



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.

NATIVE AMERICAN CLIFF DWELLING

by Larry Verret

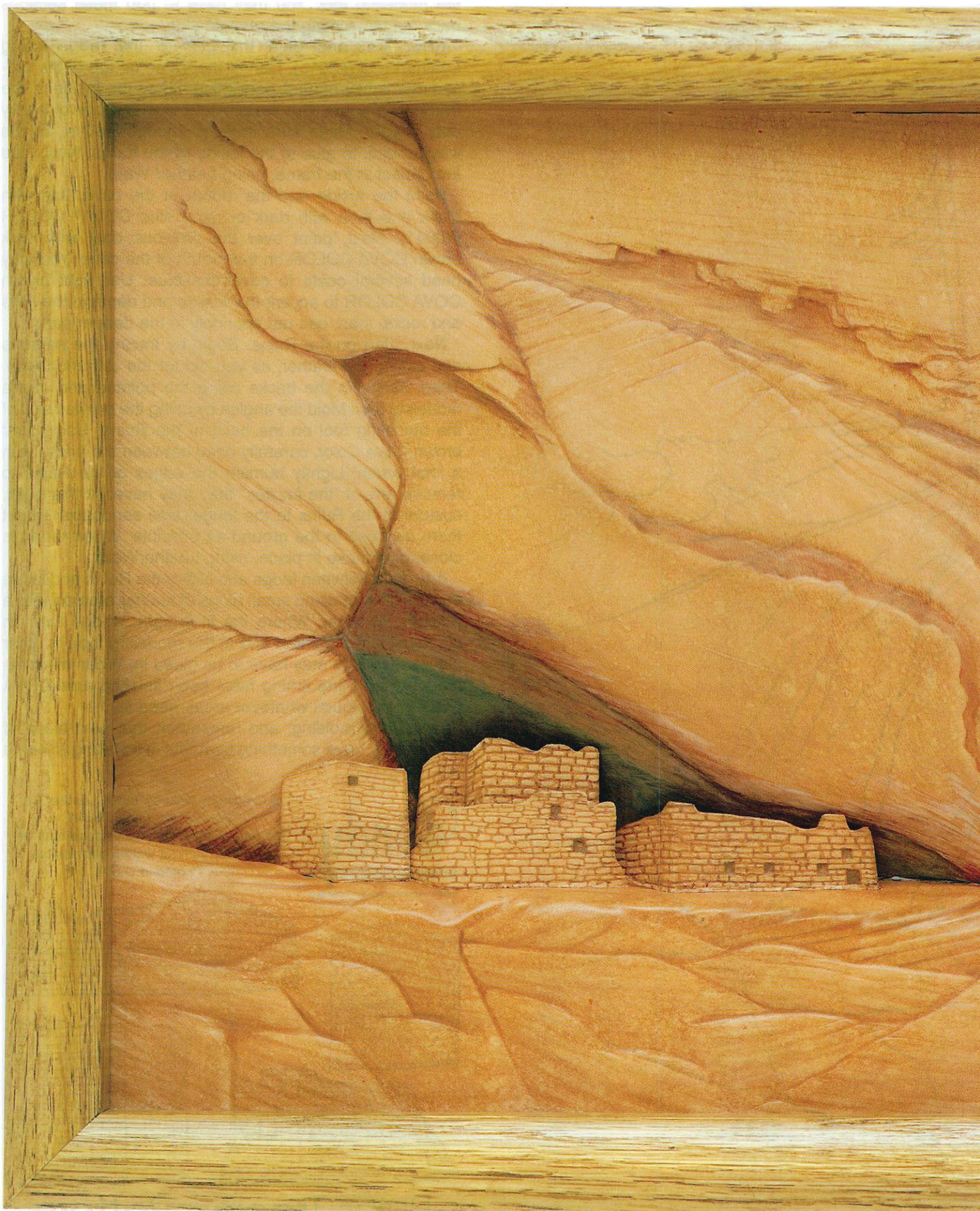
The idea for this doodle page is taken from a photograph of the White House Ruins of the ancient Anasazi culture, Canyon de Chelly, New Mexico.

