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DIGITAL MEDIA FOR LEATHERCRAFTERS



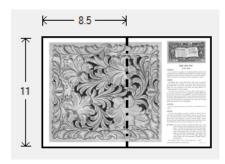
Doodle Page Digital Download

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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

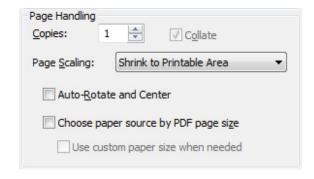
The tiled pages give you the option of printing the full sized Doodle Pages at home. You print the tiled pages and then assemble them to make the larger patterns.

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

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

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





SKIINGBy AL STOHLMAN

This month we take a trip to the snow capped peaks with some designs for the skiing enthusiast. The figures are presented in various sizes and positions in the hopes that they will be useful for your own carving needs. It is recommended that the checked tools be used in the sky areas to create more contrast with the snow areas. When matting around the figures (at snow areas) use the smooth, figure bevelers. Study the Photo to note the uses of these tools and the effects of the contrasts.

Use the small figure bevelers for working out the tiny details of the figures, etc. The No. 3 modeling tool is also used for modeling the facial expressions, the wrinkles of the clothing, etc. After beveling around the figures . . . use the modeling spoon to round the edges. Use the photo pattern as your guide. For those unfamiliar with figure carving, it is suggested they study figure carving books available: "HOW TO CARVE LEATHER," "PICTORIAL CARVING" for complete step by step details, "HOW TO COLOR LEATHER" is a good book on the techniques of dyeing leather in both color and monotone harmony.

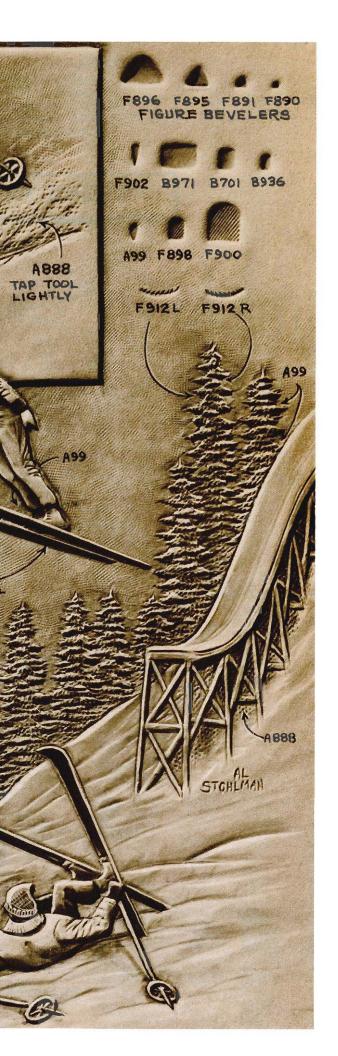
The reverse side of this page offers all of the Tracing Patterns for the figures shown . . . as well as a few more. All of the figures are shown in their related perspective to each other to aid you in using any, or all, of them to form a snow scene of your own. The clothing or dress of the individual figures can be changed or altered to fit your own needs. For special effects, these figures would look very good if dyed in bright colors . . . and snow areas dyed in white. Be sure to use the Photo Pattern as a guide when carving and modeling your own work . . . happy skiing.

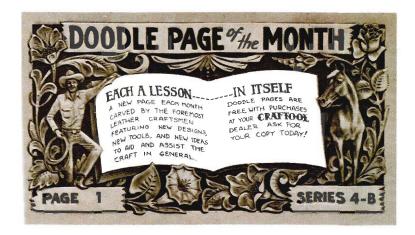


HOW TO COLOR LEATHER by Al Stohlman is a must for the beginning and professional leather craftsman. It contains 90 step-by-step illustrations, 8 full color pictures, full page color wheel and 5 color and dye mixing charts. Explains cross dyeing, figure coloring, highlighting, shading, etc. 34 pages printed in full color.

#6053 How to Color Leather\$2.00 ea.







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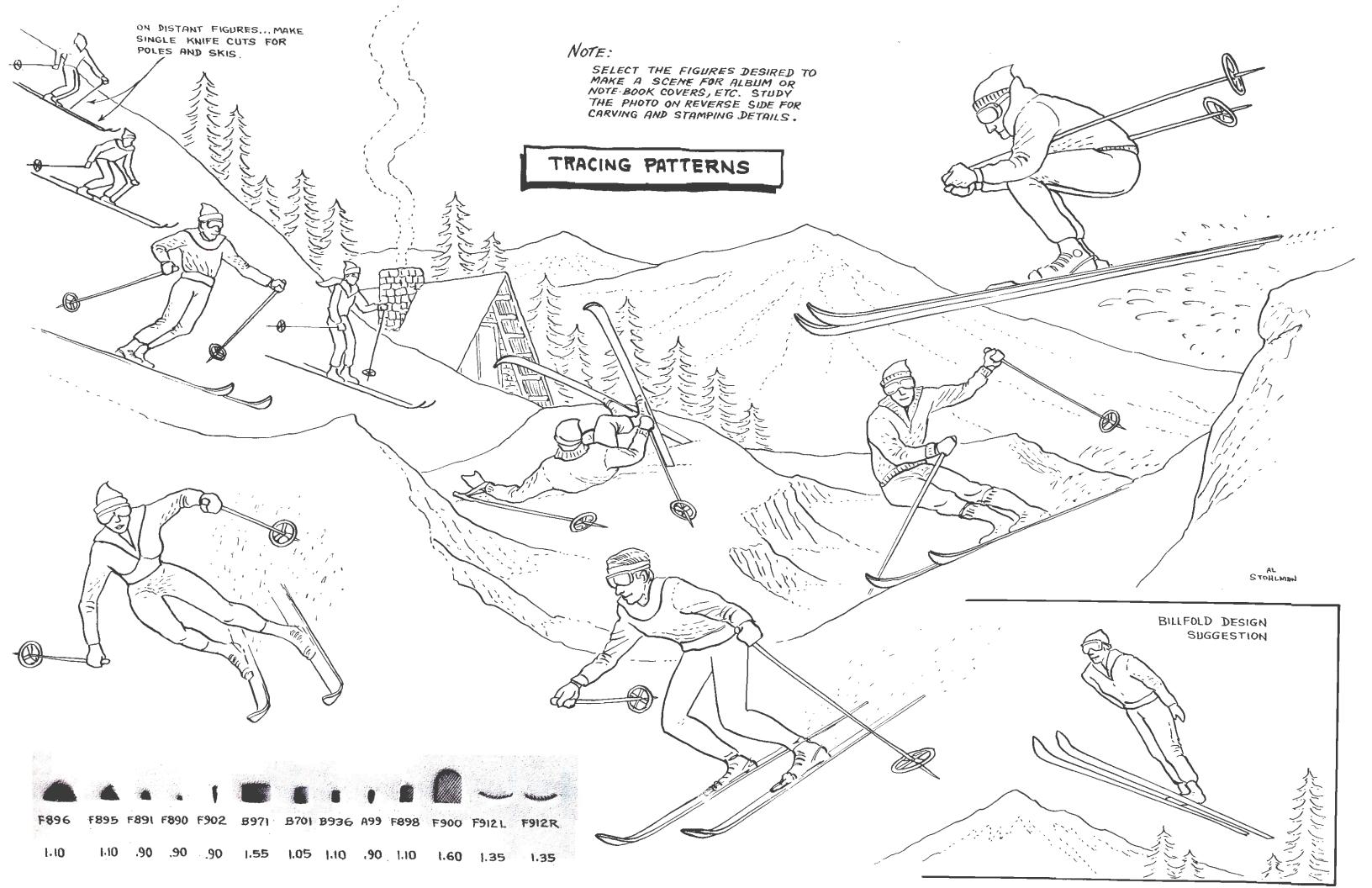
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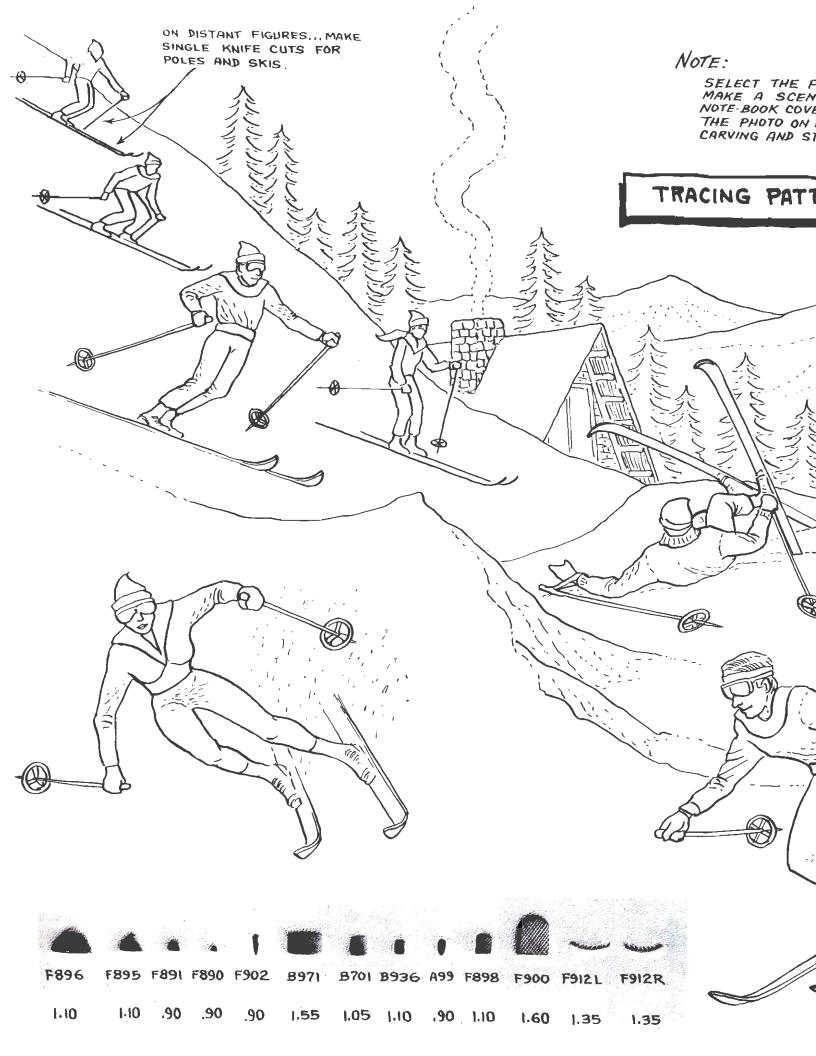
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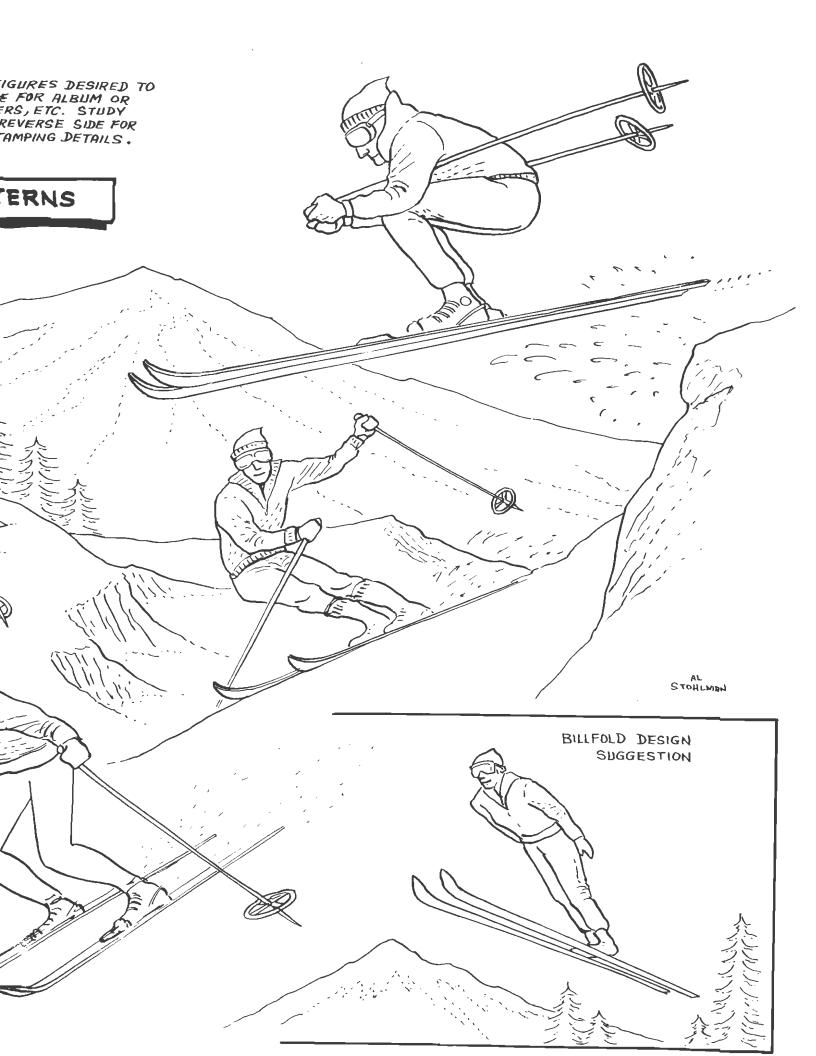


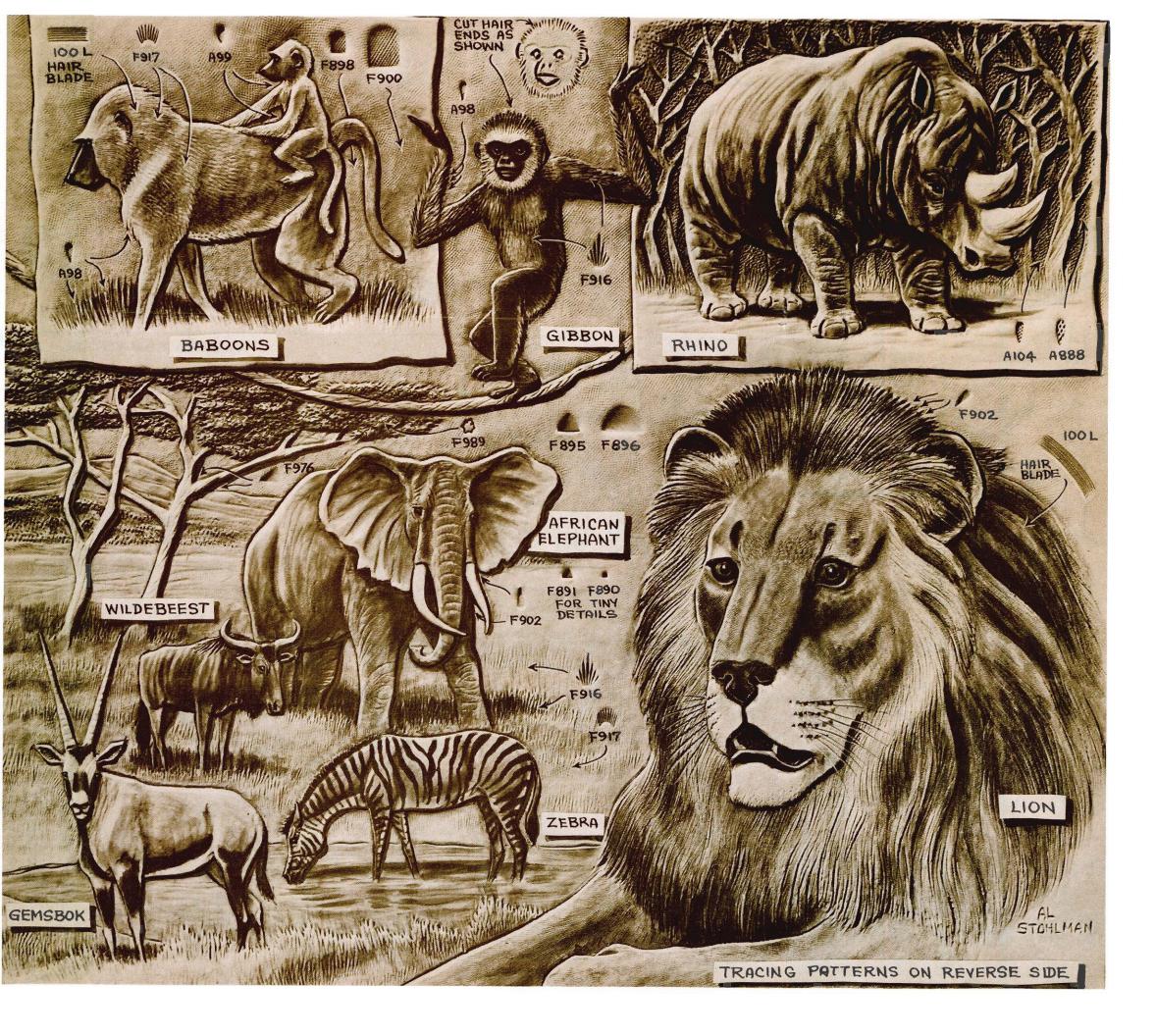
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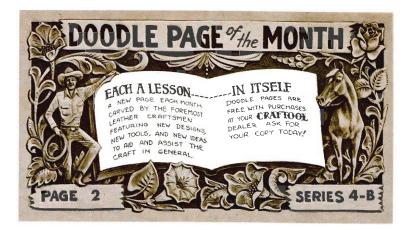
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AFRICAN ANIMALS By AL STOHLMAN

There have been many requests for patterns of animals of an exotic nature. The animals of Africa no doubt produce some of the most unusual types. With a limited amount of space, we can only reproduce a very small segment of the animal population. The animals selected offer a variety of carving and hairing techniques that can, however, be applied to other similar animal types. The hairing techniques shown on this page are taken from the book: "PICTORIAL CARVING." This book shows the uses of the latest figure carving tools that have been created to aid and speed-up your figure carving work.

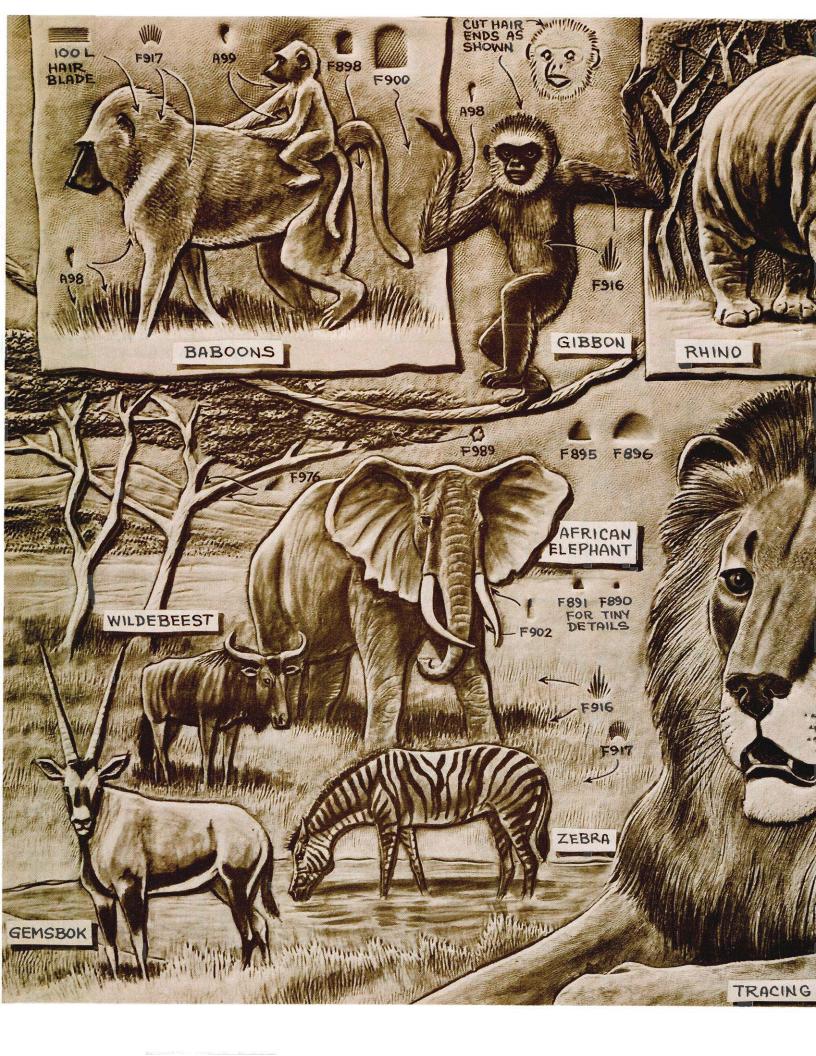
Note the extremely different hair effects of the Gibbon and the Lion! Tool #F916 is very effective for "hairing" the Gibbon. Use #A98 or #F902 (pointed tools) to accent the hair ends as shown in the photo. Note the contrast of hair effects on the Lion. The face and leg hairs are applied with the New Hair Blade #100L... using short, irregular strokes conforming to the natural growth of the real animal's hair. The long, fine mane hairs are created with the swivel knife and the Hair Blade #100L. Long strokes are cut with the knife first... beveling the contours of the mane with #F896 next. Use the hair blade then in long, pulling strokes to complete the mane. The main body hairs of the Baboon are made with #F917... completing with Hair Blade #100L. One can readily see the importance of the new "Hair" tools when carving these figures. Study the Photo carefully and use it as your guide when stamping your own figures.

