



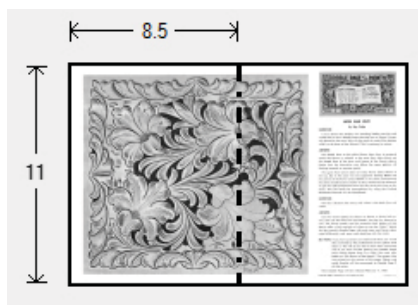
Doodle Page Digital Download

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

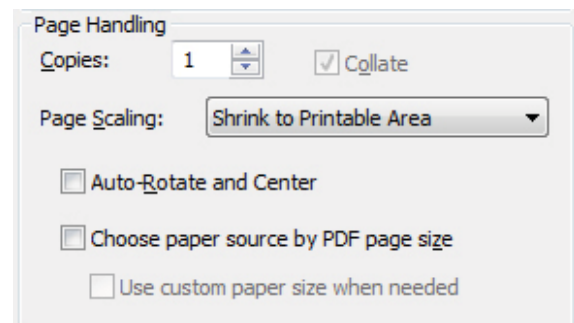
The tiled pages give you the option of printing the full sized Doodle Pages at home. You print the tiled pages and then assemble them to make the larger patterns.

The Doodle Page PDF files are typically laid out like this:

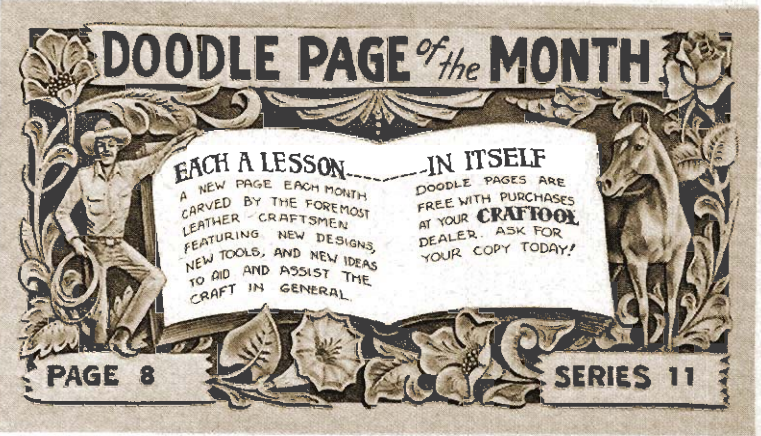
Front – full sized, front – tiled, back – full sized, back – tiled

(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.



KNIGHT-ERRANT
By AL STOHLMAN

This is the man that used to go charging around the country-side rescuing fair damsels in distress and searching for adventure and engaging friend and foe in jousting matches. He was pretty well encrusted in armor, as was his horse . . . with a face shield, neck and rump plates and breast covering. And, from the length of his lance . . . he would, indeed, have been hard to touch with a ten-foot pole!

The leathersmith will find many uses for this design on Albums, Family Crests, etc. The Wallet design at the top of the page features the shield with the Griffin . . . a fabled animal popular in that day. Also featured is the charging Knight and the castle (behind the shield) . . . in Silhouette design.

Silhouette Carving is fun and easy to do! The main thing is to be sure of the outline cutting, as the small details of legs, ears, etc., can easily be distorted with a slip of the swivel knife. Trace the outlines carefully; do not cut the legs or other small details too thick . . . as when carved; they will appear too heavy and out of proportion. After cutting the outlines, bevel inside the lines with the checked bevelers of various sizes . . . to fit the area best suited for each tool. Use the Pointed Matting Beveler No. 98 and No. 99 in the small, tiny places. Matt the design down carefully and with uniform depth. Use No. 898 in large, open areas. Many new and exciting effects can be created with Silhouette Carving.

After carving and stamping . . . use the modeling stylus to spread open any small lines that have closed from the stamping operations. Use the spoon of the modeler to smooth out any unwanted stamping marks, etc. The design can then be dyed a dark color . . . or the entire project antiqued to also bring out the design.

When dyeing the Silhouette designs . . . good sable brushes are recommended . . . brushes that will hold their points well. Great care must be used when dyeing the legs and ears and other tiny details of animals, etc., and a good, well-pointed brush is necessary. Begin dyeing in the larger areas first, then . . . as the brush loses much of its surplus dye . . . carefully dye in the small pointed areas . . . turning the work as often as necessary to avoid accidentally getting dye in the wrong places.

