



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:

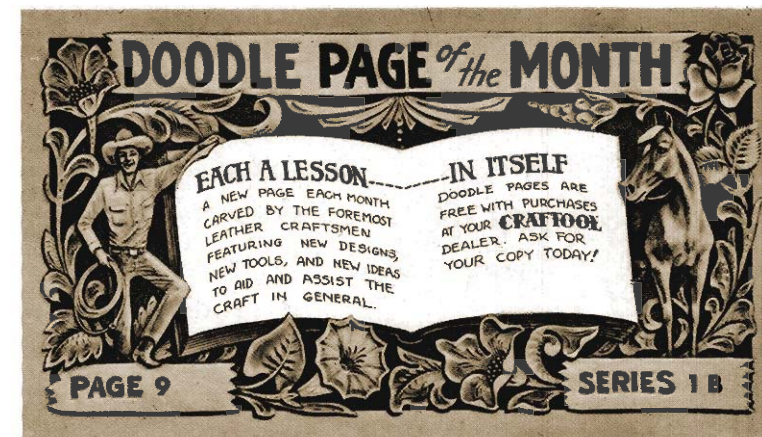
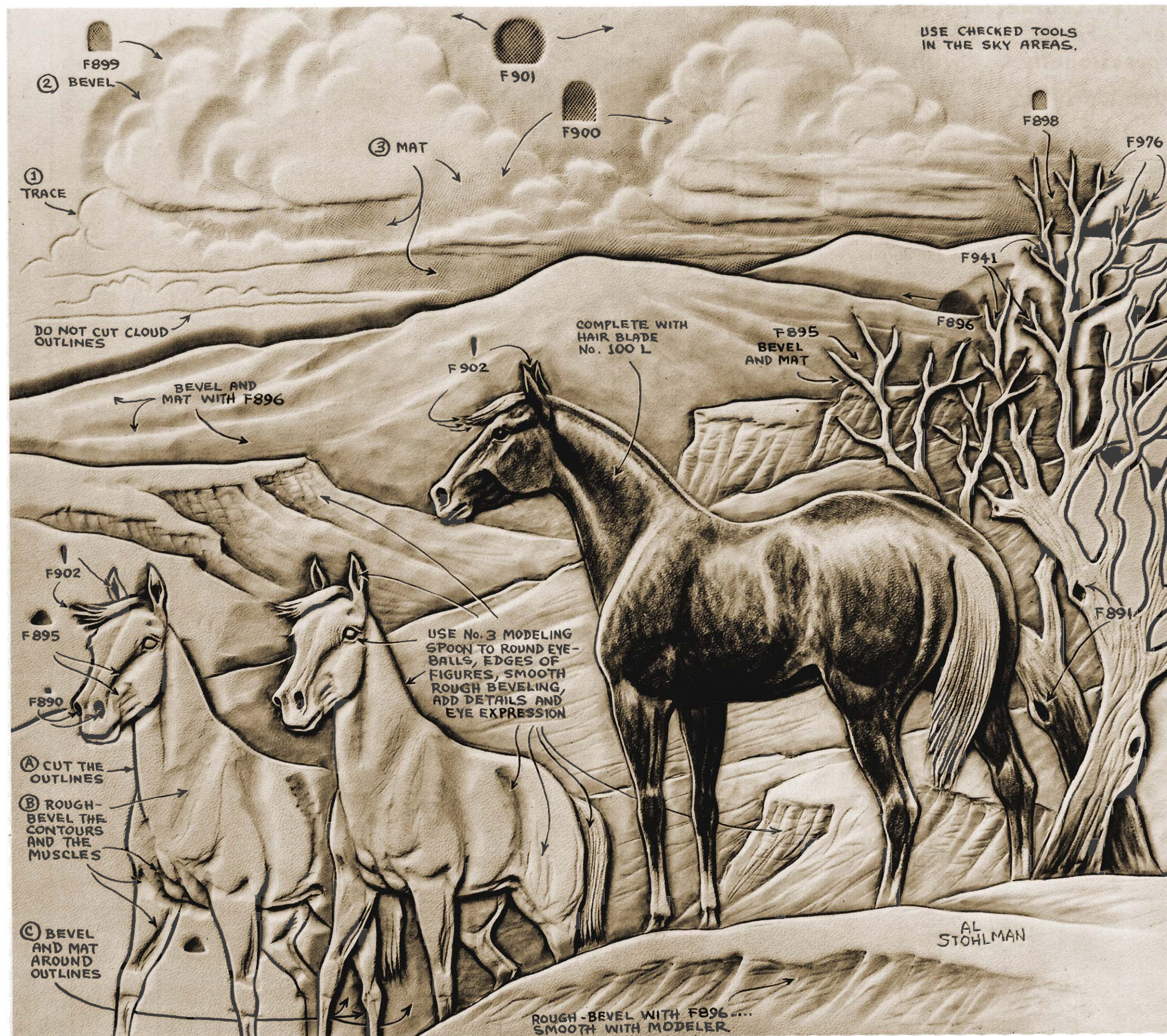
Front – full sized, front – tiled, back – full sized, back – tiled

