



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:

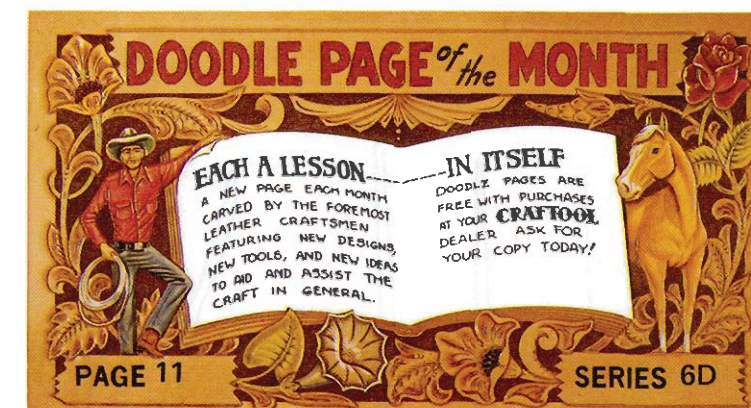
Front – full sized, front – tiled, back – full sized, back – tiled

(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.



FEATHERING THE BEVEL by Darwin Ohlerking

Many leathercrafters do not understand the importance of the matting tools in both figure and floral carving. If you simply bevel around a design without matting the background area, the heel of the beveler creates a "halo" line. By "feathering the bevel" with the matting tools, this line is eliminated, producing a smoother, deeper image. Try a few of the exercises shown.

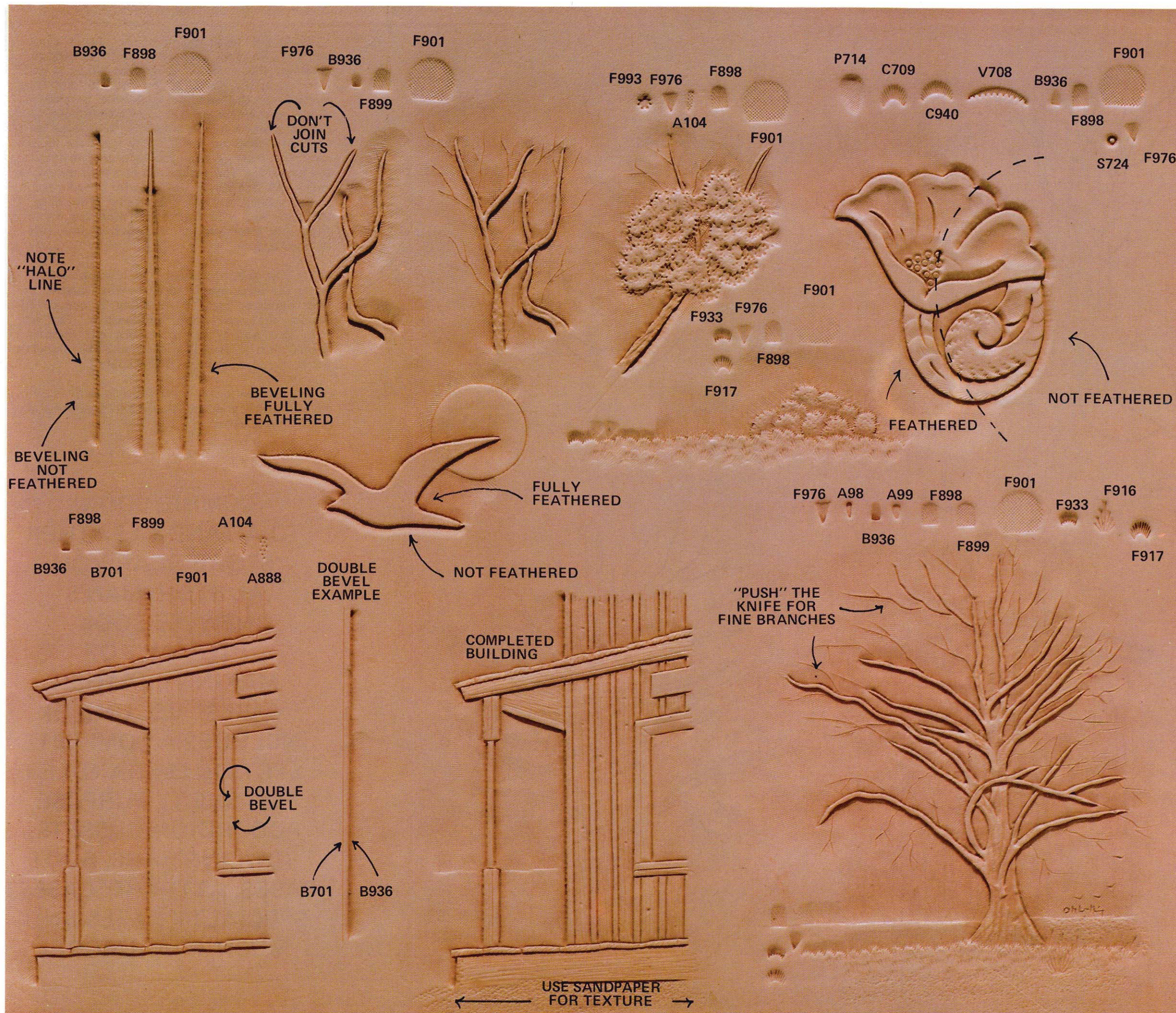
The first example shows the main idea. Bevel first with the B936, this will give you the full depth of the cut without undue pressure on the leather. Tilt the B936 slightly forward and a light tap with the mallet will take it to the bottom of the cut. The bevel is then feathered with the matting tools. Use the F898 and F899 to initiate the feathering then the F901 to carry it out to a feathered edge.

