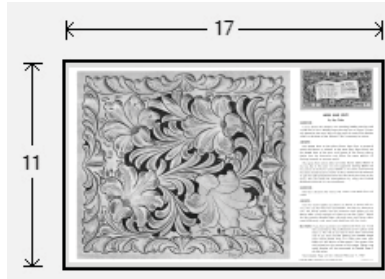




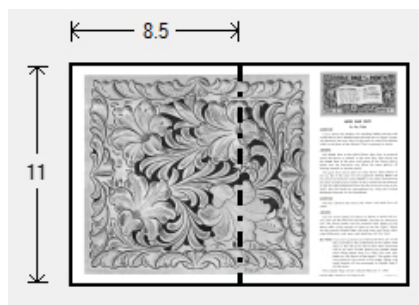
Doodle Page Digital Download

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

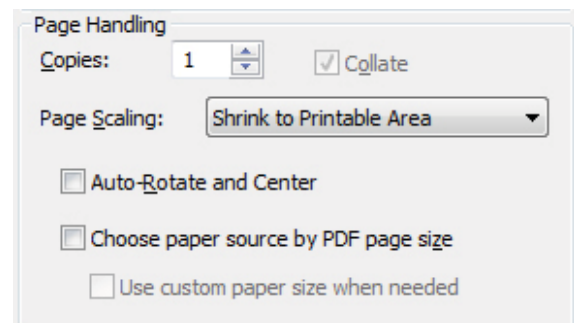
The tiled pages give you the option of printing the full sized Doodle Pages at home. You print the tiled pages and then assemble them to make the larger patterns.

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

EACH A LESSON
A NEW PAGE EACH MONTH
CARVED BY THE FOREMOST
LEATHER CRAFTSMEN
FEATURING NEW DESIGNS,
NEW TOOLS, AND NEW IDEAS
TO AID AND ASSIST THE
CRAFT IN GENERAL

IN ITSELF
DOODLE PAGES ARE
FREE WITH PURCHASES
AT YOUR **CRAFTTOOL**
DEALER. ASK FOR
YOUR COPY TODAY!