(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.



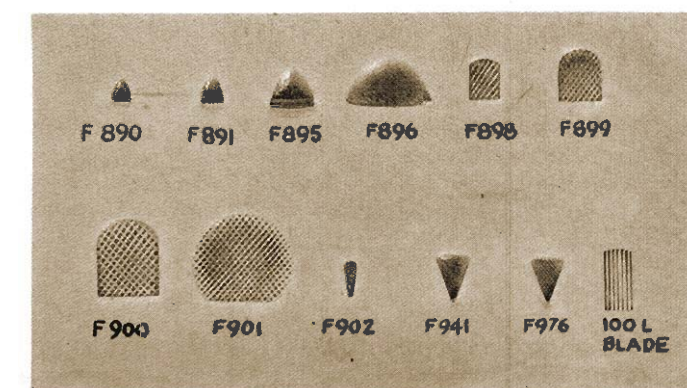
The MATTING and CONTOUR BEVELERS

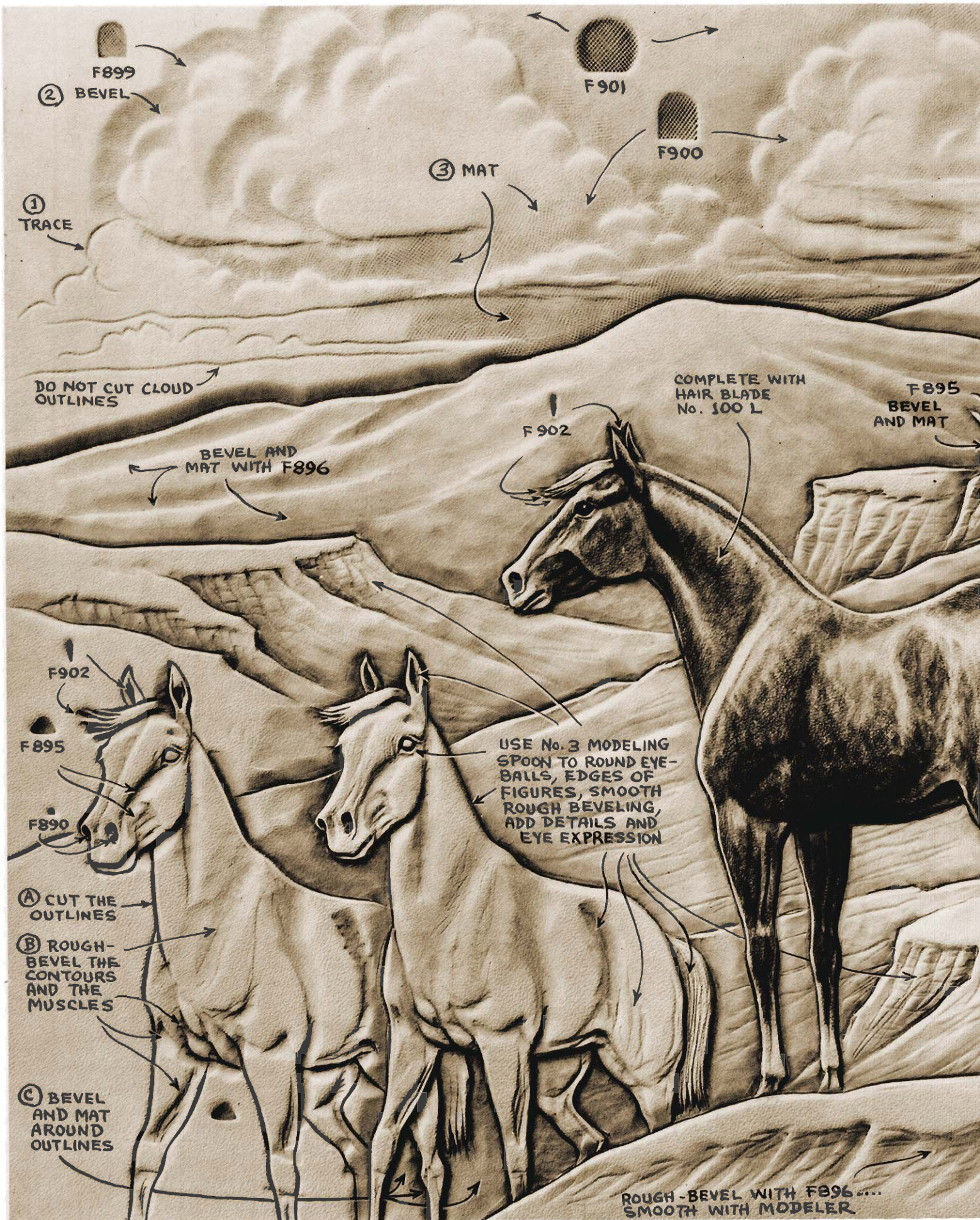
By Al Stohlman

Most important of the Figure Carving tools are the Matting and Contour Bevelers. These tools perform a multitude of tasks and are designed to accomplish the work easier and faster when properly used. This is the first in a series of Doodle Pages featuring the uses of the Figure Carving tools. Since the beveling is usually the first operation required before other tools are used . . . these tools are featured at this time.

Study the photo at left and note especially how all of the areas around the figures have been matted away to create more depth. The Contour Bevelers are used as matting tools by simply leaning them back towards the heel slightly, away from the beveling edge. This same technique is used when shaping some of the contour areas such as neck, shoulder and flank depressions. The bevelers actually work as shaders in these areas. Tip the tools on their corners to bevel into pointed places. Learn to get the most out of your tools . . . they were designed for this work! Note how the pointed bevelers sharpen detail at inaccessible areas.

