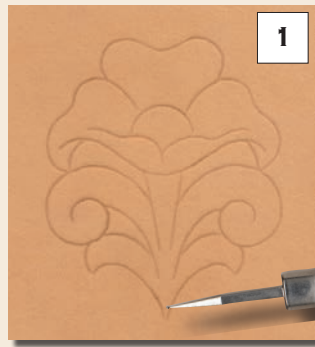


BASIC TOOLING STEPS

A simple guide to using basic leathercraft tools and stamps to create tooled patterns.

Products featured: T8170 Basic Tooling Set with Knife and T1101-00 Modeler/Stylus.

Transfer design to cased (dampened) leather using stylus end of modeling tool. Be sure to check for missed lines before removing the pattern.

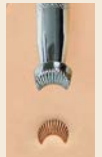


Swivel Knife T8102

Cut lines of the pattern using Swivel Knife T8102. The depth should be about half of the thickness of leather. Don't overlap cuts.



Camouflage BW6



The camouflage stamp is used to conceal a line or edge. It can also be used to create borders and shapes.

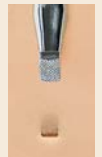


Pear Shader BW17

The pear shader is used to "shade" areas, create depth and add interest to a shape or design. To create a smooth impression, use the "walking the tool" technique.



Beveler BW9

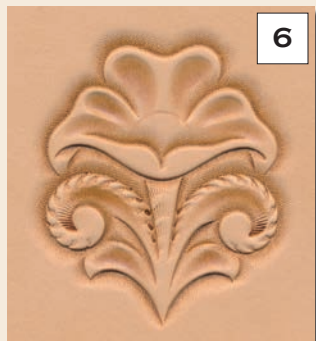


A beveler adds depth to a line and is sloped for graduated impression. The toe goes into the swivel knife cut to be beveled.

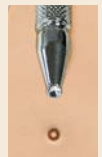


Veiner BW5

The veiner stamp is often used to put veins in flower stems and leaves. It can also be used for borders, scrolls, and shapes. Different pressure applied plus tilting can create different effects.



Seeder BW14

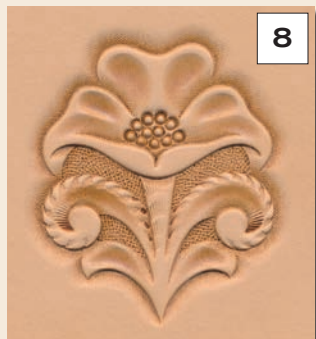


Use the seeder to create the middle of the flower, mimicking the seeds. It is also a great tool for borders, animal eyes, and creative designs.



Backgrounder BW10

The backgrounder will add additional depth to your design and create a background within or around your design.



Swivel Knife T8102

After your stamping is done, you can add additional swivel knife cuts to make accents and more interest to a tooled piece. It should follow the flow of the design.