PAGE 8 SERIES 3E

Game Fish

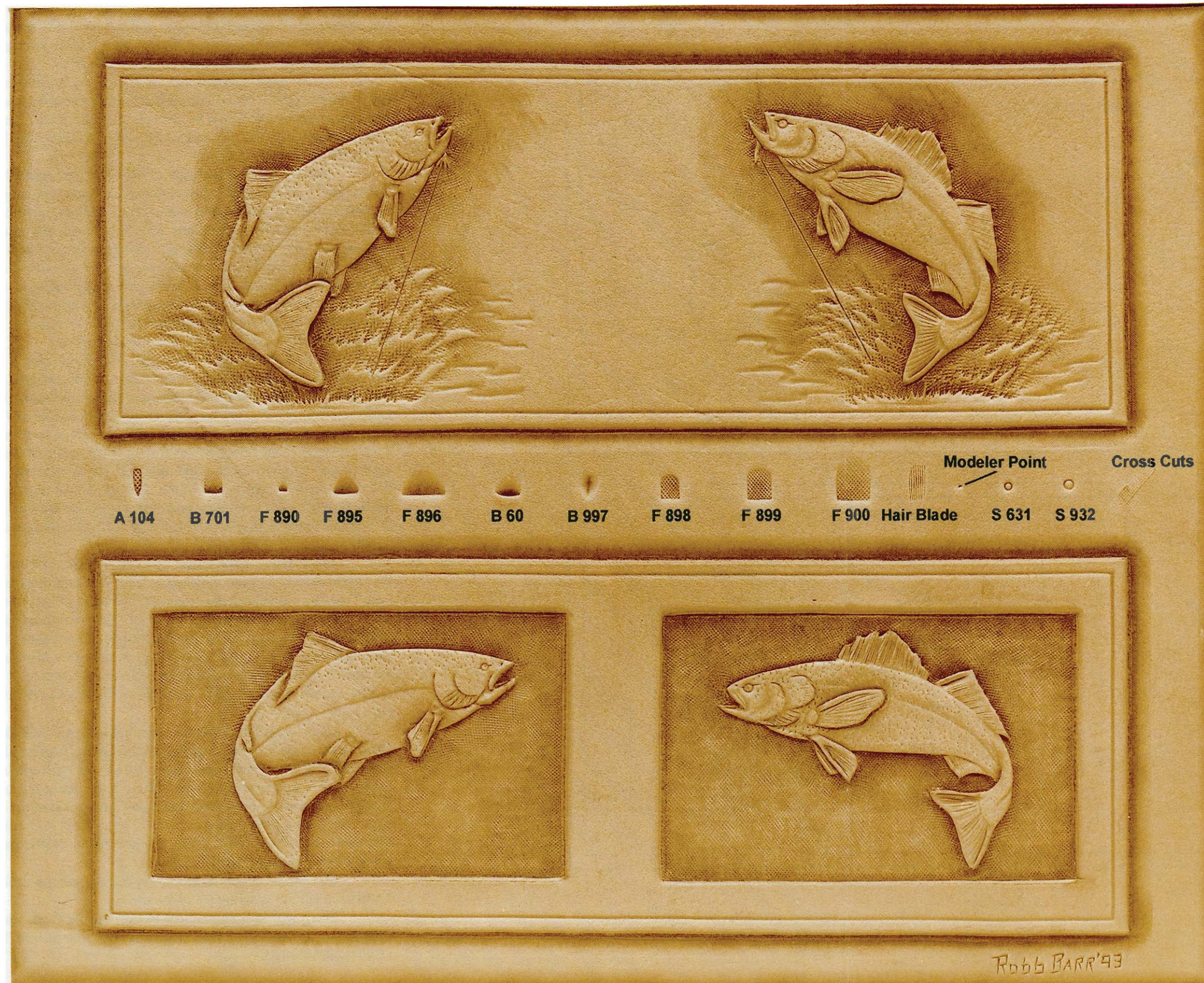
part 1
by Robb Barr

Fish are fun to carve in leather. They do not have hair or feathers! When you carve a lot of subjects with hair or feathers, you can appreciate a slick fish, now and then. Here, two game fish, a Rainbow Trout on the left, and a Walleye Pike on the right, adorn a couple of wallet backs. By taking the same fish, and positioning them differently, adding a line and a fly to the Trout and a line and a worm to the Walleye Pike, and some water splashes, the top fish are out of water while the bottom two appear to be swimming.

The Trout and Pike patterns are on the back of this Doodle Page. You may wish to add background scenery to the hooked fish, a river bank and trees for the Trout, and a lake, with a boat, for the Pike. Remember their element! Trout are stream fish, and Pike are lake fish. In the swimming pose, you might want to add rocks and gravel to the Trout, showing the bottom of a fast moving stream. To the Pike, add a downed tree, and some lake foliage and moss. Create your own backdrop for the fish. Trout like rapid moving water, while Walleye like deep lakes.

