

## 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)

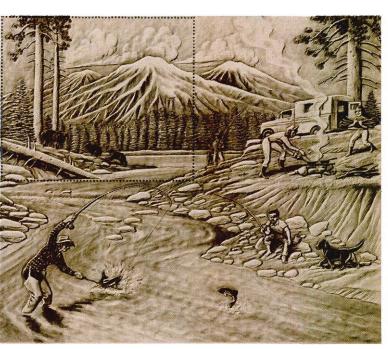
Please note: When printing on a home printer, the edges may get cut off. To avoid this, make sure "Page Scaling" is set to "Shrink to Printable Area" in the Adobe Reader print dialogue box. This will decrease the size of the Doodle Page a very small amount.



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







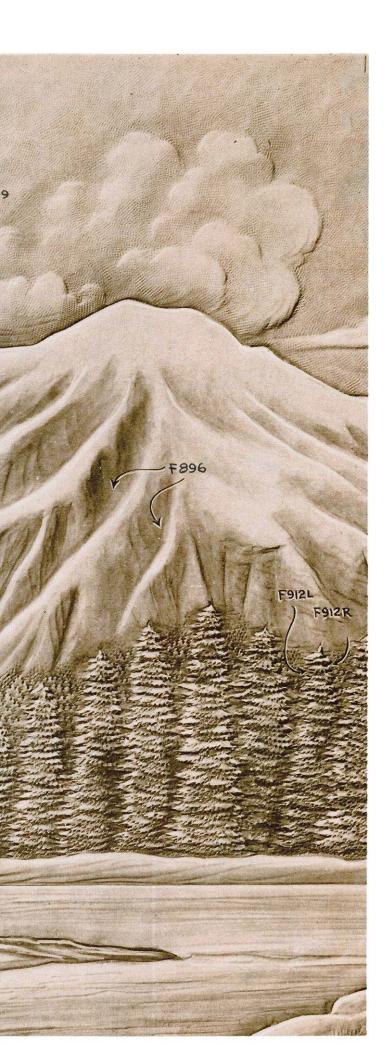
## **VACATION TIME**

No. 2. This is the second of a four part series that will make the picture shown above, when completed. Different portions of the four pages can be used to form horizontal or vertical pictures (see the suggestion on the reverse side). The left or right half of the picture can be used as a scene, or the upper or lower half can be used for a sperate scene.

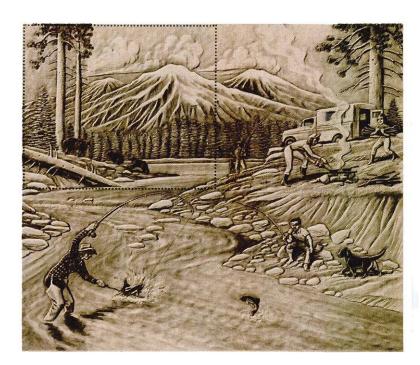
The Tracing Pattern for this month's page is on the reverse side. Trace all the lines, including the dotted lines. However, when cuting . . . cut only the solid lines . . . the dotted lines are used as guides for beveling and modeling. You will note that the fir tree (directly behind the bear on the left of the tracing) is composed of all dotted lines. None of the lines on this tree should be cut. The first step in making this tree is to bevel all around the outlines in an irregular manner, as shown, with small bevelers. The tree is then completed with the new "pine tree" tools to stamp the needle effect of the branches. Study the Photo pattern carefully and note how these tools have been used. For more comprehensive study, obtain a copy of PICTORIAL CARVING. This book gives step-by-step instruction on how to make all of these trees.

