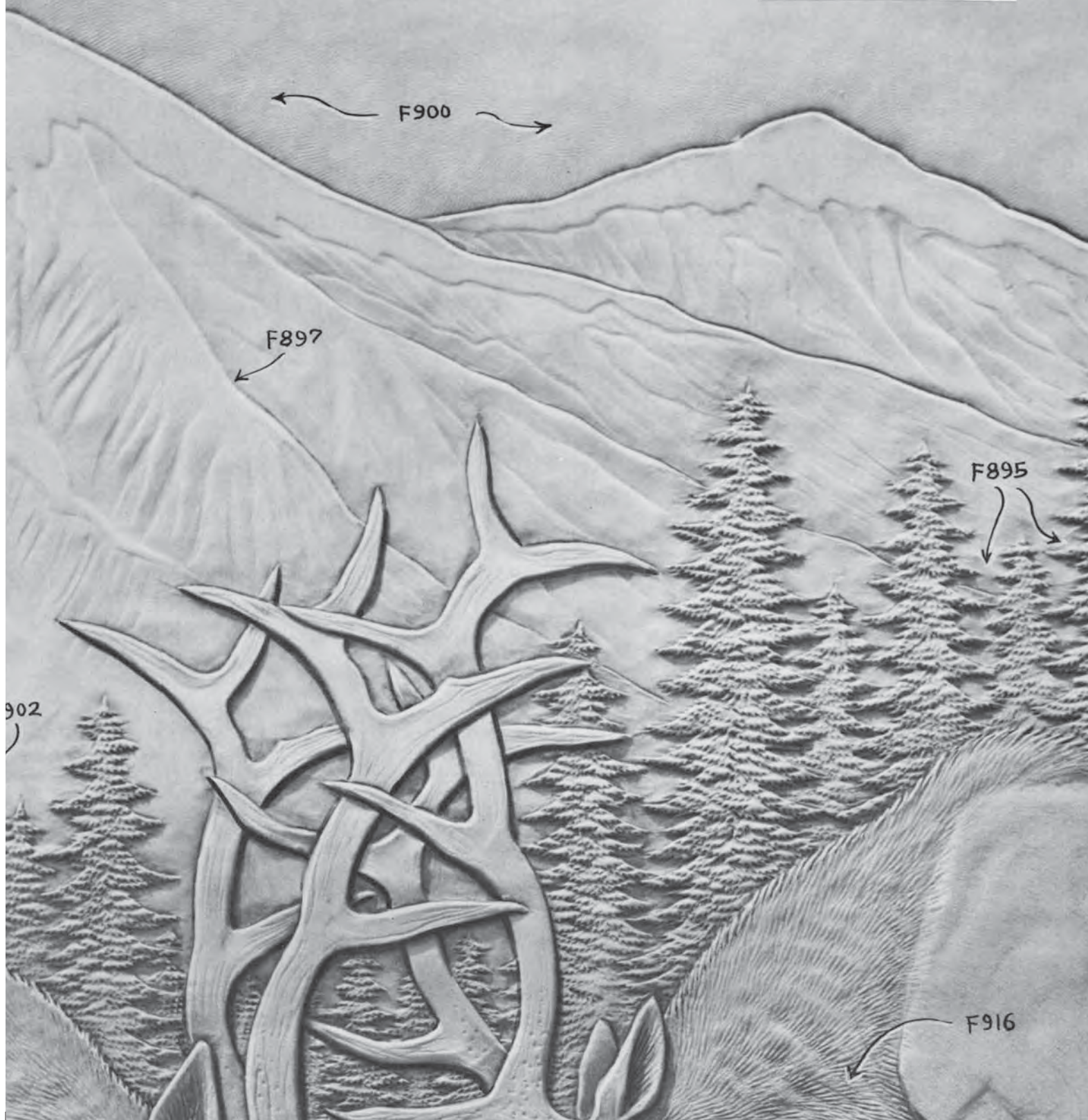


TAKEN BEFORE  
DYED, IN ORDER  
DETAILS CAN  
BE SEEN. USE THE  
GUIDE TO COM-  
BINE WORK.