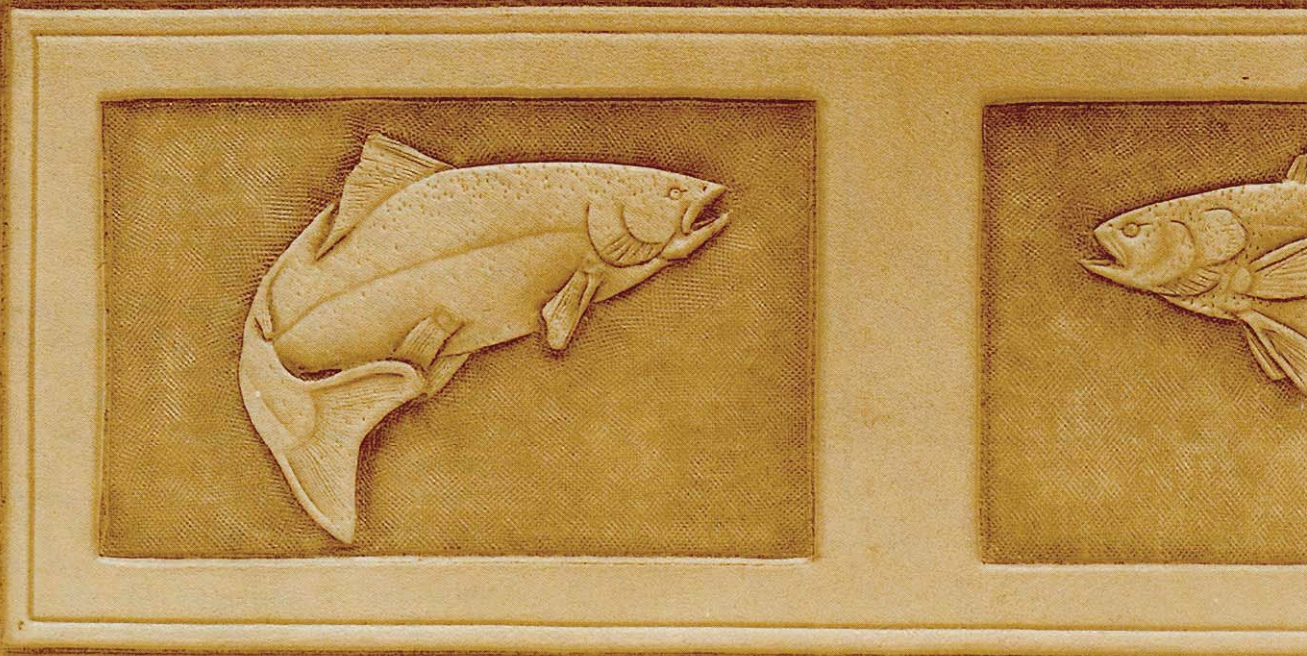
Once you have your design laid out and cut in with the swivel knife, begin beveling. Use a checked beveler B701 to bevel around the fish. Do not use a checked beveler on the fish. To bevel around fins and gill covers, use figure bevelers F890, F895, and F896. When you bevel around the fish, and come to an area like inside the mouth, or where the fins have a pointed area slanting back to the body of the fish, (like the second dorsal fin on the back of the pike), use a A104 or F976 to bevel this area. If there is a background scene behind the fish, use a smooth beveler, F902, in place of the A104 or F976.

After beveling around the fish, and the fins on the body, take a B60 undercut beveler and lift the top of the first dorsal fin, pectoral fin and center of tail fin, on the Trout. On the Pike, lift the first and second dorsal fins, ventral fin and center of tail fin. When using the undercut beveler, place it in the area to be lifted. Hold the tool straight up and down, and rap the tool with the mallet. The amount of force used on this first strike will depend on the thickness of the leather you are using, a light tap for wallet weight leather, and a good solid tap on bag or belt weight leather. This first strike sets the depth that the undercut beveler will be lifting. Now, tilt the beveler back on the heel, leaving the toe in the impression, and tap the tool in rapid succession, like a jack hammer, moving the tool along while cutting and lifting the area you want.