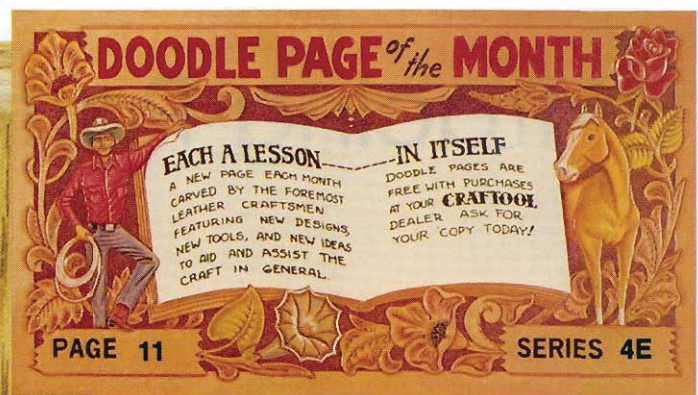
Molding leather is not very difficult if you use the correct leather weight (4 - 5 oz.) and moisture content. The leather should be cased (moistened with water) and allowed to return close to its natural color. While it still feels cool to the touch, it is ready and will best hold its shape. This project was put inside a frame that is 9" x 12" and has a depth of 1 1/16", so all molding done should fit inside this dimension. It was made using 6 pieces of leather, (ledge, cliff and four buildings).

Begin by tracing the cliff and ledge patterns and casing the leather. When the leather is ready, transfer the patterns to the leather using the pointed end of a modeling tool. Begin molding from the back of the leather. Hold the foremost part of the pattern, face up, between your first and second fingers and push from the back with the pointed end of the modeling tool. Work all of the high points this way. As you begin to achieve some depth, start using the modeling tool, on the front of the pattern, to further separate the foreground from the background. Molding leather is more forgiving than stamping since it is easier to go back and change what you don't like than it is to erase a stamped image. However, it is not possible to go back and erase a burnished line on the front, so be careful until you have what you want. This project had to be re-dampened three times to get the depth desired.

After you are happy with the general forms of the cliff and ledge, add the detail of the cracks and grain direction by burnishing the front of the project, using the pointed end of







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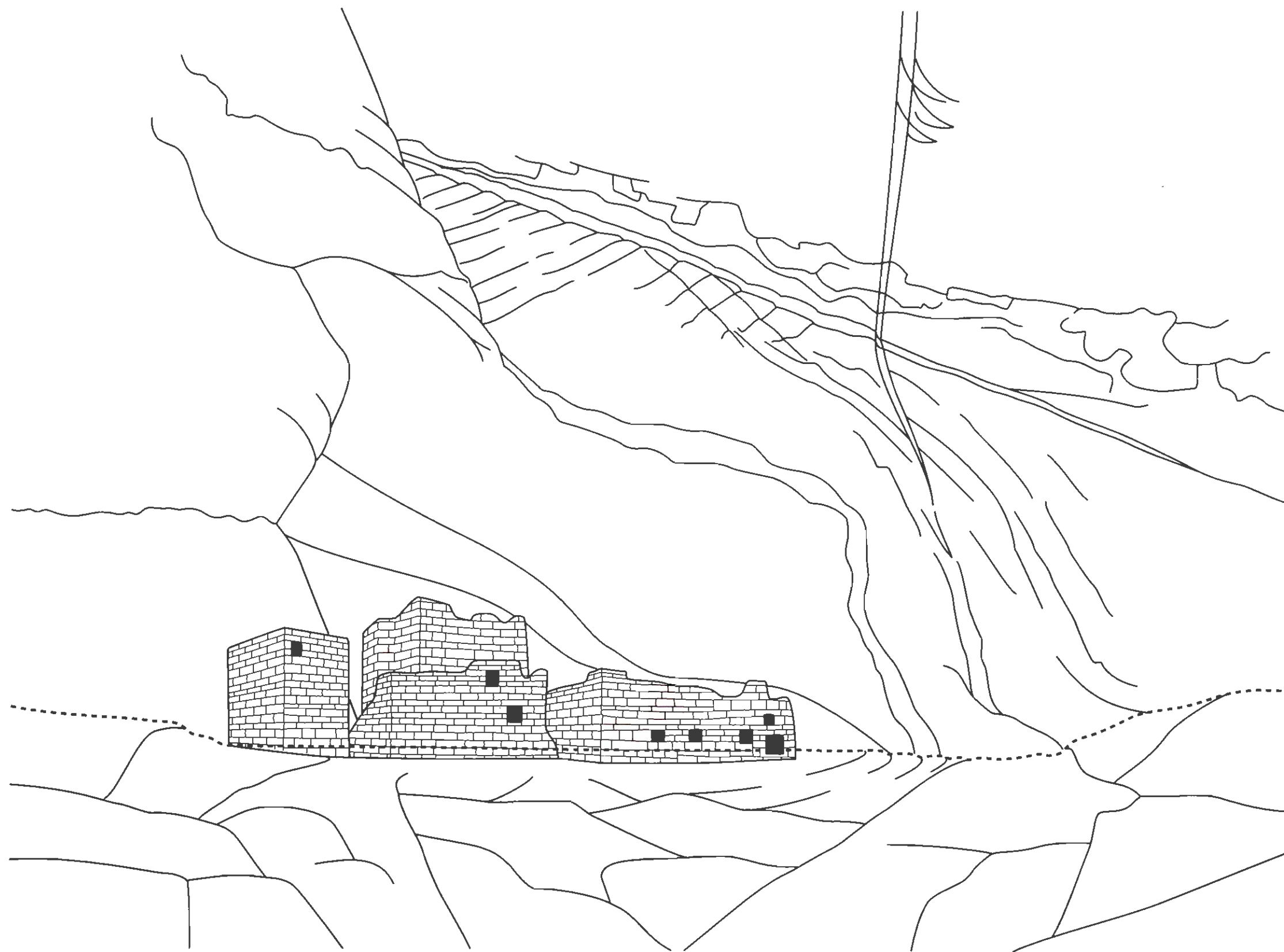
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Tracing Pattern



