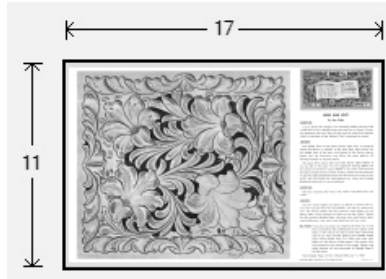




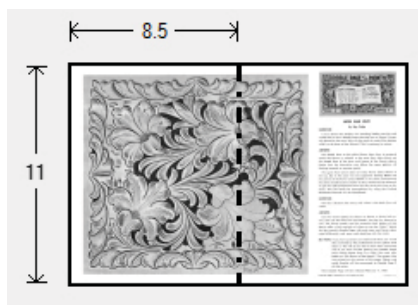
## Doodle Page Digital Download

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

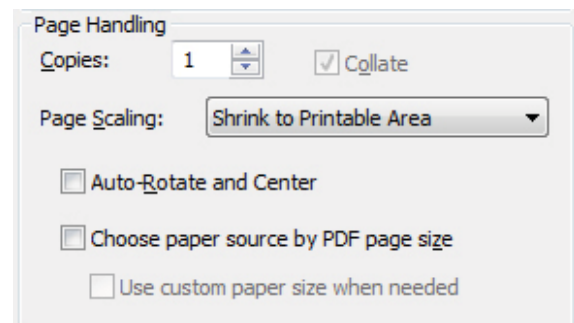
The tiled pages give you the option of printing the full sized Doodle Pages at home. You print the tiled pages and then assemble them to make the larger patterns.

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

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

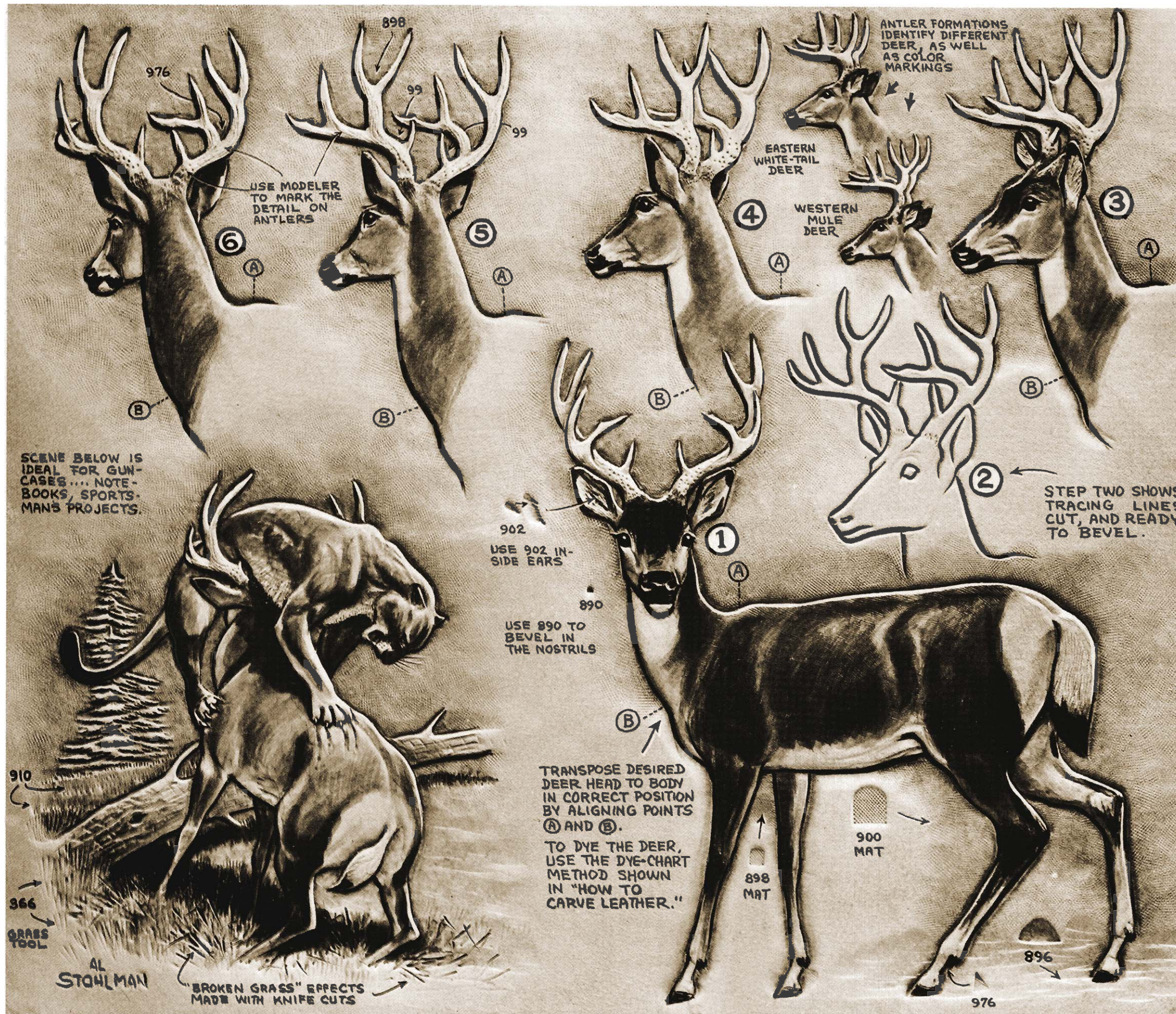
(Some Doodle Pages do not have backs)