The shield, held by the Knight in foreground, has the Griffin emblem cut and dyed only . . . no beveling or matting was used. For detailed instructions on Figure Carving . . . inquire at your Craftool Dealers for Al Stohlman's books: "Figure Carving" and "How To Carve Leather".

★★★ CRAFTOOL NEWS ★★★

For Figure Carving, Al Stohlman's book, *How to Carve Leather*, is a must. Here is a book that instructs on all the basic methods along with a complete chart on how to, what to, and with what on dyeing leather. Fully illustrated and explained, as only Al Stohlman knows how. To know the best way to dye your leather, this book is your answer. Only \$5.00.



HOW TO CARVE LEATHER
By Al Stohlman

98 99 898 899 900
MATTING TOOLS

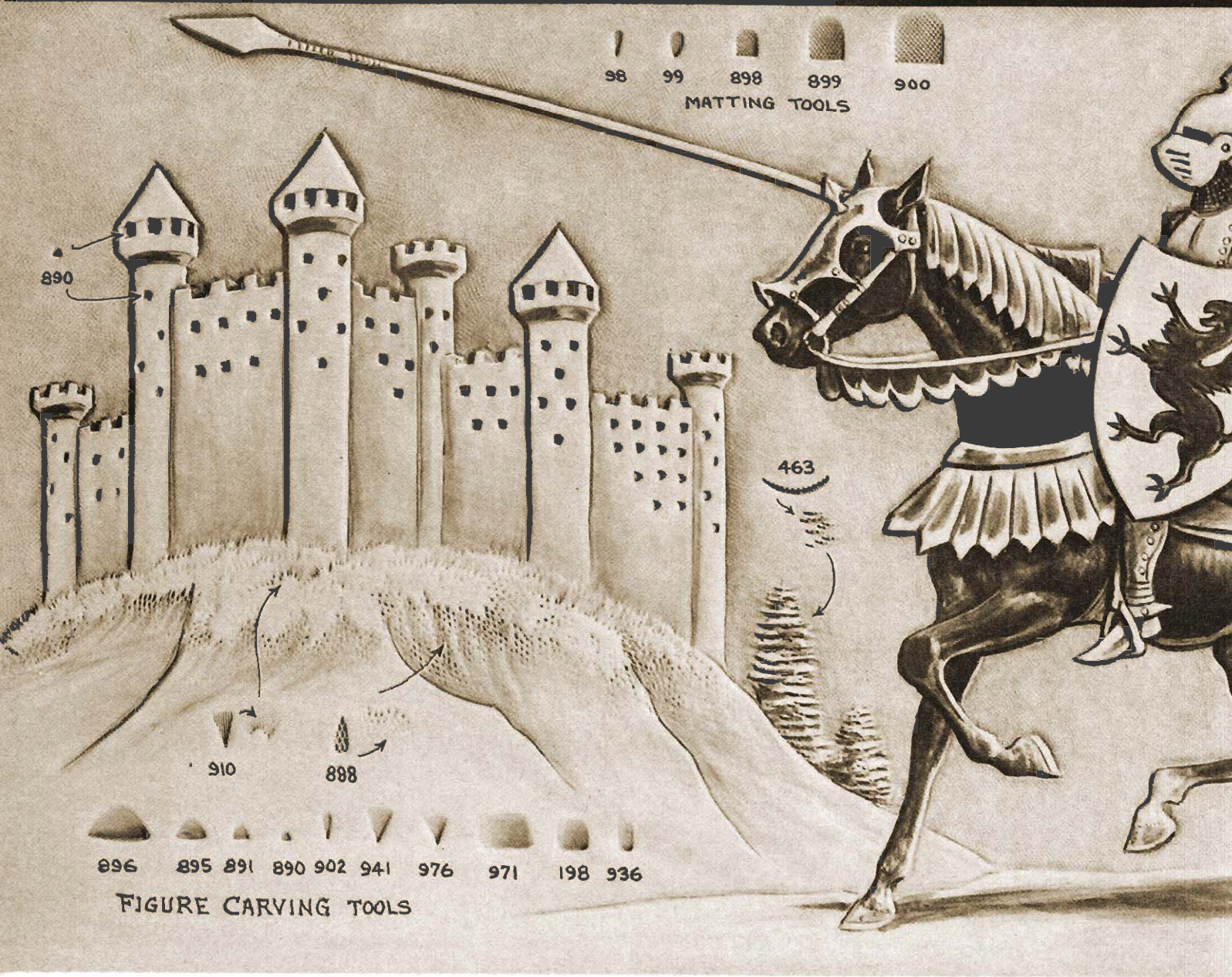


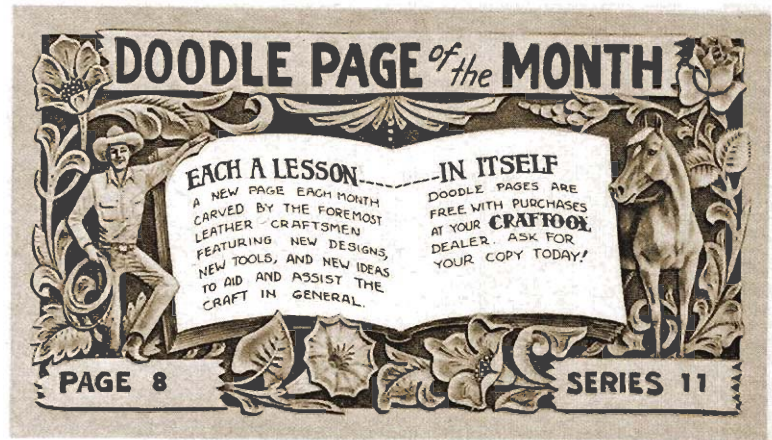
KNIFE CUTS

CUT OUTLINES OF DESIGN CAREFULLY. MAT DOWN WITH 98 - 99 - 898.

KNIGHT-ERRANT

896 895 891 890 902 941 976 971 198 936
FIGURE CARVING TOOLS





KNIGHT-ERRANT

By AL STOHLMAN

This is the man that used to go charging around the country-side rescuing fair damsels in distress and searching for adventure and engaging friend and foe in jousting matches. He was pretty well encrusted in armor, as was his horse . . . with a face shield, neck and rump plates and breast covering. And, from the length of his lance . . . he would, indeed, have been hard to touch with a ten-foot pole!

The leathercraftsman will find many uses for this design on Albums, Family Crests, etc. The Wallet design at the top of the page features the shield with the Griffin . . . a fabled animal popular in that day. Also featured is the charging Knight and the castle (behind the shield) . . . in Silhouette design.

Silhouette Carving is fun and easy to do! The main thing is to be sure of the outline cutting, as the small details of legs, ears, etc., can easily be distorted with a slip of the swivel knife. Trace the outlines carefully; do not cut the legs or other small details too thick . . . as when carved; they will appear