



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)

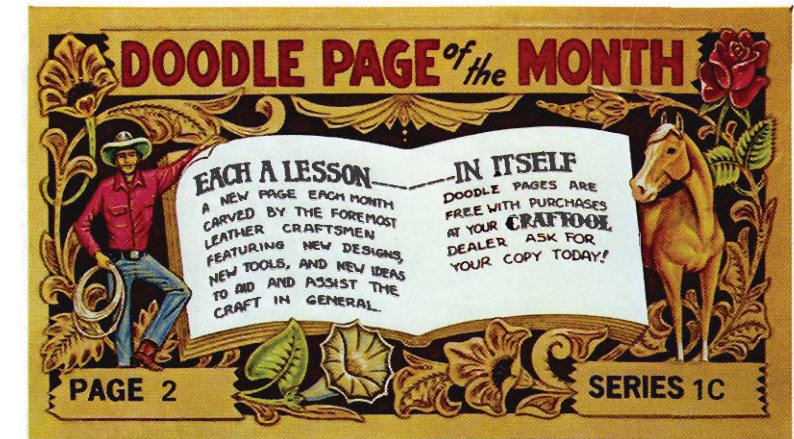
Please note: When printing on a home printer, the edges may get cut off. To avoid this, make sure “Page Scaling” is set to “Shrink to Printable Area” in the Adobe Reader print dialogue box. This will decrease the size of the Doodle Page a very small amount.



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



Photo-Carved Pattern



"Wild Bronc Riding"

(part 1)
by Gene Noland

My grandfather used to raise horses and my dad helped break them when he was young. I've been thrown a time or two myself, not breaking them but just riding them. I guess that is why I felt this was a good idea for a picture.

This is a two part Doodle Page with the first page showing the Photo-Carved pattern and the Tech-Tip pattern on the reverse side, which I hope will help in carving this picture. The second part will consist of the Tracing Pattern and the Coloring pattern.

After the picture has been traced and cut as indicated by the solid lines (do not cut the dotted lines as these will be beveled and modeled without being cut) you can begin the beveling.

First bevel all the areas that need to be beveled in the design to bring out the 3-dimensional effect. This will help you in seeing what the picture will look like. I used checked bevelers to bring out the brown shadowing in the leather thus giving it more depth.

After the beveling is complete, matt around the clouds with F899 and F898 in the small areas. Use the round heel of F898 to give the clouds a more bellowing effect. Finish the sky by matting the large areas with F900 and to cover a larger area you may use F901.

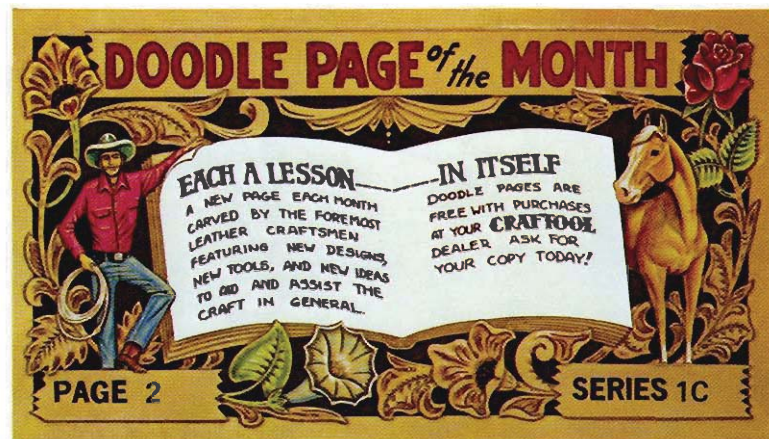
Next tool the buttes in the background with beveling only on the dotted lines. Then use the spoon of the modeling tool to round the edges and mark the accents. Use F933 for the distant grass and F934 for the close-up areas. F933 was used on the small bushes at the left.

I'd like to say here, keep your leather moist, Not Wet, but moist while you tool the picture.