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.





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PAGE 7 SERIES 12

**TURNING THE DEER HEAD**

By AL STOHLMAN

The purpose of this month's Doodle Page is to offer the craftsman more opportunities to use the deer in creating his own figure carving scenes. Six different poses of the head are shown that can be used with the body of position No. 1 by simply aligning points "A" and "B".

In creating your own scenes . . . use a piece of paper the size of your project and sketch in the background areas with mountains, streams, woodlands, trees, mountain cabins, hunters, or whatever is desired. For those unable to construct such scenery themselves . . . many magazines offer pictures that can be copied to fit their needs. Use the mountains and lakes of one magazine; perhaps trees, etc., from others. Place the large deer in the foreground . . . using the head position most logical. Remember too, that the deer can be used in the reverse position, simply by flopping the tracing pattern.

When carving your design, cut the foremost objects first. Bevel and stamp them in the same order. When beveling around the antlers, use caution. Use small bevelers in the tiny areas. Mat down the tiny background areas between the antlers with No. 99 (for checked background texture) . . . and No. 891 (for smooth background effect) . . . depending on the effect most desired. The stylus end of the Modeling Tool is used to put the little "dots" at the base of the antlers. The point of the modeling spoon is used to put in the "bone-lines" showing growth . . . study the PHOTO carefully before you begin your own work.

EDITOR'S NOTE: See pages 18-40-44 of "HOW TO CARVE LEATHER" by Al Stohlman for complete information and dye charts for carving and dyeing the deer.

When carving the scene at the lower left of the page (cougar attacking deer) . . . study the photo pattern carefully. The claws and toes of the cat are beveled carefully, and not too deeply, with No. 890. The Modeling Tool (point of No. 3 modeler) is used to round the toes and to rub out any rough beveling marks. Lightly cut the claw marks on the deer's rump . . . complete by spreading open with modeler.

Note how the Matting tools have been used extensively around all of the figures. This creates greater illusion of carving depth by eliminating the "beveling edge" so commonly seen on work that has not been matted. Matting down this beveling edge greatly enhances the work and completes the scene much more appealingly.

