



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:

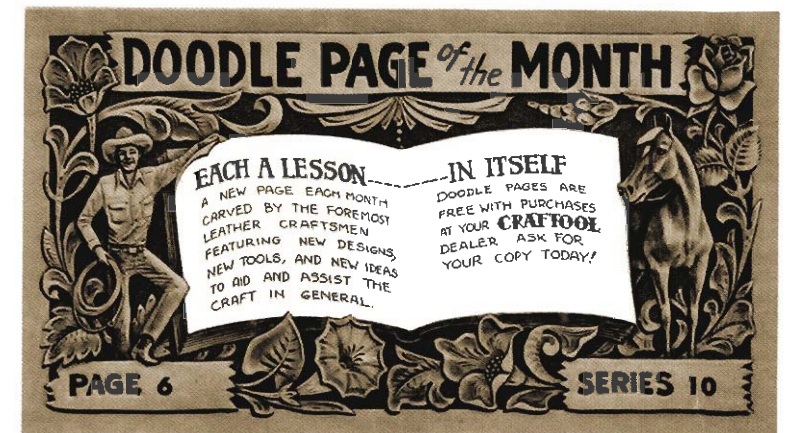
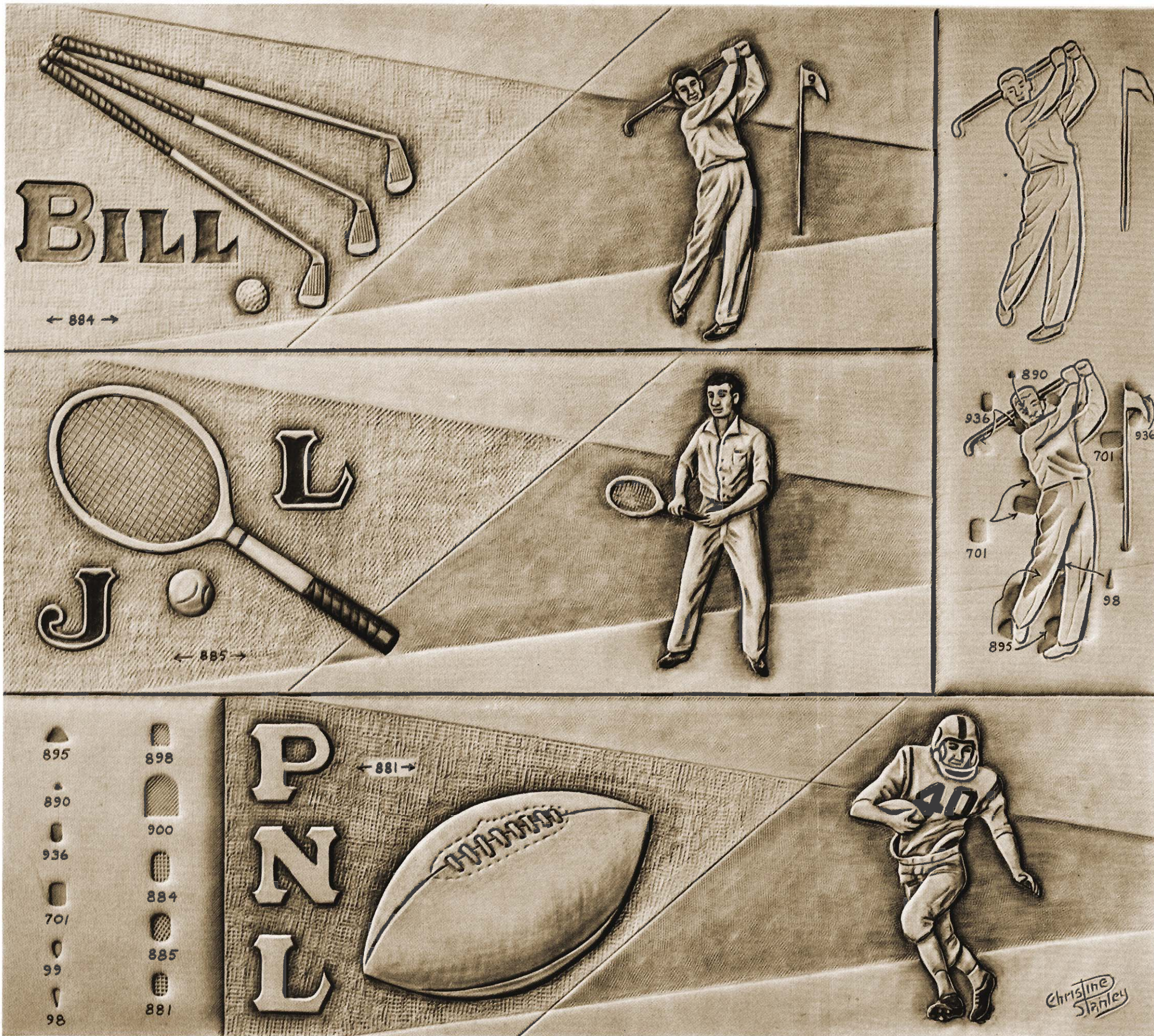
Front – full sized, front – tiled, back – full sized, back – tiled