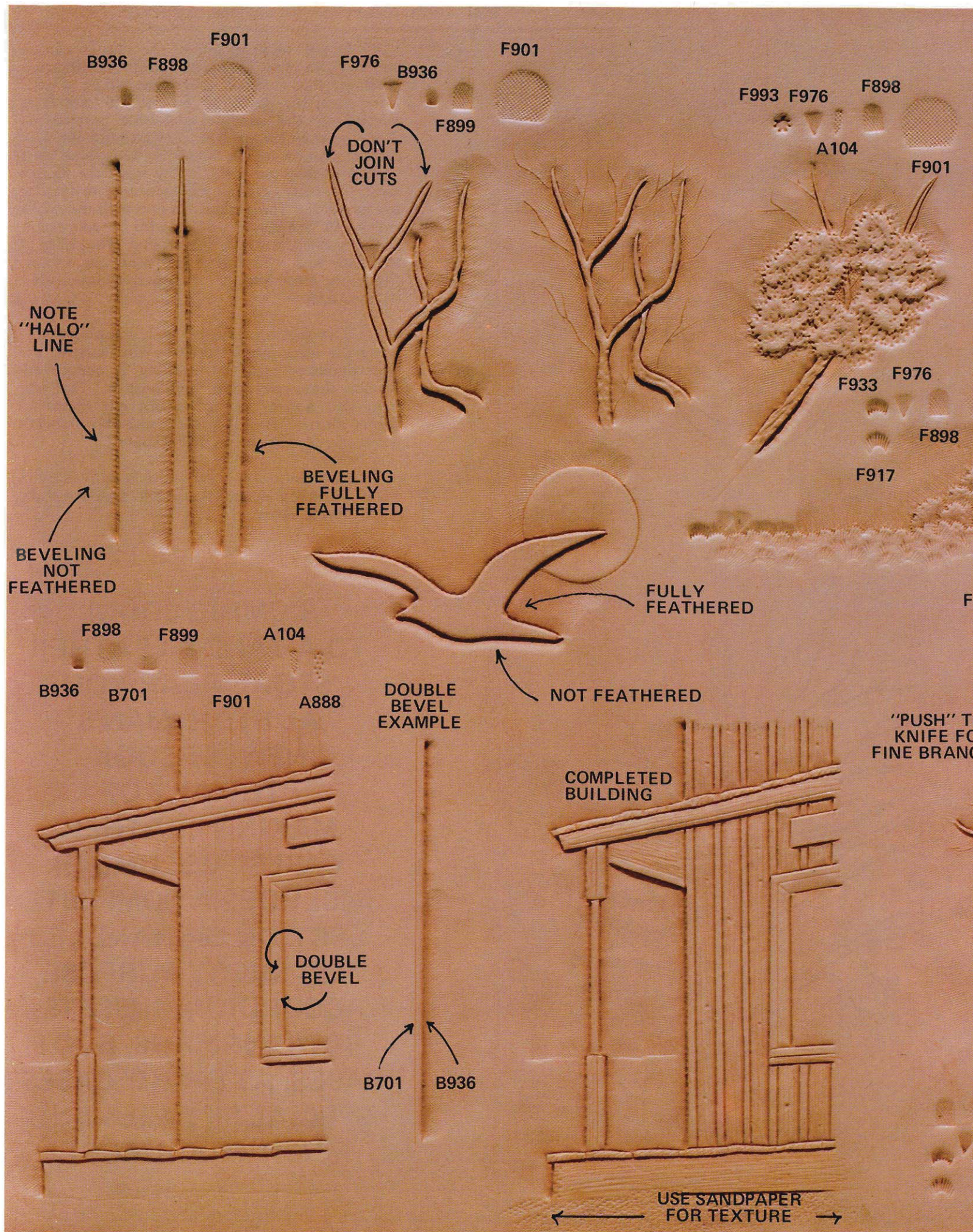
In the second example, the tree branches, note the cutting; the sharp points are never cut to meet. Use the F976 to complete the cut. The tip of the branch cuts are completed with the beveler B936. Some branches will be cut deeper than they are wide; to bevel these, tip the B936 forward to keep the pressure from the branch. After the bevel and feathering is completed, use the modeling spoon to reshape the branch.