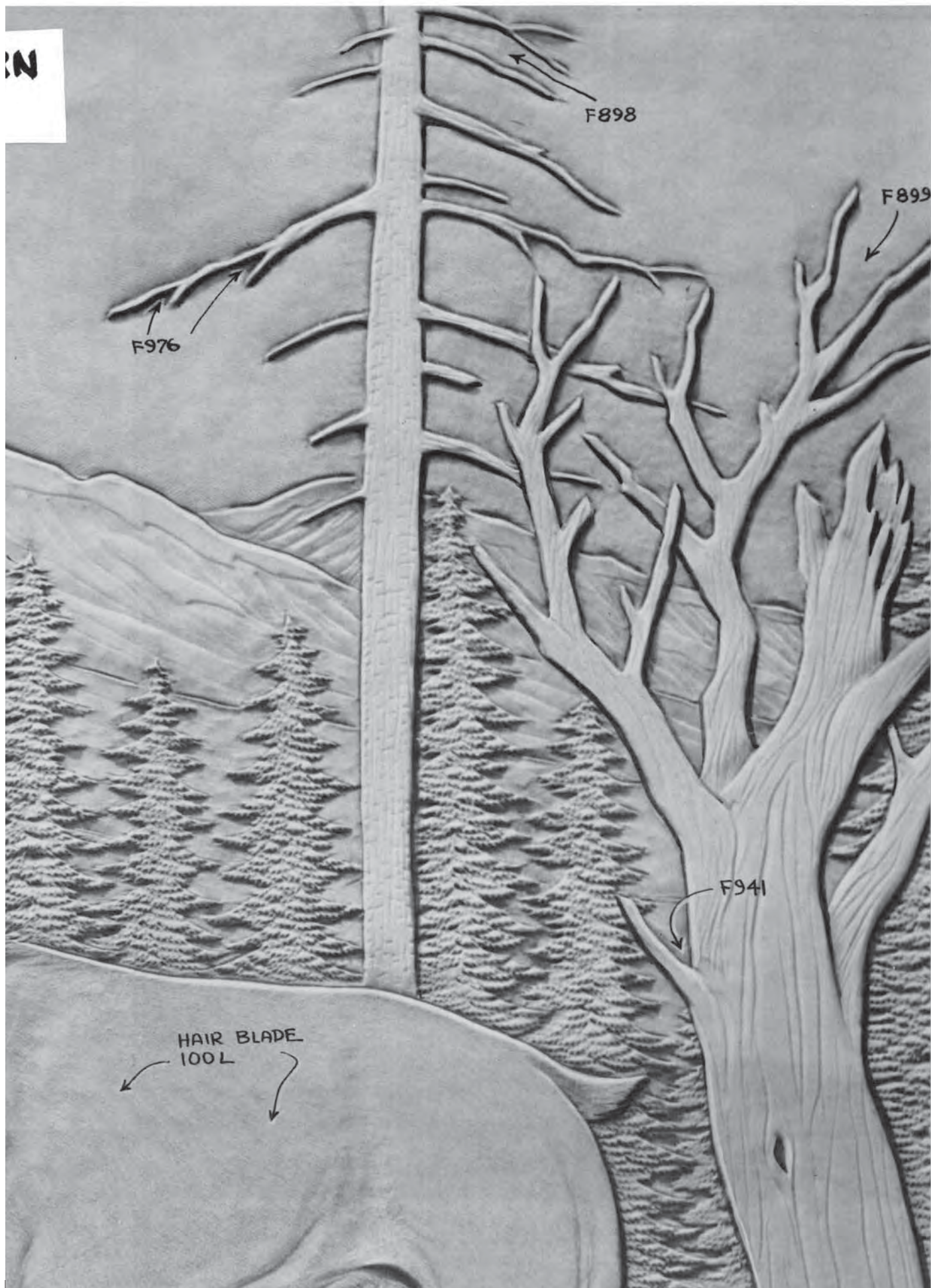
# *Craftool* PICTURE PATTERN

No. 22-2 by AL STOHLMAN

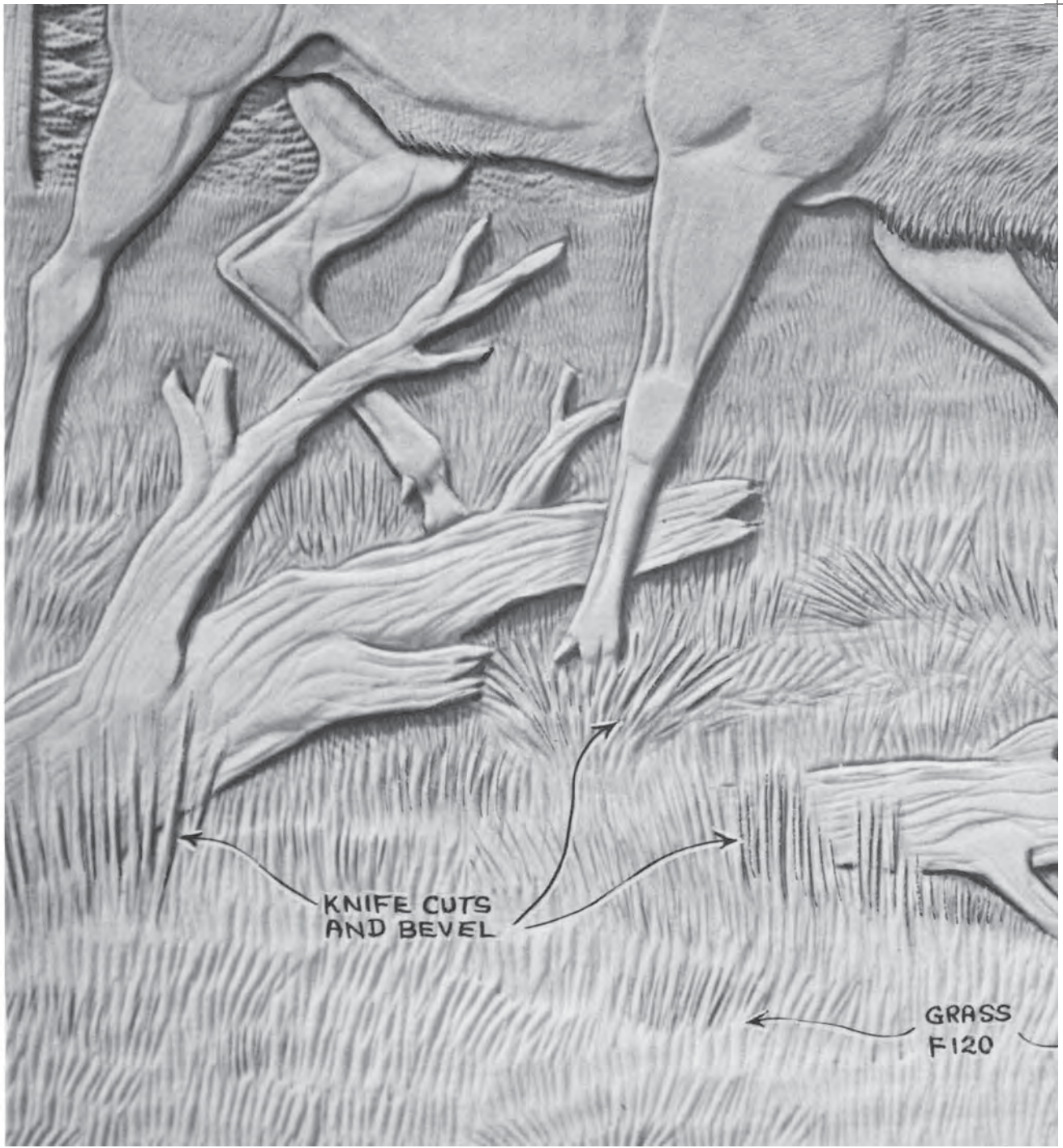
## BULL ELKS

























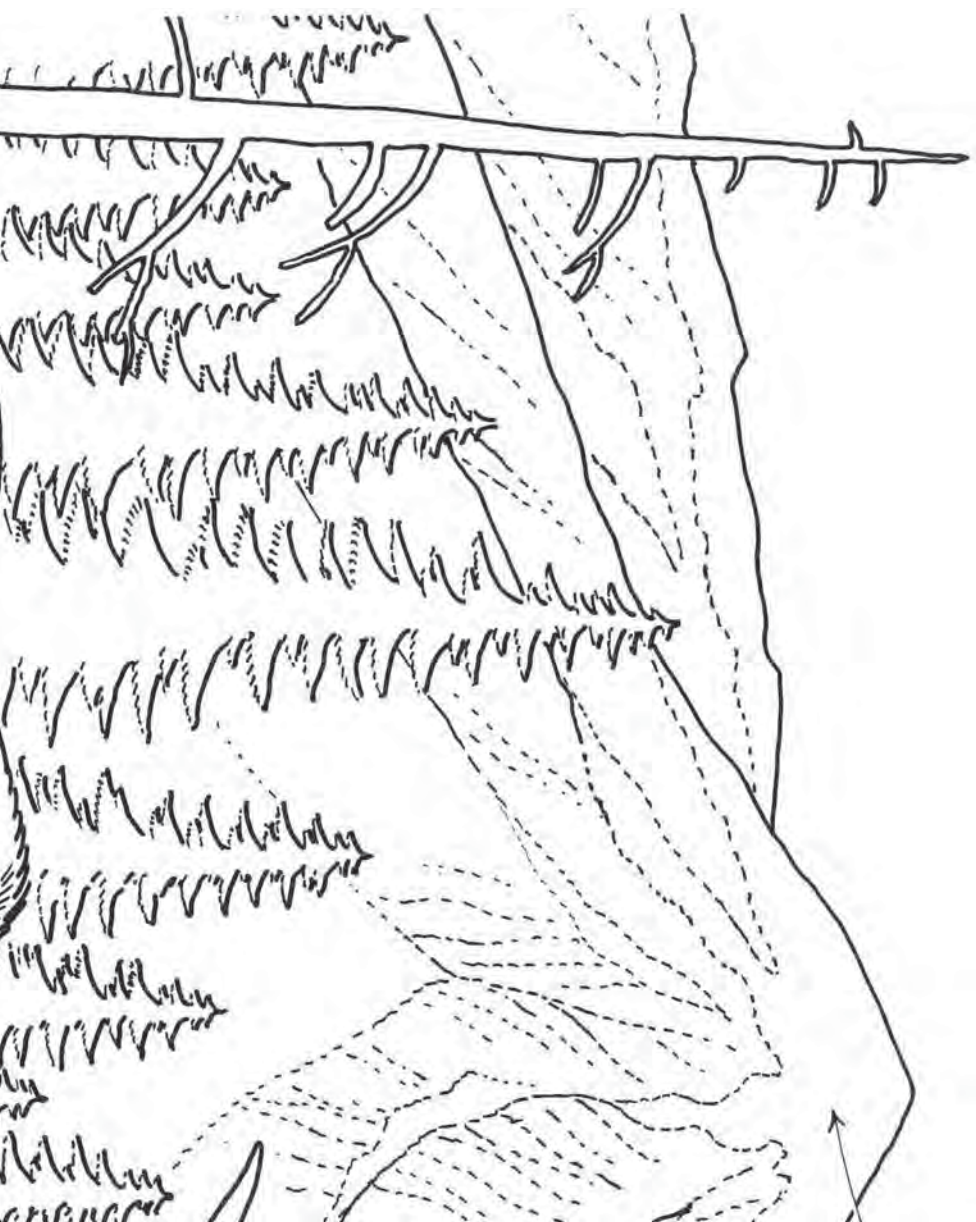




on the large picture. When carving the smaller picture sizes, it will be necessary to use smaller stamping tools in certain areas. Usually the same type of tool is used; only in a smaller size. Greater care must be exercised in working out the tiny details. The same carving and stamping procedures should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

