



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.

TRACING PATTERNS ON REVERSE SIDE

HAIR BLADE

100L

USE SHORT STROKES
TO SIMULATE SHORT
HAIR OF REAL-LIFE
DOG.

BOXER

DYE CHARTS
ON REVERSE
SIDE

SMALL FIGURES
ARE SUITABLE
FOR USE ON
BILLFOLDS.

AL
STOHLMAN

100M ... HAIR BLADE
USE SHORT STROKES
TO SIMULATE HAIR

F900

F896

CONTRAST OF
DYE AND NATURAL
LEATHER SUGGEST
WHITE MARKINGS
ON FACE AND NECK.
NO WHITE IS USED!

F895

B971

F896

USE THE FIGURE
BEVELERS TO FORM
THE CONTOURS AND
FACIAL FEATURES
USE THE MODELING
TOOL TO SMOOTH
OUT ANY ROUGH
BEVELING MARKS.

USE F895 TO
BEVEL CAREFULLY
AROUND THE EYE-
BALLS, ETC.

F895

POINT OF
KNIFE
BLADE

F891

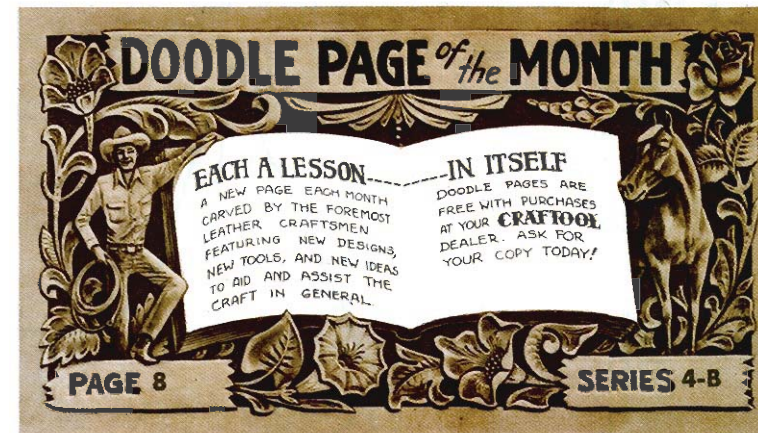
USE THE SMALL FIGURE
BEVELERS IN NOSTRILS
AND OTHER TINY AREAS.

B198

F890

F895

CONTOUR
AND FORM
THE HEAD



PORTRAIT OF A BOXER

by Al Stohlman

This month's page offers a detailed study of the Boxer dog's head. The same basic figure carving rules apply here as with all figure carving. You will note that one of the larger figure bevelers was used on the large head to form the contours and depressions of the face. Always use the largest tool where possible . . . for smoother, faster work. Always bevel everything within the outlines of the figure (facial depressions, muscles, inside ears, etc.) before beveling around the outlines. Maximum depth is achieved by beveling and matting around the outlines of the figure last. After all beveling, use the modeling tool to round the edges and smooth out rough beveling marks, and to add details. The hair blade is used last.

We usually do not recommend using any beveling on the eye-balls of figures. However, with a figure this size, the F895 beveler was used to bevel around the eye-balls, inside the lids. This must be done carefully to avoid smashing down the eye. The modeling tool is always used as a last step in rounding the eyeball within the lids and adding the expression marks around the eyes.

When adding the hair lines . . . try to keep the direction of the lines to conform to the natural hair growth of the real animal. Observe this on a real dog when possible. The dry brush technique of dyeing over the hair lines produces the best effects.

Dye Charts are prepared for your guidance on the opposite side of this page. Try to follow them closely when dyeing your own project. If color is used (this page was dyed in tones of brown) . . . often times pictures in books or magazines are available to use as color guides. Always experiment on scraps of leather with your dye mixtures before applying them to your finished work. HOW TO COLOR LEATHER offers complete information on brushing techniques and dye mixing formulas.

See Your Craftool Dealer
For The Following Figure
Carving Patterns and Instructions
"FIGURE CARVING BOOK"
"#20 PICTURE PATTERNS"
"#21 PICTURE PATTERNS"
"HOW TO COLOR LEATHER BOOK"

TRACING PATTERNS ON REVERSE SIDE

HAIR BLADE

100L

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HAIR OF REAL-LIFE
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F900

F896

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DYE AND NATURAL
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NO WHITE IS USED!