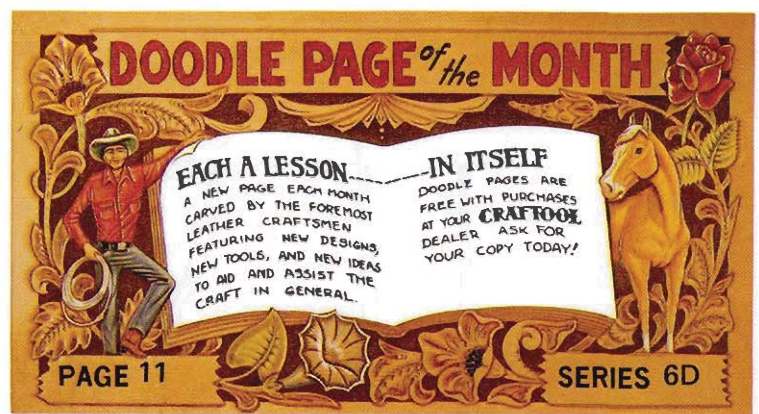
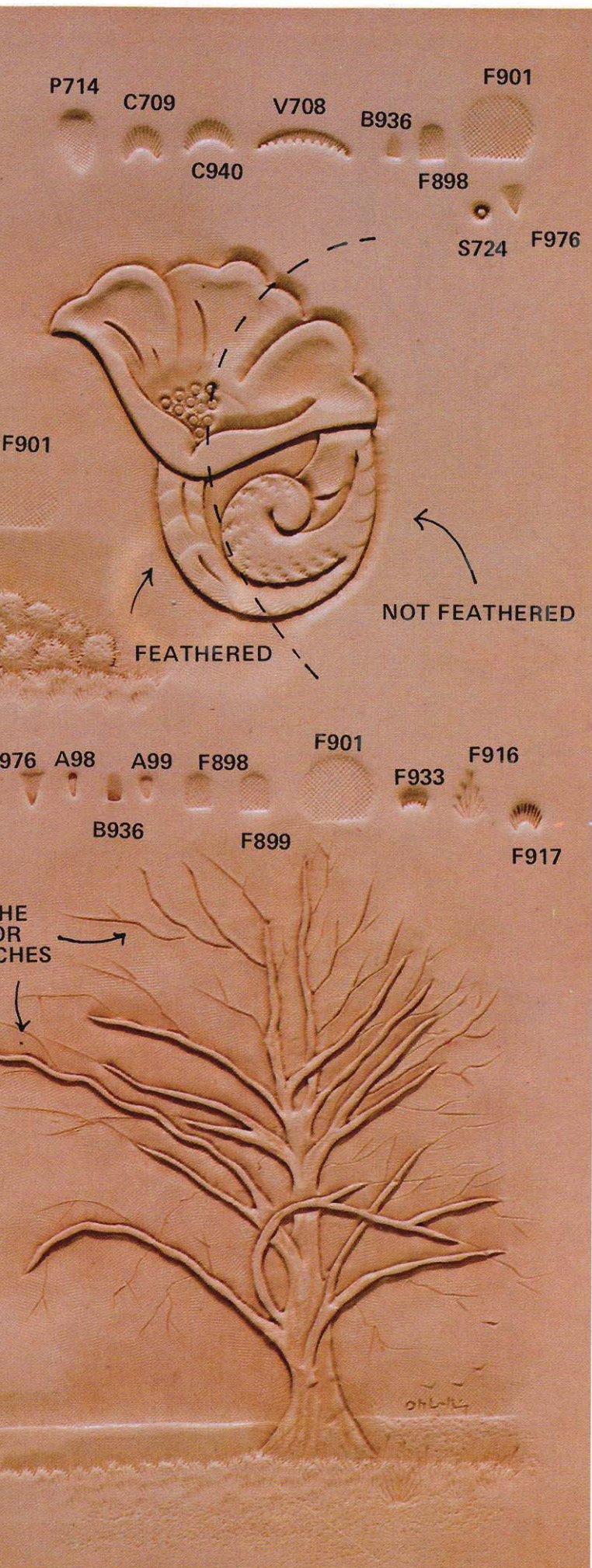
In the third example, foliage and bush, after using the F993 and F933 use the F976 as a matting tool. Complete the feathering with the F899 and F901.