Tracing Patterns are offered, on the reverse side, for all of the figures shown here . . . as well as some extra patterns and pictorial suggestions. The Woolly Monkey would have the same hairing techniques as applied to the Baboon. When carving the Zebras . . . do not cut the stripes. The stripes are added with a fine dye-brush after all stamping and modeling has been completed. Pleasant safari!

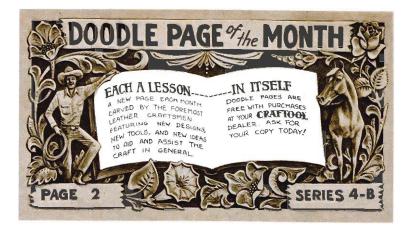


Pictorial Carving shows you how to carve animals, birds, flowers and scenery. Provides step-by-step instructions on the use of basic figure carving tools. Written by expert figure carver, Al Stohlman. 16 pages. Size $8\frac{1}{2}$ " x 11". Dozens of patterns, detailed drawings, etc.

#6037 Pictorial Carving\$1.00 ea.







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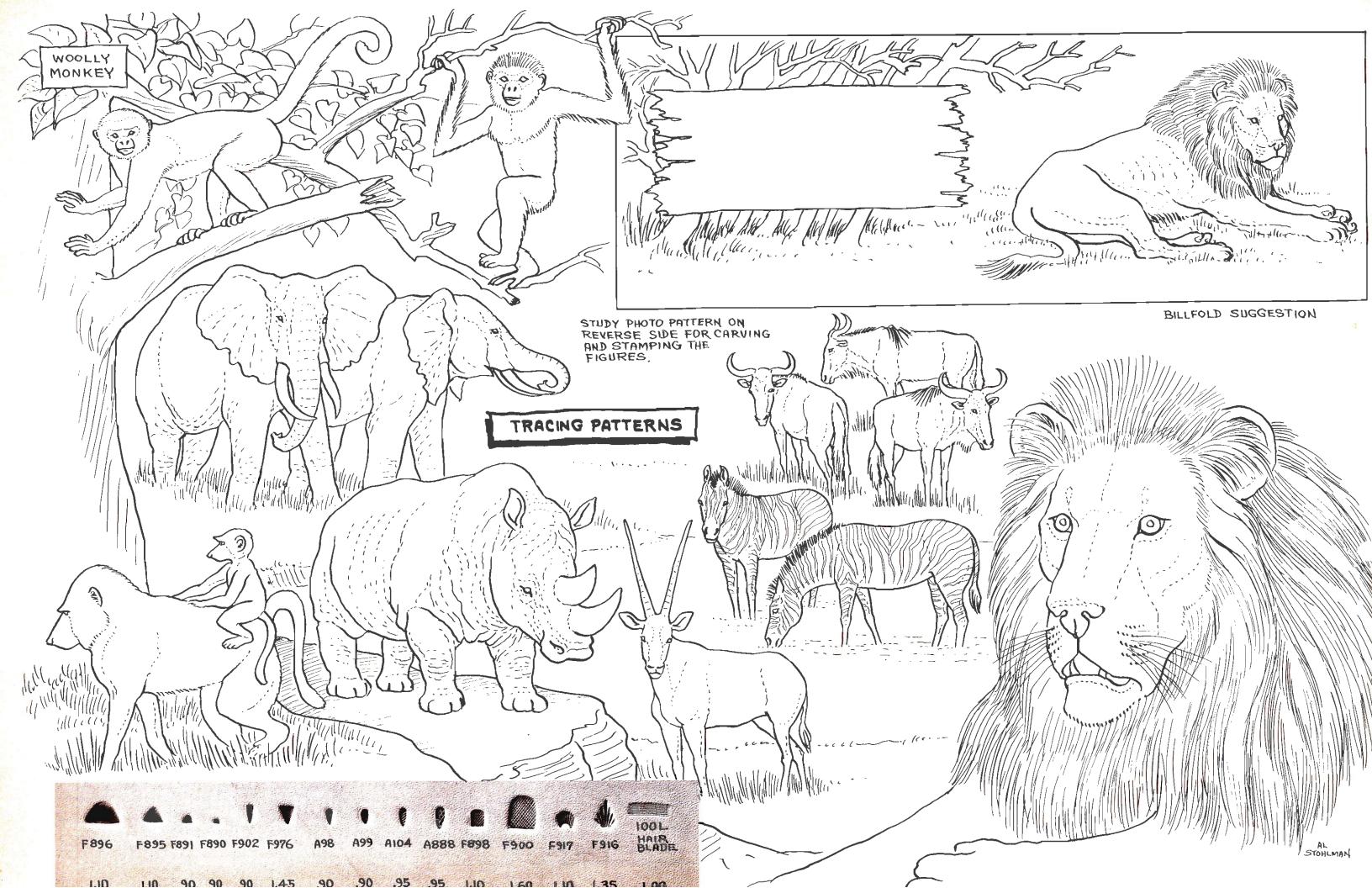
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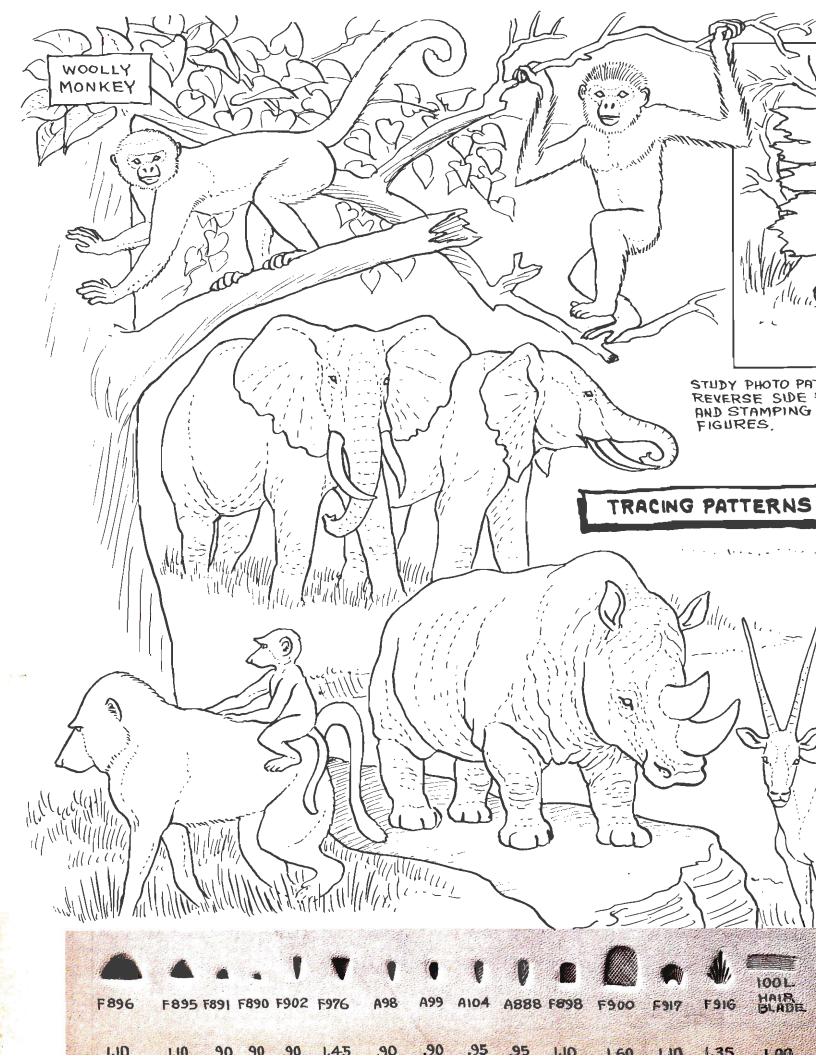
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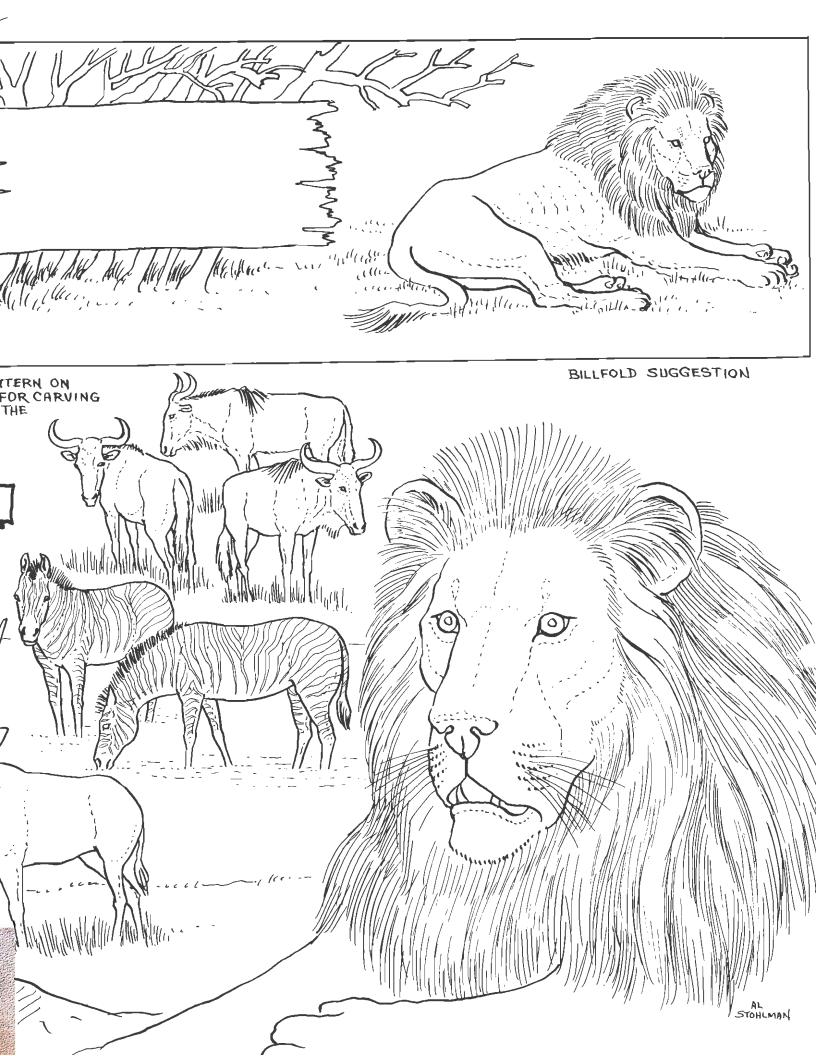


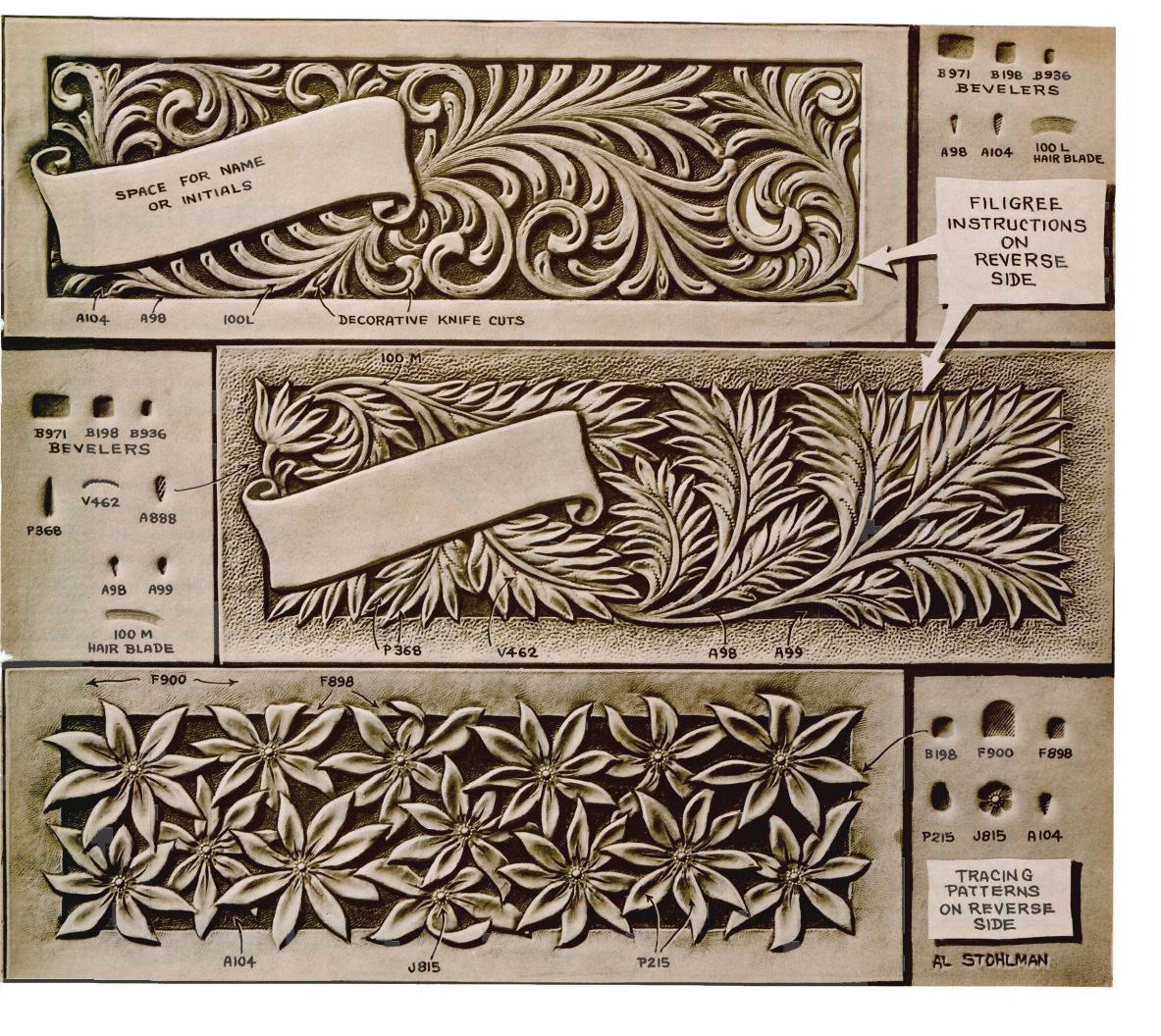
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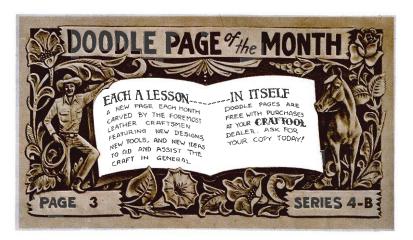
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BILLFOLD DESIGNS

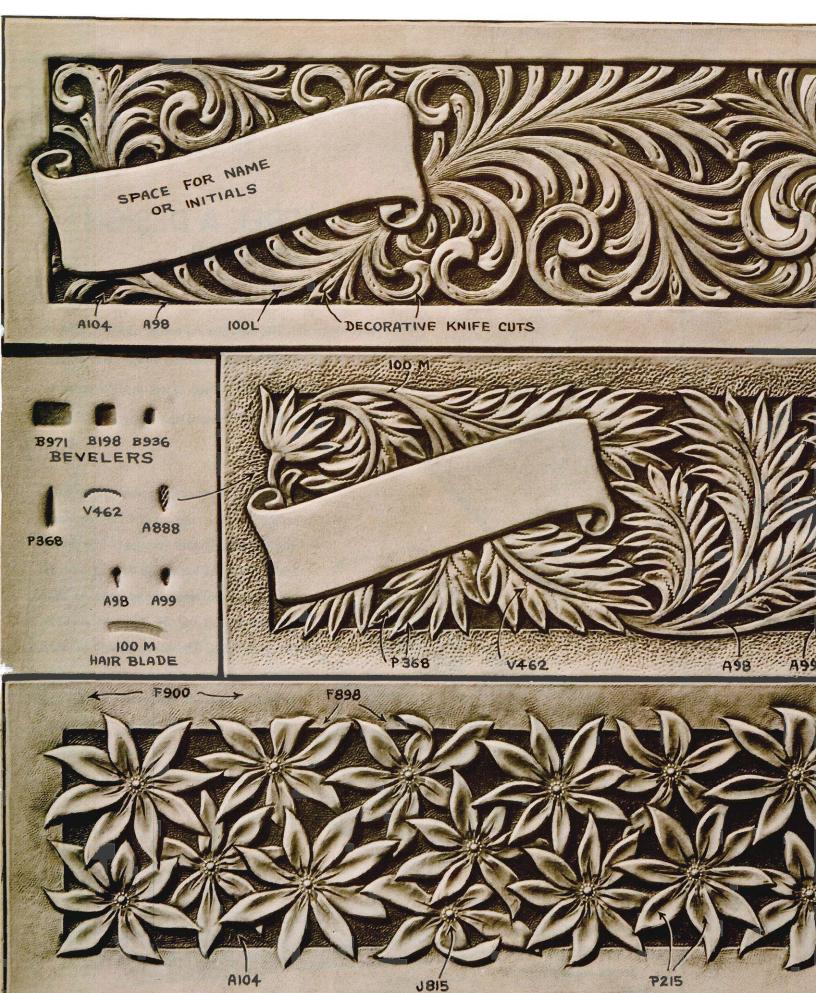
By AL STOHLMAN

This month we are offering some unusual billfold designs with challenging aspects for those desiring filigree work. All of these patterns are designed to filigree. A small portion of the two top designs have been filigreed to show the effect. Filigreeing instructions are presented on the reverse side of this page.

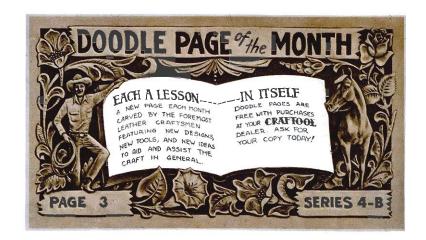
Very few tools are required to carve each of these designs. The tools used for each design are shown at the end of each. Only three bevelers are used on the Scroll design at top. Even the largest of these bevelers could be omitted . . . but I should like to point out that faster and smoother beveling results from using the largest tool where possible. If the design is to be filigreed, the background tools can be omitted altogether. The only other tool used on this design is the hair blade #100L . . . used to "line" the stems. Study the Photo.

The Leaf design (center) is also similar in plainness . . . altho' one or more tools have been used. #A888 has been used around the outside border solely to create contrast and effect. Stippling with the stylus end of the modeler will produce the same effect, however take longer to accomplish. No decorative cutting is used on this design. Backgrounding is done with the two tools: A98 and A99. A98 is ideal for the fine, pointed areas. If the design is to be filigreed, these tools are not required.

The Floral pattern at bottom is the simplest of the three to carve. This design is simply composed of flowers . . . and need not be limited to the billfold area shown. Beveler #B198 is the only beveler required. You may use the Pear Shader and the Flower Center of your choice. Background with A104 or Filigree if desired. The matting tools used around the outside border area are optional. So . . . for designs that are different . . . with few tools required . . . we hope these will be of use to you. See reverse side for Filigreeing instructions.