The trees in the background are stamped in a different manner. You will note that the upper part of the branches is a solid line . . . the lower part of the branches; a dotted line. The top line (solid line) is first cut with the swivel knife, then this cut is beveled on







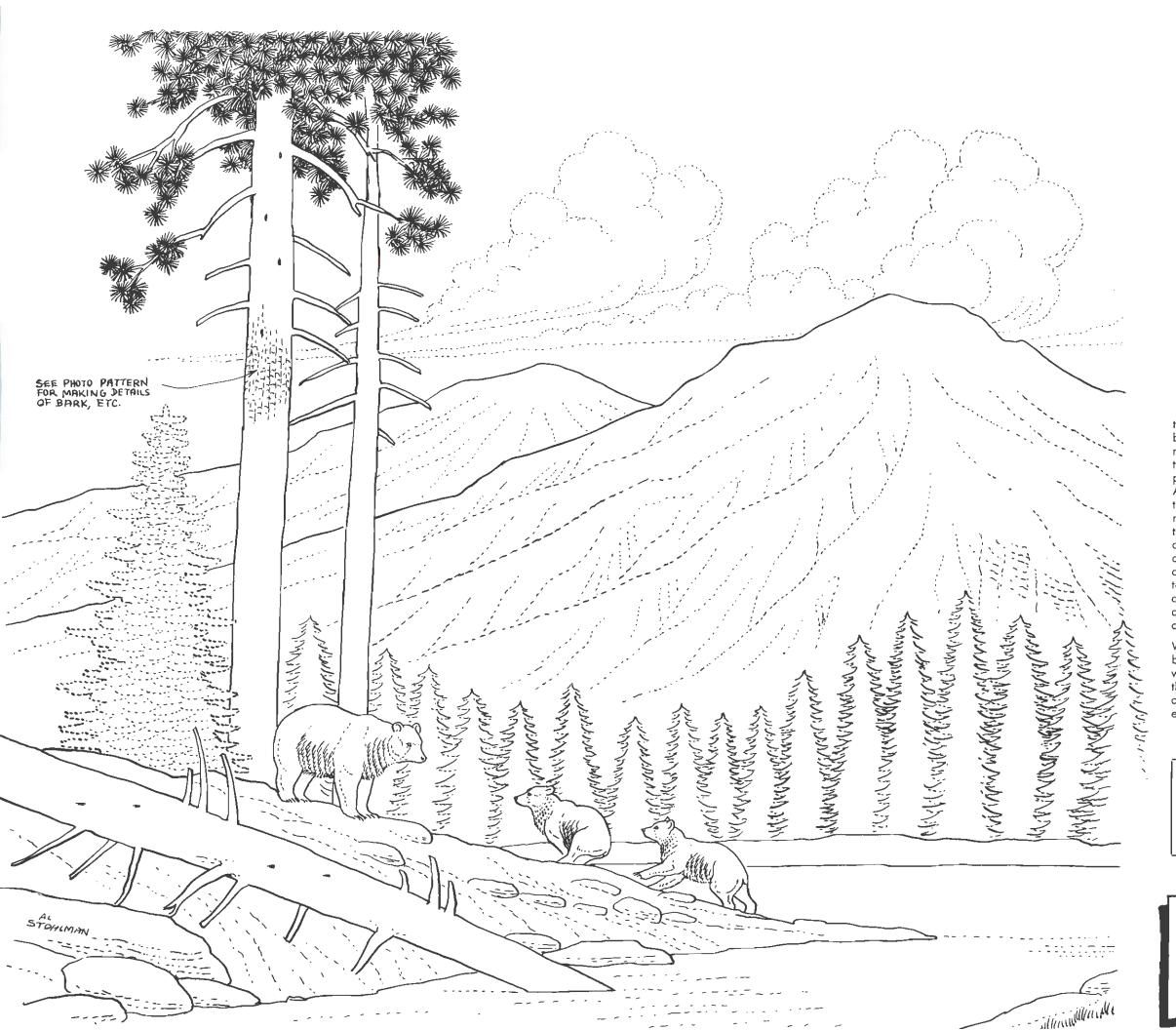


### **VACATION TIME**

No. 2. This is the second of a four part series that will make the picture shown above, when completed. Different portions of the four pages can be used to form horizontal or vertical pictures (see the suggestion on the reverse side). The left or right half of the picture can be used as a scene, or the upper or lower half can be used for a sperate scene.