In the fourth example, the basic flower, half is done feathering the bevel to show the difference in effect.

In the fifth example, the gull and moon, the moon is not cut; use an awl and a circle pattern to scratch the circle on the leather, then use the F898 to bevel the edge prior to feathering.







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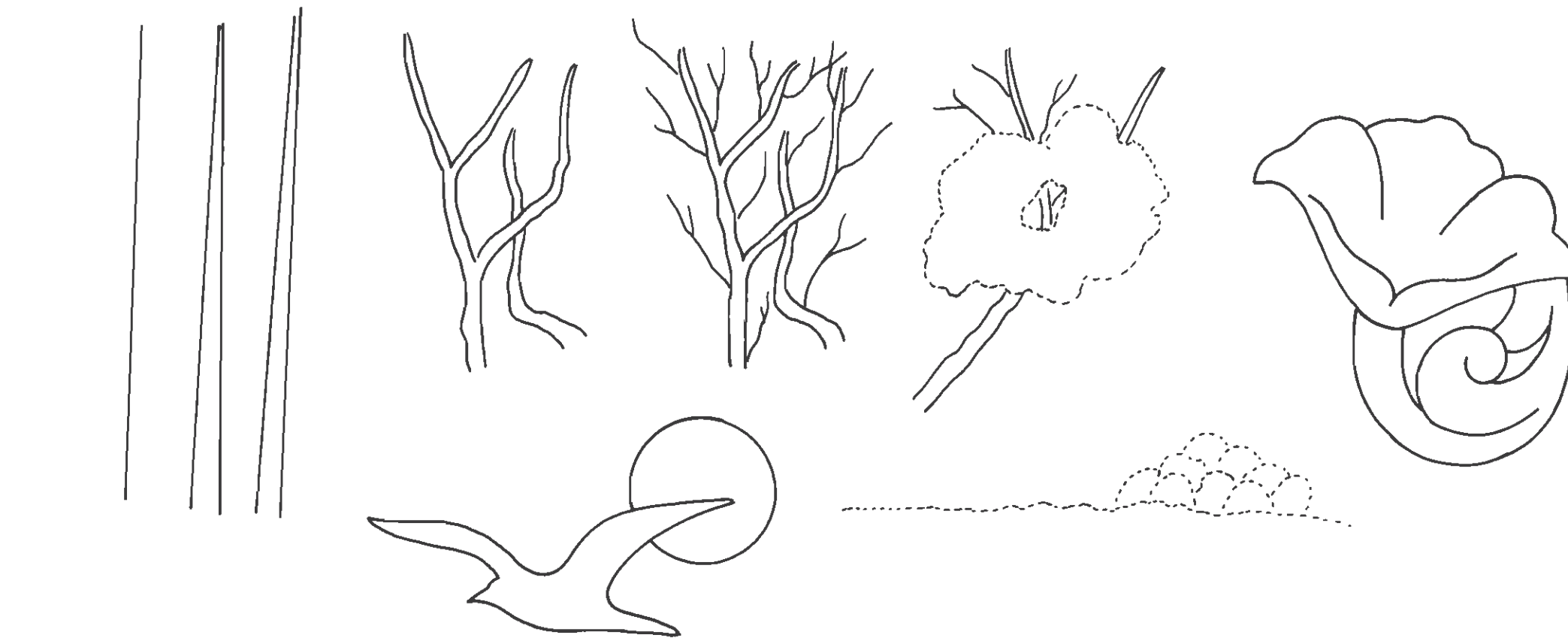