★ ★ ★ CRAFTOOL NEWS ★ ★ ★

AS EASY AS WRITING YOUR NAME

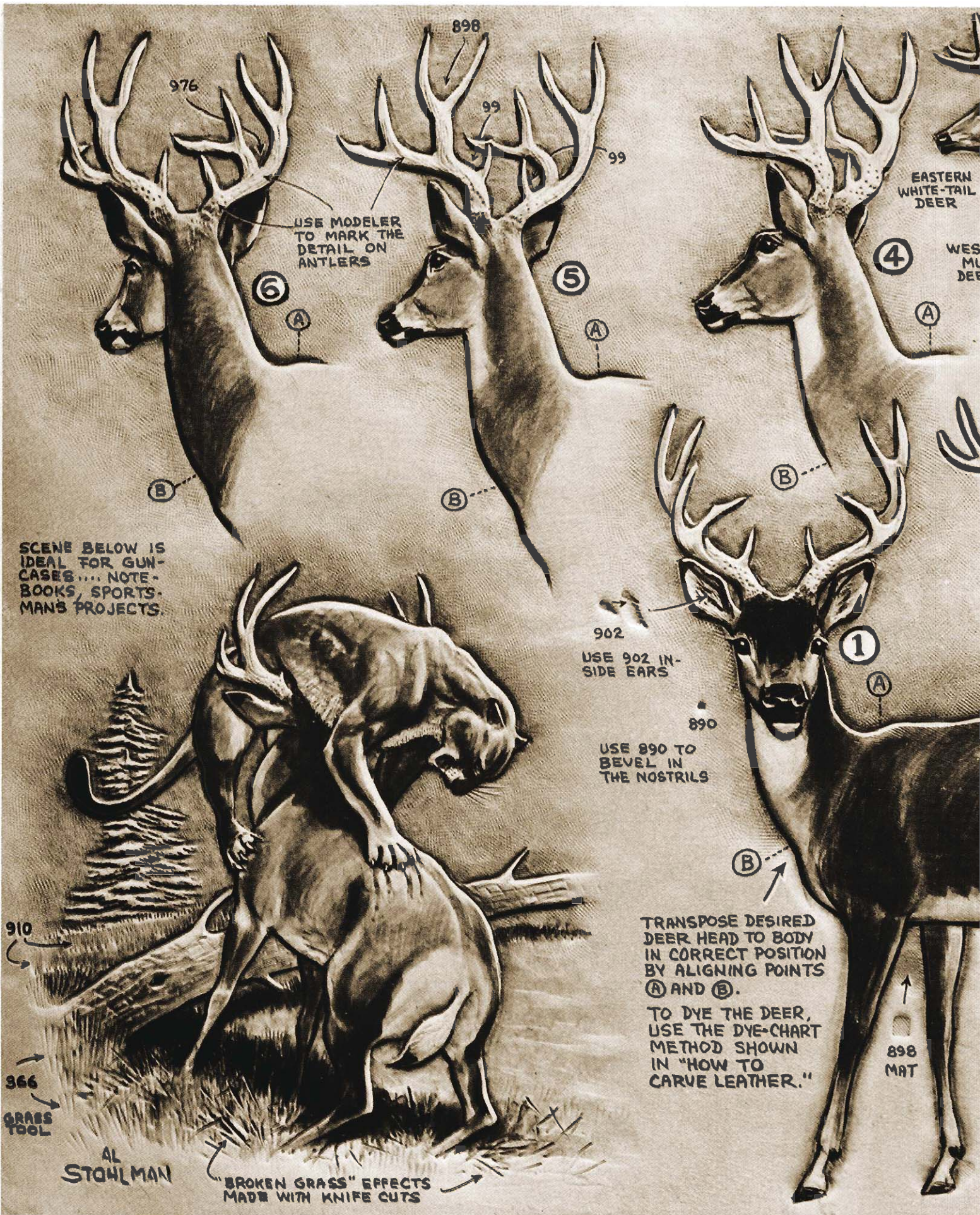
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976

898

99

99

USE MODELER TO MARK THE DETAIL ON ANTLERS

6

5

EASTERN WHITE-TAIL DEER

4

WEST MOUNTAIN DEER

B

B

B

SCENE BELOW IS IDEAL FOR GUN-CASES.... NOTE-BOOKS, SPORTSMAN'S PROJECTS.

902

USE 902 INSIDE EARS

1

A

890

USE 890 TO BEVEL IN THE NOSTRILS

B

TRANSPOSE DESIRED DEER HEAD TO BODY IN CORRECT POSITION BY ALIGNING POINTS (A) AND (B).

TO DYE THE DEER, USE THE DYE-CHART METHOD SHOWN IN "HOW TO CARVE LEATHER."

