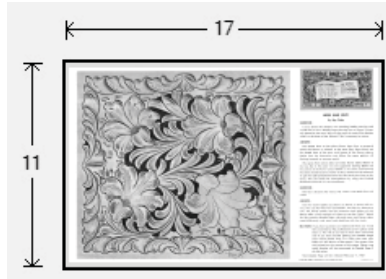




Doodle Page Digital Download

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

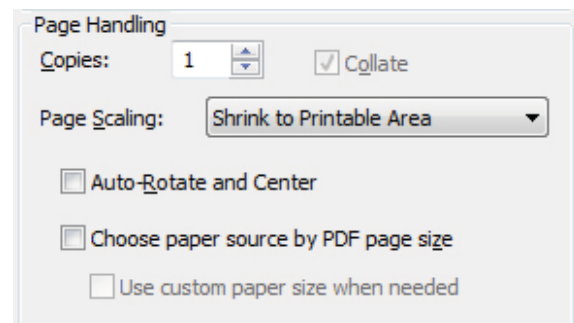
The tiled pages give you the option of printing the full sized Doodle Pages at home. You print the tiled pages and then assemble them to make the larger patterns.

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**

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PAGE 3 **SERIES 7-B**



EARLY STORM

by Al Stohlman

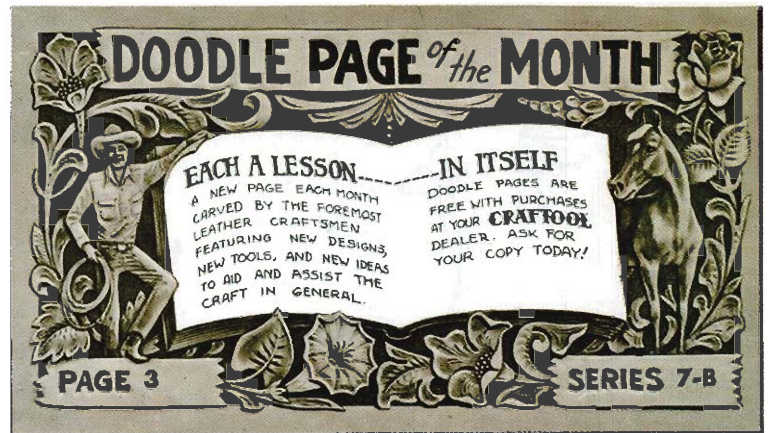
Part 3. The previous instructions for carving and stamping Parts 1 and 2 also apply here. Since no sky area shows in this scene, the checked matting tools are not required. Here, only the smooth bevelers are required. Use the figure bevelers as they are also used as matting tools by tipping them back to the flat sloping surfaces. Smooth matting tool #F995 can be used in some of the larger areas. Use care not to smash down the rain lines. (How to make the rain lines has been explained in the two previous parts).

Note how the beveling has been handled on the backs and bellies of the steers, horse, and rider . . . where the rain lines cross. Bevel firmly to gain depth . . . but **DO NOT** bevel across the rain lines. Use the corners of the figure carving bevelers for a clean beveling job where the rain line crosses the figure. Mat the terrain down to gain the maximum illusion of third dimension. Do not allow any

(Continued on reverse side)