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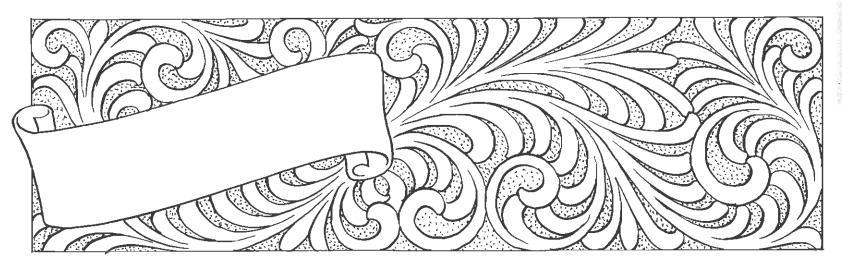
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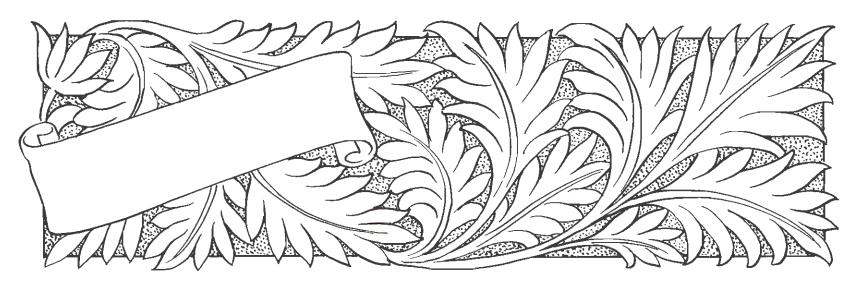
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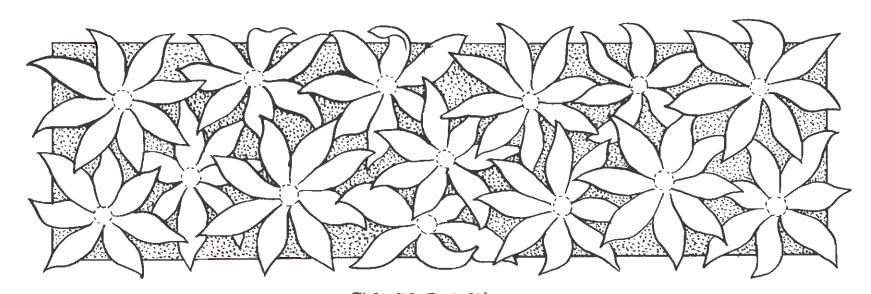
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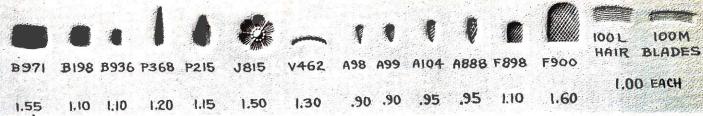
SCROLL DESIGN



LEAF DESIGN



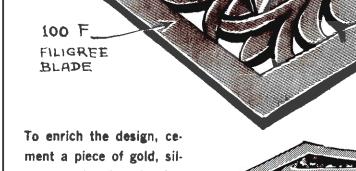
FLOWER DESIGN



HOW TO FILIGREE A DESIGN by AL STOHLMAN

If a design is to be filigreed, it is not usually necessary to background. The background areas, however, should be beveled around the edges of the design. Use a hand punch or a round drive punch to cut out the areas in the small, curved segments of the design . . . as in scrolls shown at left.

After the small curved areas have been punched out . . . use a 100F Filigree blade in your swivel knife (or use Xacto knife) and cut out the background areas. Always cut away from intersecting lines so that the design will not be impaired in case the knife slips. The blade should be very sharp . . . and a single cut made thru the total thickness of the leather with one movement. After filigreeing, apply your favorite leather dressing thoroughly, working well into the filigreed areas.



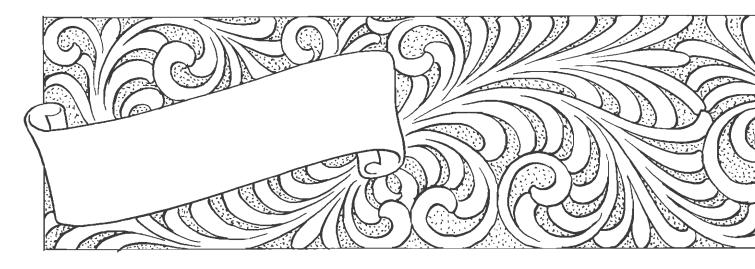
GOLD, SILVER ... OR

COLORED LEATHER

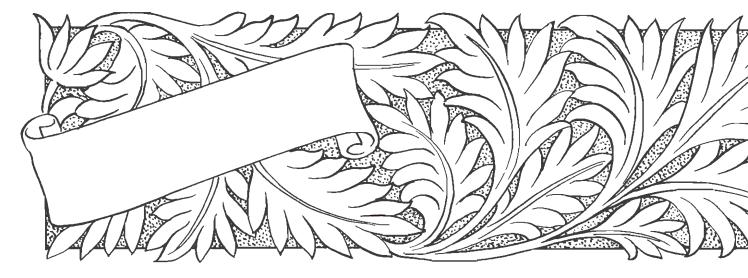
ROUND

DRIVE PUNCH

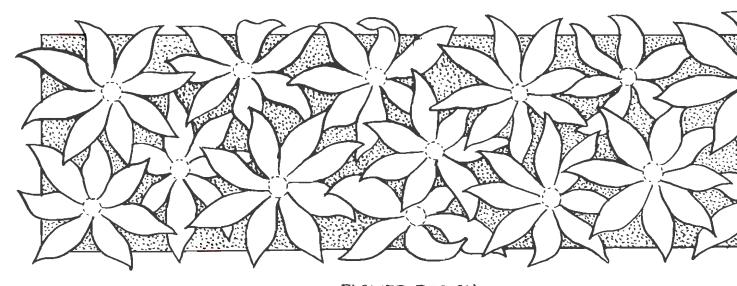
To enrich the design, cement a piece of gold, silver, or colored leather behind the filigreed areas . . . before assembling the billfold.



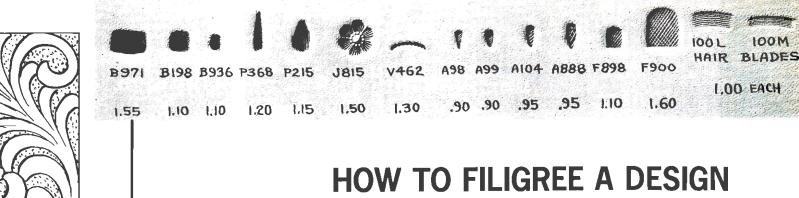
SCROLL DESIGN



LEAF DESIGN



FLOWER DESIGN

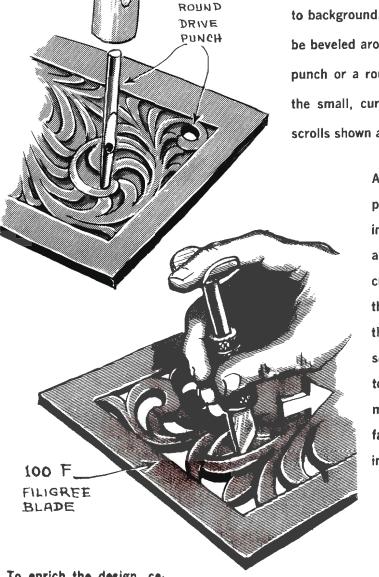


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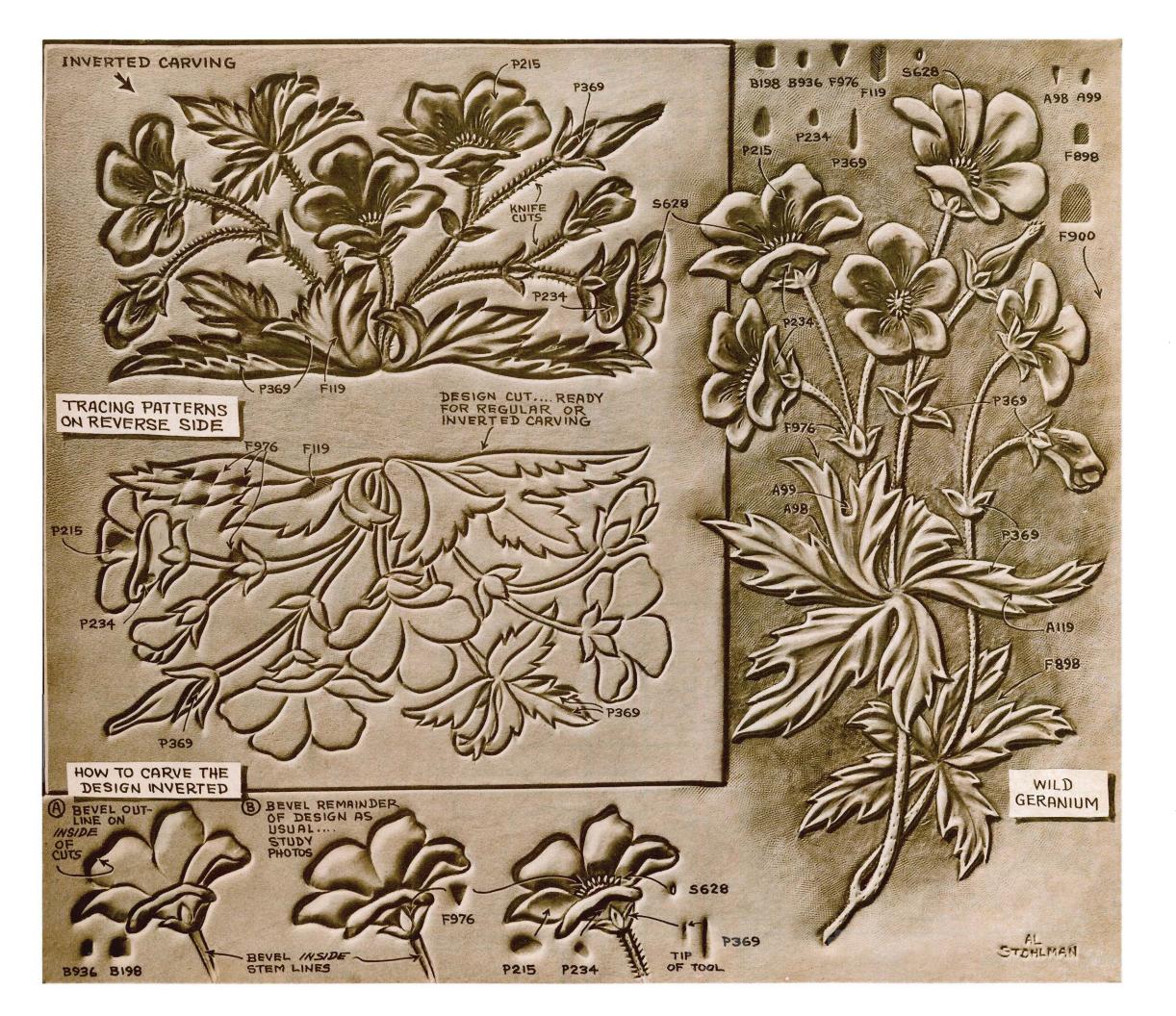
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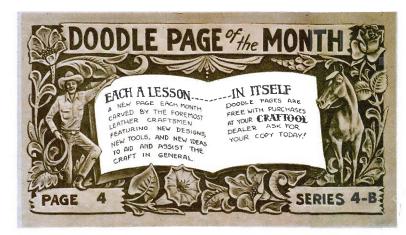
> > FLESH



To enrich the design, cement a piece of gold, silver, or colored leather behind the filigreed areas ... before assembling the billfold.







WILD GERANIUM

By AL STOHLMAN

This month we offer something a little different in floral carving. The same, or similar techniques can be used in carving similar flowers with fine stems, etc. This design is presented in the Regular Carving manner... and the Inverted Carving manner. I have heard so often that many craftsmen are afraid to try the Inverted method of carving as it is difficult. The contrary is true... Inverted Carving is actually easier, faster, and takes less tools to execute... as there is absolutely no background work involved.

One of the questions always arising is ... "How do I know which side of the line to bevel for Inverted Carving?" There seems to be some confusion on this ... but it can be explained very simply. If you are in doubt on the beveling ... follow this very simple rule: First ... bevel all around the *outlines* of the design ... on the *inside* of the cuts. Second ... complete the rest of the beveling in the regular manner.

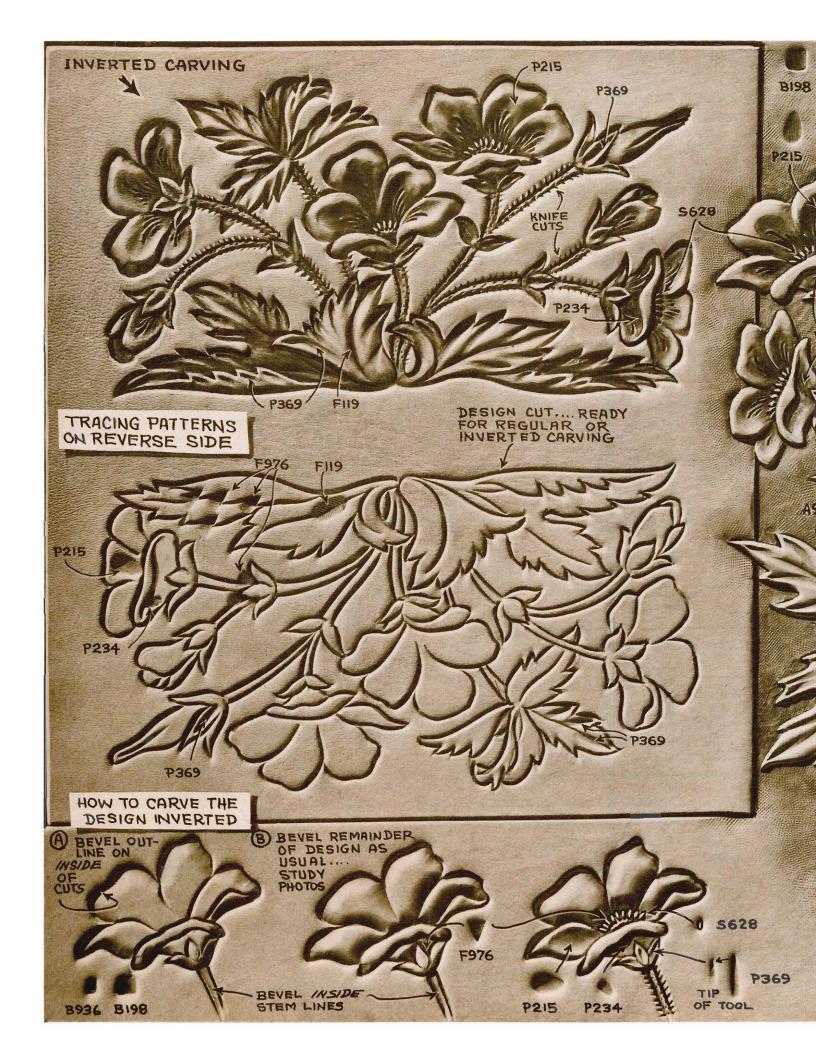
Study the steps at the bottom of the page for carving the flower; inverted. First, the design is cut as usual. Next, the bevelers are used to bevel *inside* the cuts . . . all around the outline edges of the flower; see photo. Now . . . for the remainder of the beveling . . . do it in the regular manner . . . just as though you were doing the design in the conventional manner. You will notice that all of the beveling within the design outlines are beveled in the regular manner . . . only the outlines of the design are beveled on the inside of the cuts. It is just as simple as that!

The pear-shading, seeding, and remainder of the work is carried out in the same manner as conventional carving. Jump in and get your feet wet with Inverted Carving. Once you get the "hang" of it you'll be wanting to carve everything inverted. Fine lined designs are very adaptable to Inverted Carving. The inverted techniques are profusely illustrated in comprehensive step-by-step form in the Book: "Inverted Carving." This is a huge book chock-full of more new-carving ideas and patterns than can be mentioned. See reverse side of this page for additional Wild Geranium patterns.

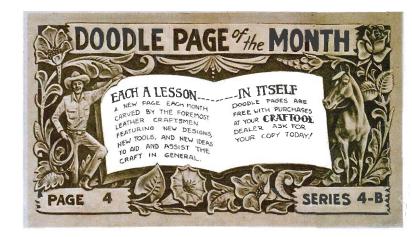


Inverted Leather Carving is fresh, right up-to-date. Requires fewer tools than regular carving. This 48 page book, written by Al Stohlman, contains dozens of patterns, design suggestions, tips and hints, etc. Every step is fully explained and clearly illustrated so there's no guesswork.

#6044 Inverted Leather Carving.......\$5.00 ea.







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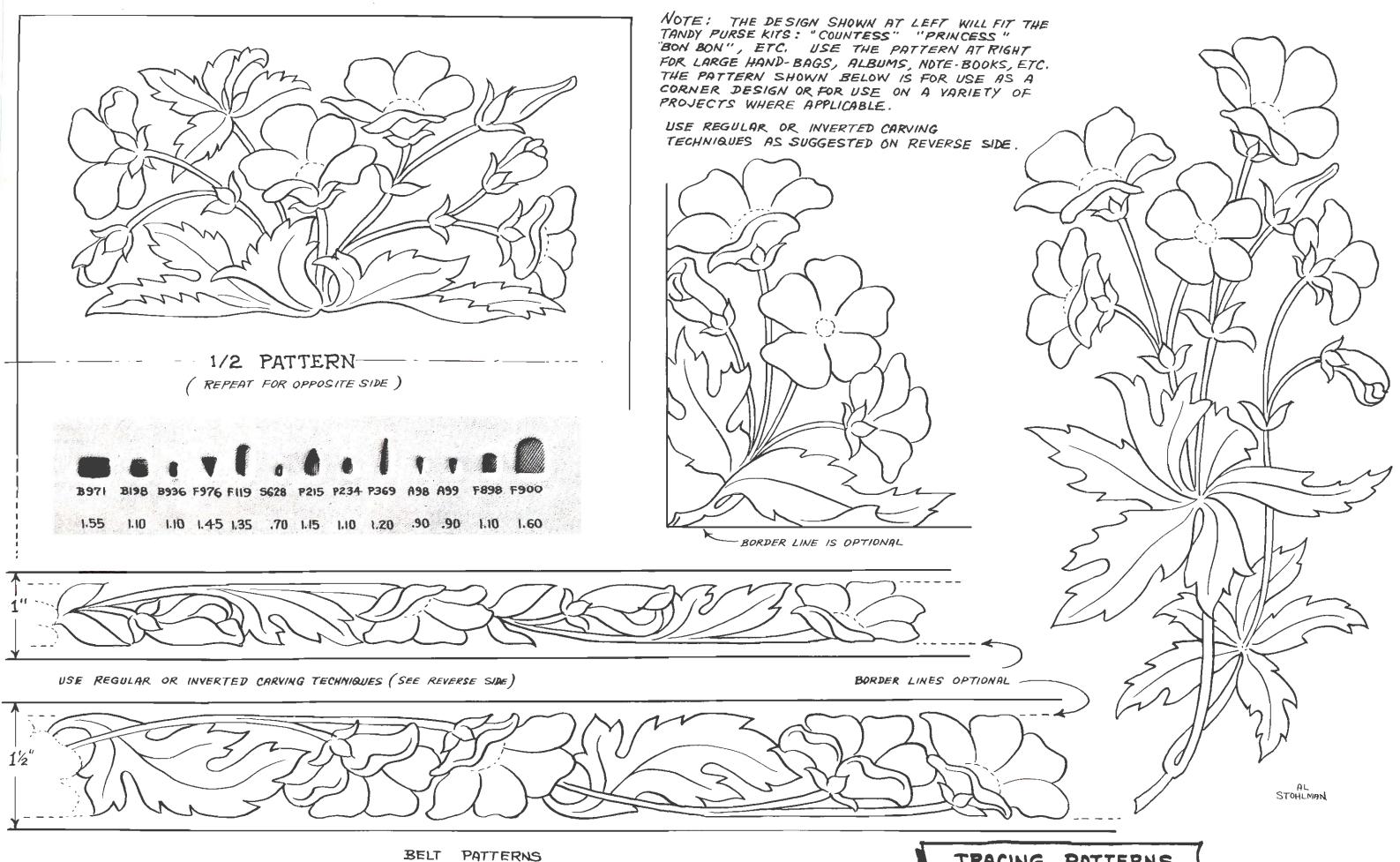
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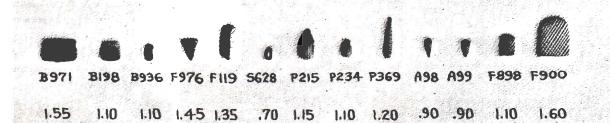
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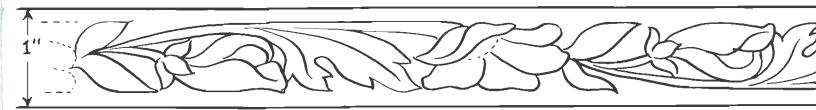




