

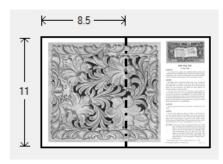
# Doodle Page Digital Download

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:

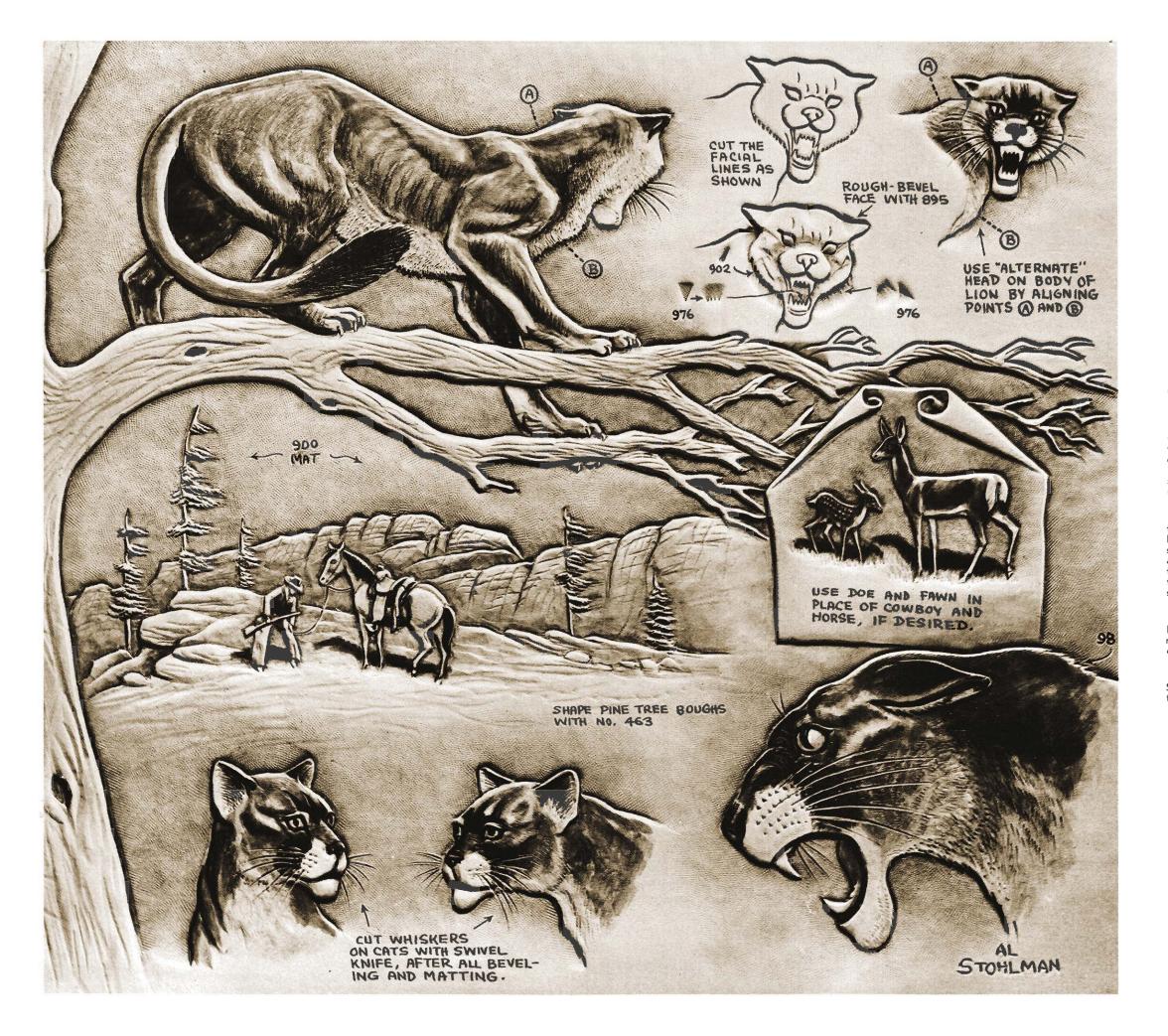
 $Front-full\ sized,\ front-tiled,\ back-full\ sized,\ back-tiled$ 

(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.





#### **COUGAR**

#### By AL STOHLMAN

The COUGAR (also called Mountain Lion or Puma) is constantly being hunted by mon because of his predatory habits in the destruction and killing of livestock. Only his superior cunning and instincts have prevented his eradication. This months Doodle Page offers the craftsman several variations and many possible uses of this cat for application to his leathercraft projects.

