

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.

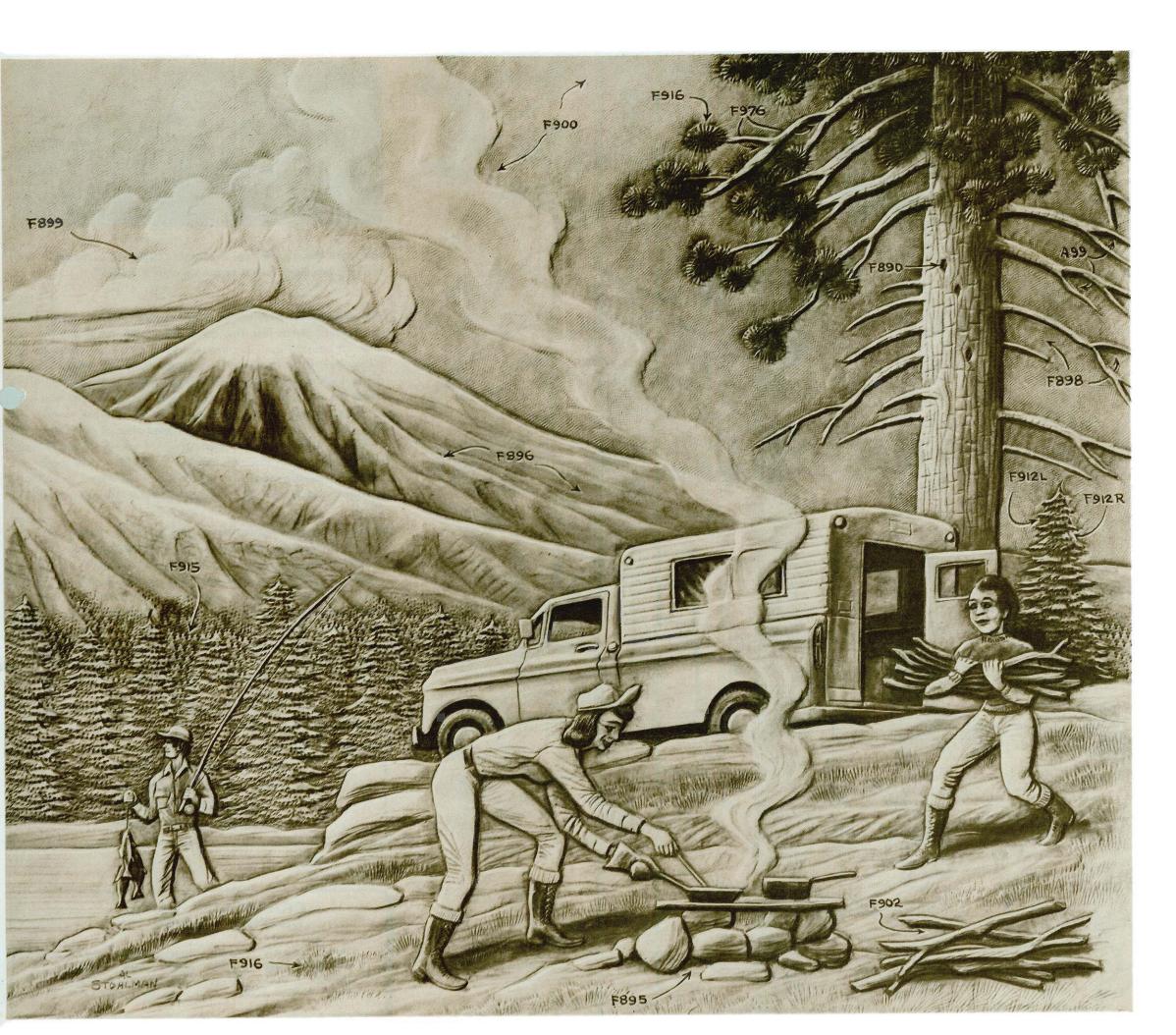
The Doodle Page PDF files are typically laid out like this:

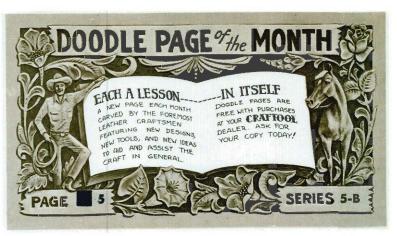
Front – full sized, front – tiled, back – full sized, back – tiled (Some Doodle Pages do not have backs)