The Tracing Pattern for this month's page is on the reverse side. Trace all the lines, including the dotted lines. However, when cuting . . . cut only the solid lines . . . the dotted lines are used as guides for beveling and modeling. You will note that the fir tree (directly behind the bear on the left of the tracing) is composed of all dotted lines. None of the lines on this tree should be cut. The first step in making this tree is to bevel all around the outlines in an irregular manner, as shown, with small bevelers. The tree is then completed with the new "pine tree" tools to stamp the needle effect of the branches. Study the Photo pattern carefully and note how these tools have been used. For more comprehensive study, obtain a copy of PICTORIAL CARVING. This book gives step-by-step instruction on how to make all of these trees.

The trees in the background are stamped in a different manner. You will note that the upper part of the branches is a solid line  $\dots$  the lower part of the branches; a dotted line. The top line (solid line) is first cut with the swivel knife, then this cut is beyeled on



The photo shows how this month's page and next month's page can be joined to form a vertical scene. This would make an ideal scene for office, home or den... for the fishing or sporting enthusiast or outdoor man. Dye the picture in tones of brown, or color if desired.



the top side. Tools #F912L -- #F912R are then used to form the branches. The "L" tools are used on the left side of the tree (to midway) . . . and the "R" tools are used on the right side of the tree. Study the Photo Pattern and note how closely these tool impressions are placed . . . and in an irregular manner to add realism. After using these tools, the pointed beveler #F902 is used between the outer branches to accent them and bring the trees into greater relief. The figure bevelers are then used to mat down the area between the trees and mat back to the mountains. The larger tools are, of course, used on the mountains to "fade" the matting back away from the trees. After all of the mountains have been beveled and matted (see Photo) then use tool #F915 to create the very distant trees. The pine needles on the large trees at left-top of page are made with #F917. PICTORIAL CARVING gives full step-by-step details on how this is best accomplished. Space here does not permit complete instruction.

When carving the bears, the shaggy under parts around the neck and belly is accented with #F902. Hair is put on with #F917, combin with the hair blade #100M. Use the modeling tool No. 3 to model the face and shape the eyes. The modeler is also used to smooth out any rough beveling marks, making the bark on the large trees, etc. Study the Photo.