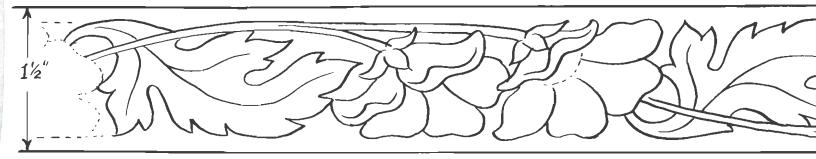
1/2 PATTERN-

(REPEAT FOR OPPOSITE SIDE)

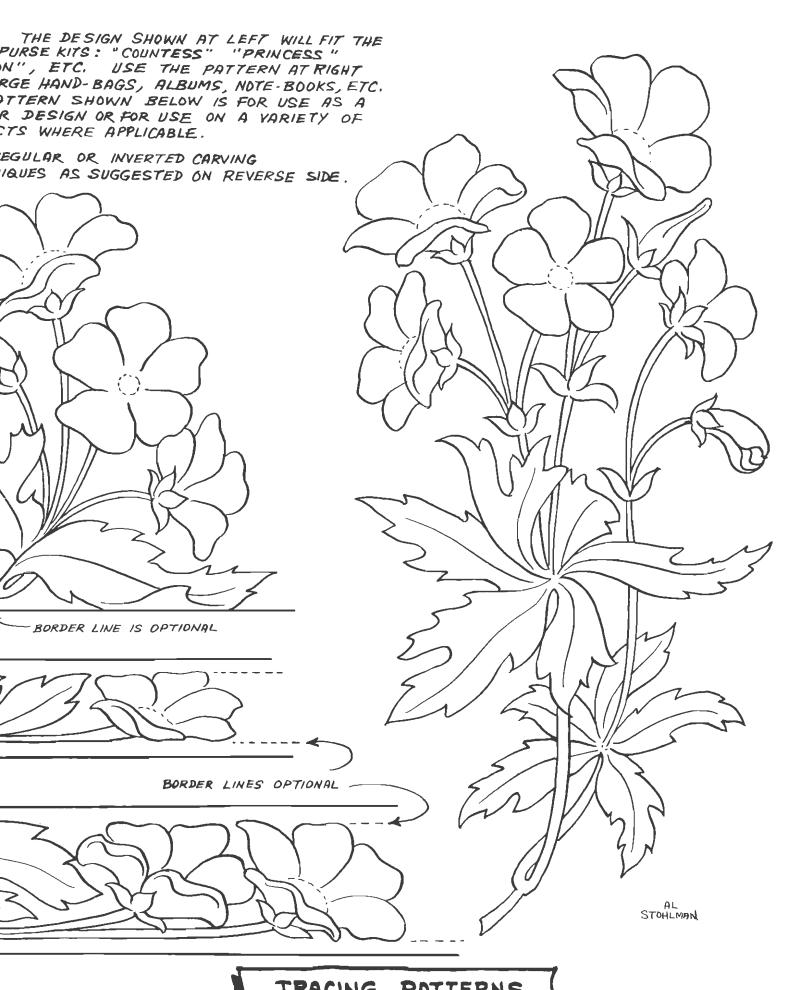




USE REGULAR OR INVERTED CARVING TECHNIQUES (SEE REVERSE SIDE)

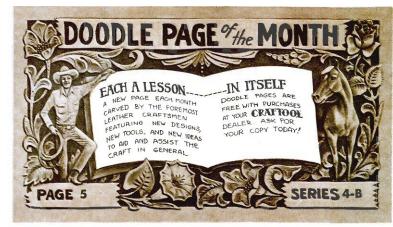


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TRACING PATTERNS





WET STRAYS

by Al Stohlman

This month we have attempted something different in leather carving, a rainstorm! We have tried to depict the wet and cold of the cowboy as he gathers a couple of wet strays. Since most of this column will be taken up with the explanation of how to carve the rain, little space will be devoted to the carving of the figures. The figure carving procedures are the same as for all figure carving. HOW TO CARVE LEATHER and FIGURE CARVING fully explains all of this. HOW TO COLOR LEATHER fully explains the dyeing techniques that were used on this scene. The distant growth at the foot of the hills was simulated with tool A888. Bushes were made with F910 and the foliage of the wind-blown tree was created solely with the tiny beveler F890. Study the Photo Pattern for details.

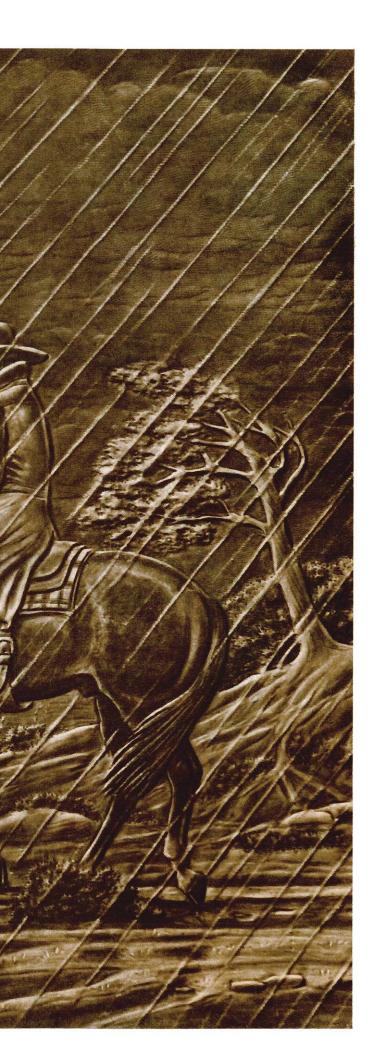
The Tracing Pattern for this design is on the reverse side and shows all of the lines to trace. The bushes and the tree foliage are not cut. Cut only the solid lines as indicated on the pattern. You will note that the lines are broken where the rain crosses them. **DO NOT** cut across the rain lines.

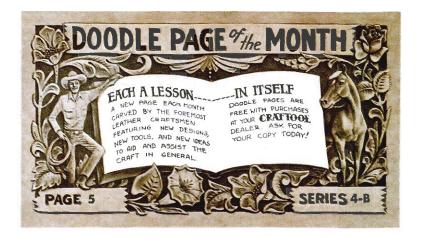
After cutting the design, the first step is to "raise" the rain lines. This is accomplished by pressing down firmly on each side of the line with the modeling tool. For fastest and easiest results, use a rule or a straight edge as a guide. Now, begin the beveling. This will be a rather tedious chore as you will soon discover. Persistence and determination are the keys to successful "rain-making". Anything worth doing is worth the time required to do it. The figures must be beveled in the usual manner, however, great care must be used so as not to smash down the rain lines. Care is required within the lines to achieve uniform beveling and matting. When beveling around the outlines of the figures, you must lift the tool over the rain line and continue to the next. The rain lines must be left raised; not smashed down. The modeling tool will play an important part in the carving and stamping of this scene. The corners of the figure carving bevelers, and pointed bevelers, must be used (as over the cow's back) to insure depth of carving, yet permit the rain lines to remain raised. Study the photo.

The effect of the puddles of water running on the ground is all created with the figure carving bevelers and the modeling tool. Proper use of the dye brings this effect into more realism. The water droplets from the cowboy's hat, cow's horn, bridle bit, horse's belly, etc., are lightly beveled with F890. Matt around them to 'raise' the droplets. The modeling tool is used to make the water splashes in the pool in the lower right foreground. Study the photo. The flat slope of the figure carving bevelers is used to mat the ground and hill areas between the rain lines. A smooth job must be done for maximum effect.

The figure Matting tools—F898—F899 are used in the sky area to form the clouds and mat between the rain lines. Here you will discover that a great deal of patience is required to achieve the desired effects. Use the Photo Pattern as your guide when stamping the clouds. Try to mat evenly between the cloud layers and the rain lines. Practically ALL of the sky area must be matted. You will have to mat lightly between the rain lines (on the clouds) . . . and use deeper matting between the cloud







WET STRAYS

by Al Stohlman

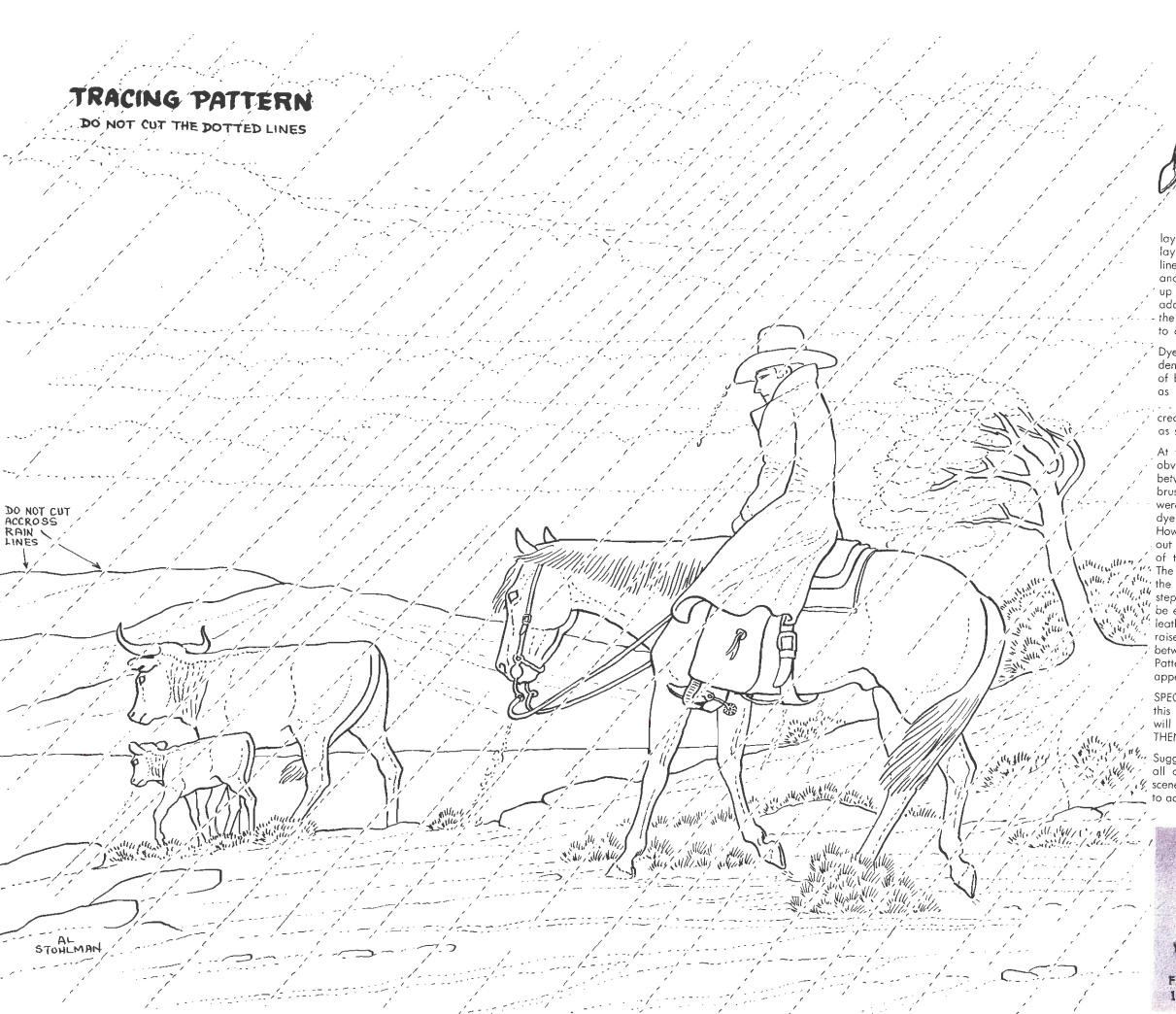
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The Tracing Pattern for this design is on the reverse side and shows all of the lines to trace. The bushes and the tree foliage are not cut. Cut only the solid lines as indicated on the pattern. You will note that the lines are broken where the rain crosses them. DO NOT cut across the rain lines.

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STUDY PHOTO PATTERN ON THE REVERSE SIDE

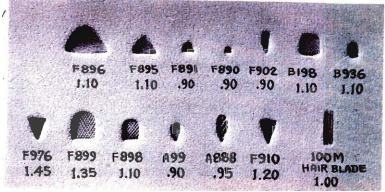
layers and directly over the hills up to the bottom of the first cloud layer. Uniform matting is important, as high ridges between the rain lines are not desirable. After you have completed all of the beveling and matting to the best of your ability, use the modeling tool to smooth up any rough areas and add details. Use the hair blade No. 100L to add hair effects to the cattle and the horse . . . follow instructions in the book: FIGURE CARVING. You must also use caution here so as not to cut across the rain lines with the hair blade.

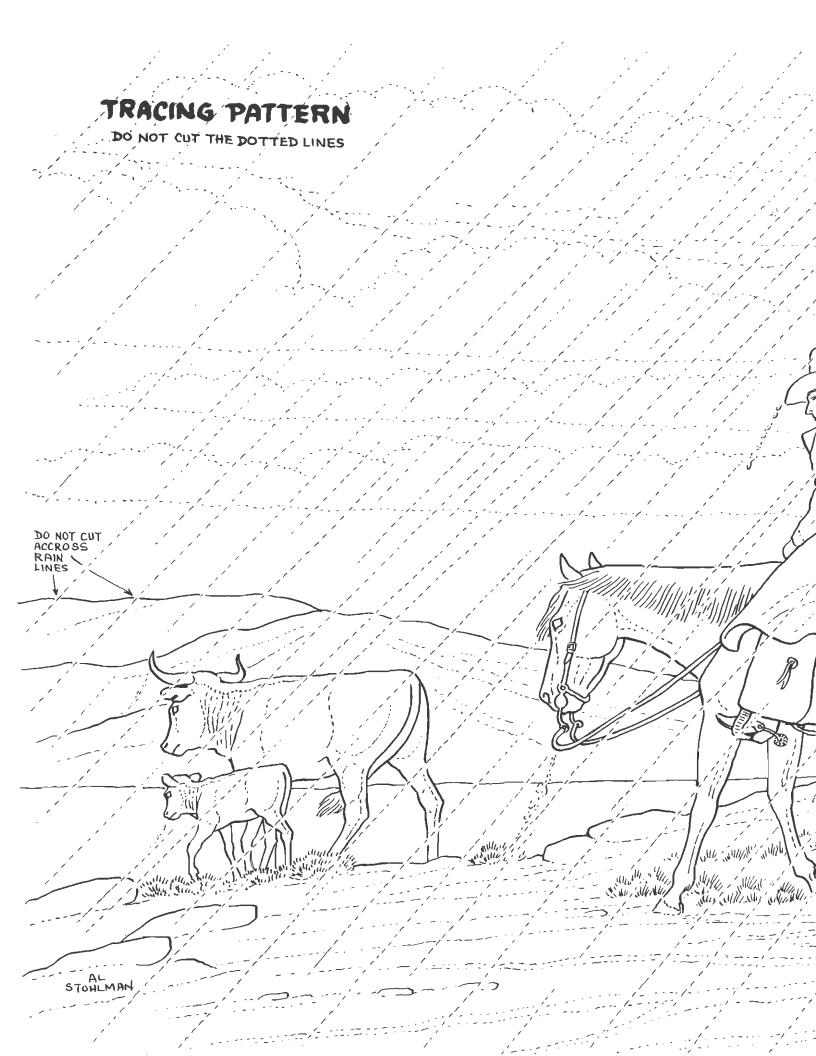
Dyeing is the next step. The sky must be dyed in varying degrees of density to achieve the stormy effect. (This scene was dyed in shades of brown . . . however, color can be used). The hills in the background as well as all of the ground areas must be dyed in varying shades . . . study the photo. The tiny rivulets of water on the ground are created by NOT dyeing these areas. Shade the cattle, horse and rider as suggested in the photo. Hi-light areas shown . . . by absents of dye.

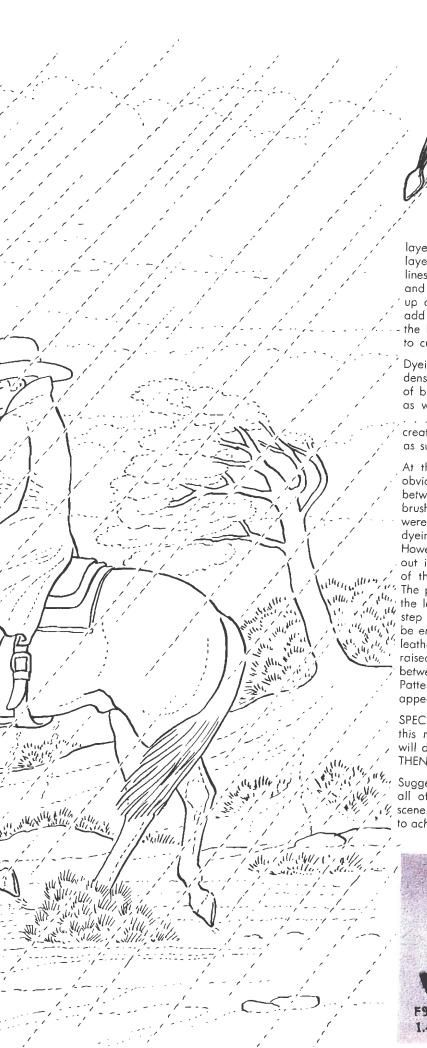
At this point, I must mention the proper way to dye this scene. It is obvious you could not do an even job of dyeing if you had to dye only between the rain lines. Therefore . . . when dyeing this scene . . brush right over the rain lines, in all dyed areas, just as though they were not there. In this manner, an even dyeing job can be done. After dyeing, you will notice now that your rain effect has been mostly lost. However, the raised rain lines are still there . . . and can be brought out in the following manner: With a sharp pointed knife, scratch each of the rain lines. This can be done quickly with rapid, short strokes. The point of the knife blade breaks through the surface of the dye and the leather and reveals the lighter grain of the leather. This is the final step in completing the scene. It is not as difficult a job as might first be envisioned . . . this can be done quickly by free-hand by turning the leather at the proper, comfortable angle. After scratching all of the raised rain lines . . . you can add a few more short scratches (lightly) between the rain lines to add density to the storm. Study the Photo Pattern and you will note some of these added lines . . . which do not appear on the tracing pattern.

SPECIAL NOTE: If a leather finish is to be put on the leather . . . this must be done BEFORE the rain lines are scratched, or the finish will darken the lines. AFTER the dressing or finish has been applied . . . THEN scratch the rain lines.

Suggestion: practice making rain on scraps of leather . . . going thru all of the steps previously mentioned before attempting to do a full scene. Be sure you know what you are attempting to achieve, and how to achieve it, first. Many happy hours.