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BOXER

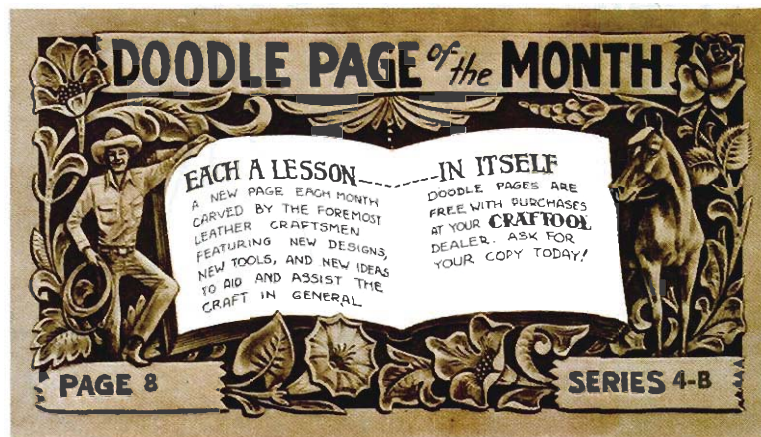
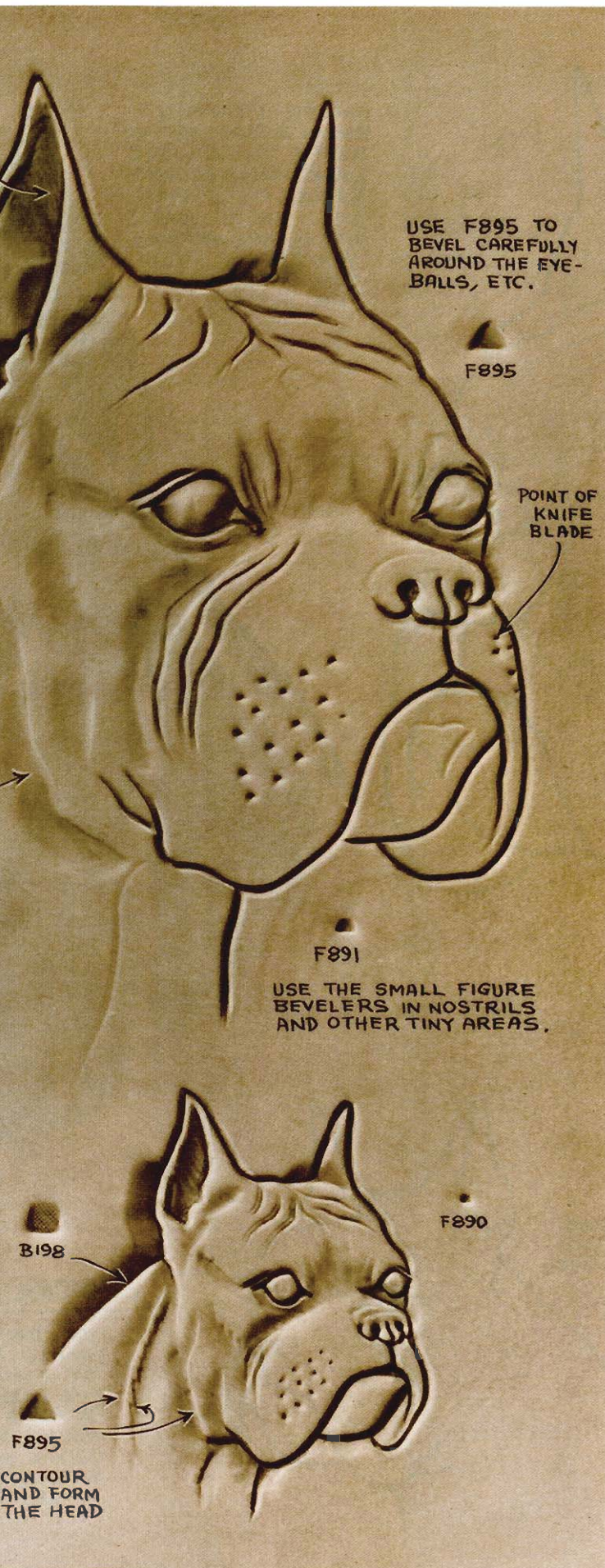
DYE CHARTS
ON REVERSE
SIDE

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BEVELERS TO FORM
THE CONTOURS AND
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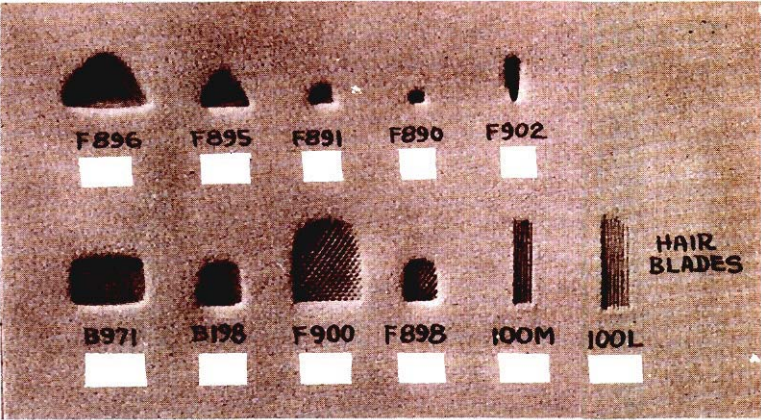
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TRACING PATTERNS

DO NOT CUT THE
BROKEN LINES!

SHADED DRAWING
BELOW SUGGESTS THE
AREAS TO USE THE
LIGHT AND MEDIUM
SHADES OF BROWN
DYE. THE HI-LIGHTED
AREAS ARE *NOT* DYED!
THIS EFFECT GIVES
ROUNDNESS TO
THE FIGURE.



AL
STOEHLMAN

THE SHADED DRAWING
AT RIGHT SUGGESTS THE
AREAS TO USE THE
DARK BROWN AND
BLACK DYES. LEAVE
HI-LIGHTS IN THE
EYES, AS SHOWN.

TRACE THE SMALL
FIGURES CAREFULLY
WHEN TRANSFERRING
THEM TO THE
LEATHER.

SPECIAL NOTE:

THE DRY BRUSH TECHNIQUE
SHOULD BE USED WHEN DYEING
THE FIGURES. IT IS SUGGESTED
THE BOOK: **HOW TO COLOR LEATHER**
BE READ TO LEARN DYEING PROCEDURES,
MIXING DYE FORMULAS FOR MONOTONE AND
COLOR HARMONY, ETC. ALWAYS EXPERIMENT
WITH DYES ON SCRAP LEATHER BEFORE
APPLYING THEM TO YOUR COMPLETED PROJECT!

STUDY PHOTO
PATTERN ON
REVERSE SIDE