too heavy and out of proportion. After cutting the outlines, bevel inside the lines with the checked bevelers of various sizes . . . to fit the area best suited for each tool. Use the Pointed Matting Beveler No. 98 and No. 99 in the small, tiny places. Matt the design down carefully and with uniform depth. Use No. 898 in large, open areas. Many new and exciting effects can be created with Silhouette Carving.

After carving and stamping . . . use the modeling stylus to spread open any small lines that have closed from the stamping operations. Use the spoon of the modeler to smooth out any unwanted stamping marks, etc. The design can then be dyed a dark color . . . or the entire project antiqued to also bring out the design.

When dyeing the Silhouette designs . . . good sable brushes are recommended . . . brushes that will hold their points well. Great care must be used when dyeing the legs and ears and other tiny details of animals, etc., and a good, well-pointed brush is necessary. Begin dyeing in the larger areas first, then . . . as the brush loses much of its surplus dye . . . carefully dye in the small pointed areas . . . turning the work as often as necessary to avoid accidentally getting dye in the wrong places.

The shield, held by the Knight in foreground, has the Griffin emblem cut and dyed only . . . no beveling or matting was used. For detailed instructions on Figure Carving . . . inquire at your Craftool Dealers for Al Stohlman's books: "Figure Carving" and "How To Carve Leather".



CUT OUTLINES OF DESIGN CAREFULLY. MAT DOWN WITH 98 - 99 - 898 .

KNIGHT-ERRANT

AL STOHLMAN

★★★ CRAFTOOL NEWS ★★★

For Figure Carving, Al Stohlman's book, *How to Carve Leather*, is a must. Here is a book that instructs on all the basic methods along with a complete chart on how to, what to, and with what on dyeing leather. Fully illustrated and explained, as only Al Stohlman knows how. To know the best way to dye your leather, this book is your answer. Only \$5.00.



HOW TO CARVE LEATHER
By Al Stohlman