(Continued on Reverse side)



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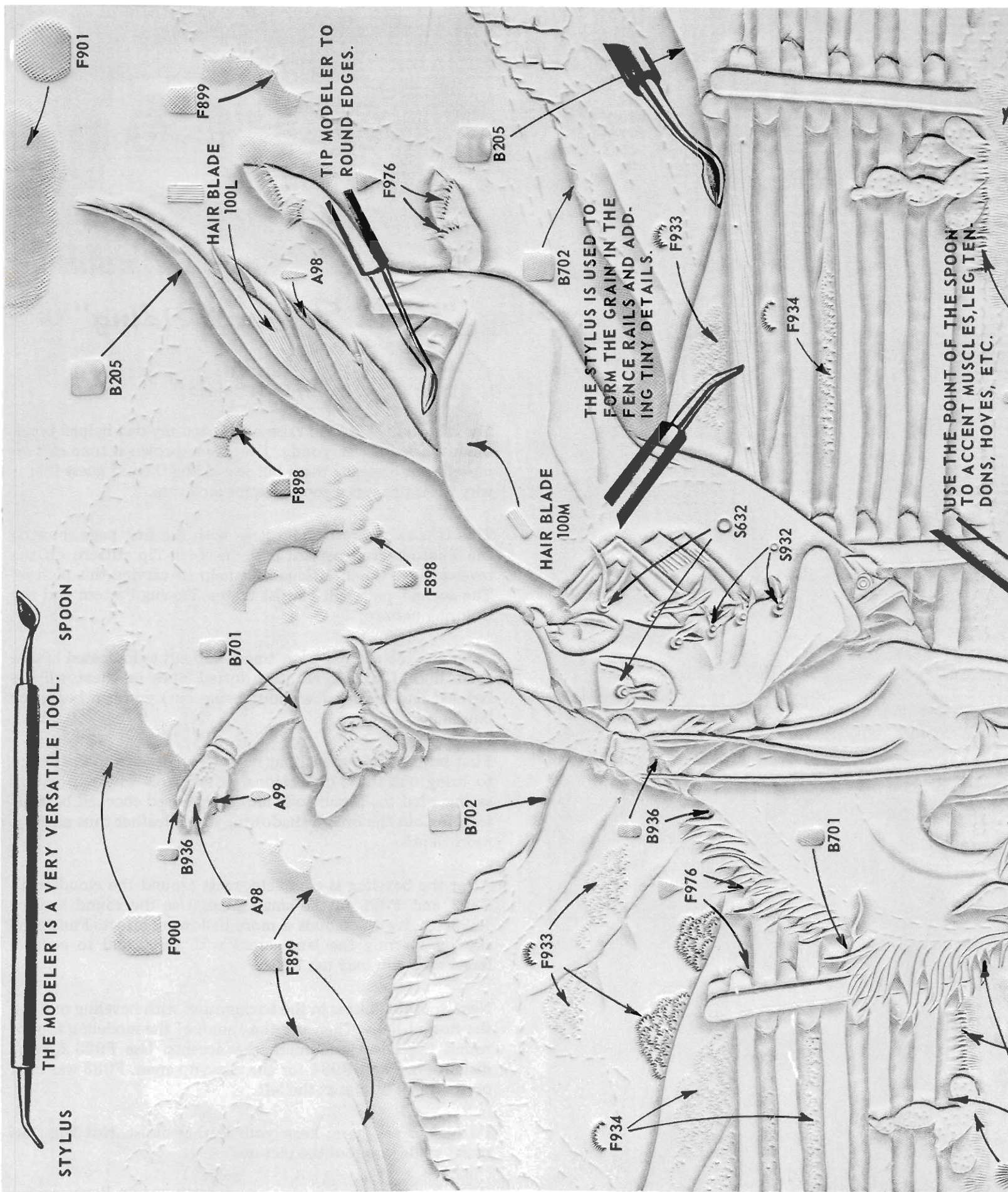
(Continued on Reverse side)



STYLUS

THE MODELER IS A VERY VERSATILE TOOL.

SPOON



F901

F899

HAIR BLADE
100L

TIP MODELER TO
ROUND EDGES.

F976

B205

B702

THE STYLUS IS USED TO
FORM THE GRAIN IN THE
FENCE RAILS AND ADD-
ING TINY DETAILS.

