

Study Guide for Leather Craft

Bronze Medal Test

A good Leather craft resource is “The Leather Craft Handbook”
by Tony Laier and Kay Laier

Pages 3 – 6

Things you should know about Leather Craft:

- Supplies can be purchased from Tandy Stores
- Know what tools to use when transferring your pattern to your project
- Know how to stop your leather project from stretching
- Know the kind of bowl to use for your water
- Know what casing your leather is
- Know the kind of hammer or maul to use
- Know what to do if you spill drops of water on your leather
- Know what happens if your leather is too dry or too wet when tooling
- **Be able to identify the following tools: Camouflage, pear shader, beveler, veiner, seeder, backgrounder veiner stop, mulesfoot, and basket weave stamp**

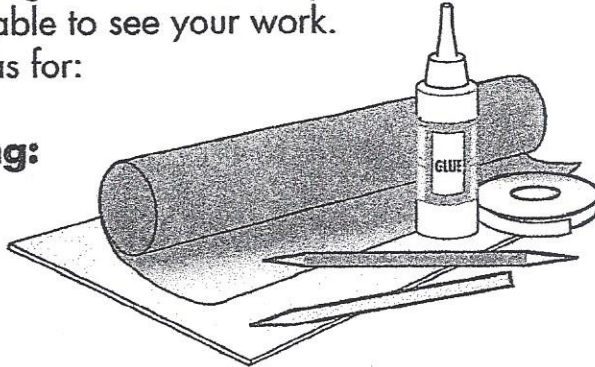
SETTING UP A WORKSPACE

Before you begin your project, it is important to set up your workspace for the best results and safety.

- 1) Use a clean, flat, sturdy work table.
- 2) Have lots of light: Natural, overhead (fluorescent) lighting and clip-on or swing arm lights. The more light the better.
- 3) Have a well ventilated area when using glues and finishes.
- 4) Select a comfortable chair at a height that will allow you to work OVER your project. You must be able to see your work.
- 5) You should have designated areas for:

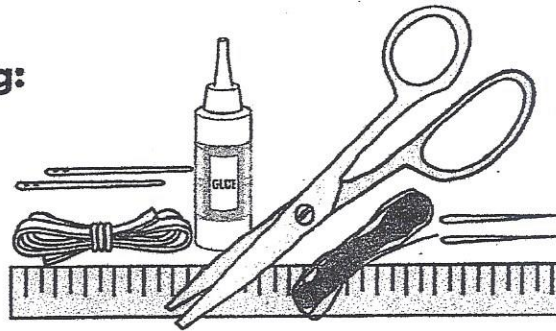
DESIGN and TRANSFER using:

Pencil or Ball Point Pen
Stylus Tracing Tool
Tracing Film
Cardboard
Glue and Tape



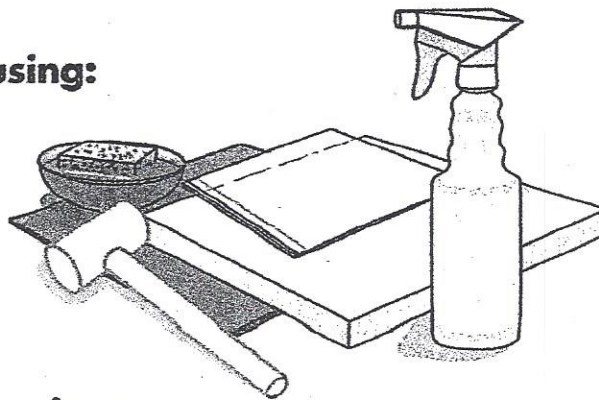
CUTTING and ASSEMBLY using:

Straight Edge (Ruler)
Scissors or Knife
Glue
Edgers
Punches, Chisels, Awls
Lace, Thread, Needles



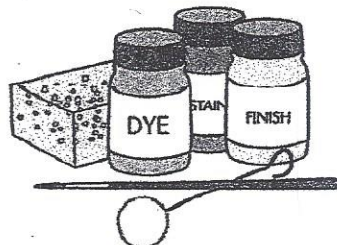
STAMPING and CARVING using:

Plastic or Glass Bowl
Water and Sponge or
Spray Water Bottle
Poundo Board and Marble
Tools and Mallet
Plastic Storage Bag



