



# Creative Arts

## UNIT III

### Leathercraft



#### Project Overview

Unit 3 provides experiences for you to advance your skill in carving, stamping conventional or stylized designs, background dyeing, overall one-color dyeing, designing and assembly. You will not do pictorial or figure carving (realistic design) in Unit 3.

#### Key Learning Topics

- New skills in working with leather which may include: inverted carving, skiving, gouging, edging, burnishing edges and cleaning leather.
- To line articles.
- More stitching and lacing techniques.
- Background or one-color dyeing

#### 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
- Leathercraft Unit III: Advanced Carving
- General Project Record Sheet 300.A-7 (R-18)

#### Exhibit Guidelines

1. Wallet/ Checkbook cover
2. Belt
3. Chaps/ Chinks
4. Purse/ Bag
5. Notebook/Portfolio/Tablet Case
6. Home or Office Accessory
7. Tack and saddle accouterments
8. Gun Cases/Holsters
9. Saddle
10. Any Other small item
11. Any Other large Item



#### Targeting Life Skills:

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

