



UNIT II

Leathercraft



Exhibit Guidelines

1. Exhibit Board

Exhibit board dimensions should be 12" X 18" X 1/8" or 1/4", preferably pegboard.

- Each of the following steps shown on a separate leather sample.
 - Carving(use of swivel knife).
 - Use of seeder, pear shader, camouflage, and veiner.
 - Use of beveler and backgrounder.
 - Completely tooled sample with decorative cuts.
 - Finish samples using a clear finish only.
- Snap fastener.
- Two completed articles that combine the techniques demonstrated in this unit.
 - Articles may be finished using a clear or antique finish

Project Overview

In Unit 2 you will learn techniques for carving and stamping leather with conventional designs. Basic skills will include selecting leather designs, tracing, tooling, and applying finish.

Key Learning Topics

- Tips and techniques for tracing a pattern onto leather.
- The use of basic leather craft tools.
- Introduction to the use of a swivel knife.
- Learn to strive for the quality in craftsmanship.
- Tips and techniques for applying finish.

Expanding the Project

- Share information through talks, demonstrations and displays.
- Give a Leathercraft demonstration at your club meeting or for other groups or organizations
- Consider participating in county, district, and state level contests, under the "General Presentation" category and speaking on the subject of Leathercraft

Resources

- Leathercraft Basics Unit I
- Leathercraft Unit II: Carving and Stamping
- General Project Record Sheet 300.A-7 (R-18)



Targeting Life Skills:

- Resiliency
- Marketable Skills
- Self Motivation
- Stress Management
- Decision Making
- Problem Solving