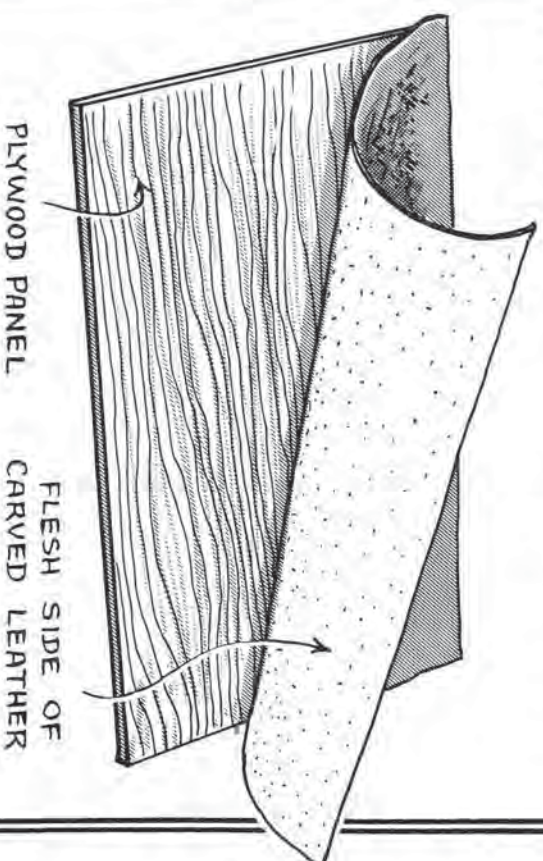
**CUT LEATHERS SLIGHTLY  
LARGER THAN FRAME SIZES**

**NOTE:** STUDY THE PHOTO PATTERN FOR DETAILS  
ON HOW TO MAKE TREES, MOUNTAIN CONTOURS,  
HAIR AND GRASS EFFECTS, ETC.





## MOUNTING THE PICTURES

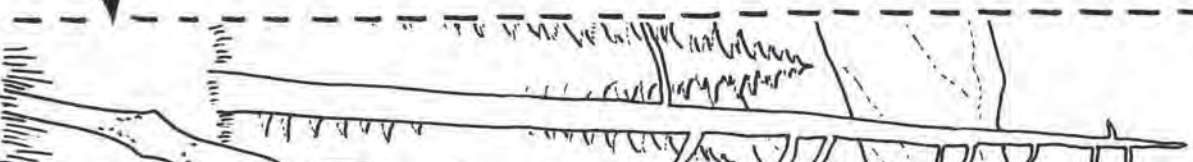


After carving and dyeing the picture, cement to plywood backing with a strong-bonding cement (do not use rubber cement). For large, 18x24 pictures,  $\frac{3}{8}$ " plywood thickness should be used to hold leather flat. Cut the plywood to fit the picture frame. Trim leather after cementing.

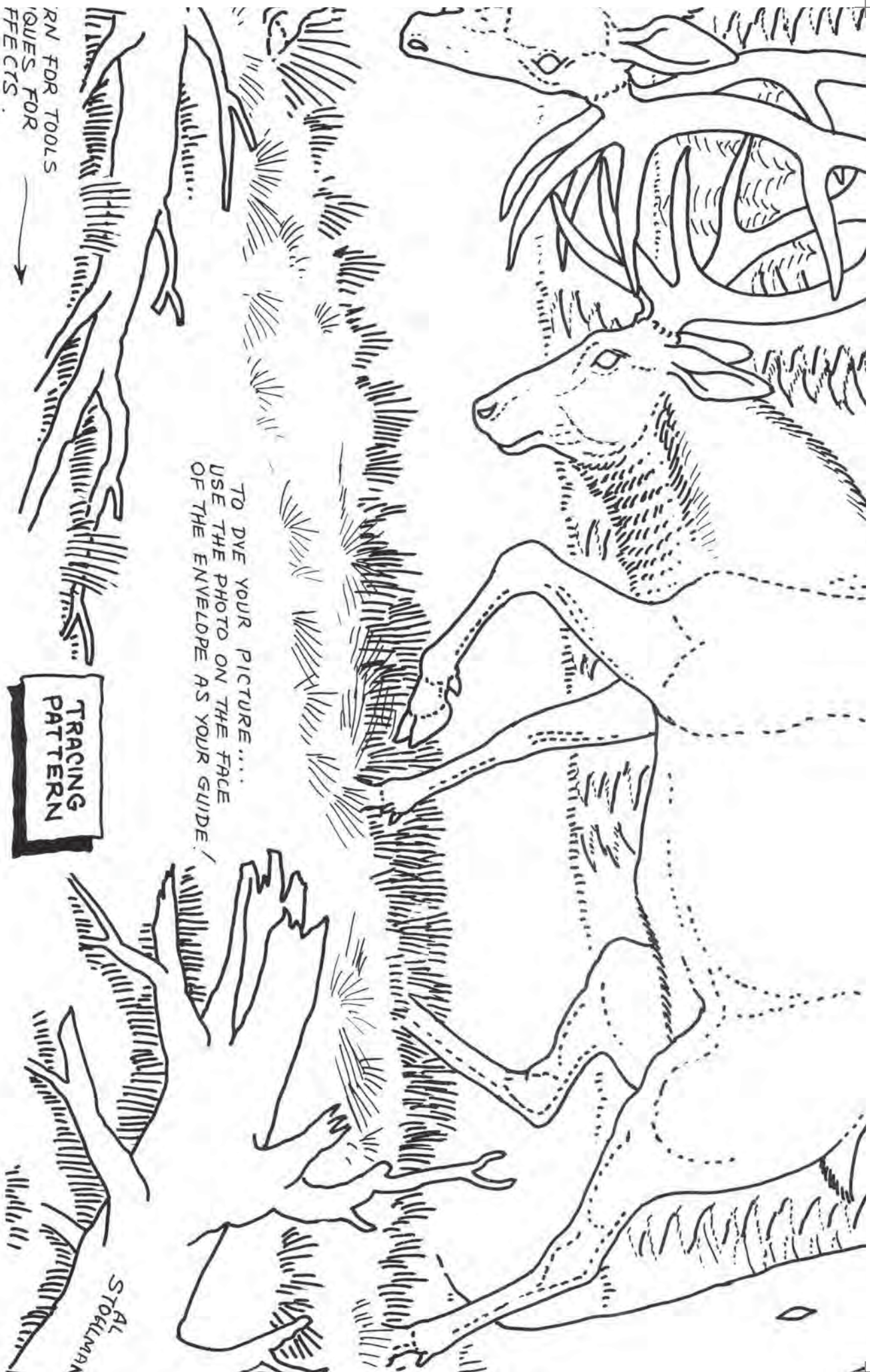
*Special Note.... FOR CARVING  
SMALL PICTURES*