- A 104
- B 701
- F 890
- F 895
- F 896
- B 60
- B 997
- F 898
- F 899
- F 900



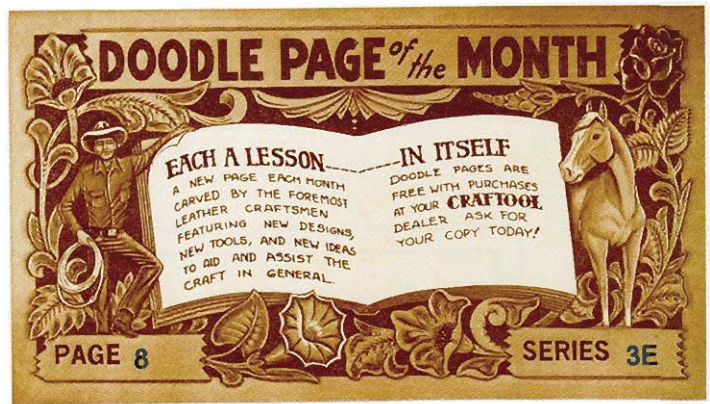


Modeler Point Cross Cuts

000 Hair Blade S 631 S 932



Robb BARR '93



Game Fish

part 1

by Robb Barr

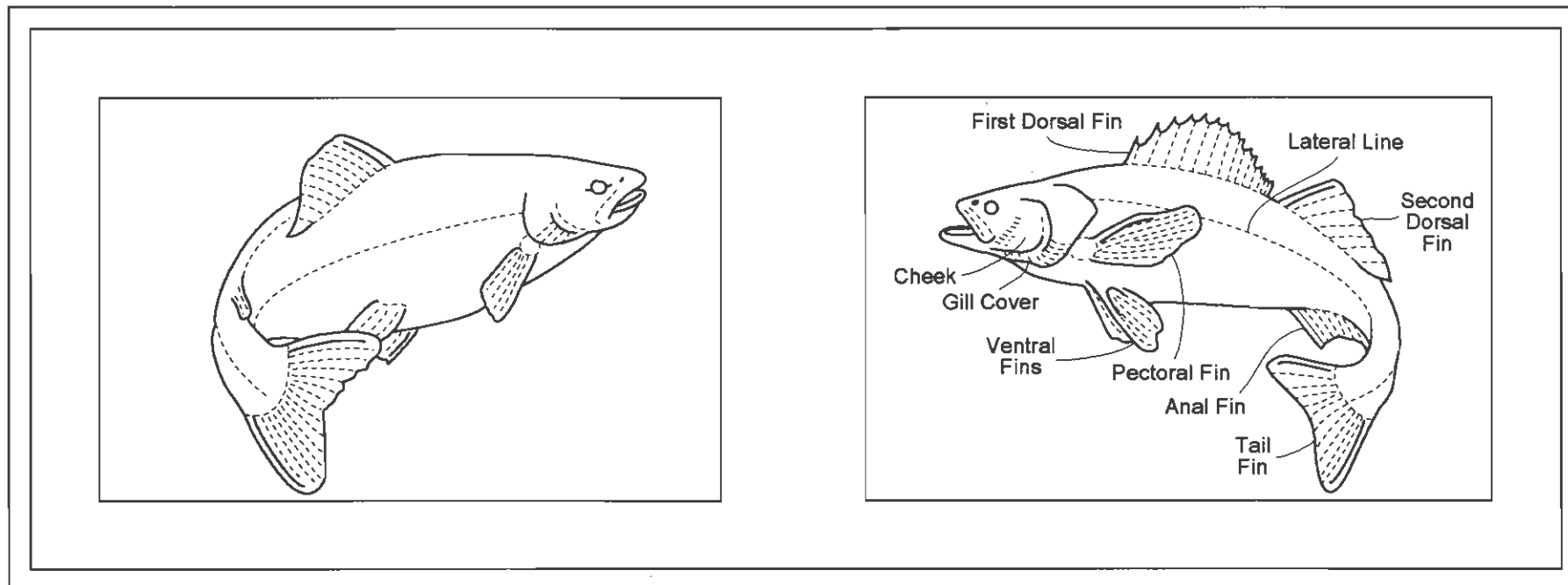
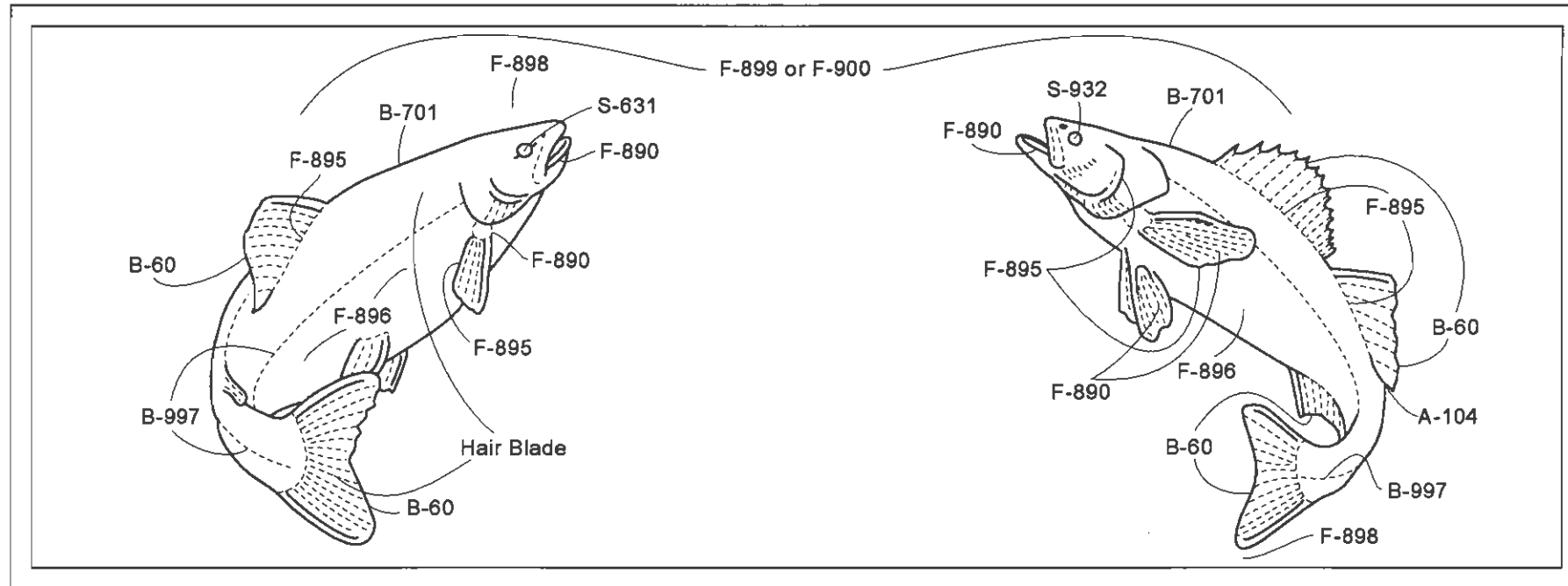
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TRACING PATTERNS



