



## 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:

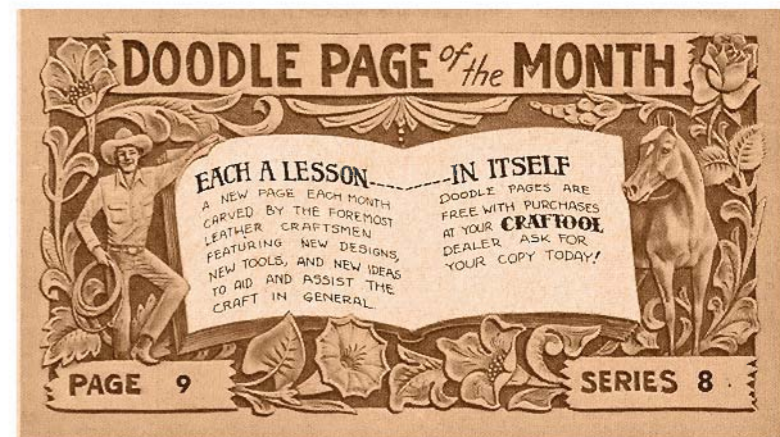
Front – full sized, front – tiled, back – full sized, back – tiled

(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.



## HOW TO USE TREES IN LEATHERCARVING

By CHRISTINE STANLEY

The carving of a tree on leather does not require an exact duplication of the design, tool mark for tool mark. The carver has a great deal of freedom in the use of the tools, having no specific lines to follow when working in the mass of foliage. There is, however, a definite shape or appearance for each species in the tree family. This Doodle Page illustrates the way in which several different species of trees may be grouped together to create a scene in which you may want to do some figure carving. In passing, it may be well to add this word of caution. Be sure that all trees used in the same scene will harmonize with the overall effect of the scene and any figures used therein. In other words: Don't put an African lion in a Northwoods setting with tropical plants in the foreground.

Many of the important points on carving trees were covered in an earlier Doodle Page (Page 8—Series 8) by Al Stohlman. For this Page, Christine has given us a lesson on how to build a scene by using various trees in combination with other elements such as the grass and rocks, the sky and trees in the distance; and how a figure may be added to the scene to give it that added punch.

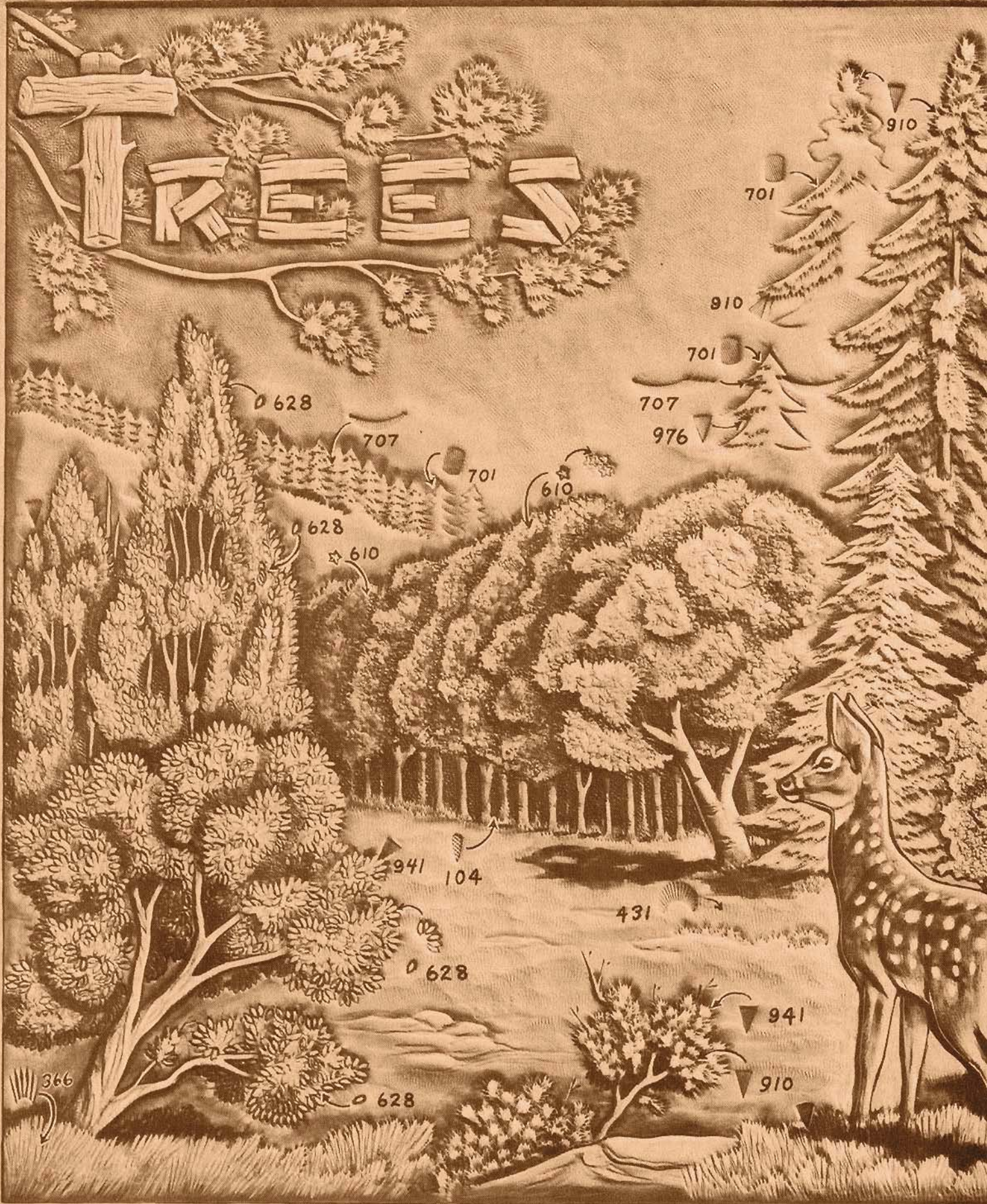
The main thought to keep in mind when doing a scene is; that although you are working on a two dimension material, you are trying to give an illusion of the third dimension, depth. To accomplish this you will use a large tool for the foreground, making sharp, definite marks, while the same subject in the background will require a smaller tool of the same or similar type, and the mark from it will not be as crisp and clear.