The Photo Pattern, on reverse side, shows the tools used











STUDY PHOTO PATTERN FOR TOOLS USED... AND TECHNIQUES FOR MAKING GRASS EFFECTS.

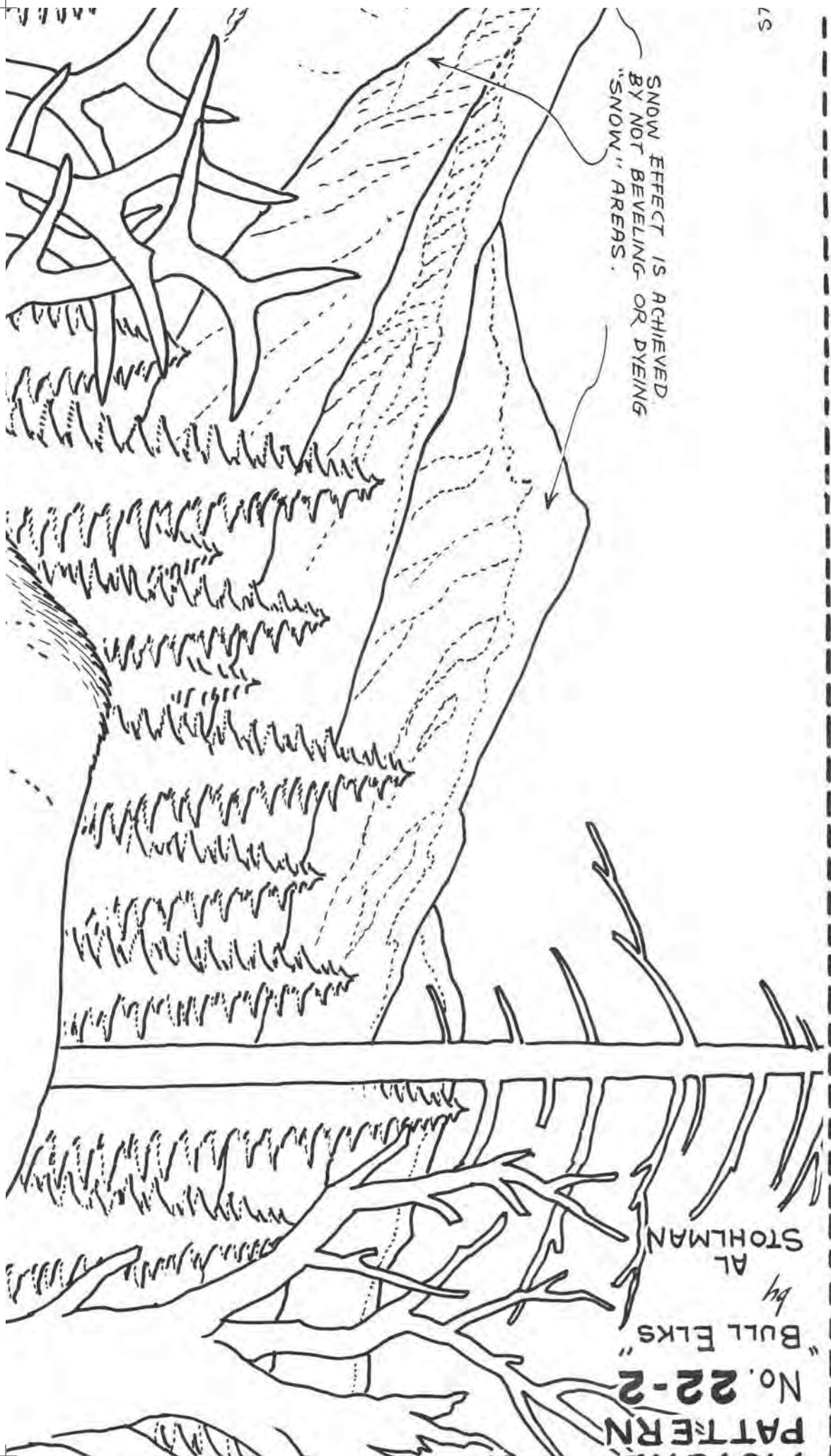
TO DYE YOUR PICTURE... USE THE PHOTO ON THE FACE OF THE ENVELOPE AS YOUR GUIDE.