Dashed line indicates break between cliff and ledge.

the modeling tool. You may have to pop these sections back out by working the reverse side.

Now, trim and glue the cliff to the ledge using LeatherWeld (#2015). Center the frame on top of the project and lightly mark a pencil line, using the inside of the frame as a guide. Cut the project out with a pair of heavy duty shears. Make sure there is enough leather, all the way around, to glue to the inside of the frame. Now, glue the project in the frame, using Leather Weld.

Paint the inside and the mouth of the cave, first with black and then with dark or royal blue COVA® COLOR (#2041). Next, paint over the previous coat with dark brown COVA COLOR on the mouth of the cave. You may need several coats to cover the blue. Use light brown COVA COLOR to accent the cracks and depth in the cliffs and rocks, then, use red sparingly in the deeper parts.

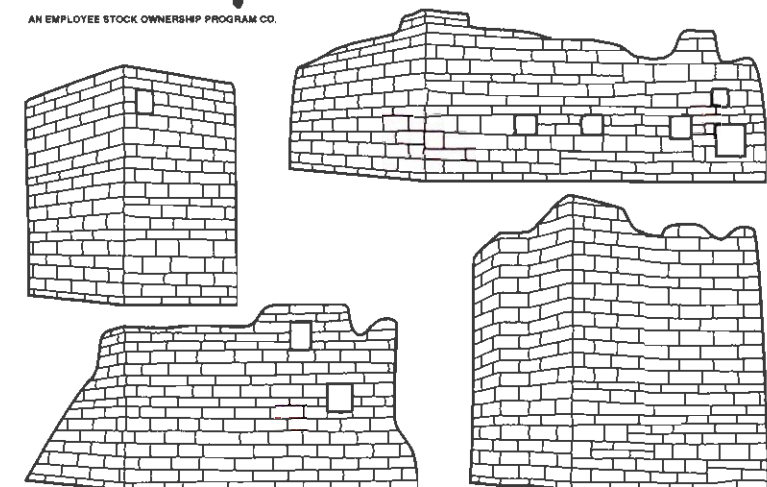
Next, start on the Ruins. Begin by tracing the patterns and casing the leather, as you did for the cliff and ledge. Then, scribe in the bricks using the pointed end of the modeling tool. Mold the angles by using the pointed end of the modeling tool on the back of the Ruins. Using light brown Cova Color, carefully paint between the bricks with a liner brush. Lightly burnish the edges of the Ruins to remove any of "the fuzzies" they may have. At this point, custom fit the Ruins to the ledge. Use sandpaper to get them as close to the ground as possible. When the fit is close, glue these in place, using LeatherWeld.

Any gaps between ledge and cliff or the Ruins and ledge may be filled in using small plugs of leather created with a Stitching Groover. Where the fit is tight, wedge them in place using the pointed end of the modeling tool. In other places the plugs may have to be glued in. When all of the modeling and fine tuning have been finished, use COVA COLOR to retouch whatever areas need it.

Have *FUN* molding, and remember, that next piece of leather may have something beautiful in it waiting to come out.