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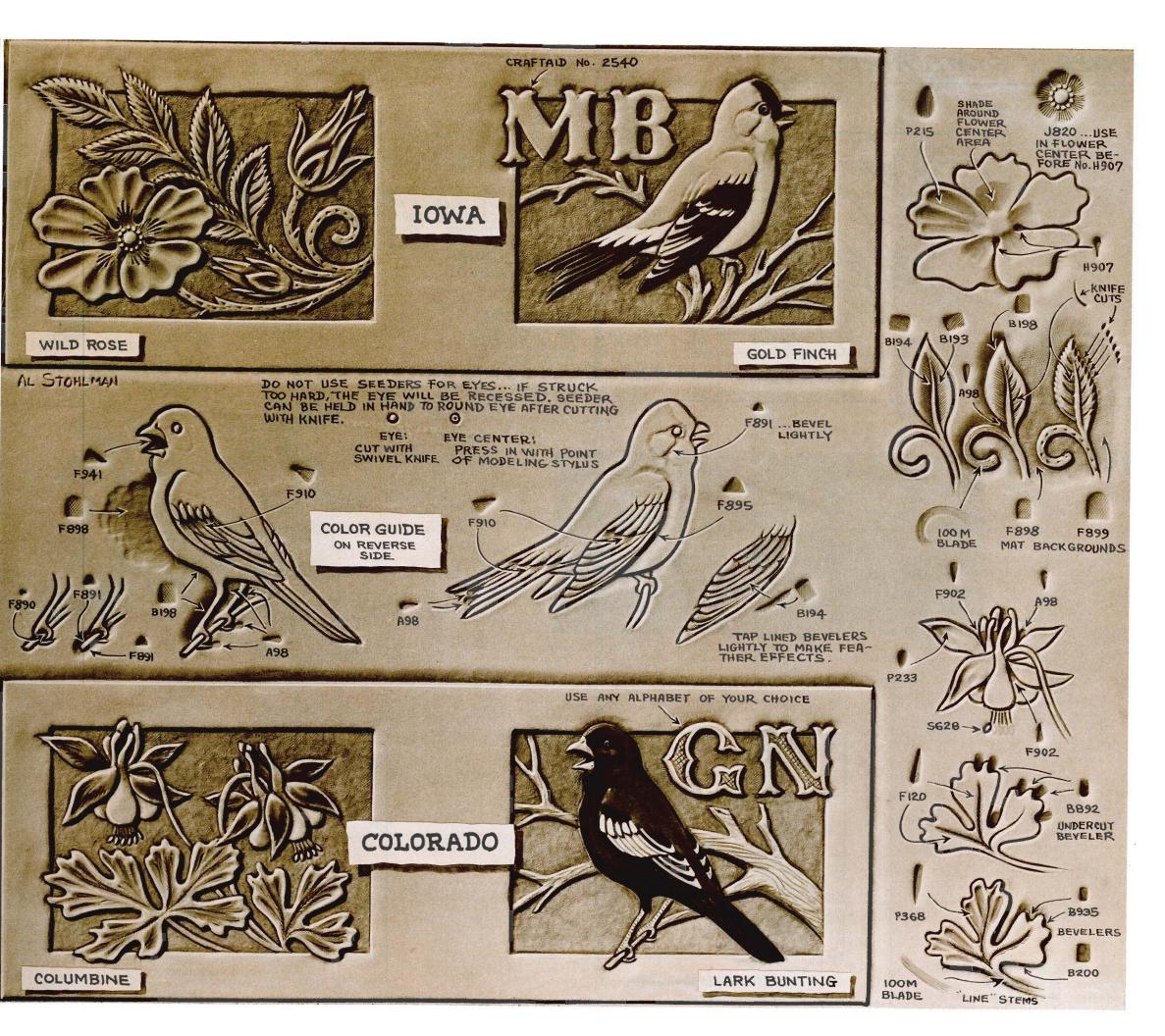
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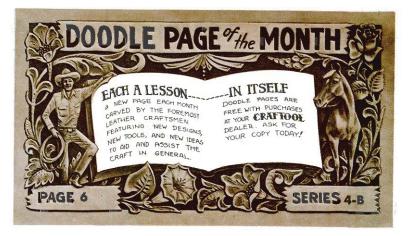
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| | F896 J.10 | F895 | | F890 .90 | F902 .90 | B198 1.10 | B936 1.10 |
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| Ţ | | Ø | f | | | | |
| F976 1.45 | F899 1.35 | F898 1.10 | A99 .90 | A888 .95 | F910 1.20 | | BLADE |





STATE BIRDS & FLOWERS

by Al Stohlman

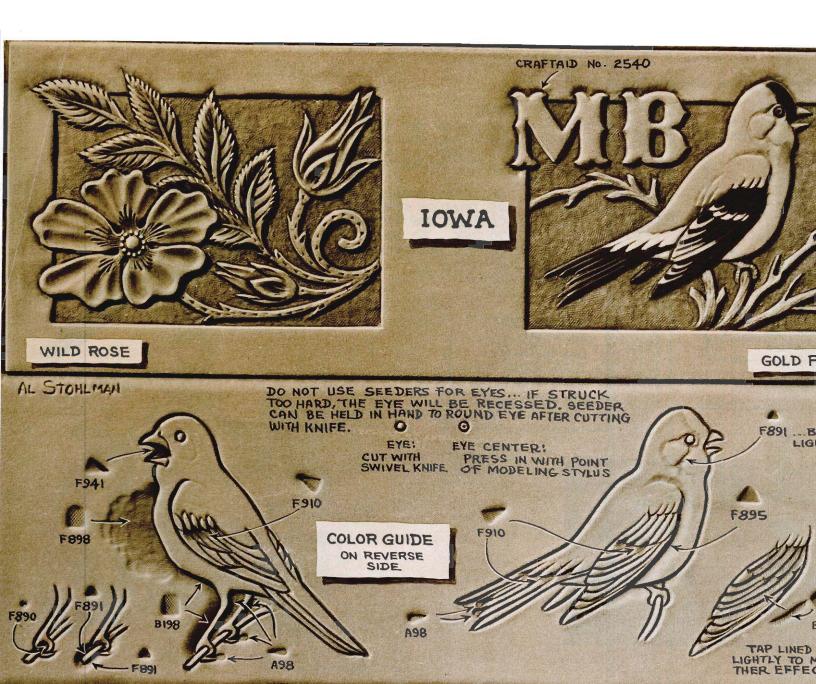
This month's page offers two billfold designs featuring the State birds and flowers for IOWA and COLORADO. These States were picked at random and if enough interest is generated . . . it is possible we could do a series of birds and flowers for all of the States, or present them in portfolio or book form.

There is no great difficulty in carving the birds or the flowers. You will notice segments of the designs broken down into steps on the photo at left. It is hoped these will be sufficient instructions for the completion of your own carvings. Very little beveling is required on the birds. The under edge of the wing requires the heaviest beveling. Very light beveling is used on the wing feathers with the lined beveler, as shown. After beveling around the outlines, mat the background areas and smooth the edges of the birds with the modeling tool.

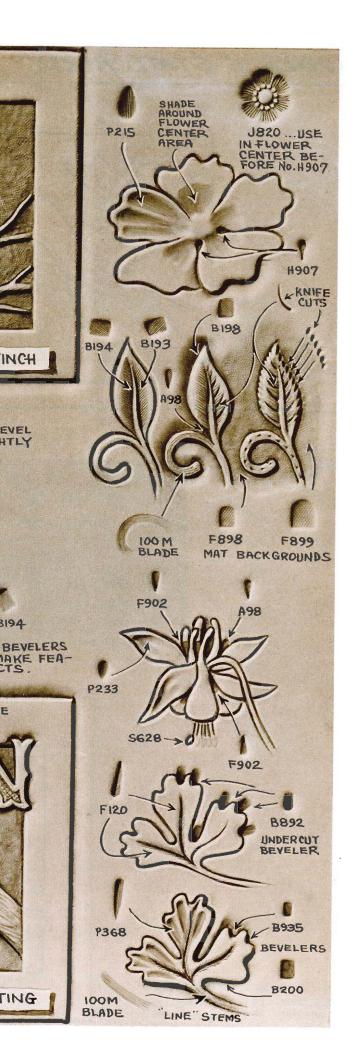
It might be well, here, to put some special emphasis on the rose leaves. A breakdown of how to do them is shown at the right of the page. This is the fastest method of doing them and is just as effective as the old-style method of notching the leaf edges with the pointed beveler. Either method may be used. The knife cuts here are used to make the veins as well as the notches at the outer edges of the leaves. It should be stressed that the notched edges should be done with care so as to insure the proper angle of the cuts. The cuts should be spaced very close together and angled as shown in the photo. Study the closely and compare with your own work. Remember, too, that many of the tools shown for these designs can be substituted for others of similar shape or size. Background areas shown here are matted with tools: A98 — A99 — F898. Use these, or other tools of your choice.

For those who wish to color their designs . . . color guide charts are given on the opposite side of the page. Always try your colors on scraps of leather and allow them to dry to be sure of the proper color shade you may desire, before applying to your finished work.

See Your Craftool Dealer
For The Following Figure
Carving Patterns and Instructions
"FIGURE CARVING BOOK"
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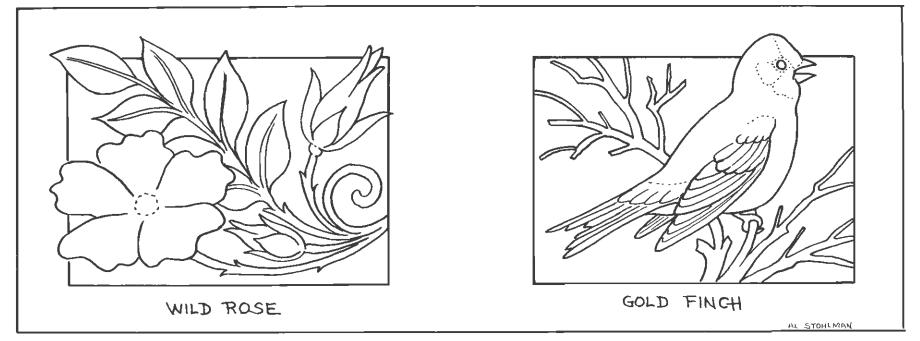
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IOWA STATE FLOWER & STATE BIRD



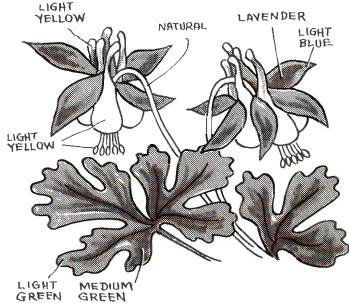
NOTE:

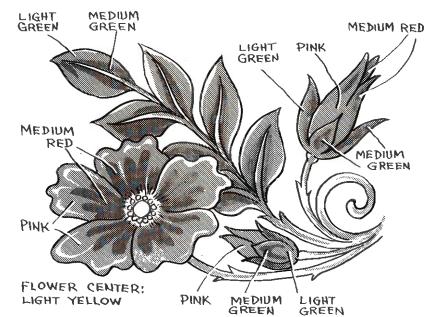
BY DYEING THE BIRD DARK GREY AND BLACK AS SHOWN....GIVES THE EFFECT OF ROUNDNESS.

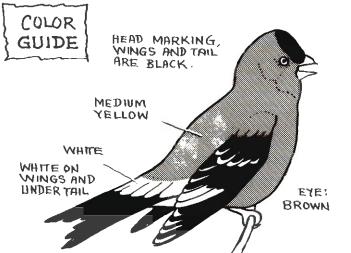
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STUDY PHOTO PATTERNS ON REVERSE SIDE FOR THE CARVING TECH-NIQUES.





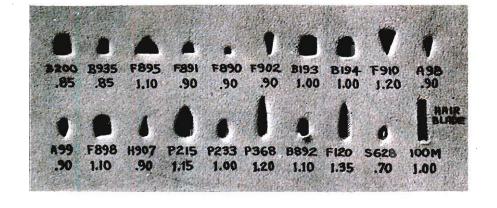


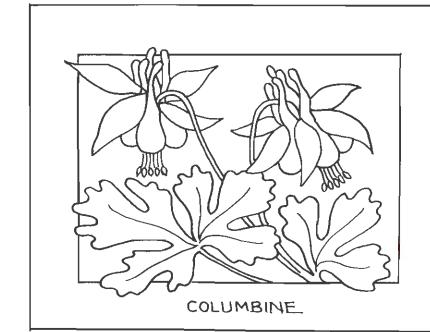


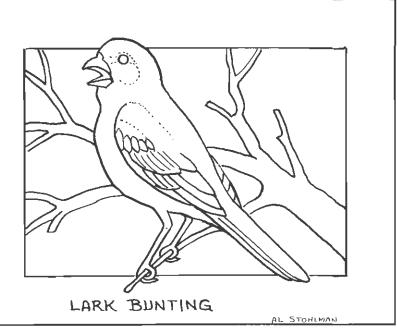
BEAK AND LEGS NATURAL

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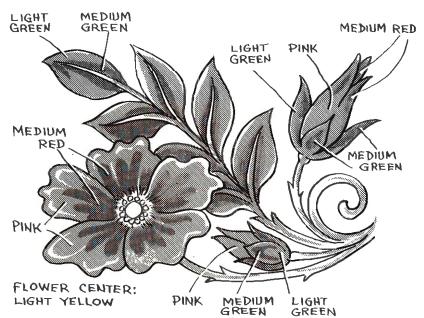


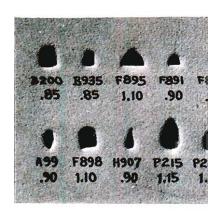
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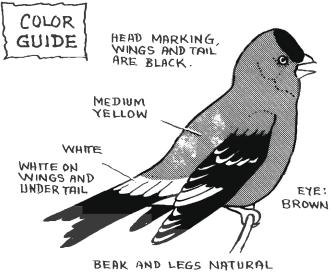




GOLD FINCH







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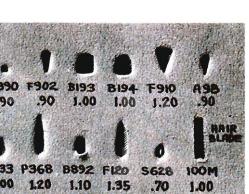


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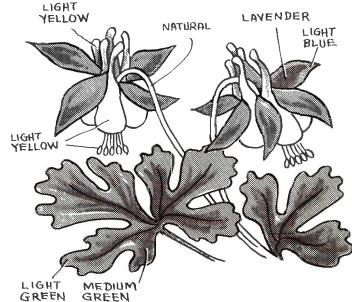
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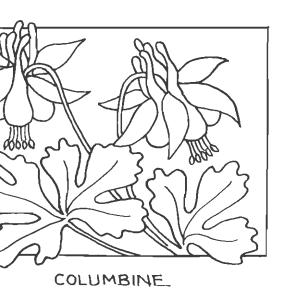
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NEW PERSPECTIVE

by Al Stohlman

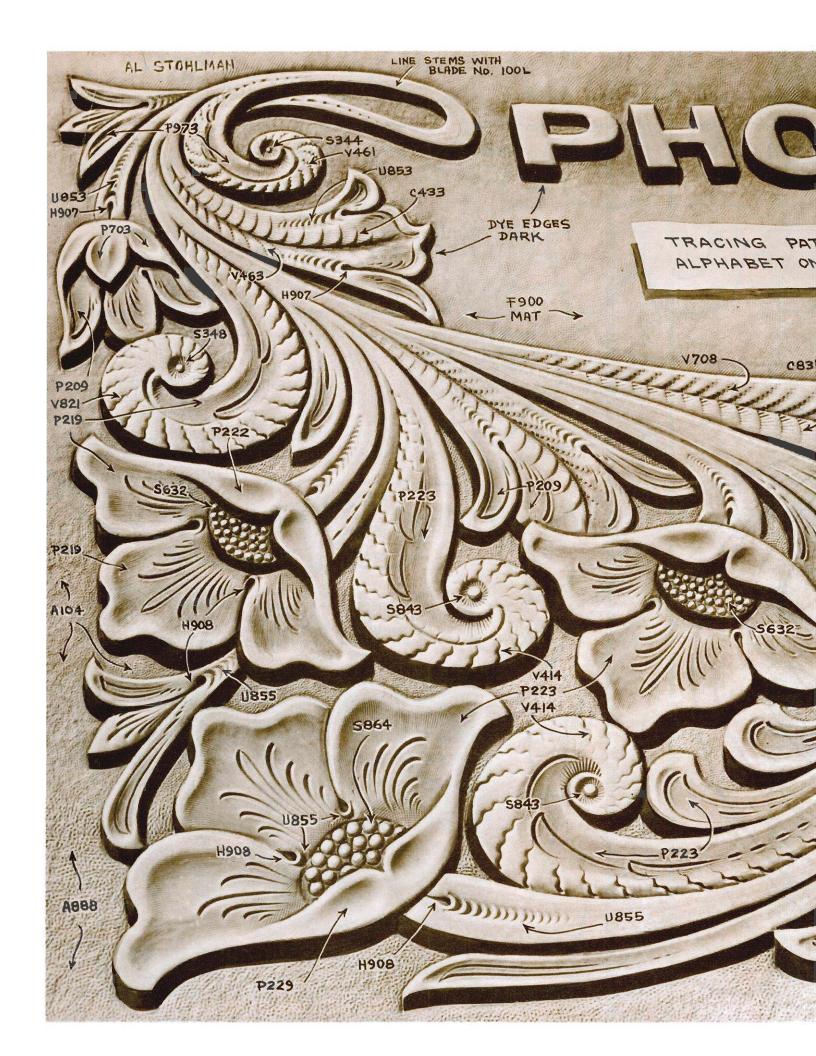
This month we present a little variation in the treatment of the floral design. The effect of the perspective is enhanced by the addition of the thick edge (shown by the heavy shading). This effect must be created with "double beveling". In other words, certain lines of the design must be beveled on BOTH sides! The tracing pattern on the opposite side of the page shows just which of these lines must be beveled on both sides to create the desired effects. When all carving and stamping has been completed, this thick appearing edge is dyed a dark color to give the appearance of additional depth.

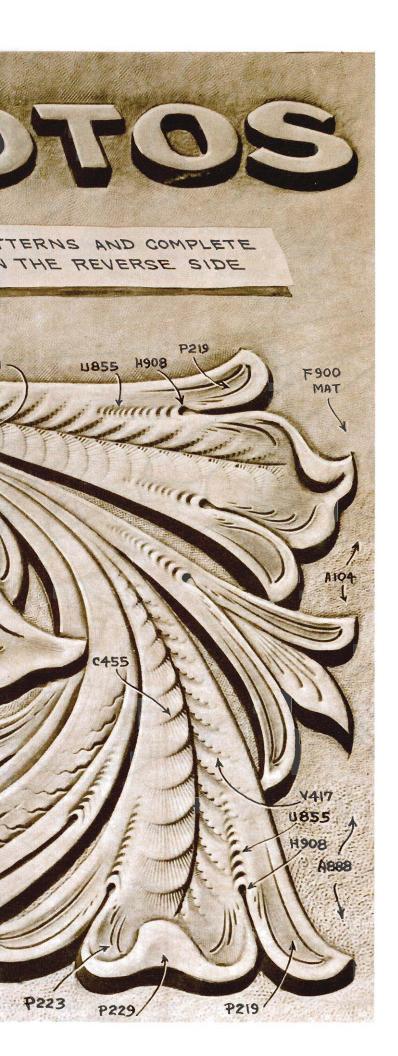
You will notice at the top of the page that the background has been matted with the figure carving matting tools. About midway down the page the background changes to the A104 tool. At the lower part of the page the background goes into the A888. You will note these tool impressions blend together where they join. The reason for using these different tools (coarsest one in foreground) is to add to the illusion of the perspective . . . diminishing into the distance.

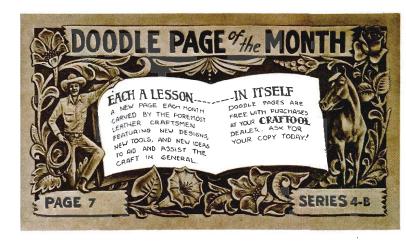
The opposite side of the page lists all of the tools used here. You will notice the smaller tools are used at the top of the page (part of design presumably at greatest distance) . . . medium size tools in center of page, and largest tools in the foreground or lower portion of the page. Example: the Veiners on the scrolls. V461 on the fartherest scroll; V821 on next scroll; and V414 on the two nearest scrolls. The same technique was used with the other tools. The reason for this is to give the illusion of distance. Study the Photo Pattern . . . note the tools used, and where. Always bear in mind that all of the tool listed do not have to be used. Other tools can be substituted as you so desire. The tools shown were used to give the maximum effect and illusion of perspective.

The Tracing Pattern on the reverse side clearly shows all of the lines you must trace and cut. It also shows which lines to cut lightly . . . and which lines to double bevel (bevel on both sides). It also shows which lines NOT to bevel. It is hoped this design will add to your enjoyment of leather carving and add a NEW PERSPECTIVE. Perhaps it will give you ideas for designs of your own.