(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.



GAMETIME (Part 1)

by

CHRISTINE STANLEY

In this day of the forty hour week millions of us find time for our favorite sports, either as spectators or participants. Most of us are avid fans of one game or another and we like to be identified with those particular games we enjoy most.

There is a growing demand for more information on how to carve the human figure and we have taken this opportunity to go into some detail on this subject. This will be of value to the carver who has had to pass up many fine leather projects because he felt the human figure was too difficult to do. This is truly a false impression. Probably the mistake many carvers make is not fitting their tools to the job.

There are certain tools designed specifically for figure carving. A good example of this is the 100 N blade for the swivel knife. This is a 1/4-inch angle blade which is ideal for facial features and the detail where the larger blades would be impossible to use. With the 100 N the eye can be a simple small cut and then opened up with the point of the spoon on the No. 3 modeling tool. The nose and mouth are done in much the same manner. The simple cut is made and the modeler is used to form and shape the feature.

The small No. 890 beveler is another special purpose tool that is almost indispensable in figure carving. It is used in those areas where the larger modeling tools would cover too large an area. Its chief purpose here is to work out the detail on the head and hands. As you move into the larger areas of the figure you will of course change to the No. 891 and the 895 bevelers. These are used to make the folds and creases in the clothing as well as the muscles in the arms and legs.

The No. 936 and the 701 bevelers are used to bevel around the figures and the equipment. A question might arise as to why two bevelers are used to do this job. The answer is that of course one beveler can be used to do all this beveling if it is small enough to get into the smallest areas. The problem here is that the best results are obtained by using the largest beveler suited to the job. This avoids much of the uneven appearance often encountered in work where a small beveler had been used rather than a larger one. Another good reason for using a versatile line of bevelers is the need for the smooth bevelers as used around the feet of the figures in the area where the background will remain smooth. Lined or check bevelers should be used in areas where the background is to be matted.

The stitching on the baseball is simply cut with the knife while the 884 matting tool completes the background. The holes for the bowling ball are made with a 633 seeder (not shown) and beveled inside with the small 890 beveler. The 864 seeder and 610 star tool decorate the pin and the modeler and a little dye will take care of the stripe around the top. The 885 completes the background. The basket ball seams are cut with the knife and the spoon of the modeler drawn along each cut to slightly bevel both sides of the cut. The background is matted with the No. 880.