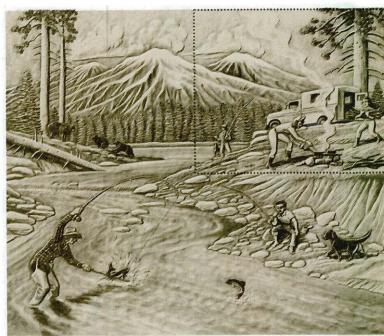
Please note: When printing on a home printer, the edges may get cut off. To avoid this, make sure "Page Scaling" is set to "Shrink to Printable Area" in the Adobe Reader print dialogue box. This will decrease the size of the Doodle Page a very small amount.



You may take this PDF file to your local print shop to have the full-size pages printed for your own personal use.





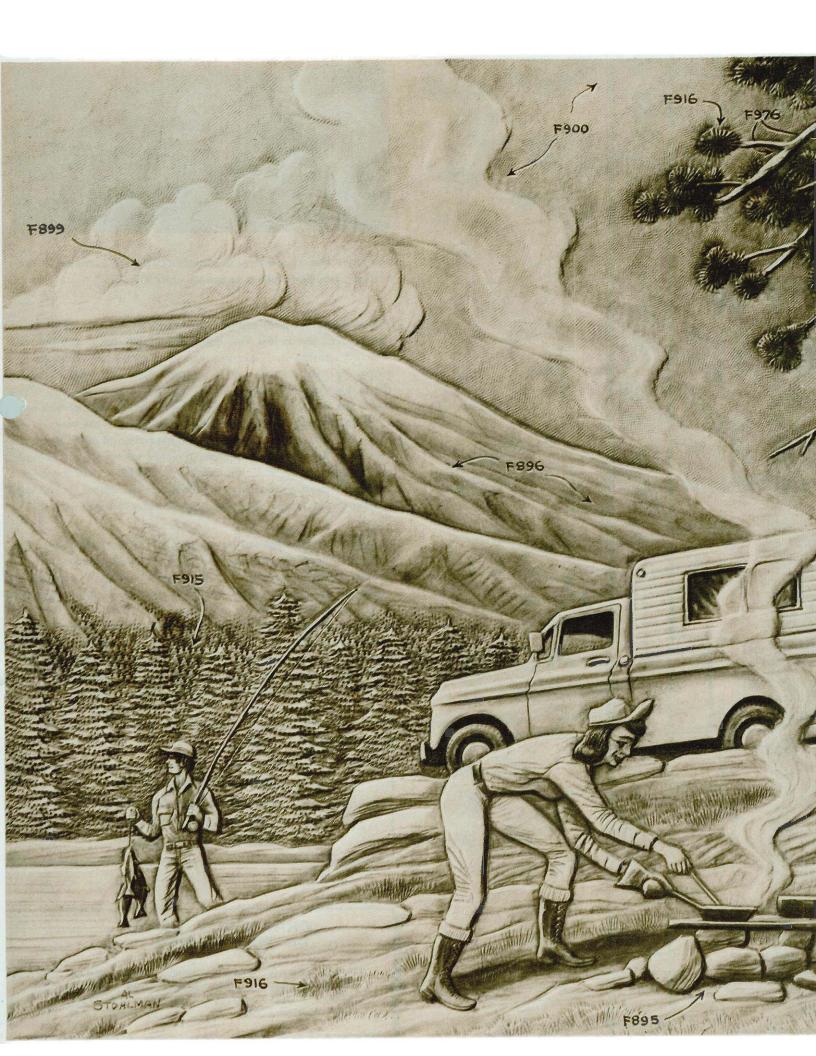


VACATION TIME

No. 1. This is the first of a series of four scenes, that when completed, will make the picture shown above. The picture size is 21" x 24". This picture is so designed that each of the doodle pages can be used as a single scene, or combinations can be used to form horizontal or vertical pictures (see suggestion on reverse side). The left or right half of the picture can be used as a scene . . . or the upper or lower half of the picture can be used as seperate scenes.