Use smooth bevelers, to bevel around the fins and tail, where it crosses the body on the Trout, and the fins on the Pike. Smooth out the bevel lines where you have marks from the undercut beveler on the body. Use these tools to bevel areas where the tail joins the tail fin, around the cheek and gill cover, and to give depth to the fins on the body. Once completed, use a B997 double beveler to lightly bevel the lateral line in the center of the body, on each fish.

To do water splashes, use an A104. Tip the tool up on the toe, and with rapid strikes of the mallet, move the tool back and forth, creating points which would be the splash of the water. For a more detailed example, study AL and ANN STOHLMAN'S "PICTORIAL CARVING FINESSE" #1950.

This lesson is an example of two different checked matting techniques. The top wallet is heavy mat work around the subject, fading out to nothing. The bottom wallet is an example of solid matting from subject to border. Either way adds extra depth and smoothness to your work. For check matting, go around the fish, on both wallets, with an F898. You can achieve more depth with a smaller faced tool. After you use the F898, use an F900, on the top wallet, to mat this area again, fading it out as you move away from the fish. Tip the F900 back on the heel to avoid tool marks from the toe of the tool. On the lower wallet, I used the F899 to mat to the border.

You are now ready to detail the fish. First, using a medium hair blade in your swivel knife, hair blade the fins and gills on each fish. Take the swivel knife and do some light cuts on the fins and gills. To stamp the eye, use an S631 on the Trout, and an S932 on the Pike. Stamp these lightly. To accent the eye, I do a small knife cut front center and back center of the eyeball. Take the tip of the modeling tool and lightly poke in pupil, and with more pressure, give the fish a nostril. Using the spoon of the modeler, model the cut lines of the body to give the body roundness. Do not model the fins, because they are flat, with sharp edges. Use the spoon to add detail around the mouth.