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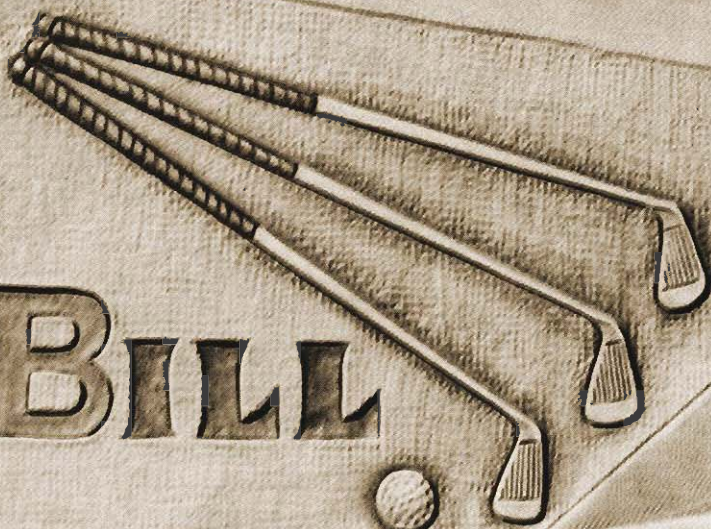
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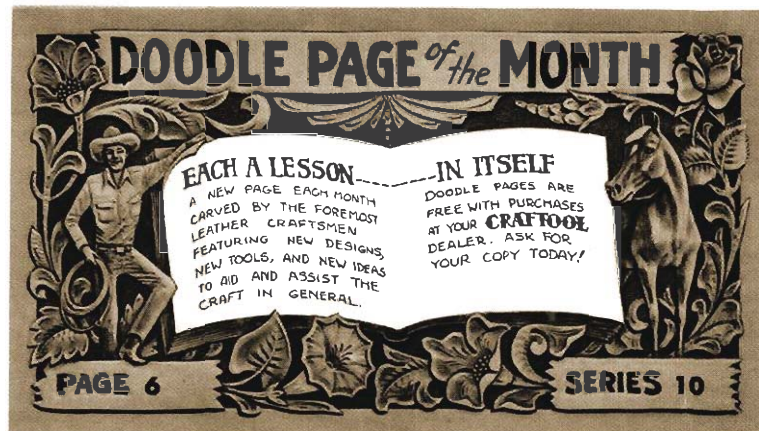
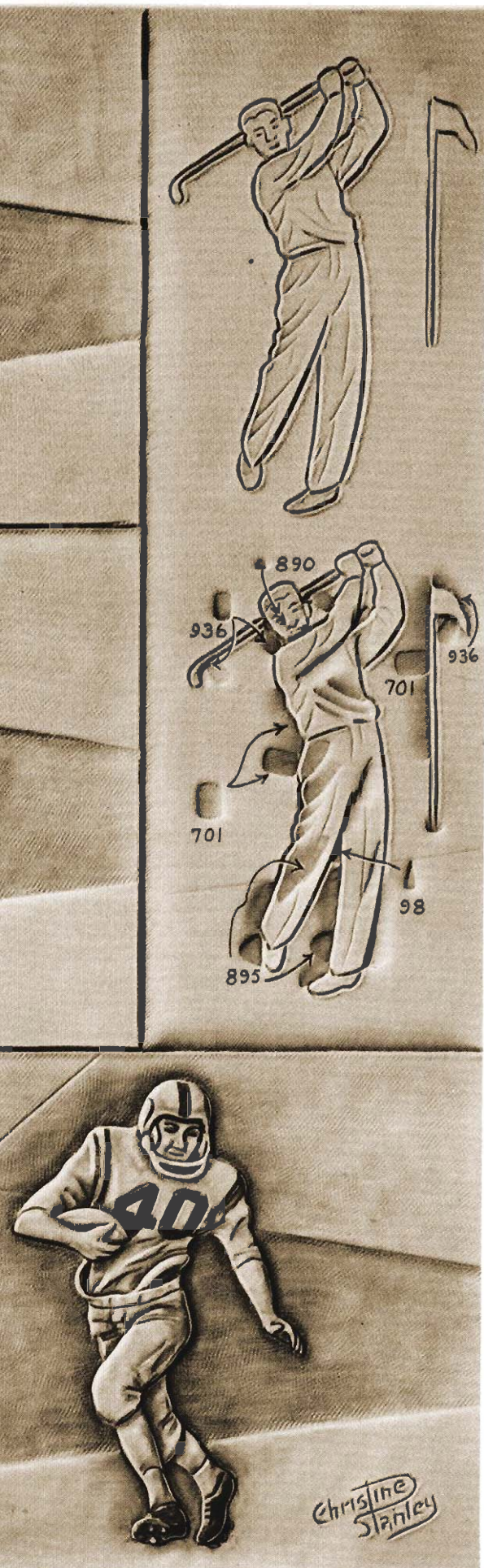
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