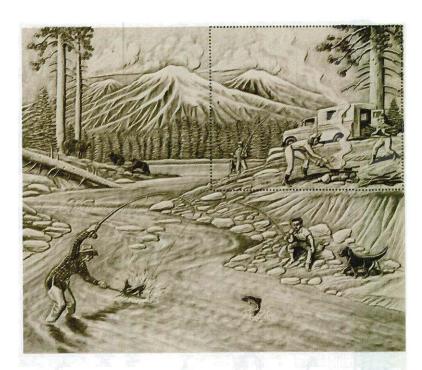
The Tracing Pattern for this scene is found on the back of the page. Trace all of the lines . . . including the dotted lines. Cut ONLY the solid lines . . . the dotted lines are to be used only as guides for beveling and modeling. Be sure to trace the figures as accurately as possible. Figures can be added or omitted as desired, to change your scene.

For those not too well acquainted with the art of figure carving . . . it is suggested that one or more of the following books be studied: FIGURE CARVING — HOW TO CARVE LEATHER — PICTORIAL CARVING — all instruction books in the art of figure carving. Pictorial Carving is most valuable for those desiring to learn the uses of the newest tools for making pine needles, trees, hairing effects, etc. Be sure to obtain this book.







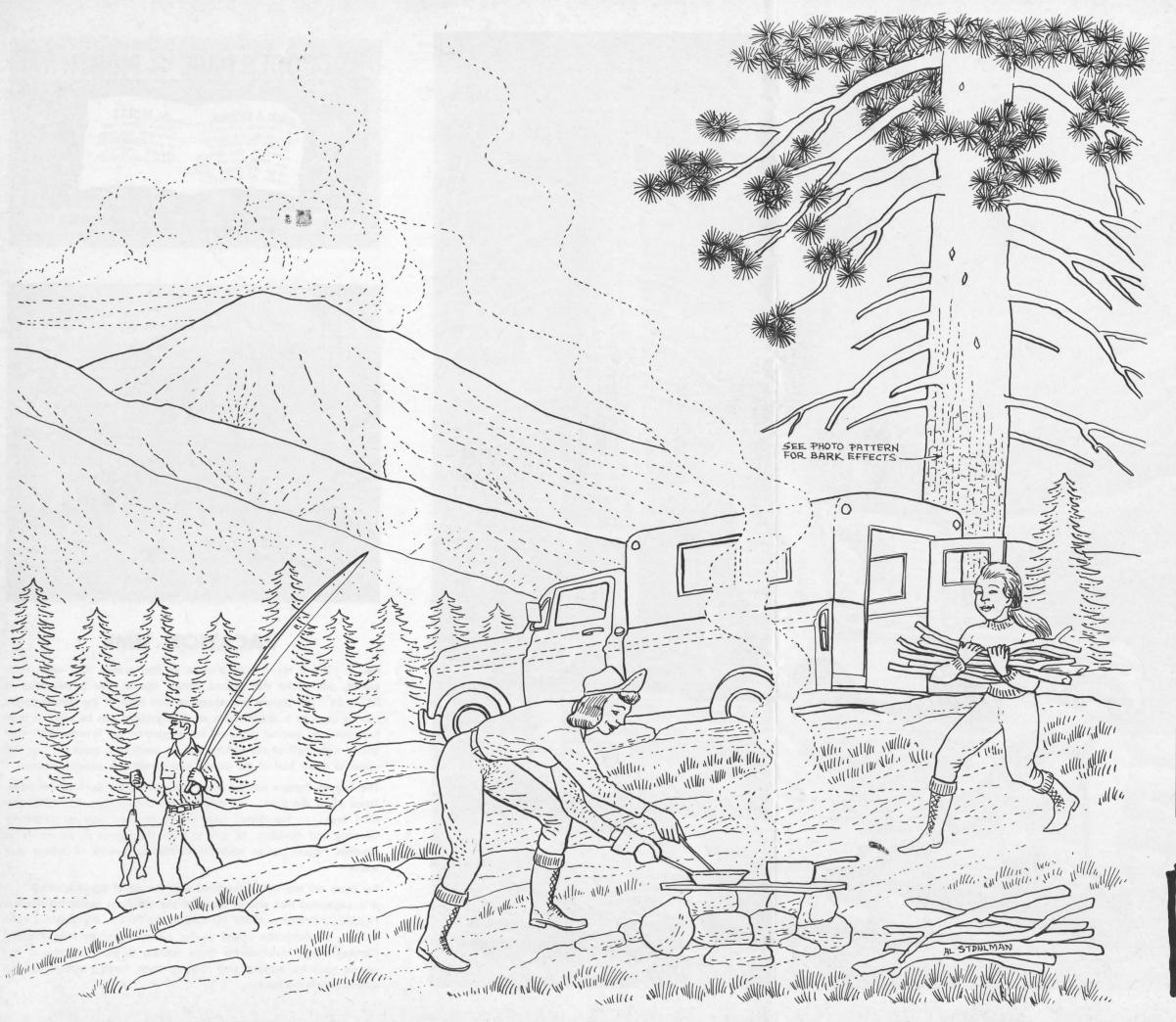


VACATION TIME

No. 1. This is the first of a series of four scenes, that when completed, will make the picture shown above. The picture size is 21" x 24". This picture is so designed that each of the doodle pages can be used as a single scene, or combinations can be used to form horizontal or vertical pictures (see suggestion on reverse side). The left or right half of the picture can be used as a scene... or the upper or lower half of the picture can be used as seperate scenes.

The Tracing Pattern for this scene is found on the back of the page. Trace all of the lines . . , including the dotted lines. Cut ONLY the solid lines . . . the dotted lines are to be used only as guides for beveling and modeling. Be sure to trace the figures as accurately as possible. Figures can be added or omitted as desired, to change your scene.