898 MAT

910

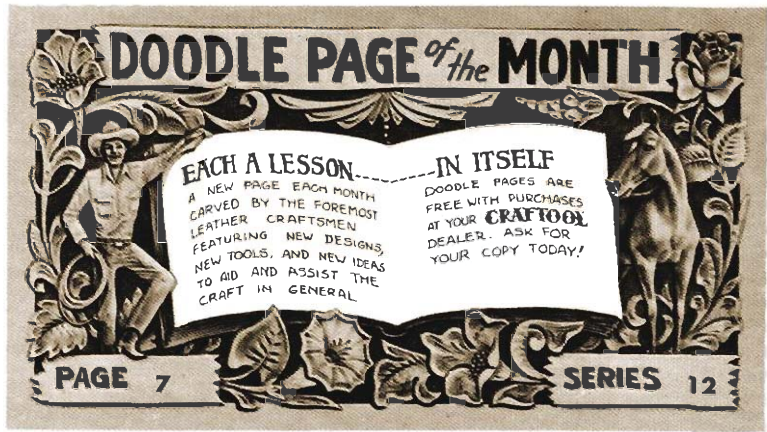
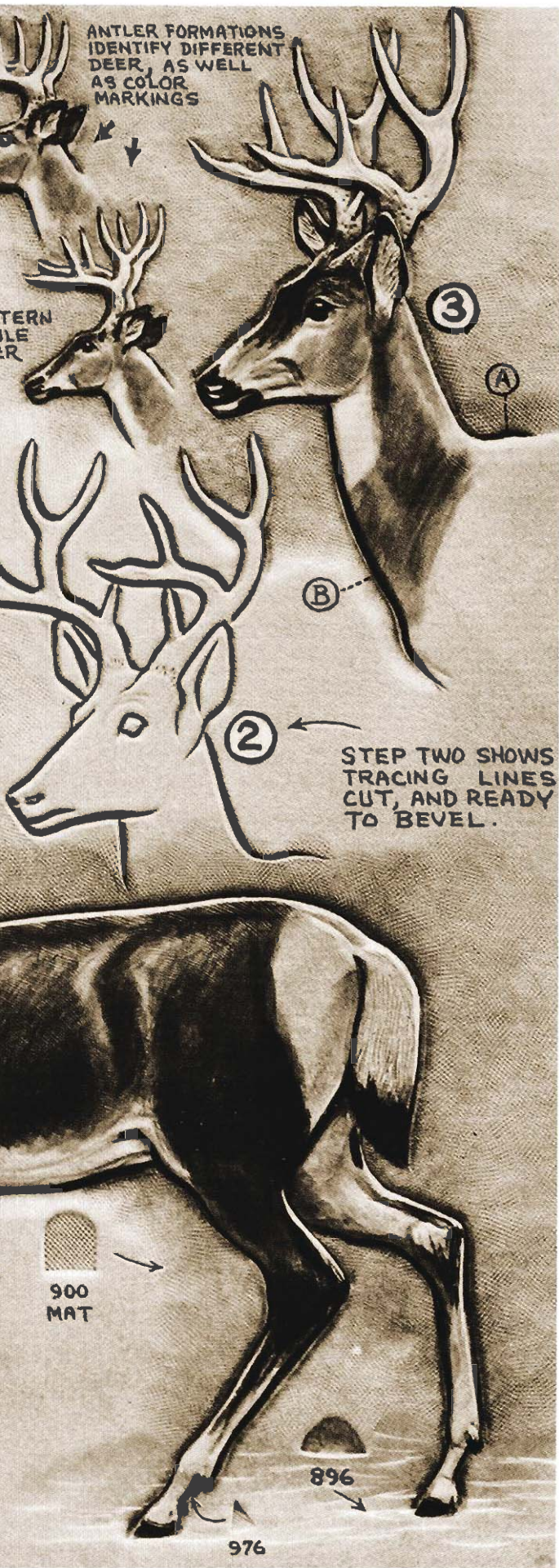
366

GRASS TOOL

AL STOHLMAN

"BROKEN GRASS" EFFECTS MADE WITH KNIFE CUTS





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