F933

F934

B205

F898

HAIR BLADE
100M

F898

B701

A99

F900

A98

F899

B702

B936

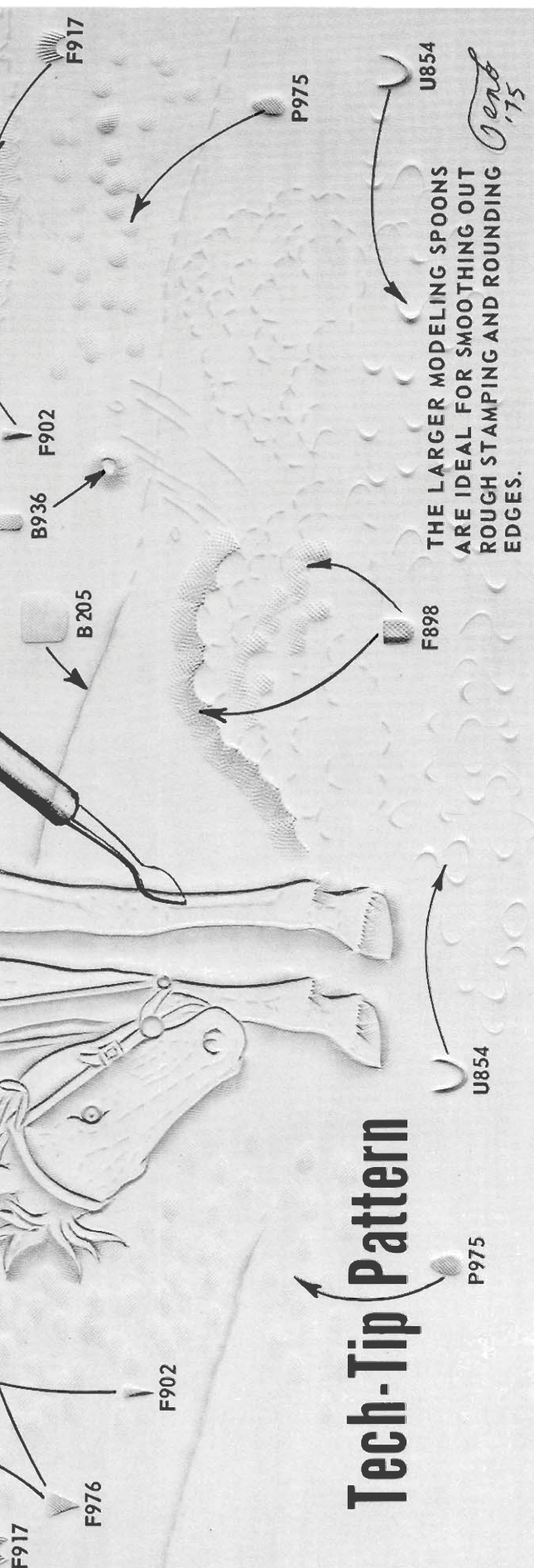
F933

F976

B701

F934

USE THE POINT OF THE SPOON
TO ACCENT MUSCLES, LEG TEN-
DONS, HOVES, ETC.



Use the modeling tool to round the edges of the horse and rider as well as the fence rails and posts. Then use the stylus of the modeler to indicate the grain of the rails as well as the knot holes.

The grass is done with F917 under the fence and the top edges are accented with F902.

Break up the plainness of the ground by using the hit and skip method with P975. However any small pear-shader may be used. Also hoof marks were added by using U854 to make it look like a corral area.

The dust the horse is kicking up is done in the same manner as the clouds but using just the small matting tool F898.

Model the horse and rider by rounding the edges with the spoon of the modeler. Accent the muscles and leg tendons with the tip and sides of the spoon.

Complete the horse using Hair blade 100M, using short strokes following the contour flow of the muscles of the horse, thus giving it a hair effect. Go over the mane and tail of the horse with 100M first and follow this with Hair blade 100L over the top. Finish with swivel knife cuts, do the same to the hair of the cowboy.

I find the steep angled filigreed blade works best for small fine accent cuts.

Finally finish the picture by putting in the conchos on the chaps and saddle with S632 and knots of the streamers with S932. The eye of the horse is also S632 and the horse's bit which I neglected to show is done with S633.

Just a word of encouragement, don't be afraid to make mistakes, I do, but they can be worked out. A helpful book on figure carving is Al Stohlman's "Craftool TECH-TIPS". Good luck in carving.



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