#### "FIGURE CARVING"

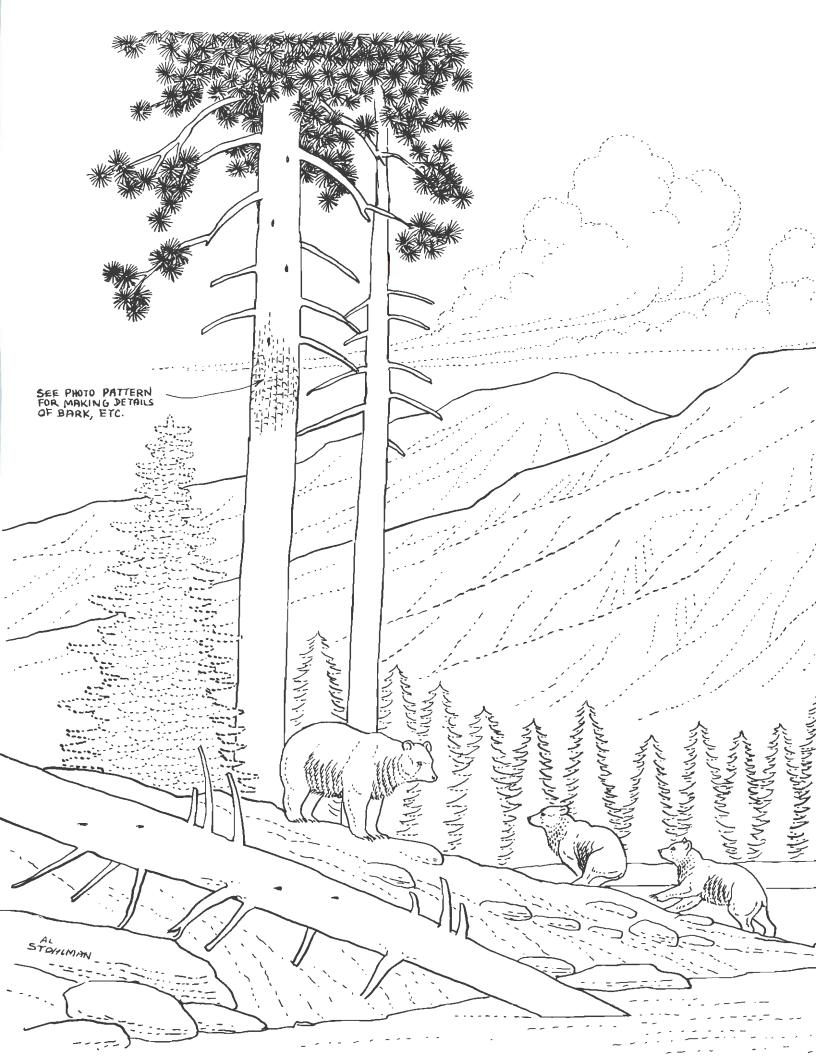
The complete Instruction Book

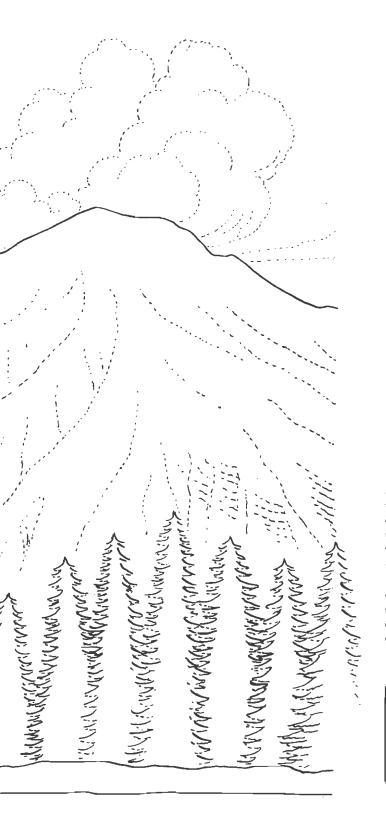
Exclusively concerned with the Art of Figure-Carving

Available at your CRAFTOOL DEALER

# CRAFTOOLS USED ON THIS DESIGN

F 896 F895 F891 F890 F902 F941 B198 B936 A98 A99 A888 F917 F898 F899 F900 F915 F912L F912R F913L F913R F914L F914R HAIR BLADE 100M No. 3 MODELER





.. - diminilliniale

The photo shows how this month's page and next month's page can be joined to form a vertical scene. This would make an ideal scene for office, home or den... for the fishing or sporting enthusiast or outdoor man. Dye the picture in tones of brown, or color if desired.



the top side. Tools #F912L - #F912R are then used to form the branches. The "L" tools are used on the left side of the tree (to midway) . . . and the "R" tools are used on the right side of the tree. Study the Photo Pattern and note how closely these tool impressions are placed . . . and in an irregular manner to add realism. After using these tools, the pointed beveler #F902 is used between the outer branches to accent them and bring the trees into greater relief. The figure bevelers are then used to mat down the area between the trees and mat back to the mountains. The larger tools are, of course, used on the mountains to "fade" the matting back away from the trees. After all of the mountains have been beveled and matted (see Photo) then use tool #F915 to create the very distant trees. The pine needles on the large trees at left-top of page are made with #F917. PICTORIAL CARVING gives full step-by-step details on how this is best accomplished. Space here does not permit complete instruction.

When carving the bears, the shaggy under parts around the neck ard belly is accented with #F902. Hair is put on with #F917, combin with the hair blade #100M. Use the modeling tool No. 3 to model the face and shape the eyes. The modeler is also used to smooth out any rough beveling marks, making the bark on the large trees, etc. Study the Photo.

#### "FIGURE CARVING"

The complete Instruction Book

Exclusively concerned with the Art of Figure-Carving

Available at your CRAFTOOL DEALER

# CRAFTOOLS USED ON THIS DESIGN

F896 F895 F891 F890 F902 F941 B198 B936 A98 A99 A888 F917 F898 F899 F900 F915 F912L F912R F913L F913R F914L F914R HAIR BLADE 100M No. 3 MODELER