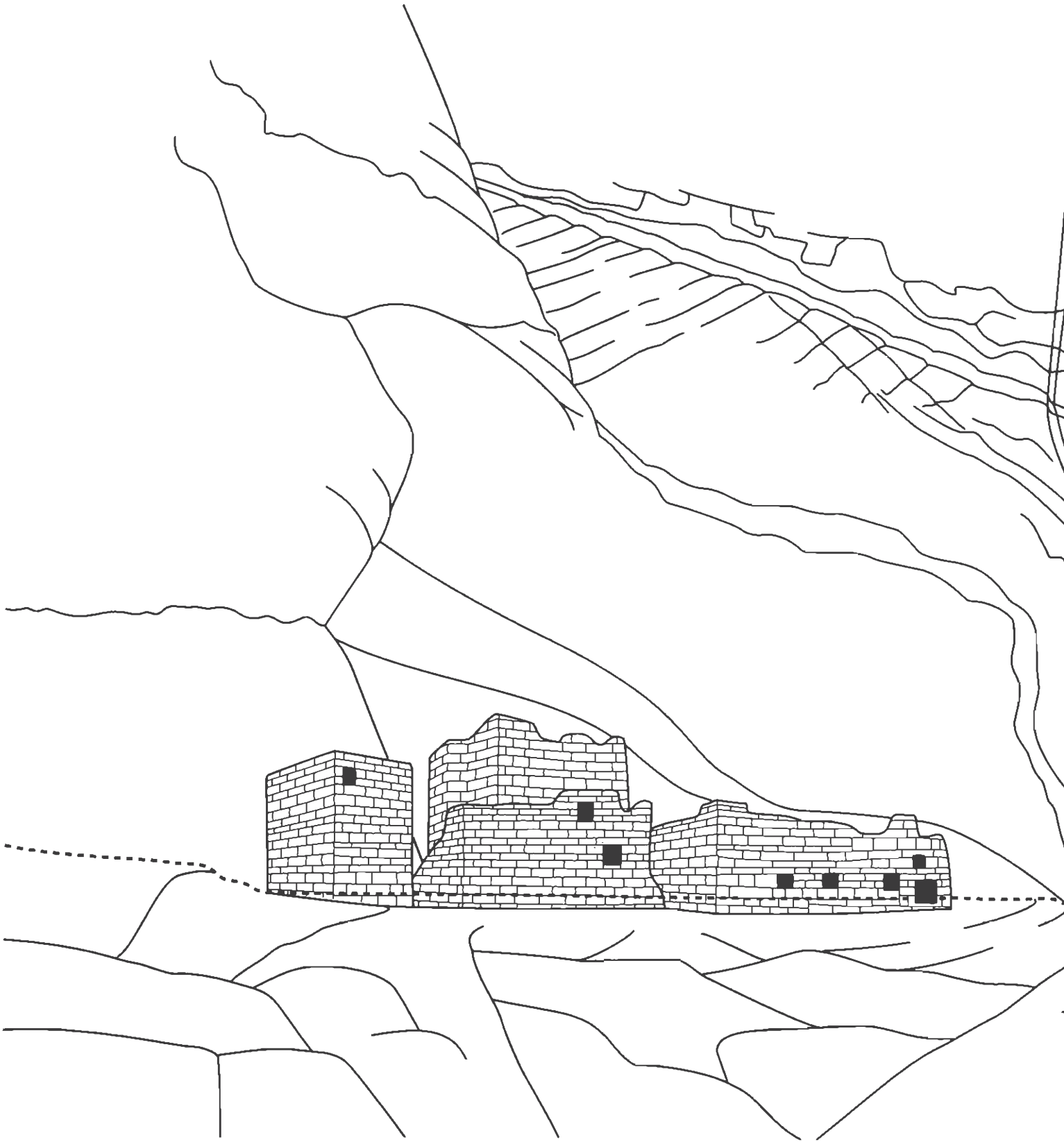


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Ruins Tracing Pattern

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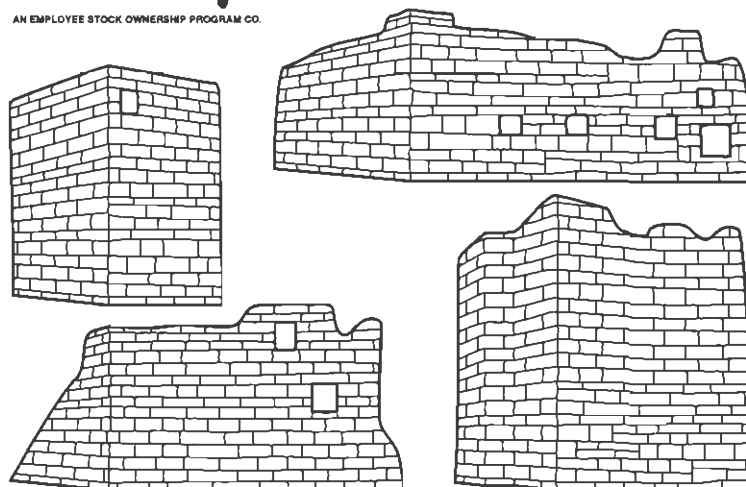
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