

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:



8.5

11

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 <u>S</u>caling" 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.

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



This is the first in a series of four Doodle Pages showing the same scene . . . in the four seasons: Fall - Winter - Spring - Summer, You will quickly identify the scene in each series by the mountains and the trees. The trees are in identical locations, relative to each other, and the branches are identical with those an each preceeding page. This has been a challenging series to carve, and it is hoped it will stimulate interest in the craft and encourage those who wish to further their Figure Carving experience.

The ¼" angle blade is recommended for all of the cutting on these scenes. Great care should be used when cutting the antlers and legs of the deer, and the outlines of the ducks. Distortion of the figures will occur if you do not follow the lines carefully. One of the most important things to remember when carving and stamping this type of scene is: Matting! After beveling, it is necessary to mat away from each subject. Carefully study the photo pattern . . . note there are no beveled "ridges" around any of the logs, trees, figures, etc. . . . this is because all of these areas have been thoroughly matted. The checked matting tools are used in the sky area; the smooth matting tools are used on ground areas (figure bevelers are also used as matting tools).



Four Seasons - FALL by Al Stohlman

Due to the amount of detail work, it will be impossible to give a complete breakdown of each operation with each page. Many of the procedures are the same for all of the pages . . . and detailed descriptions of the various segments will be given as we progress into the series. I did not want to kill the effect of the scene by overloading it with tool numbers and arrows, which would only have to be repeated with each scene. It is recommended that you carefully study the photo and the tracing before ever attempting your own carving. It is also suggested for those unfamiliar with Figure Carving work to first obtain copies of "Figure Carving" and "Pictorial Carving" before trying these scenes. Detailed step-bystep procedures are outlined in these books for the various aspects of figure carving and detail work. These should be thoroughly understood. Practice on scraps of leather on any of the phases that are not quite clear. Note the handling of the tools on the trees and the beveling on the mountains, grass, etc.

(Continued on reverse side)







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Four Seasons - FALL (continued)

"CARVE AND STAMP THE FOREMOST OBJECTS FIRST". This is one of the Figure Carving RULES that must be obeyed for best results. As an example: Let's take the lower left hand corner. The four bushes (including foliage) must be stamped and beveled around ... and matted away from before the log behind them is beveled. Then, mat away from the log. The birch trees, at left, must be beveled and matted away from before the fir trees directly behind them can be stamped. The trees behind the deer cannot be stamped until the deer has been completed and matted away from. Follow this simple rule and your figure carving will be more successful.

Stamping the foliage: See the tracing pattern and note the foliage areas are shown in "masses". Use tool No. F989 and stamp the mass areas in solid, with this tool. Next, use F891 and F890 to bevel around the outlines and also on the interior areas to give depth and shape to the masses (study the photo pattern). It does not matter if portions of tool F989 overlap each other as the leaves will look more realistic if stamped in a random manner. After completing the foliage masses, mat around them to bring them into third dimension.

The fir trees on distant ridge were cut with the knife. F902 was used, close together, to outline their shape. F890 and F891 were used as matting tools between trees and outside them to bring them into relief (study the photo pattern).

The rain effect was created by beveling only. The illusion is also heightened by dyeing under the clouds. These scenes were all dyed in tones of brown only (no white was used). The Dye Chart method (illustrated in How To Carve Leather) was used. However, weaker solutions of brown were used for the subtle shades . . . this lightens the cloud effect and "whitens" the ducks, the deer's rump, lake, etc. Study the photo and note the subtle shading on the birch tree trunks, logs, etc. Always dye the light shades first . . . build to the darker tones. Use the photo as your guide when cutting, stamping, dyeing.

Be sure to save all of the Doodle Pages in this series . . . study the techniques. These scenes also feature a billfold design (see below). Next in the series will be; WINTER . . . showing the same scene with all leaves gone; everything covered with a blanket of snow.



Billfold . . . made from portion of Doodle Page.





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