COLORING and FINISHING using:

Dyes, Stains and Finishes
Wool Dauber, Brush
Sponge, Wool Pieces, Soft Cloth



SAFETY and FIRST AID - Tools are sharp:

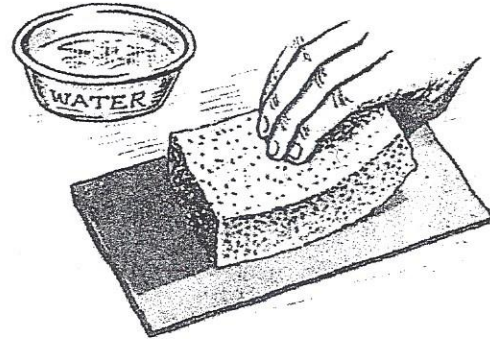
Have soap, water and bandages nearby.
For serious cuts or accidental poisoning, call 911.

LEATHER PREPARATION

If you plan to stamp or carve a design on your leather project, you must first moisten the leather. This is called **CASING THE LEATHER**. **NOTE: Only leathers sold as TOOLING or VEG-TANNED may be carved and stamped.**

1) In the Stamping and Carving Area of your workspace, apply water to both sides of your leather using a clean sponge and clean water. Dampen the leather, but don't soak it too much.

NOTE: Always use a plastic or glass bowl for water. Metal bowls could cause discoloration of the leather.



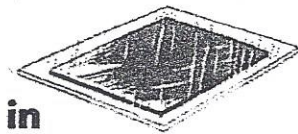
2) Set leather aside. When it has returned to its natural color and feels cool to the touch, it is ready.

NOTE: For best results, place dampened leather in a plastic bag and allow to case over night before stamping or carving.

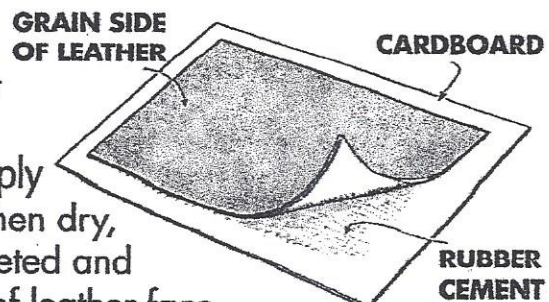
3) If some areas begin to dry too fast, lightly re-dampen with a sponge or sprayer. Note: You will need to keep the leather damp during stamping or carving. If your leather is too dry, it will be hard to tool. If your leather is too wet, the cuts will not remain open.

4) If water drops accidentally spill on the leather, immediately dampen entire surface of leather, feathering out the spots. Left untreated, spots will dry and be visible on your project.

CAUTION: If you must leave dampened leather for a long period of time (several days), place leather in a plastic bag and put in refrigerator. This will help prevent drying out and mildew.



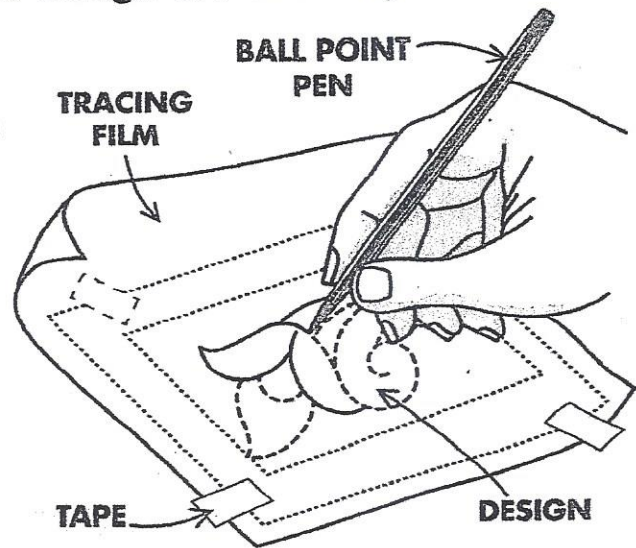
5) **TIP:** To prevent leather from stretching during tooling, adhere leather to a piece of hard surfaced cardboard (X-ray film, etc.) with rubber cement. Apply a light coat of cement to cardboard. When dry, adhere together. When tooling is completed and leather is dry, place tooled (grain) side of leather face down on work surface. Peel cardboard from leather, keeping leather flat to avoid wrinkles.