A.
STOHLMAN



EARLY STORM

by Al Stohlman

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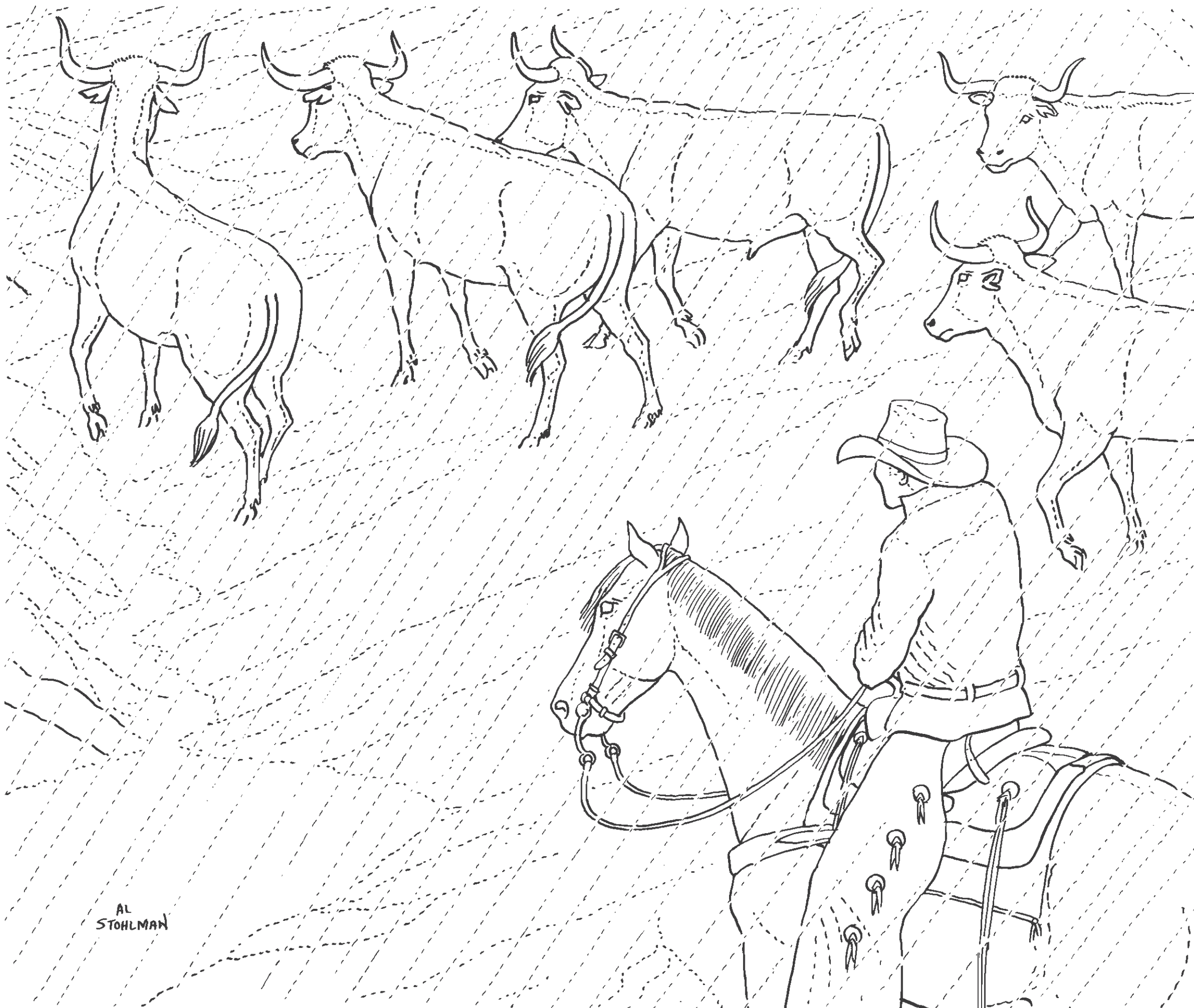


Photo above shows how this and next month's pages can be combined to form a horizontal scene.

beveling ridges to remain . . . proper matting is the secret to good leather carving . . . especially in figure or pictorial scenes.

Here, with the larger figures, you will note we have shown the water effects dripping from the man's hat, horse's bridle, horns and tails of cattle, etc. This effect is created by carefully beveling around these areas with #F890 . . . in conjunction with the modeling tool. Details on the completion of these effects (after using the dyes) will be explained in part 4; next month's page. You will also note the tracks of the cattle . . . these are made with tool #F941. Also note the effects of the rain drops hitting the pool of water, in lower left hand corner. This can be accomplished with the very tip of back-grounder #A104.

The tiny details of the bridle, saddle, conchos on chaps, etc., are completed with the small tools: #F902 — #F890. Bevel the wrinkles in the chaps and jacket with #F895 and #F891. Use the modeling tool to smooth out any rough beveling marks.

The hair effects are put on the cattle and the horse with the hair blade #100M. Use care when "hairing" the animals so as not to drag the hair tool across the rain lines. (Pictorial Carving Book gives complete instructions on how to use the hair tools). The shaggy hair effect on the backs of the streers' necks is created with tiny "ticks" of the point of the swivel knife blade.

Next month we will be able to complete the instructions by explaining how to dye the scenes and still retain the rain effects . . . as you see in the photos.

CRAFTTOOLS USED ON THIS DESIGN

F896 F895 F891 F890 F902
F995 F941 A104
HAIR BLADE 100M
No. 3 MODELER



AL
STOHLMAN



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