For those not too well acquainted with the art of figure carving . . . it is suggested that one or more of the following books be studied: FIGURE CARVING — HOW TO CARVE LEATHER — PICTORIAL CARVING — all instruction books in the art of figure carving. Pictorial Carving is most valuable for those desiring to learn the uses of the newest tools for making pine needles, trees, hairing effects, etc. Be sure to obtain this book.





The photo above shows how this month's page and next month's page can be combined to form a horizontal scene 10½"x24".

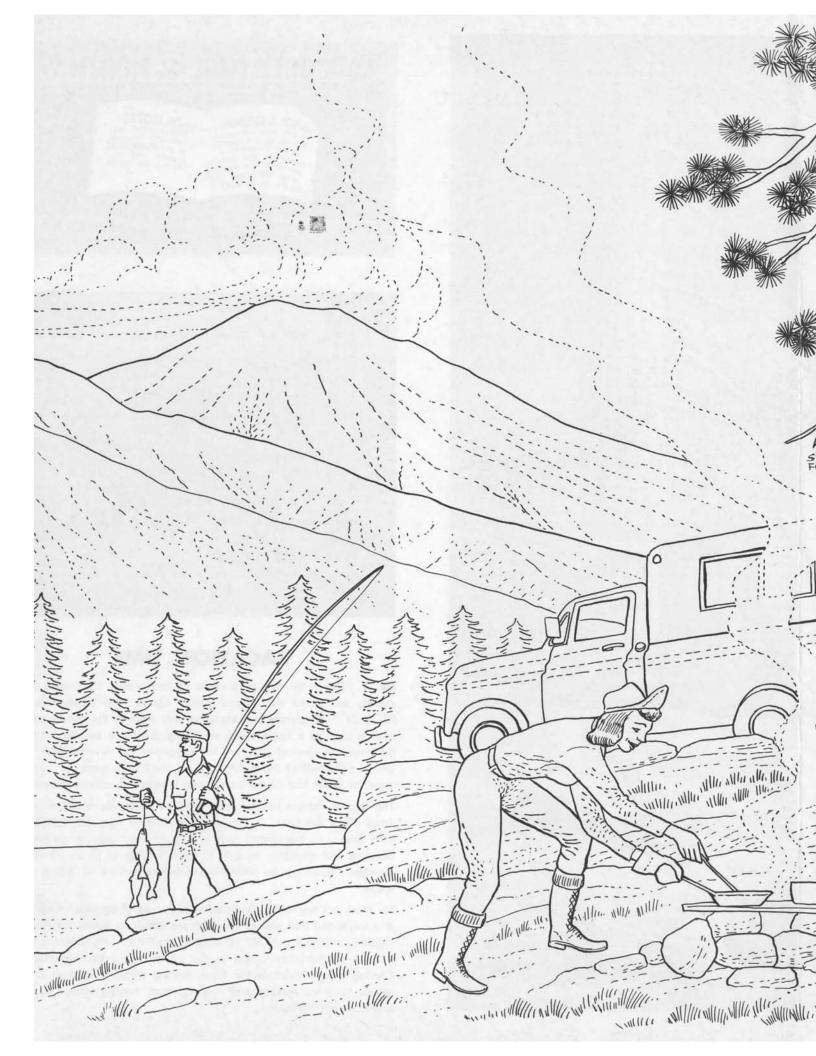
The carving procedures are the same as for all figure carving; carve the foremost objects first. Fine details are usually cut in with the knife after all beveling and stamping has been completed. Example: The fishing line, boot laces, outline of truck door, etc. When stamping the fir trees in the background, you will find it necessary to use the tips of the tool occasionally to work around the figures and most escially the fishing rod. Study the photo and you can see how this has been done. The most distant trees are added after all of the mountains have been beveled and also after the nearer trees have been beveled and matted around. Place the point of tool #F915 close together to form the impressions and give the illusion of the distant forest. Some practice on a scrap of leather may be necessary to achieve the desired effect.