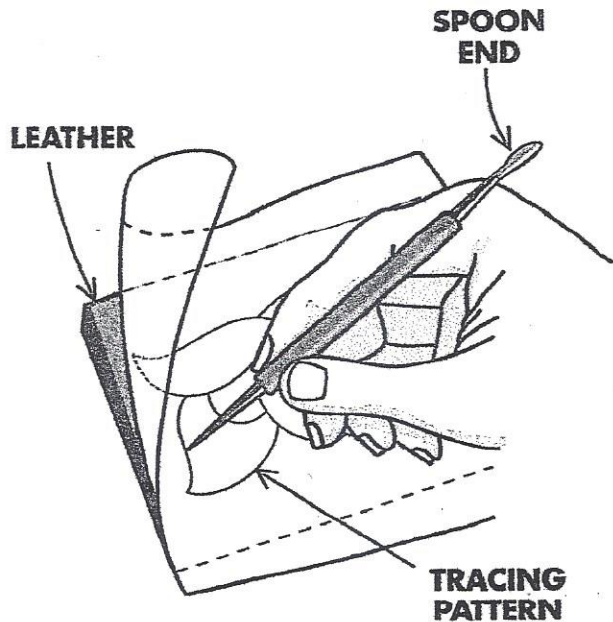
TRANSFERRING PATTERNS

A tracing pattern is a design or guideline to be followed when stamping or carving a design on your leather. Even when a design is an original creation, a tracing pattern is helpful. (Decorative details made by a stamp or swivel knife are usually not shown on the tracing pattern. Only the outline and major lines of the design are shown.)

1) In your Design and Transfer area, place a piece of tracing film over your pattern (supplied with kit or your own creation). Tape corners so neither will move while tracing. With pencil or ball point pen, carefully trace over all lines of design on pattern. Before removing tape, lift one corner to be sure no lines of the pattern were missed.



2) Place your CASED leather flat on work surface. Carefully place tracing film pattern over grain (smooth) side of cased leather. Using stylus end of modeling tool, or a ball point pen, retrace all lines of the design. Press firmly but not too hard and lines will transfer easily to the leather. Before removing tape, lift one corner to check to be sure all lines of the pattern were transferred.

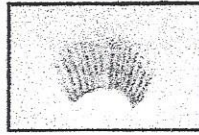


CAUTION: Cased leather is highly sensitive to all marks. Be sure your hands are clean, free of pencil lead, ink and other objects that might leave marks (such as sharp rings, watches, bracelets, buttons on sleeves, etc.)

BASIC STAMPING

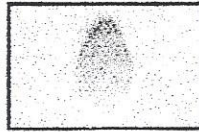
To stamp a design on your leather, you will need these special tools & stamps. While "casing your leather" (see page 4), look over the next 3 pages for designs you can make using these tools and a Mallet:

Camouflage



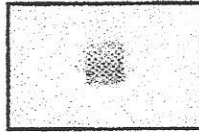
Also see page 13

Pear Shader



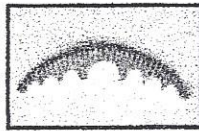
Also see page 14

Beveler



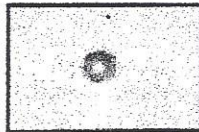
Also see page 15

Veiner



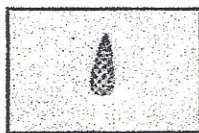
Also see page 16

Seeder



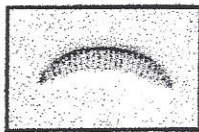
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Backgrounder



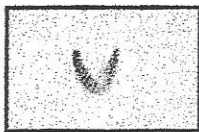
Also see page 18

Veiner Stop



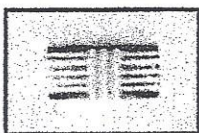
Also see page 19

Mulesfoot



Also see page 19

**Basket Stamp
X511**



Also see page 9

NOTE: These same tools can be used in combination with a Swivel Knife to "Carve" a design on leather (see page 10).