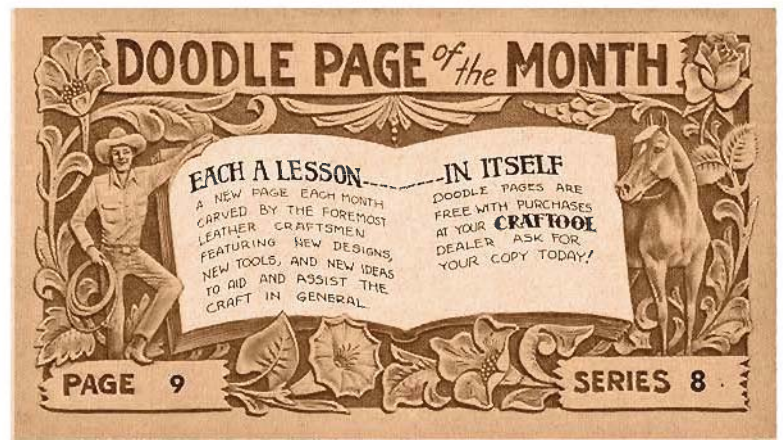
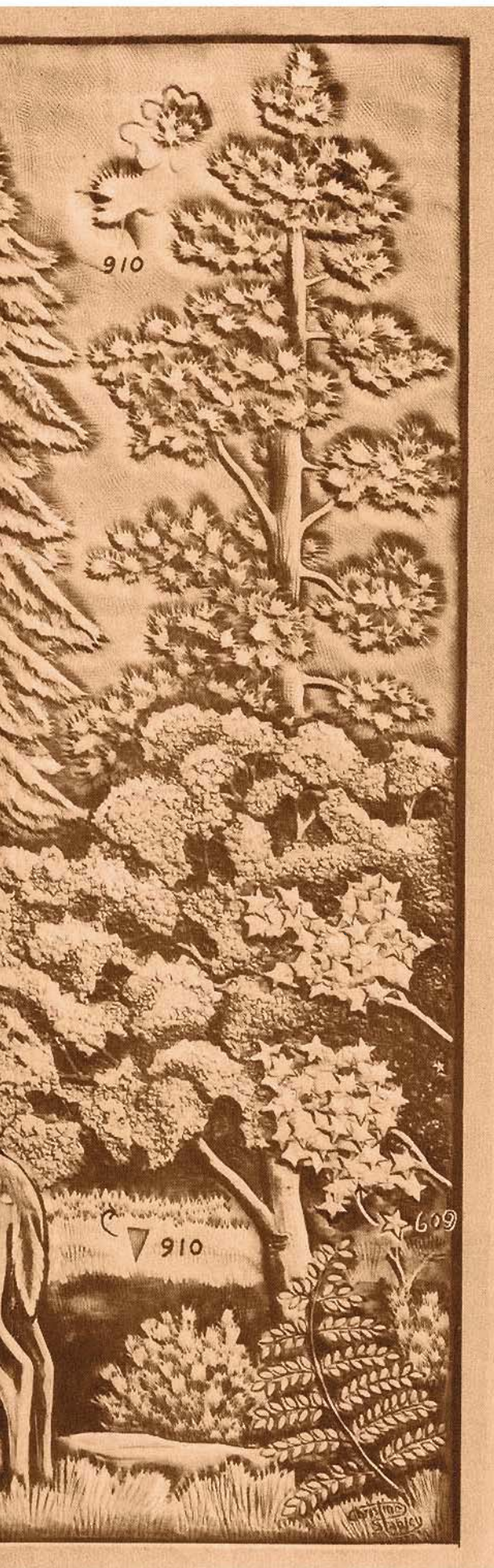
This same principal will apply to any figures you may add to the scene. You will notice the fawn in the near foreground of the photo is quite large. If you added a doe, somewhere in the background, she would be smaller than the fawn. The figure should be kept in correct proportion to objects immediately adjacent to it.

The tools required for carving trees are much the same as those found in any leathercarver's tool kit. A few that may be different would be the star tools such as the 609 and 610. A pointed, lined beveler such as the 910 is also pretty important, as is the 628 seeder for making the poplar leaves. Most of the other tool numbers shown in the photo are tools Christine found most suitable for this particular project, but in most cases there are substitutes which could be used to obtain similar effects.

### TIPS

Always remember there are many dark shadows in and under the foliage of trees, so when applying the dye, keep this in mind. Darken the inner depth of the foliage and don't forget the shadow on the ground underneath the tree.





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