TRACING PATTERN



LS

SNOW EFFECT IS ACHIEVED BY NOT BEVELING OR DYEING "SNOW" AREAS.

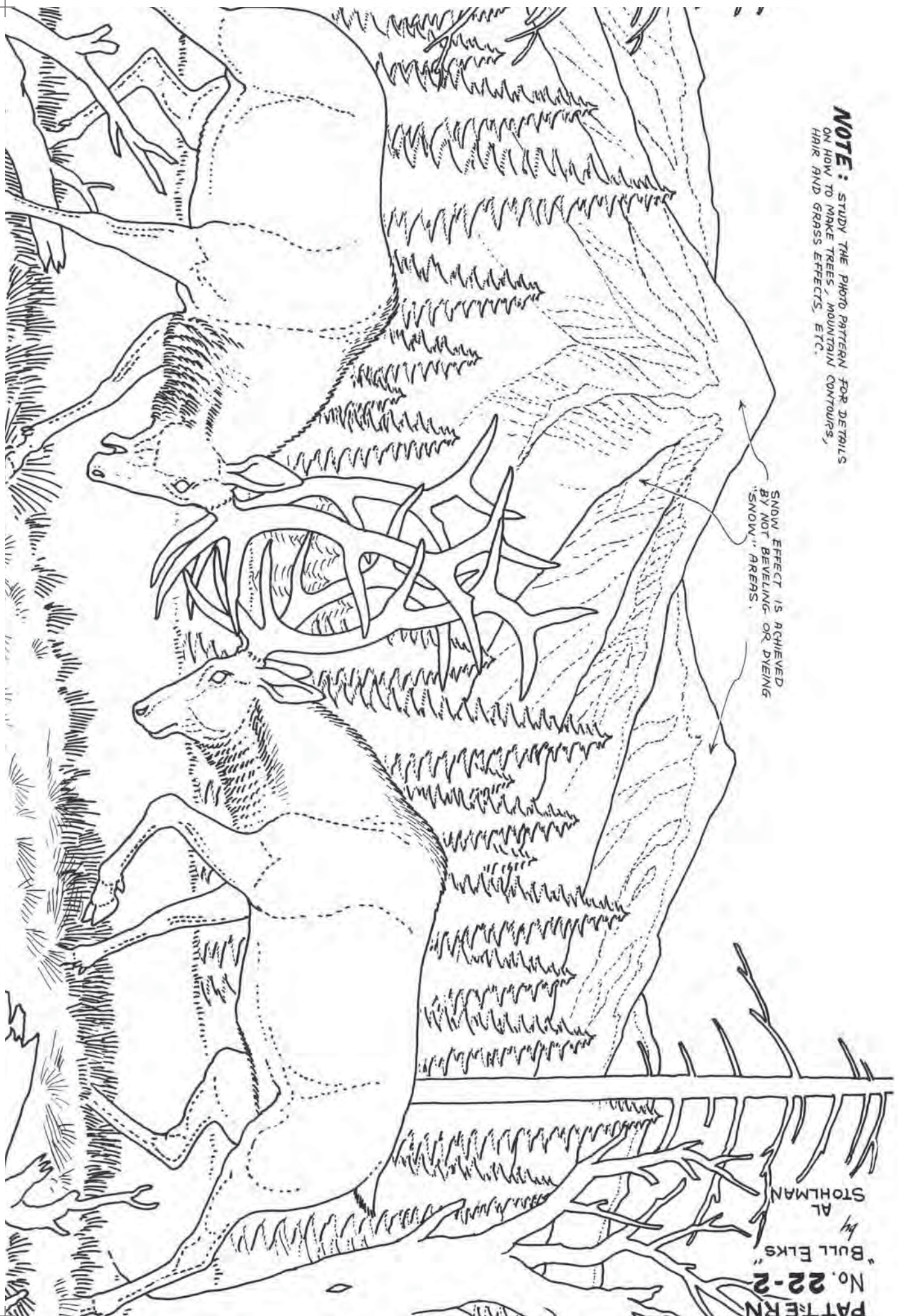


PATTERN No. 22-2 Bull Elks by Al Stohlm



**NOTE:** STUDY THE PHOTO PATTERN FOR DETAILS  
ON HOW TO MAKE TREES, MOUNTAIN CONTOURS,  
HAIR AND GRASS EFFECTS, ETC.

SNOW EFFECT IS ACHIEVED  
BY NOT BEVELING OR DYING  
"SNOW" AREAS.