Be sure to use the pointed bevelers to accent the hard-to-get areas and bring the design into sharper relief. Mat well around all of the beveled areas to knock down the beveled "ridge" and make a smoother appearance. Study the Photo Pattern. A rule or straight edge may be desireable for cutting the lines of the truck, door, etc. Always use the modeling tool to smooth out any rough beveling marks. This tool is also used to mark the bark-effects of the tree trunk, clothing wrinkles, etc. This series of Doodle Pages was dyed in the brown tones (as explained with the Dye Chart methods FIGURE CARVING & HOW TO CARVE LEATHER). If you wish to color your pictures, it is suggested that you obtain a copy of HOW TO COLOR LEATHER. This book gives dye formulas and many techniques on how to use the dye brushes.

Ask Your CRAFTOOL DEALER
About These New Patterns
"#22 PICTURE PATTERN"
"#23 PICTURE PATTERN"

CRAFTOOLS USED ON THIS DESIGN

F896 F895 F891 F890 F902 F941 F976 B198 B936 A98 A99 F898 F899 F900 F916 F912L F912R F915 HAIR BLADE 100M No. 3 MODELER







The photo above shows how this month's page and next month's page can be combined to form a horizontal scene 10½"x24".

The carving procedures are the same as for all figure carving; carve the foremost objects first. Fine details are usually cut in with the knife after all beveling and stamping has been completed. Example: The fishing line, boot laces, outline of truck door, etc. When stamping the fir trees in the background, you will find it necessary to use the tips of the tool occasionally to work around the figures and most especially the fishing rod. Study the photo and you can see how this has been done. The most distant trees are added after all of the mountains have been beveled and also after the nearer trees have been beveled and matted around. Place the point of tool #F915 close together to form the impressions and give the illusion of the distant forest. Some practice on a scrap of leather may be necessary to achieve the desired effect.

Be sure to use the pointed bevelers to accent the hard-to-get areas and bring the design into sharper relief. Mat well around all of the beveled areas to knock down the beveled "ridge" and make a smoother appearance. Study the Photo Pattern. A rule or straight edge may be desireable for cutting the lines of the truck, door, etc. Always use the modeling tool to smooth out any rough beveling marks. This tool is also used to mark the bark-effects of the tree trunk, clothing wrinkles, etc. This series of Doodle Pages was dyed in the brown tones (as explained with the Dye Chart methods FIGURE CARVING & HOW TO CARVE LEATHER). If you wish to color your pictures, it is suggested that you obtain a copy of HOW TO COLOR LEATHER. This book gives dye formulas and many techniques on how to use the dye brushes.

Ask Your CRAFTOOL DEALER

About These New Patterns
"#22 PICTURE PATTERN"
"#23 PICTURE PATTERN"

CRAFTOOLS USED ON THIS DESIGN

F896 F895 F891 F890 F902 F941 F976 B198 B936 A98 A99 F898 F899 F900 F916 F912L F912R F915 HAIR BLADE 100M No. 3 MODELER