The Matting Bevelers are usually used in the sky areas. Note how the clouds have been beveled with #F899. To mat the surrounding areas, these tools must also be leaned back away from the beveling edge. Study the photo carefully. Go over rough matted areas for a smoother, more professional job. See "PICTORIAL CARVING" by Al Stohlman for complete details on how to use all of the Figure Carving tools.





F899

(2) BEVEL

F901

F900

(3) MAT

(1) TRACE

DO NOT CUT CLOUD
OUTLINES

BEVEL AND
MAT WITH F896

COMPLETE WITH
HAIR BLADE
No. 100 L

F895
BEVEL
AND MAT

F902

F895

USE No. 3 MODELING
SPOON TO ROUND EYE-
BALLS, EDGES OF
FIGURES, SMOOTH
ROUGH BEVELING,
ADD DETAILS AND
EYE EXPRESSION

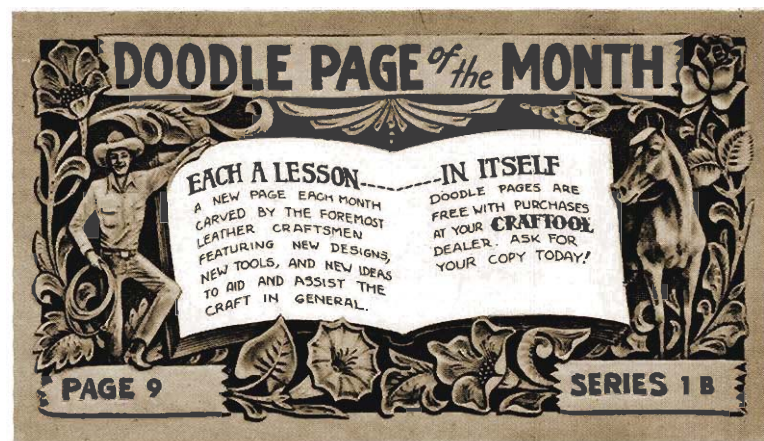
F890

(A) CUT THE
OUTLINES

(B) ROUGH-
BEVEL THE
CONTOURS AND THE
MUSCLES

(C) BEVEL
AND MAT
AROUND
OUTLINES

ROUGH-BEVEL WITH F896....
SMOOTH WITH MODELER



The MATTING and CONTOUR BEVELERS

By Al Stohlman

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