SEE YOUR CRAFTOOL DEALER
FOR NEW IDEAS
IN LEATHER ARTISTRY







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by Al Stohlman

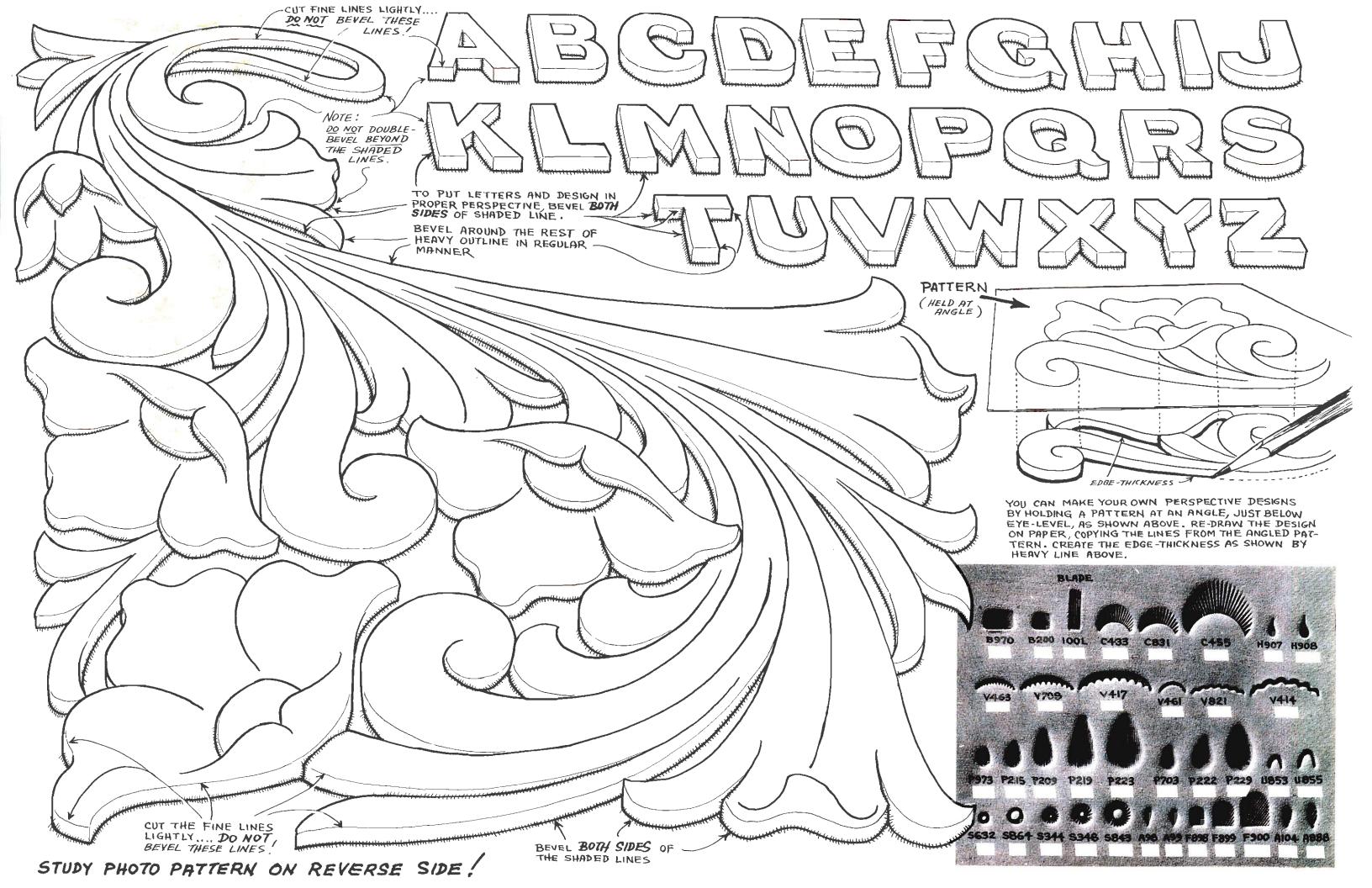
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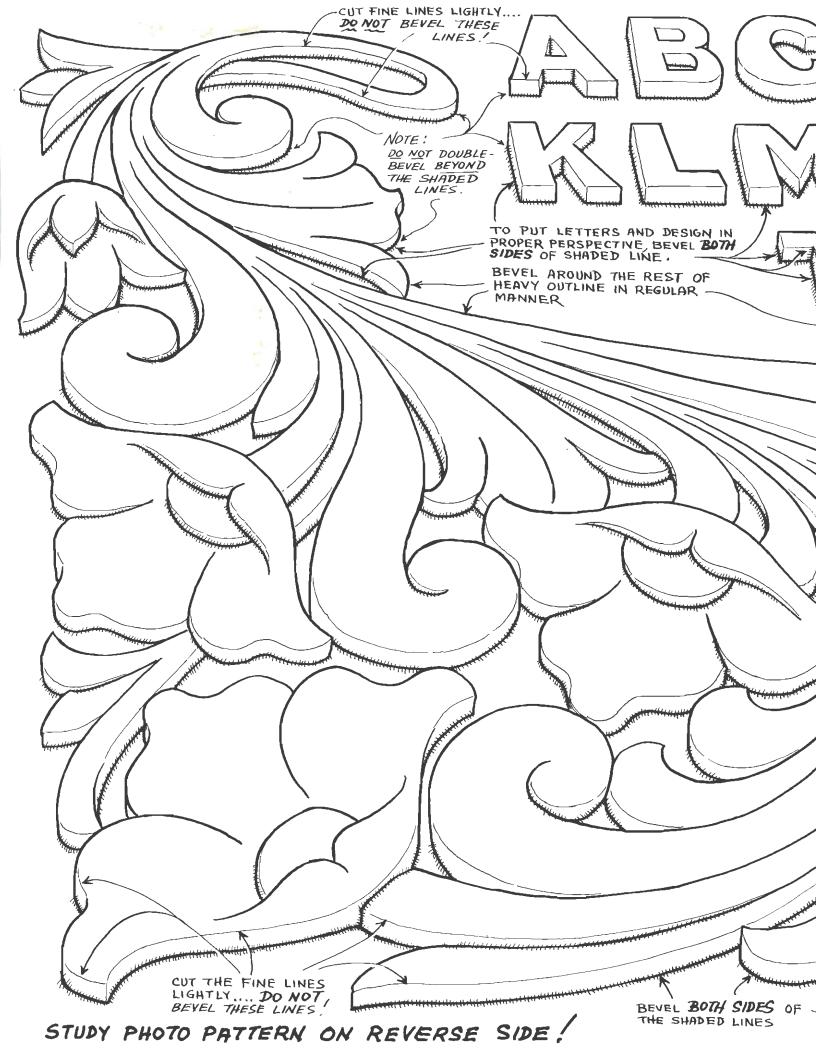
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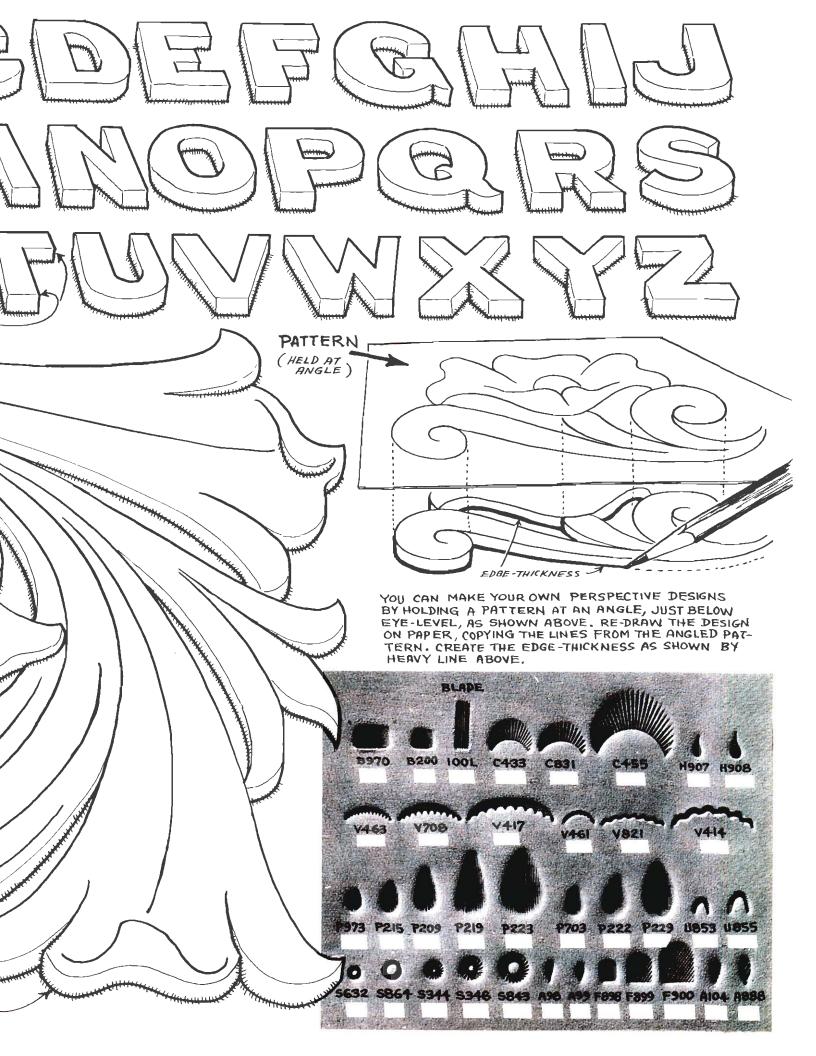
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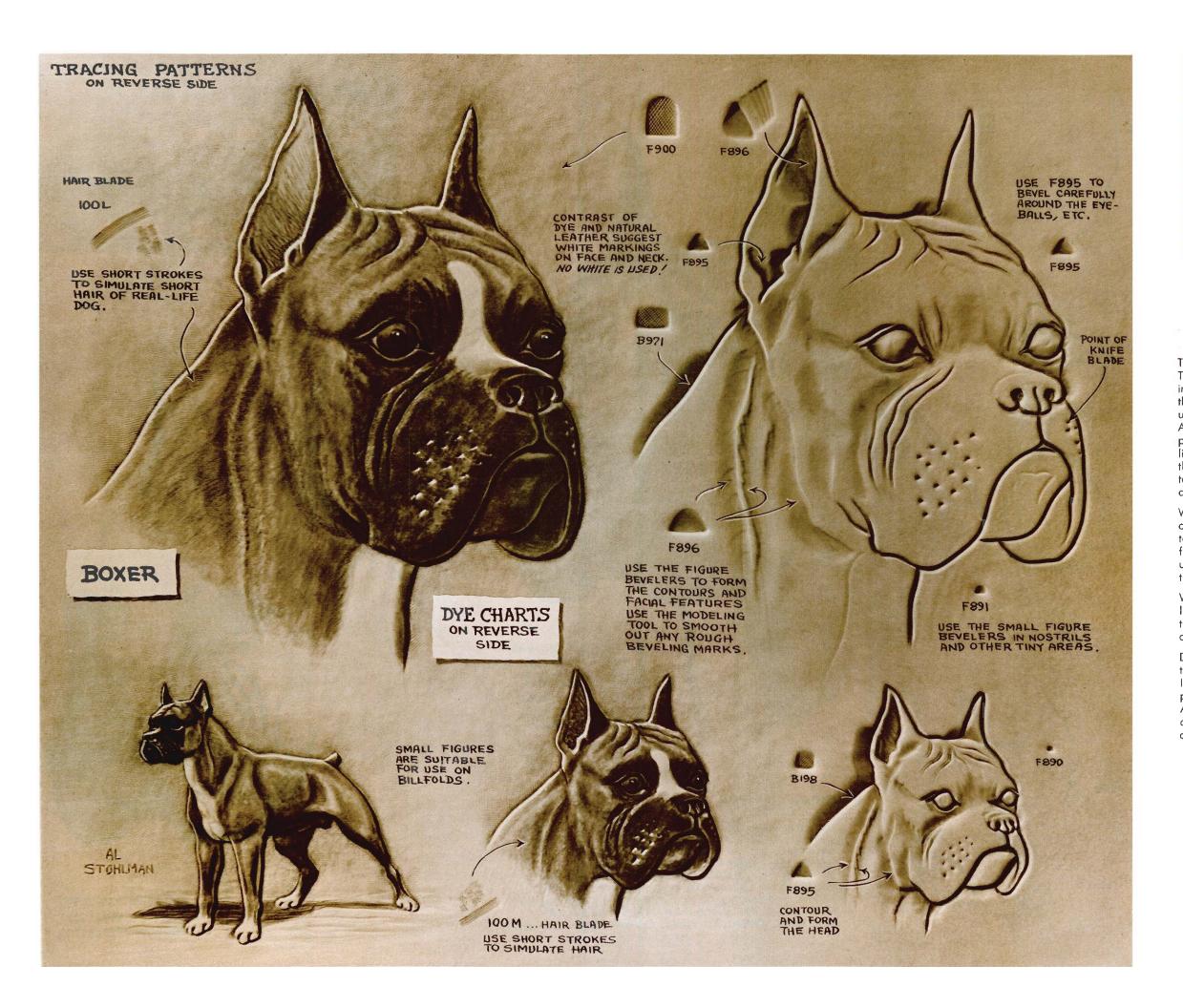
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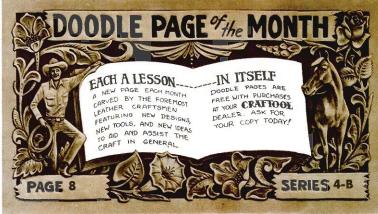
SEE YOUR CRAFTOOL DEALER
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PORTRAIT OF A BOXER

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.

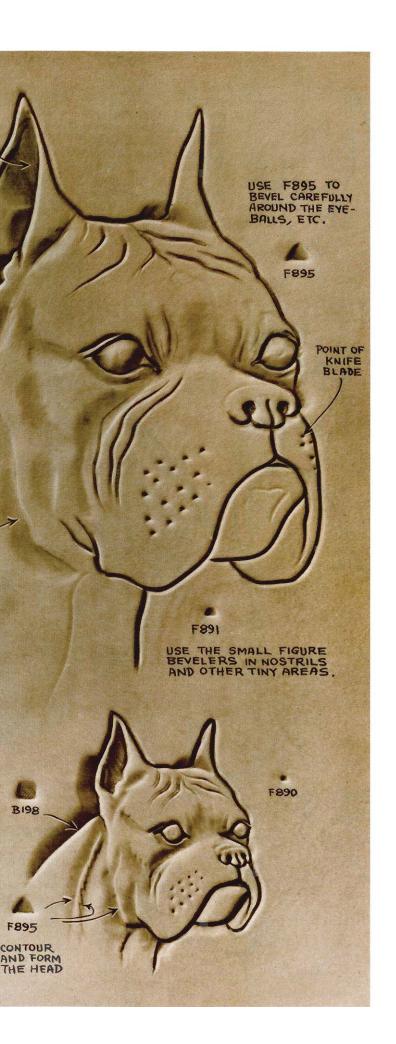
We usually do not recommend using any beveling on the eye-balls of figures. However, with a figure this size, the F895 beveler was used to bevel around the eye-balls, inside the lids. This must be done carefully to avoid smashing down the eye. The modeling tool is always used as a last step in rounding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

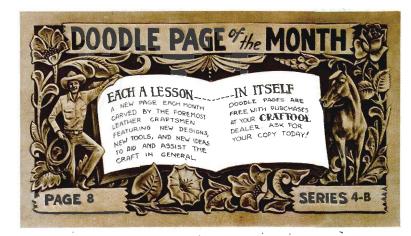
When adding the hair lines . . . try to keep the direction of the lines to conform to the natural hair growth of the real animal. Observe this on a real dog when possible. The dry brush technique of dyeing over the hair lines produces the best effects.

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

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"HOW TO COLOR LEATHER BOOK"







PORTRAIT OF A BOXER

by Al Stohlman

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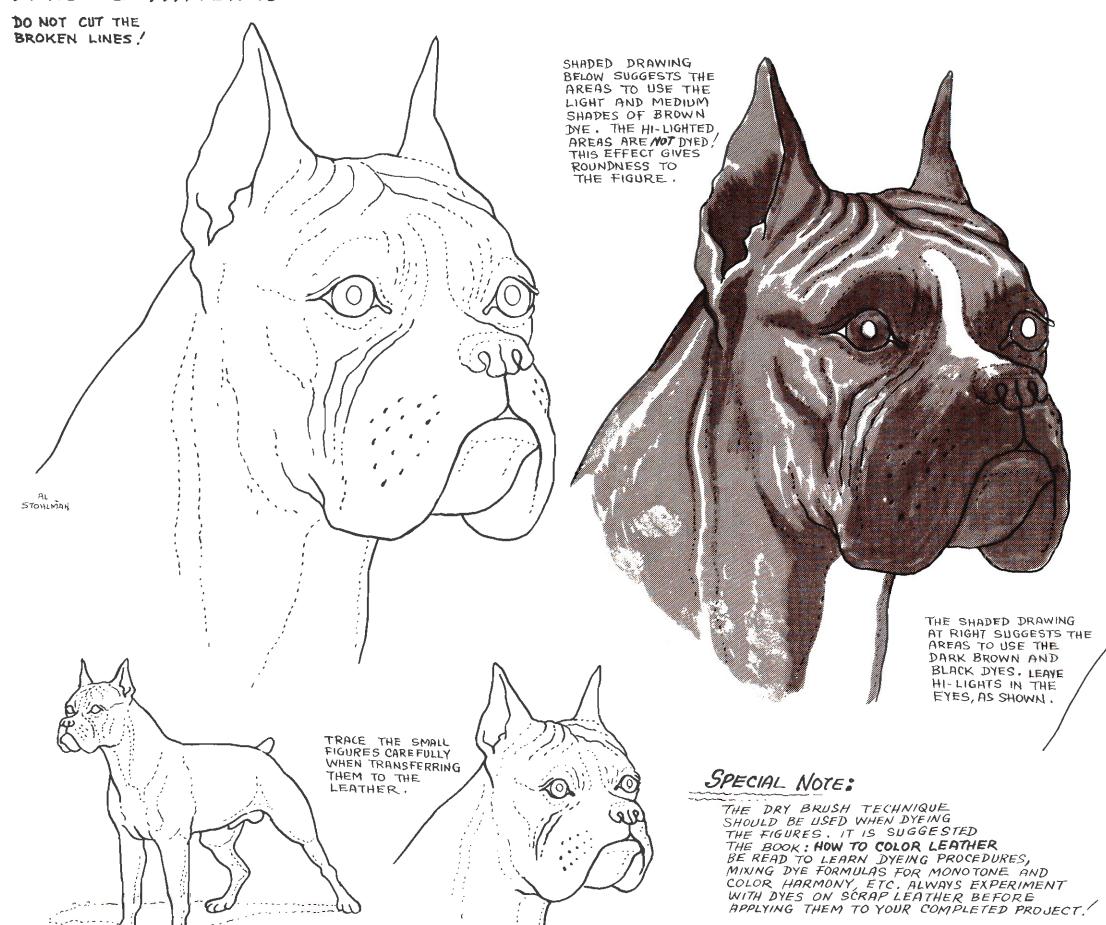
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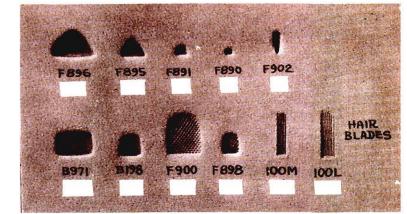
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TRACING PATTERNS

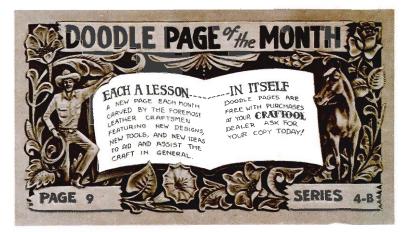






REVERSE SIDE





Early American Horsepower THE FIRE ENGINE by Christine Stanley

The impact of the horse on the American way of life has been such that most forms of mechanical energy is measured in horsepower. Only since the birth of the space age have we seen horsepower ratings for mechanical energy give way to the new term of thrust, measured in pounds. It is difficult for us to really comprehend that period in American history when the horse was the very backbone of the industrial and social development of our Country. In this series of four doodle pages, we will depict some of the roles of real horsepower in early American history.

The fire fighting equipment shown here represents man's best efforts of his time to provide his community with modern and efficient fire protection. Although it may seem quite inadequate in our present conception of fire safety, this was once considered an effective fire control apparatus. The horses were well trained for their special work. The harness was designed for a particular purpose. It had to be sturdy yet stripped to the bare essentials. No unnecessary straps, buckles or decorations were used. The leather carver would have found slim pickings here. Fire department personnel often consisted of a driver who doubled as a stable hand and the engine man who knew how to operate and maintain the pumper. Additional personnel was composed of volunteers from local citizens. These volunteers usually would go directly to the scene of the fire from where they happened to be when they received word of the emergency. This is why most illustrations seem to indicate a shortage of personnel aboard the fire engine.

The apparent trend in home decorating today is selecting paintings and art objects which are related in a central theme. We who call ourselves leather artists should exert every effort to claim a share of this growing market. This series would be an ideal beginning for any leather carver who has worked only on the traditional leather carving projects. Subject matter for the leather artist is about as unlimited as for the painter.