**PATTERN**  
**No. 22-2**  
**"Bull Elks"**  
**by**  
**AL**  
**STOHLMAN**





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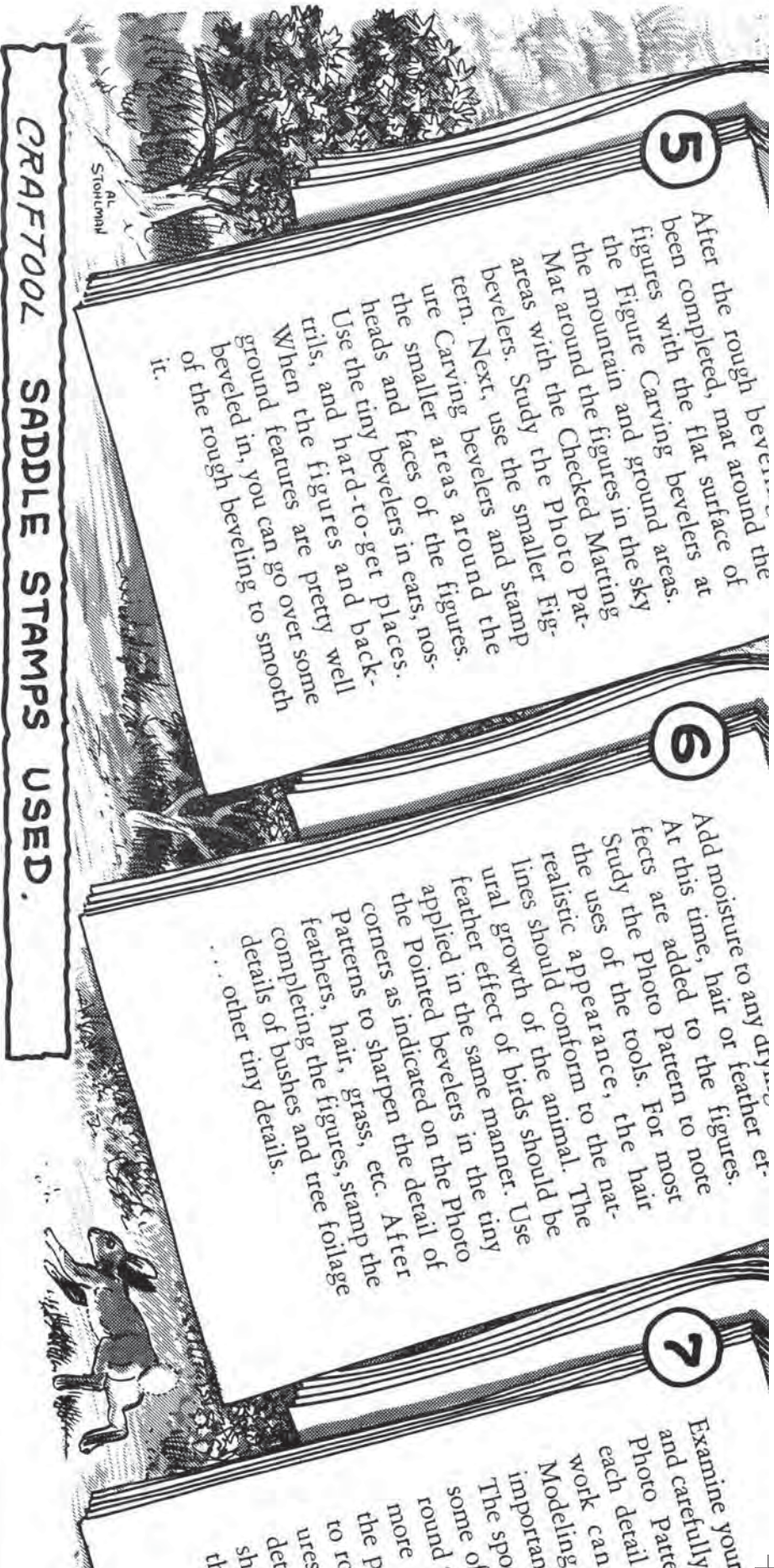
Complete  
for FI

only

• The ON  
Book on t

Devoted almo  
figures, this l  
by-step instr  
use basic figu  
Crafttools to  
carving is n  
instructions, pr  
to successful  
information 1  
32 pages.