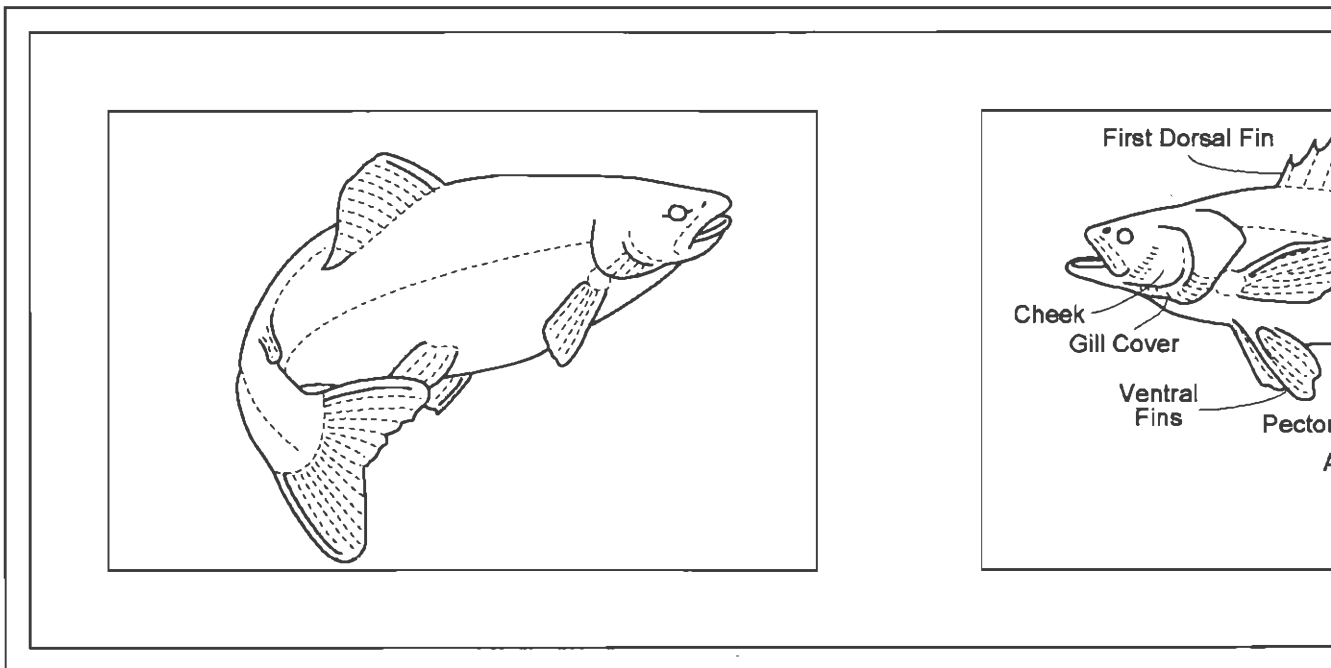
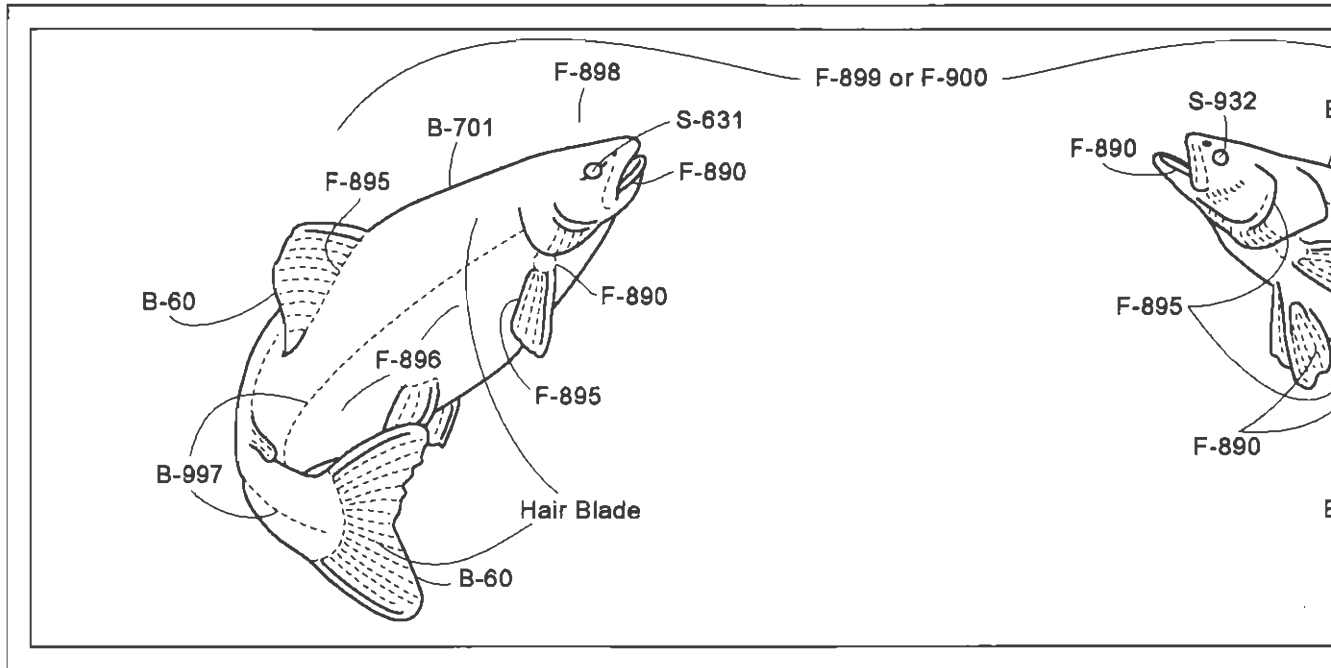
Trout do not have scales. Pike have scales, but because of the size of the fish in these carvings, you need to only simulate a texture. Take the hair blade, and following the angle of the mouth, hair blade lines across the body. On the Trout, you want these hair blade lines to run at an angle, about the same angle of the ventral fin. Hair blade the entire body at this angle, being careful not to hair blade onto the fins. Then, hair blade the body from the other direction. You want a cross cut effect. See the cuts at the far right, between the two wallets. Do the same to the Pike.

Using the point of the modeler, poke it into the body of the Trout, and on the fins, making little indentations, heavier along the back and tail. These will simulate the dark spots on the skin of the Trout. (Study the carving.) For the Pike, make these marks closer together, and heavy throughout the body only, (not on the fins) to simulate scales. For other scale ideas, study AL and ANN STOHLMAN'S "FIGURE CARVING FINESSE", #1951, page 112, for excellent techniques for doing fish.

The last thing you do is to, very lightly, cut the fishing line, if you have the fish jumping out of the water.

There will be a second part to this Doodle Page, which will tell you how to color these fish. Watch for it at your nearest TANDY LEATHER STORE.

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