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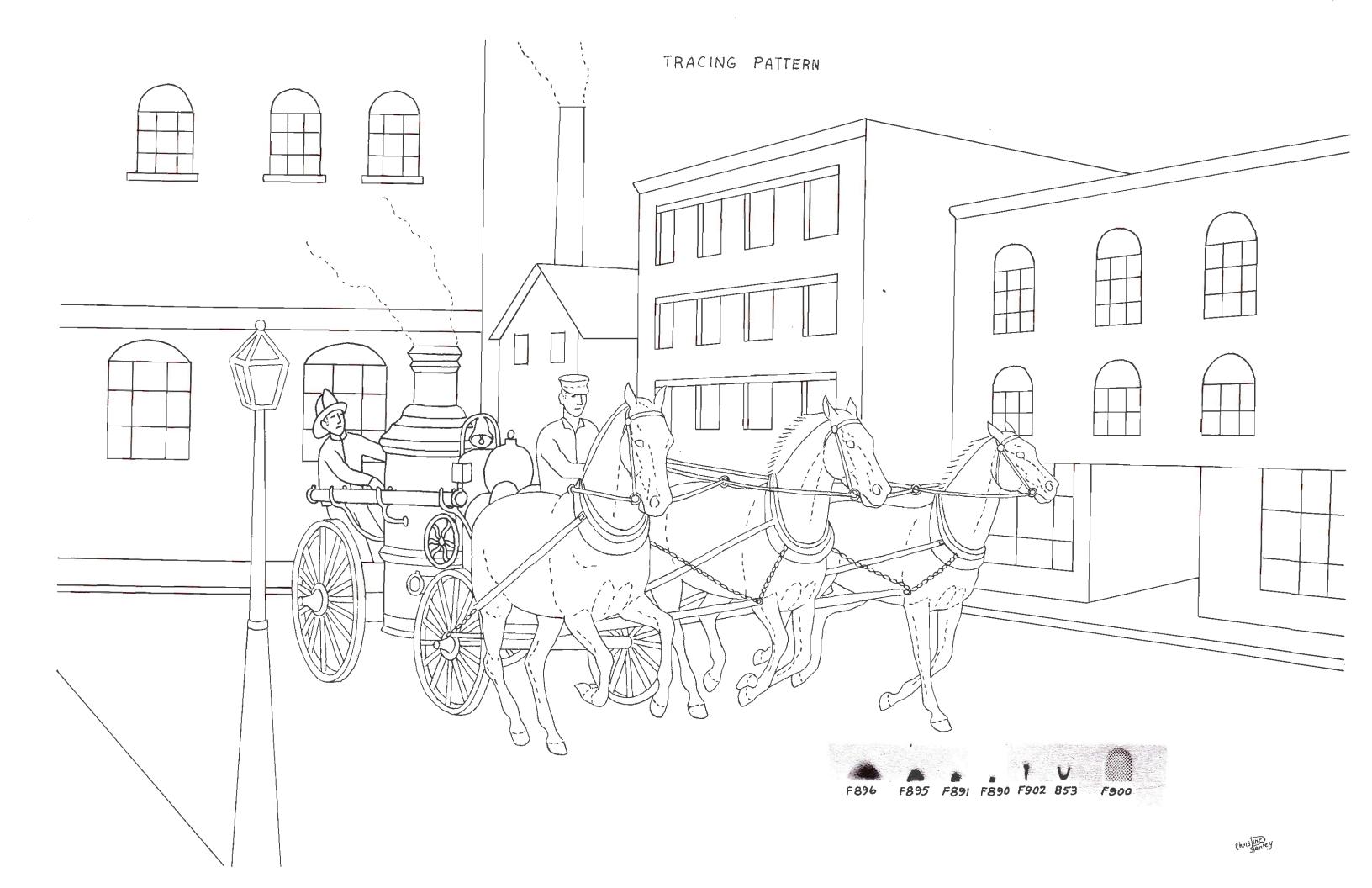
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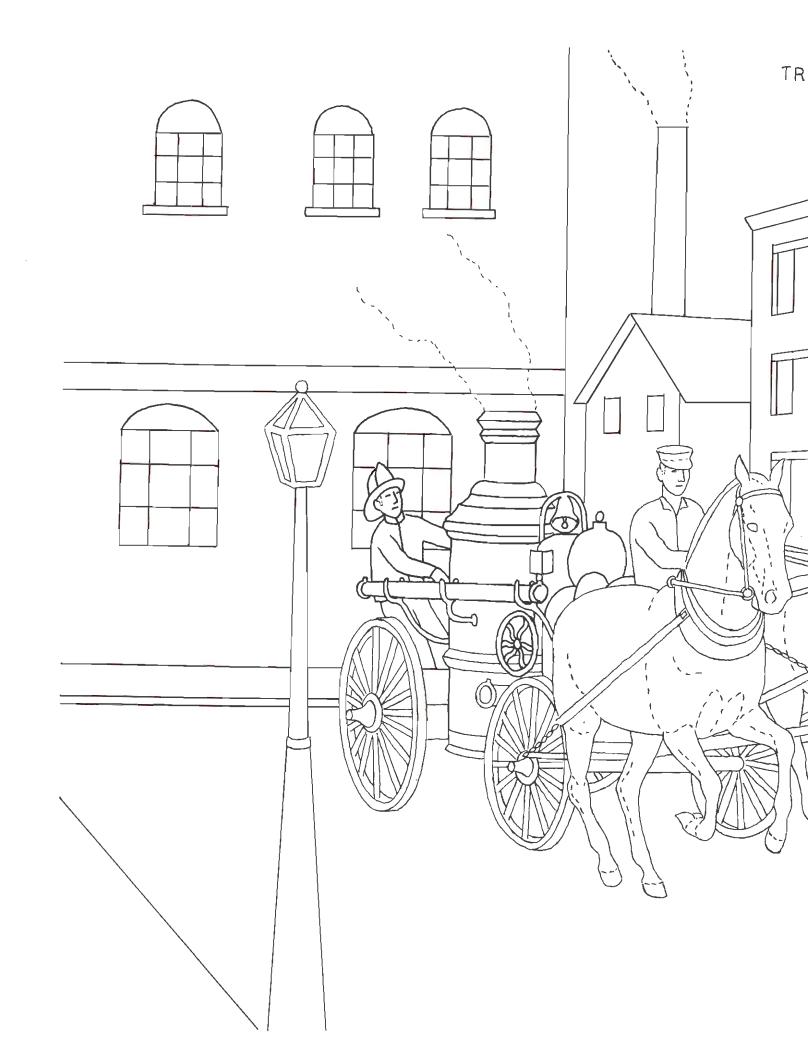
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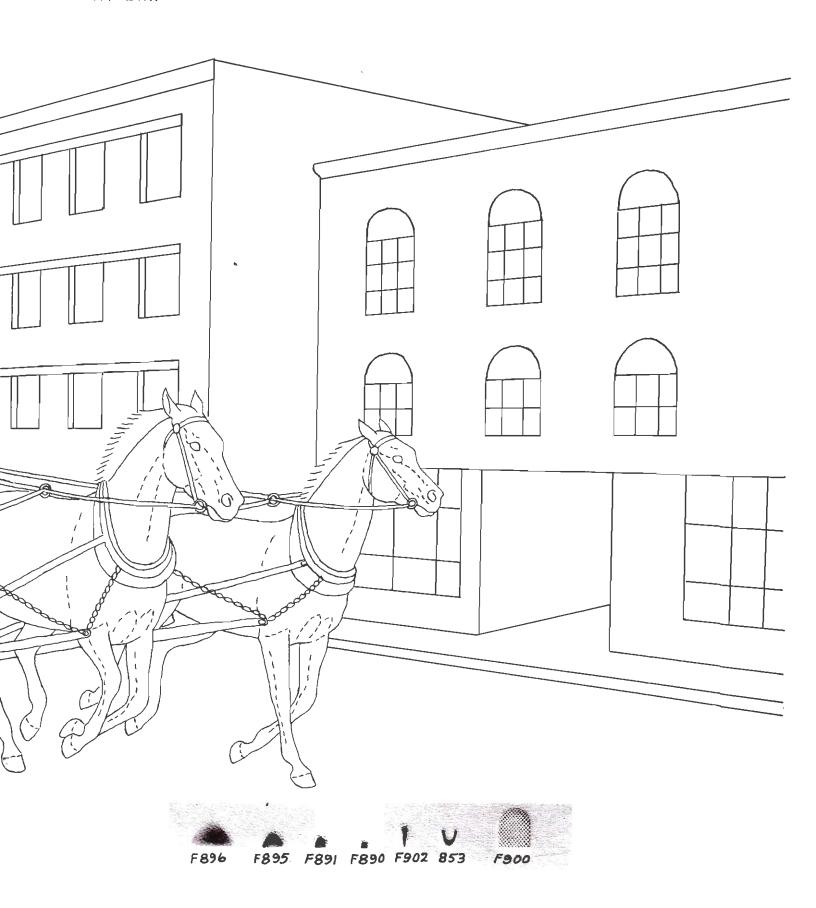
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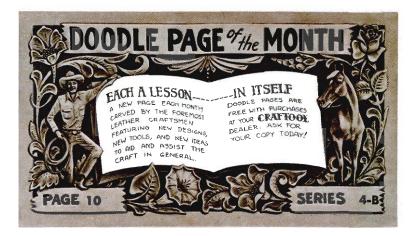
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Early American Horsepower THE HORSE AND BUGGY by Christine Stanley

Yes Virginia, doctors did make house calls once upon a time. This scene illustrates a typical doctor of yesteryear and his dependence upon early American horsepower to deliver his service where it was needed in the community.

Some special attention should be given to carving technique. The swivel knife work should be accurate. This is true for all leather carving, but especially true in areas where accurate detail is necessary. The work on the buggy is a good example. Here you find a number of elements which demand straight line swivel knife cuts. An excellent aid in this case would be to use a straightedge to guide the swivel knife for the straight line cuts. This will help keep the various elements in correct proportion, such as the wheel spokes. Areas where curves are involved, a great deal of care should be used to keep the swivel knife cuts parallel where it is necessary to the design. Other curved lines should be treated carefully to achieve a smooth cleancut line.

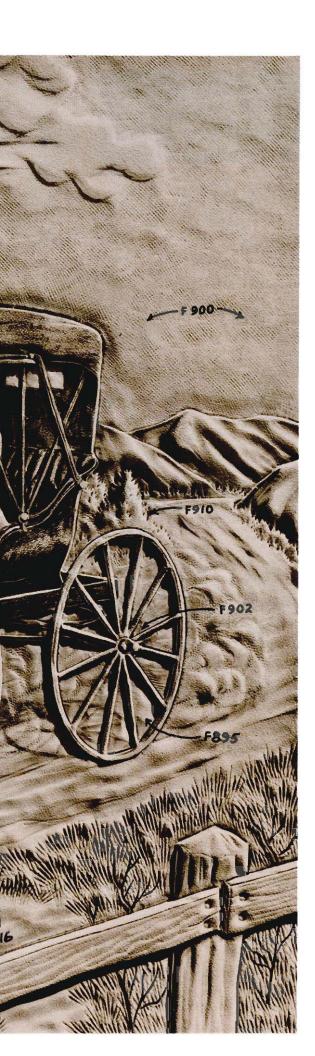
The swivel knife work serves much the same purpose for the leather artist that a basic sketch may serve for the painter. The bevelers may be compared to the painters brushes. A smooth beveler should be used to outline the areas of the swivel knife work and to form the smooth contours found in much of the figure work and background scenery. The small bevelers are used for the fine detail work such as the small features of the figures. A careful study of the photo carve will show how the bevelers are used to the best advantage in each area of the project. Where a textured effect is desired for contrast, such as the sky area with the clouds, a checked beveler can be used to accent the soft fluffy appearance of the clouds. Leather dye can be used for a limited effect, or the more ambitious artist may want to use the full color treatment. It must always be remembered when using leather dyes for color or contrasting tone that leather has a natural tendency to darken with age. Subtle tone variations may disappear over a period of time.

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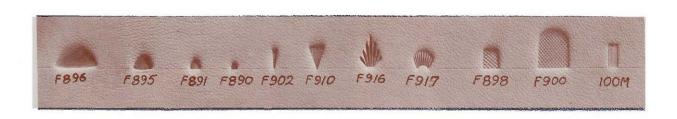
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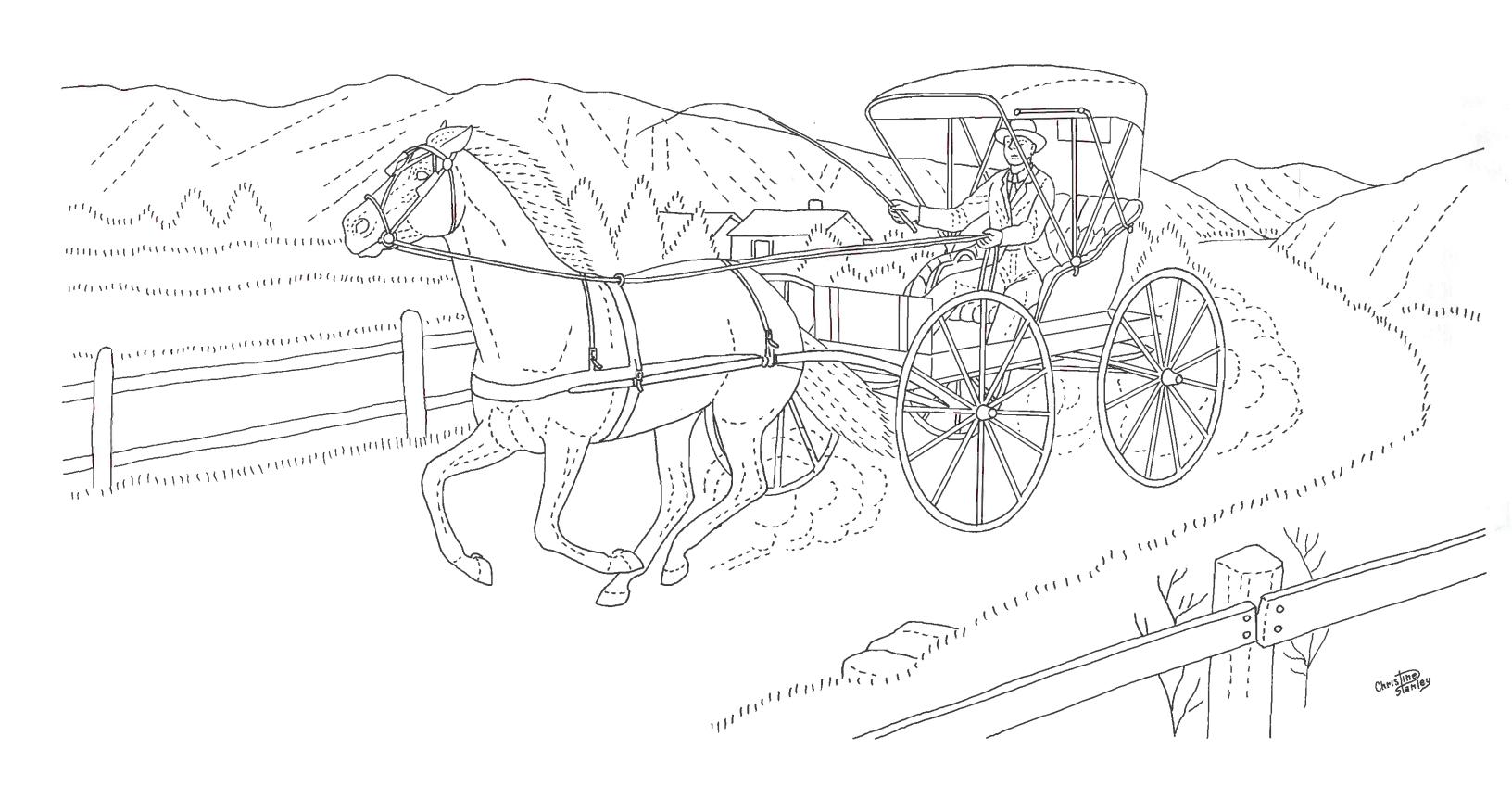
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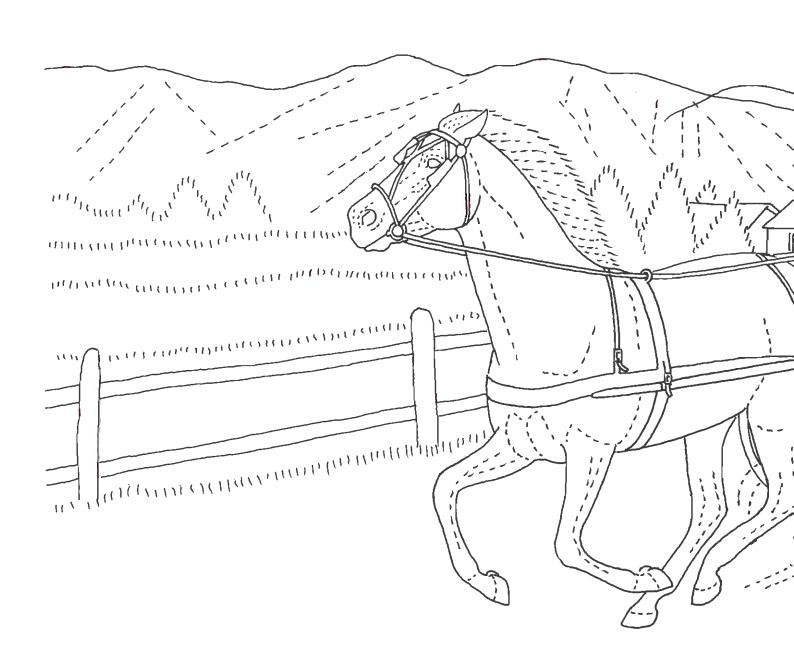
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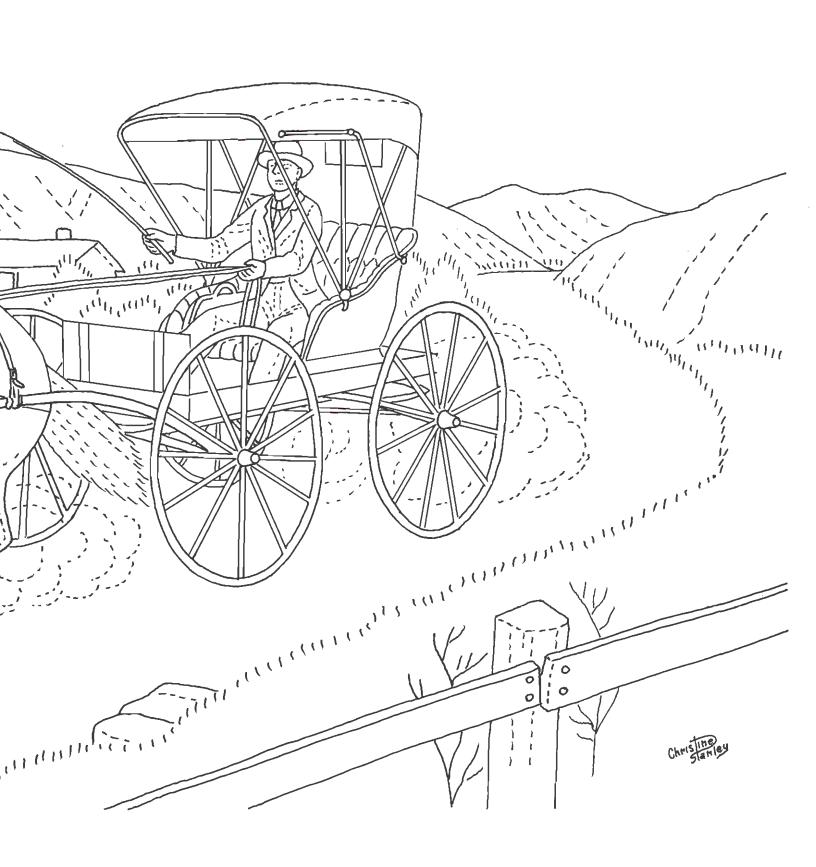
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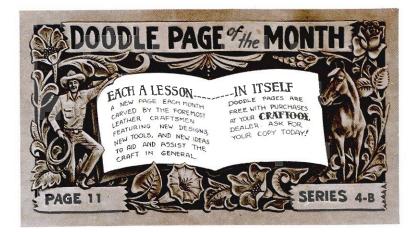












Early American Horsepower

RAPID TRANSIT by Christine Stanley

The early American cities were faced with many of the same problems we are trying to cope with in this second half of the twentieth century. One of these problems was transporting the citizens about the city in pursuit of their daily business. The horse drawn street car was a simple vehicle that served its purpose very well. Considering some of the traffic snarls on our modern freeways and turnpikes, this one horsepower streetcar might just well be as rapid as our transit system can expect to be unless some changes are made.