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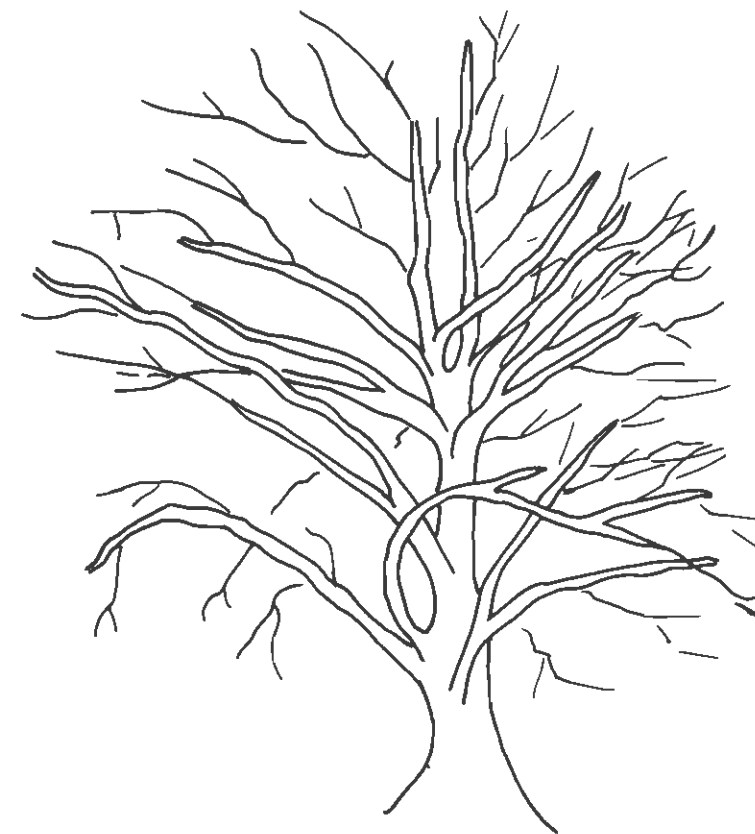
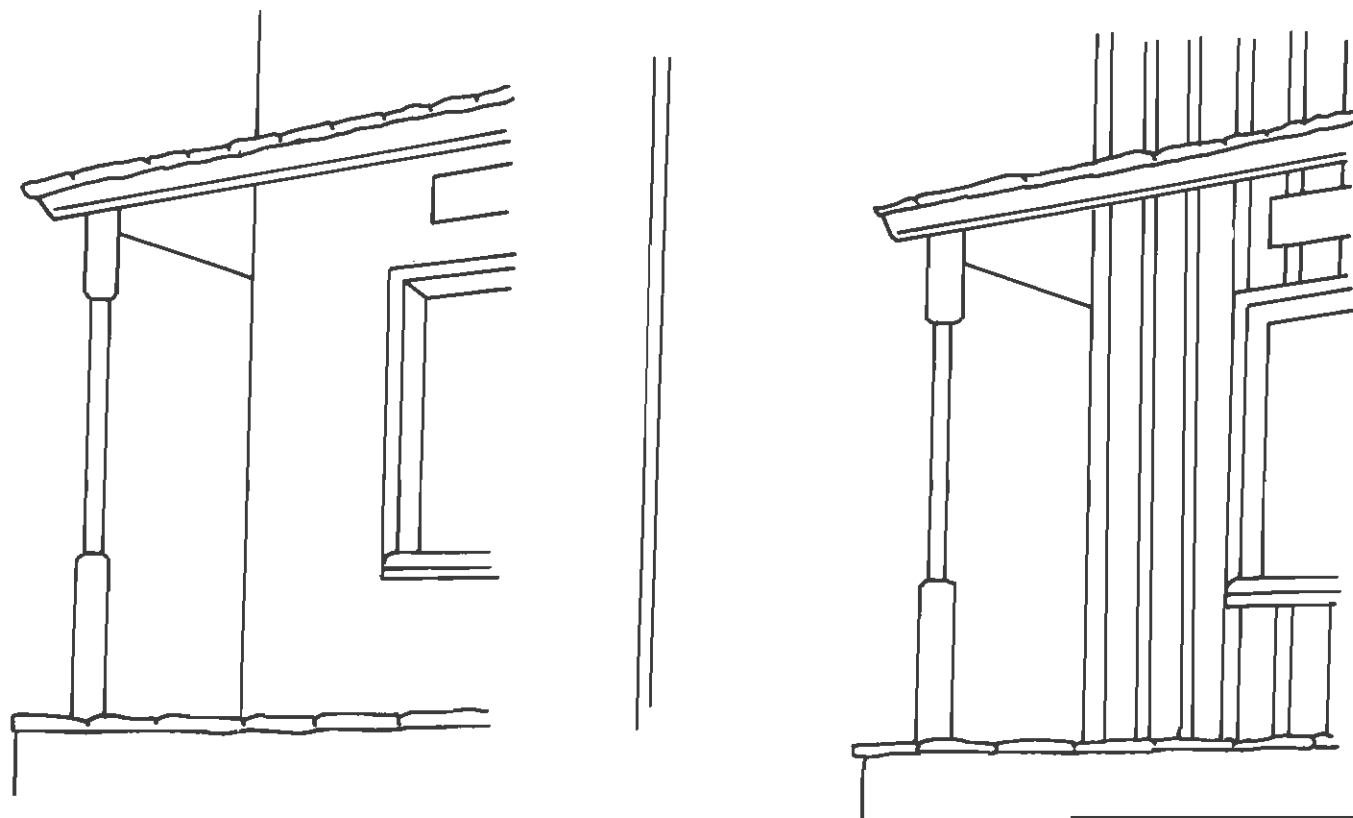
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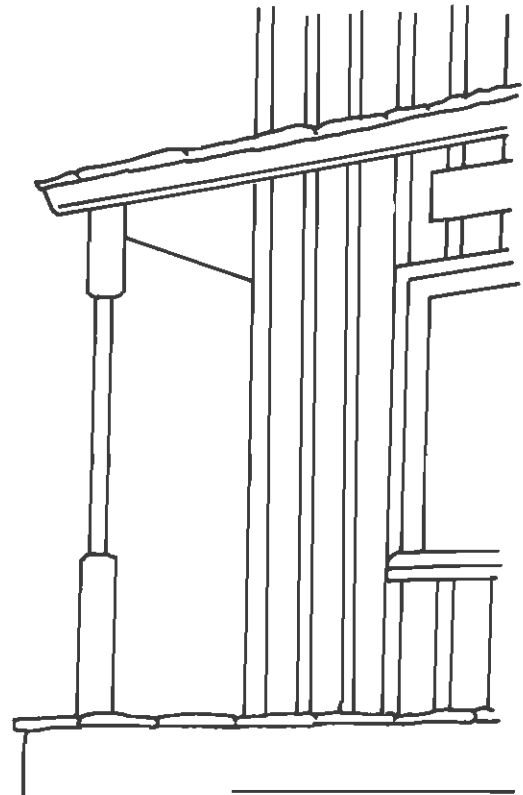
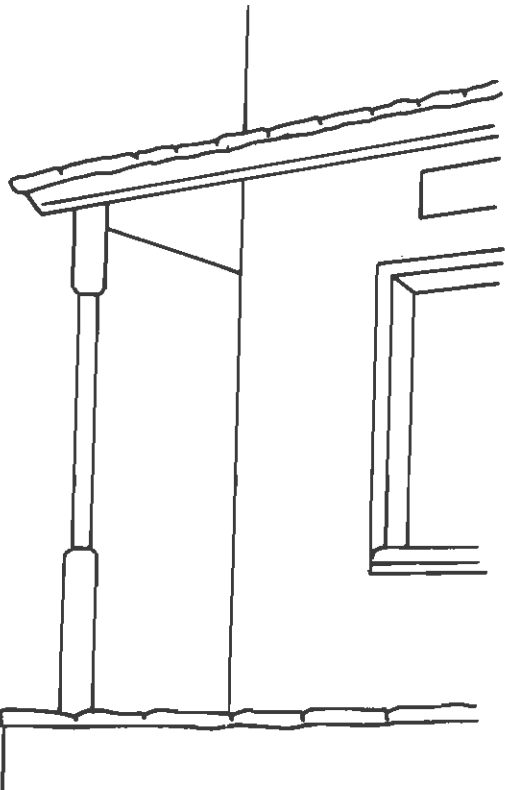
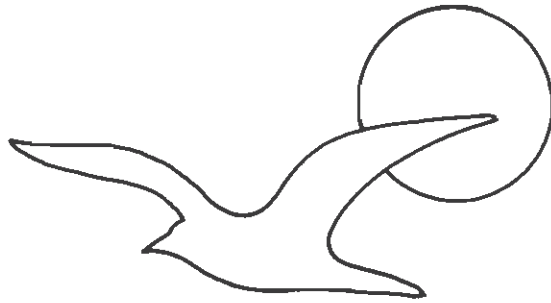
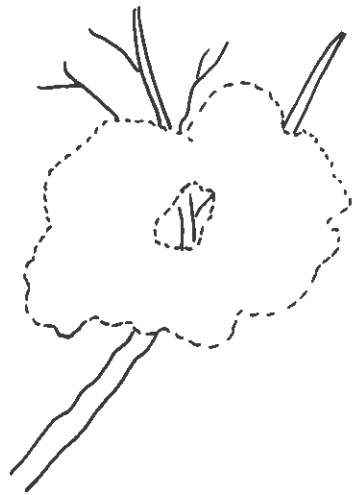
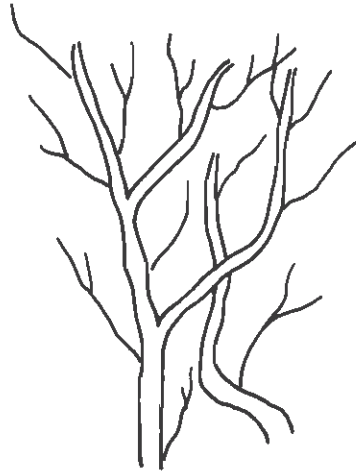