5

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

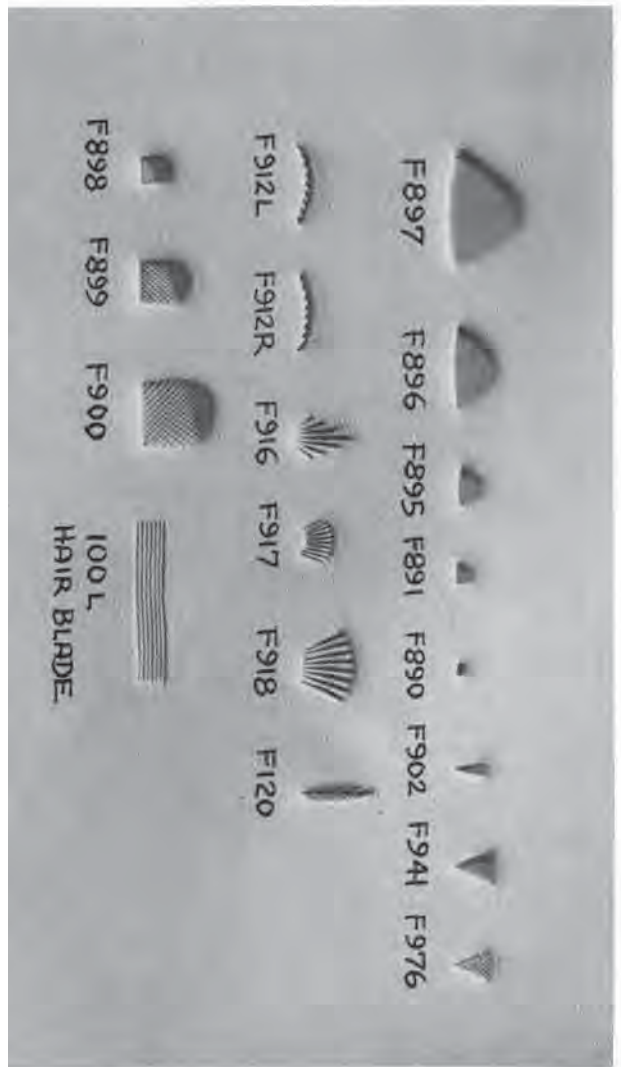
6

Add moisture to any dry areas. At this time, hair or feather effects are added to the figures. Study the Photo Pattern for most the uses of the tools. the hair realistic appearance, the natural growth of birds should be lines should conform to the feather effect of birds should be applied in the same manner. Use the Pointed bevelers on the detail of the corners as indicated on the detail of Patterns to sharpen the detail of feathers, hair, grass, etc. After completing the figures and tree foliage details of bushes and other tiny details.

7

Examine your work and carefully Photo Pattern each detail work can Modeling important The spots some of round more the P to re ures det sh t

CRAFTOOL SADDLE STAMPS USED.



Pictorial Carving . . . .



# AL STOHLMAN'S NOTE-BOOK of BASIC FIGU

Craftool  
PICTURE SIZE: 9 x 12

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 figures muscles, etc., to give the third dimension and the scene third dimension and roundness. Cut the frame and larger than by sub- slightly larger leather in water size. Case the leather liberally with merging momentarily with . . . or . . . moisten to allow a sponge on your bench to begin evaporation. Place grain side up.

2

When the leather begins to re- turn to its original color, carefully center the tracing. Tape or fully trace all of the leather re- and trace all of the leather re- clip the tracing, lift one cor- that it does not move. Before re- moving the tracing, check to see net at a time and lines have been traced. Use the modeling stylus that all of the modeling stylus or Craftool No. 59 ball-point stylus to trace the design. Cut all of the solid lines with the dotted knife. Do NOT attempt to carve lines. Do not attempt a limited large pictures with a limited amount of time . . . try to work several hours at a time to work.

3

When dry st in the leather a damp sponge leather for out before complete bottom must be drying with piece train hou lea pe n



by **AL  
STOHLMAN**

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by Al Stohlman

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ctions. You are shown how to  
re carving tools along with other  
achieve special effects. Figure  
or difficult, just follow the in-  
actice and, you are on the road  
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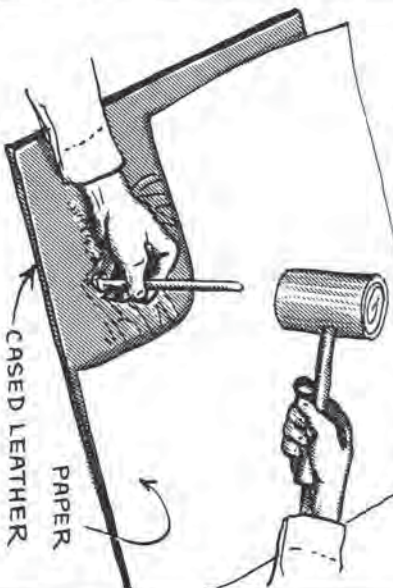
work at un...  
compare it with the...  
presented. Study  
and see if your own  
be improved. The  
Tool (No. 3) is very  
it in figure carving out  
on is used to smooth  
the rough beveling for  
the edges of the figures. Use  
realistic appearance. Spoon  
point of the modeling of the fig-  
und the eye-balls of other tiny  
and to scratch in other time  
ails. A great deal of cleaning up  
could be devoted to the modeler.  
ie work with the modeler.

8

One...  
by cutting figure...  
knife blade. Always...  
Photo Patterns and compare your  
work... try to note any differ-  
ences. 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  
chart method (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 instruc-  
tions. Study the instructions; put  
them to practice and reap the re-  
wards that only figure carving  
can give.



## 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.

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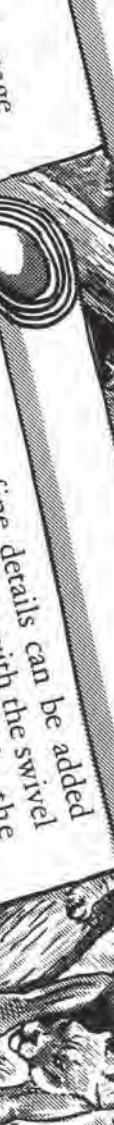
his stage

form.

Other fine details can be added

richly with the swivel

and the



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 concerned with details at this time as the heavy and deep beveling while the leather is in its most workable condition. After the contouring, bevel the back-grounds, the outlines of mountains and ground outlines of rough bevel trees and rocks and rough features. Work rapidly to give the picture form.

Other fine details can be added with the swivel