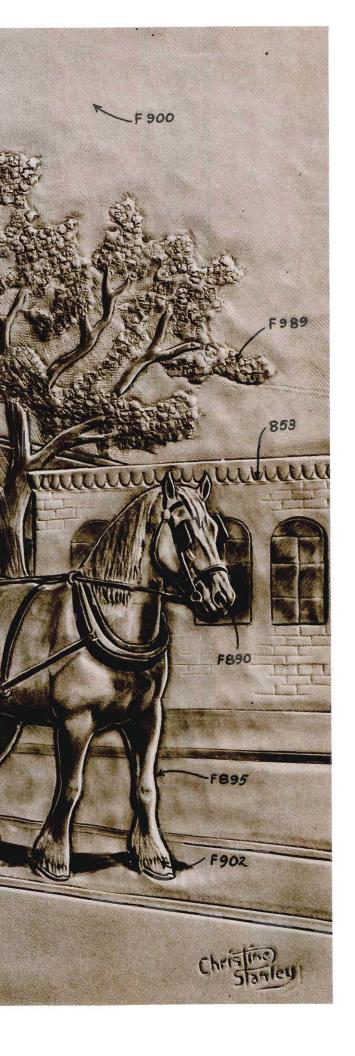
This is a simple carving project that has very few intricate features to occupy a lot of tedious carving time. The photo carve indicates the general areas where the tools are used. In addition to the tools shown, much of the work is done with the swivel knife and modeler. Due to the many straight line swivel knife cuts, the straightedge is very useful for this scene. The human figure is much too small in this type of project to allow any great amount of detail work. The facial features are filled in with the modeler without attempting to create any significant facial expression.

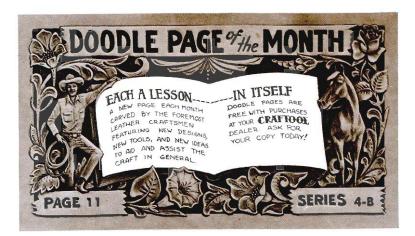
The brick wall effect of the buildings is done with the point of the spoon of the modeler. The decoration at the top of the walls is made with the 853 tool. The harness on the horse is cut very lightly with the swivel knife and beveled with the F 895. Deep cuts and heavy beveling would damage the effect of the figure. The chain effect on the harness tugs is done with the point of the swivel knife. The tree foliage is stamped in random clusters using the F 989 tool.

One suggestion may be made about the size of the carving project. It may be well to decide on a standard frame size, such as 11x14 or 12x16 and adjust the size of the carving to fit the frame. The size adjustment can be made by simply extending the sky area to gain additional height. The tracing patterns are longer than the photo carve so the length can easily be adjusted.

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Early American Horsepower RAPID TRANSIT

by Christine Stanley

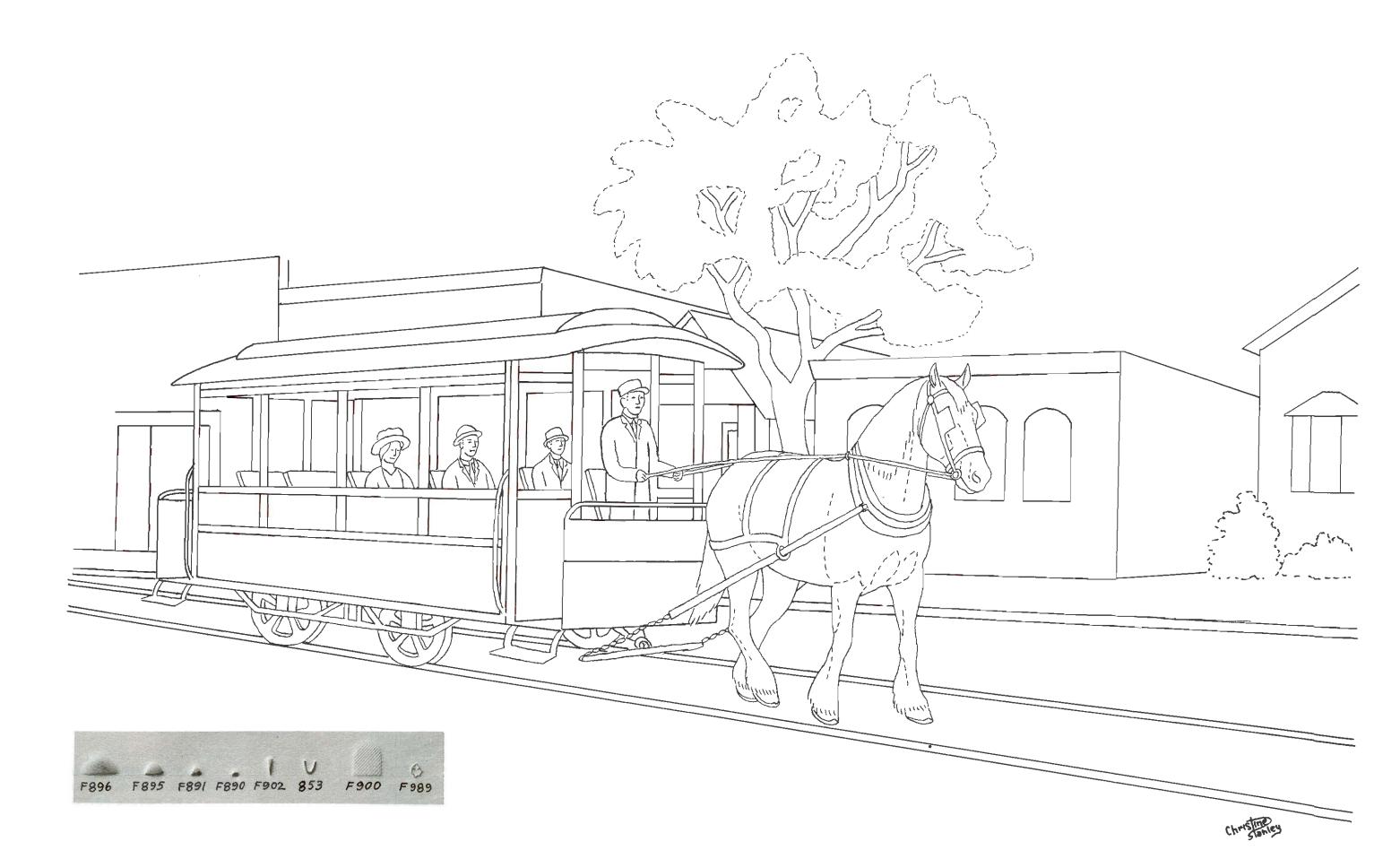
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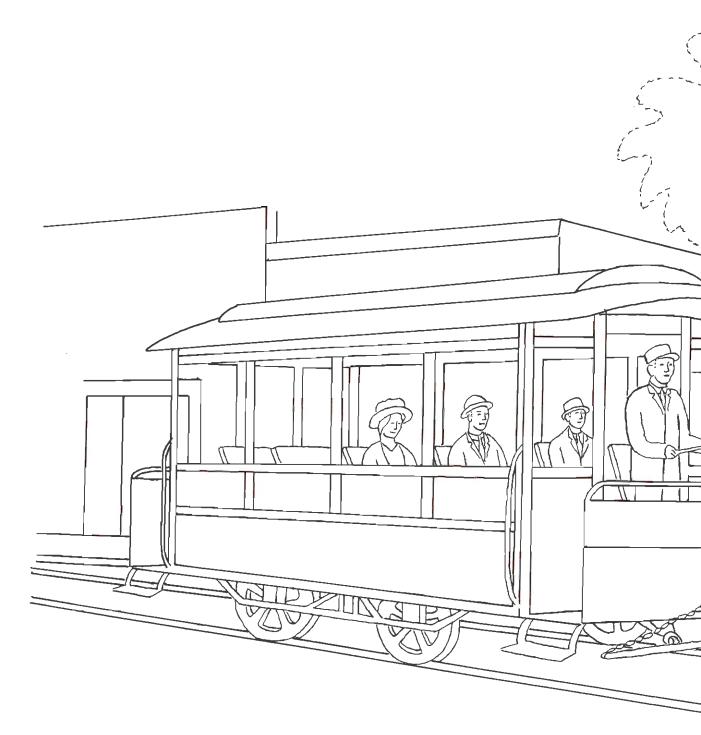
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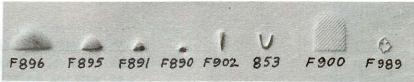
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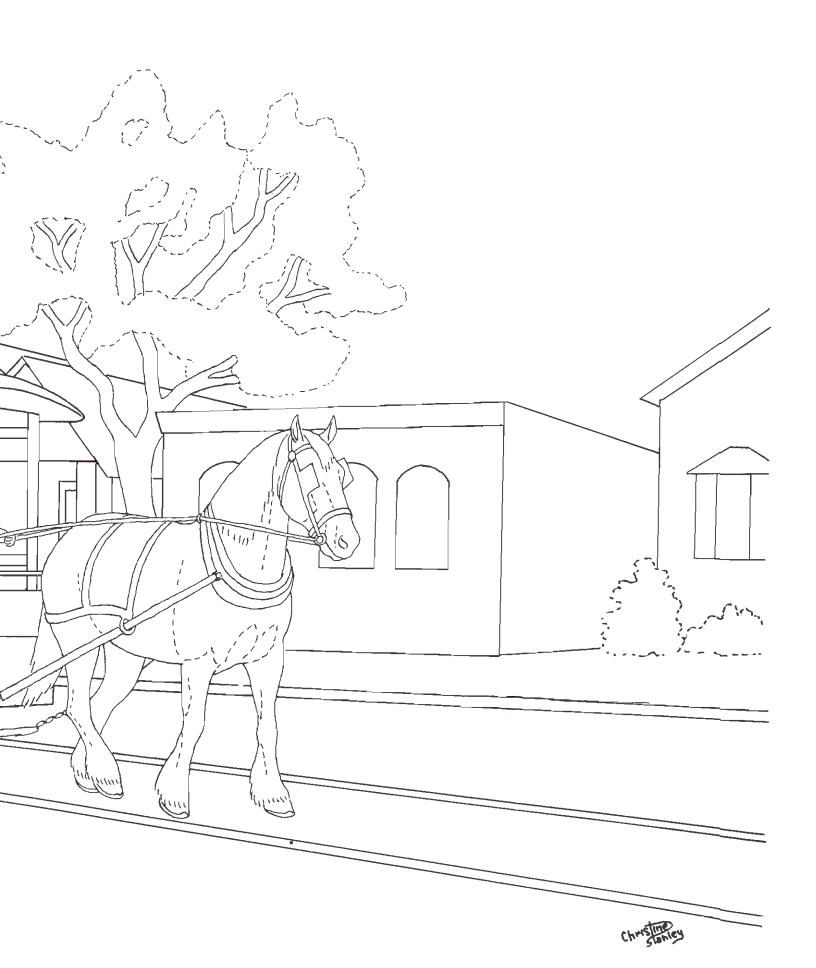
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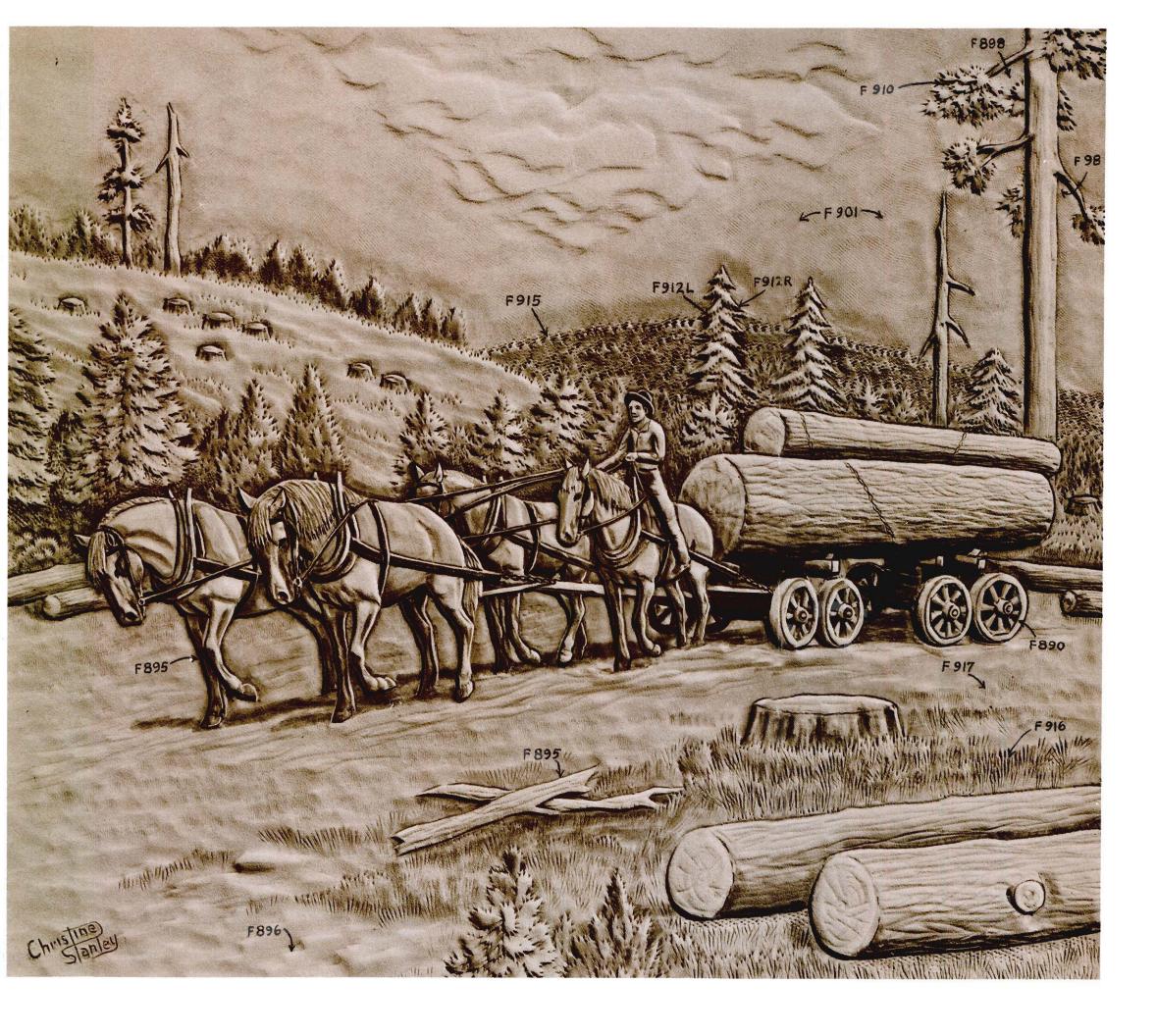
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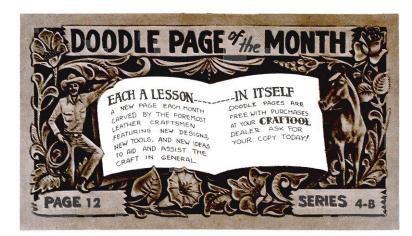












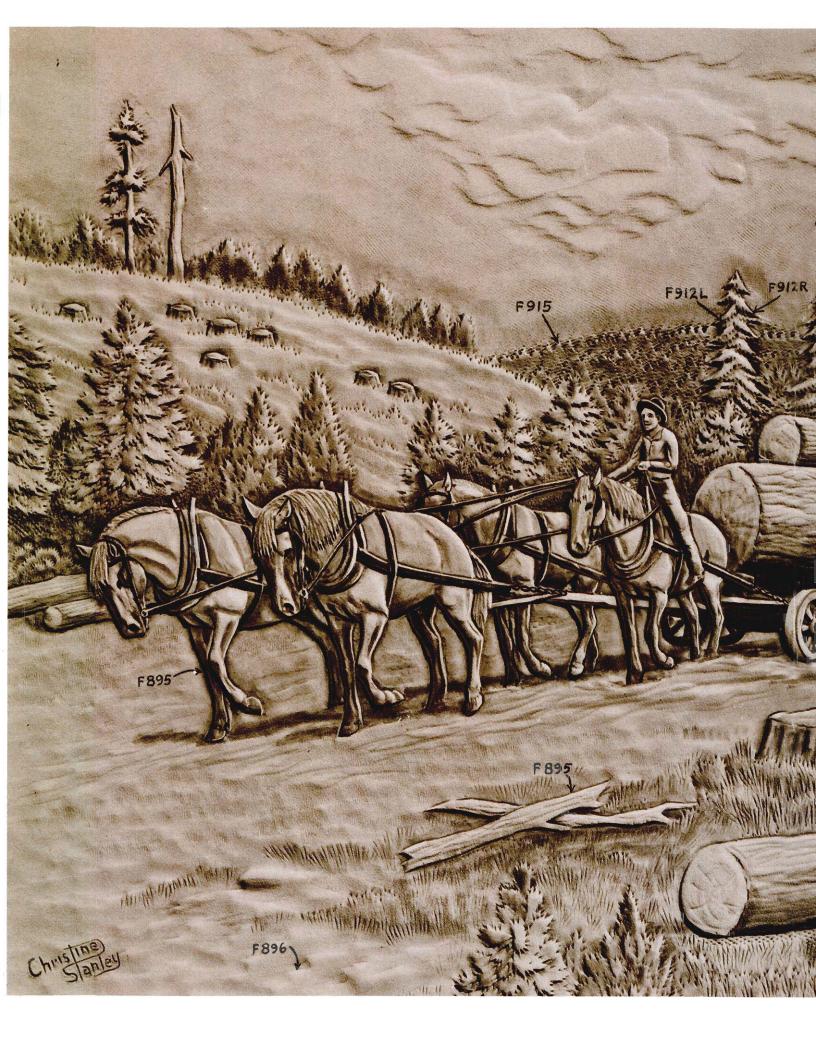
Early American Horsepower THE LOGGING TEAM by Christine Stanley

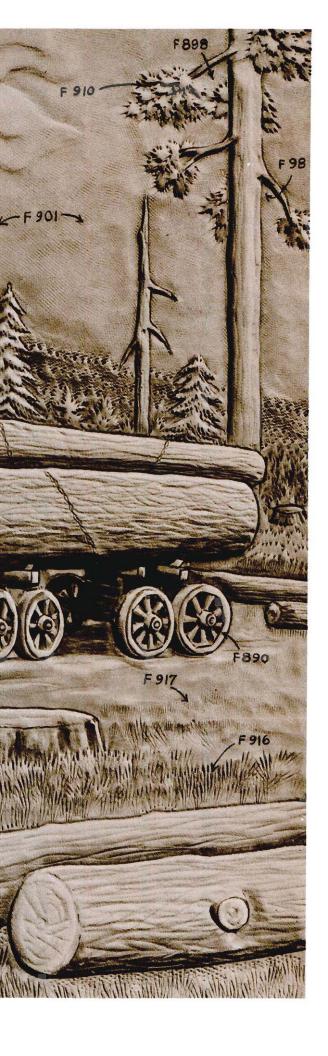
The logging team is a good example of the maximum use of available horsepower. Just as in a modern diesel truck, the heavier the load the more horsepower needed it move it. The most important quality of the workhorse is its strength. No special breeding is necessary other than size and stamina. You will notice also the heavy construction of the wagon running gear. All of the important elements of this scene suggest the great physical strength required of both man and beast in the early day lumber industry.

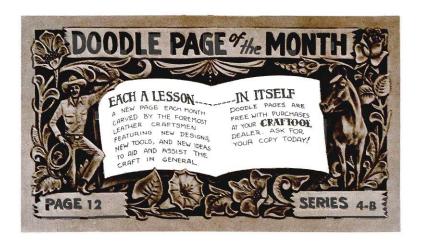
The variety of elements included in a scene determines of course how many and what kind of tools are used. Most of the tools used for this project are figure carving tools. These special tools have greatly simplified the carving technique for the leather artist. You can see how the F 912 L and F 912 R are used for some of the tree in the foreground while the F 915 is used to form the forest in the distance. The F 910 is used for another kind of tree. The F 917 and F 916 are used to obtain the grass effect in the foreground. The ease with which special effects can be achieved with these special figure carving tools is perhaps more appreciated by the leather carver who remembers, "way back when". Only a few short years ago this type of project would have required many long tedious hours of work with makeshift homemade tools. It is little wonder that very few leather artists would take the trouble or had the time or patience to experiment in this type of leather art in those days. There were, however, a few leather artists who continued to express a desire to expand the horizons of leathercraft. We are now enjoying the results of the gradual increase in demand for these specialized tools. Today, the leather artist has available the tools to create just about any kind of leather art he or she desires.

The photo carve indicates various ways in which the tools were used in this project. This is merely a guide. From the examples shown, it is very easy to follow the photo carve and determine which tool is used in each area of the scene.

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