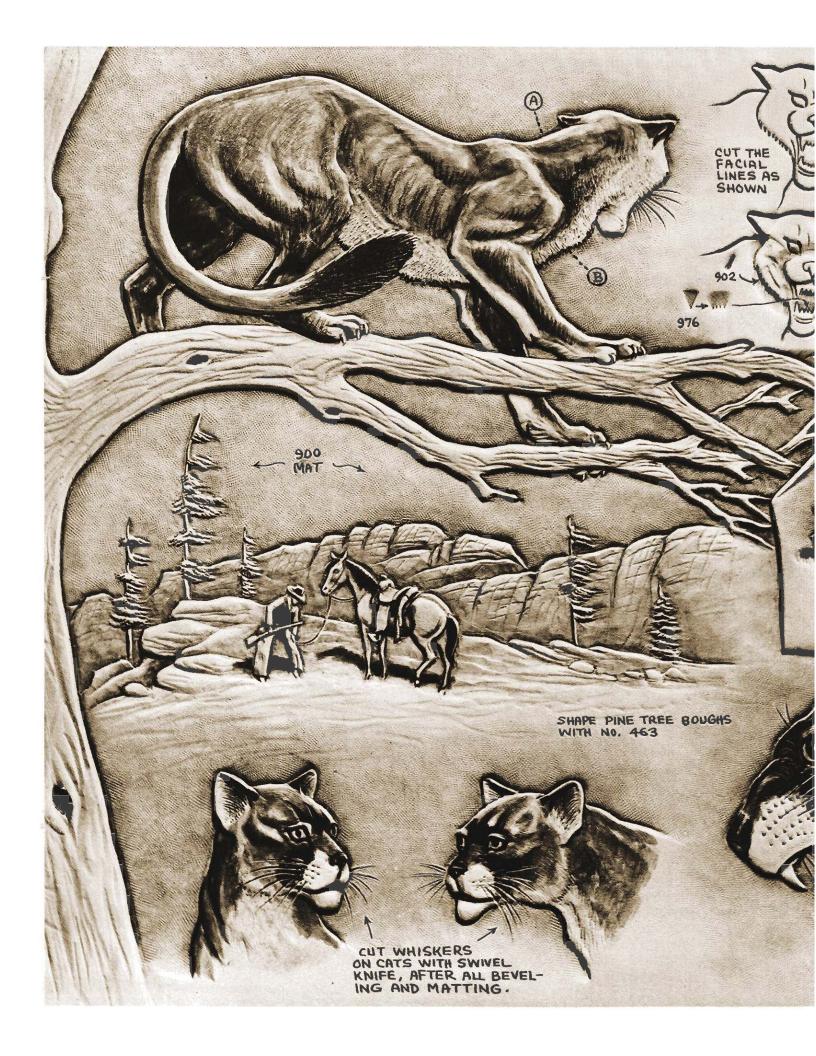
The large scene can be used on note-books, albums, etc. The heads at the bottom of the page are ideal for Wallet size. The head at the upper right can be used with the body of the Cougar if the craftsman desires, so that the cat is facing the viewer. In carving the face, use the tiny Figure Carving beveler No. 890 to bring out the teeth in sharp relief, ofter using No. 976. As in all figure carving, the Modeling Tool No. 3 plays o vital part in producing the desired effects and results. Use the point of this modeler in the corners of the eyes and to round the eye-balls inside the lids. Do not bevel on the eye-ball itself!

In working out the figures, "ruff" bevel all of the contours of the animal first, including the muscles. Bevel deeply around the underlying parts such as the legs on the opposite side. Use the Modeling Tool to smooth the edges and smooth out the rough beveling marks and to complete the muscle structure . . . and to add to the fine details of the face; scratching them in with the point of the tool. Use the Pointed Bevelers to create the rough hair effects at the belly and the jowls of the figures. This can also be complemented by small cuts with the swivel knife.

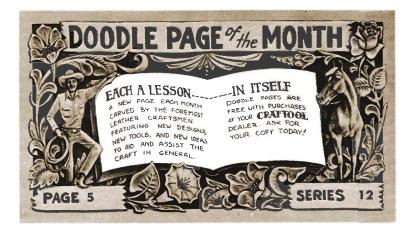
"Hair" effects are created with the No. 199 beveler (see Figure Carving Book by Al Stohlman for complete details). AFTER all beveling, modeling and matting . . . cut the whiskers with the swivel knife. Study the Photo. The bark effect on the large tree is put in with the spoon of the Modeling tool.

For DYEING the figures . . . it is suggested the Dye Chart methods in Al Stohlman's figure carving books be followed . . . showing dye formulas, brushing techniques, etc.









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