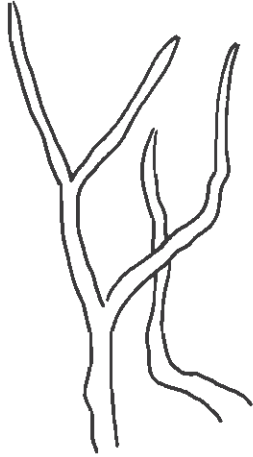
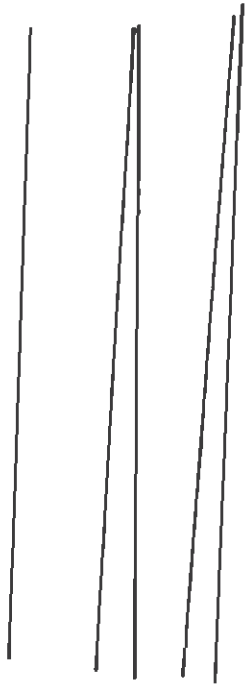
In the sixth example, the corner of the building, the first shows the initial cutting and beveling; this is done before the siding is cut. Note, how the depth of the cut will vary. The interior of the window is double beveled, as shown in the example between the buildings. The deepest portion of the double bevel is done with the B936, then use the B701 to bevel the lighter area. The matting tools are then used to feather the bevel. The foreground is done with the A104 and A888. Sandpaper rubbed with the spoon will add a finished touch to the ground. The siding is textured with the tip of the modeling spoon. (Note: the small bush in example three is textured with sandpaper.)

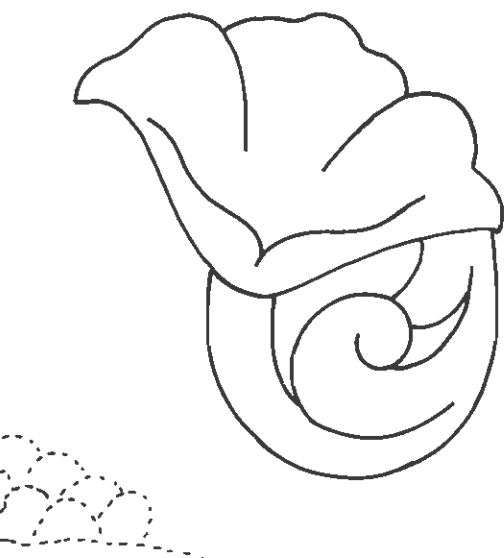
The seventh example is a completed tree using the ideas presented here. When cutting the fine branches after all matting is completed, reverse the swivel knife and push it. This will help you not to get a smooth cut (branches should not be smooth). The trunk and branches are textured with the modeling spoon.

The feathered bevel will take a little extra effort but will add smoothness and depth to make your carving better.



**COMING SOON!
TO A TANDY LEATHER
STORE NEAR YOU.
AL STOHLMAN'S
NEWEST BOOK
"THE ART OF
MAKING LEATHER
CASES" VOLUME II!
INCLUDES A COMPLETE
SECTION ON HANDLES
FOR EVERY PURPOSE,
ACCORDION GUSSETS,
BOWLING BAGS, BOOT
CASES, ATTACHE' CASES,
SPECIALTY CASES AND
MUCH, MUCH MORE!**

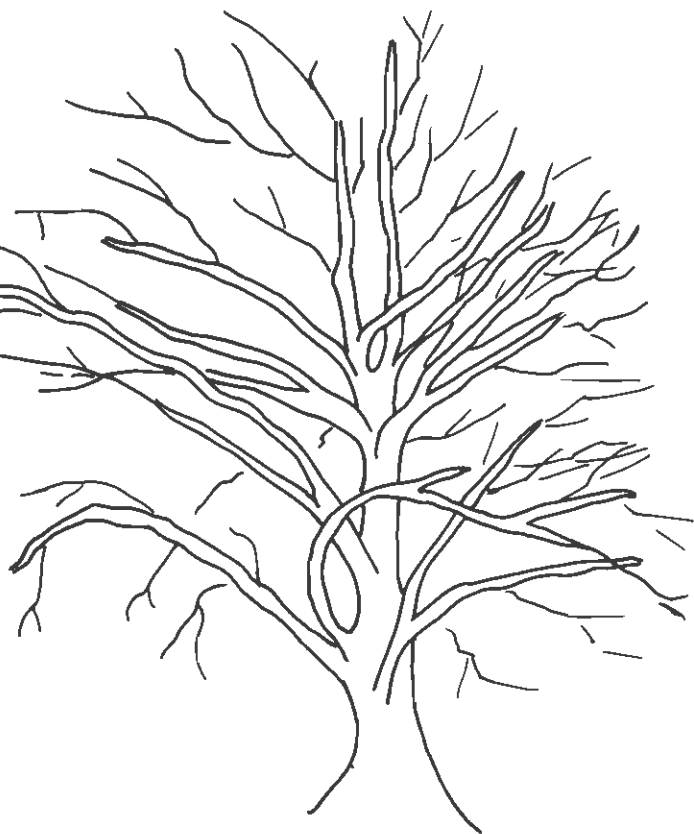




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