

BALLYHOO Creations

INSTRUCTIONS FOR: 8" ITH DOLL



For machine embroidery designs by Ballyhoo Creations

ABOUT THESE DESIGNS

INTERACTIVE PDF FORMAT

- You may print these instructions like any other PDF file.
- Or you can view it on your computer, tablet or phone for an interactive version.
- Links, buttons, check boxes, forms, and even a notes section can be filled out and saved by you. Your notes are private and only reside in your version of the file. Links and buttons will take you to the Ballyhoo Creations website where you are invited to share your feedback with me if you choose.

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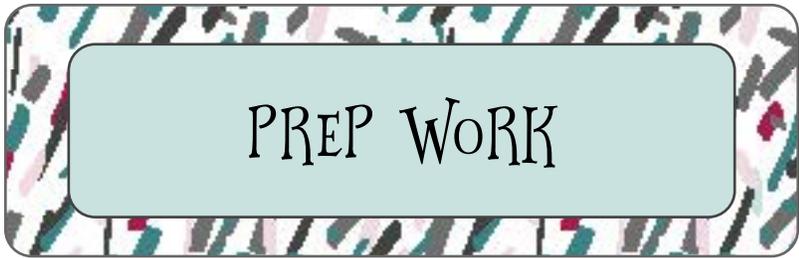
TOOLS & MATERIALS

TOOLS

1. Embroidery machine with 5x7" or larger hoop
2. Sharp fabric scissors
3. Small embroidery scissors
4. Hemostats (4" pair works well)
5. Fabric markers or paints (optional)
6. Machine needle
7. Hand sewing needle
 - 3" doll needle or longer recommended
8. If you wire your doll
 - pliers
 - Wire cutters

MATERIALS

1. No-show mesh embroidery stabilizer
2. Body fabric - stretch fabric
 - Two 8x8" squares, for front and back
3. Face & head fabric - stretch fabric
 - 4x4" for front in skin tone
 - 4" wide x 6" long for back in skin tone
 - OR for ITD hair, 4x2" skin tone for back
4. Doll hair or yarn, or 2 pieces hair fabric 3x3"
5. 40 wt machine embroidery thread in a dark color for the face
6. Embroidery bobbin thread
7. Top & bobbin thread to match body and face color for seams
8. Strong thread for hand sewing
9. Stuffing {polyfil or similar}
10. Armature wire and electrical tape {optional}
11. Fabric glue {if not hand stitching openings & hair}
12. Embellishments for your finished character



PREP WORK

THERE'S A VIDEO TUTORIAL FOR THIS PROJECT!!

- Let's make this as easy as possible, OK? Check out the video that explains how this project is done with an embroidery machine, then use this printed checklist while you work through your own project.
- <https://www.ballyhoo creations.com2020/05/making-the-ith-8-cloth-characters/>

DESIGN TEMPLATES

- The .zip file you downloaded contains templates for your designs along with the machine embroidery files.
- It's not needed for this project, but if you're wondering what templates are for, Checkout this web page for tips on how to place designs using printed templates.
<https://www.ballyhoo creations.comtemplate-placement-tips>

A NOTE ON EMBROIDERY DESIGN THREAD COLORS

- The thread color code for Ballyhoo projects is: purple is for placement lines; scarlet red means a finished seam; greens are tack-down stitches; Teal is for triple-stitched border such as feltie projects, and black or other colors are part of the main design (like the face in this project). You may use any thread color you like, those colors in the design are for demonstration. Refer to the color chart on your templates for color order of each design.
- Suggested thread colors: black or dark thread for the placement lines and face, then choose a thread to match your fabric for the seams.
- If you are using a DST or EXP file, the colors may not be represented correctly on your machine because those formats don't store color information. This is fine - just follow the directions for the NUMBER of the color and everything will work out. Example, color 1 is the outline on stabilizer.

PREP YOUR EMBROIDERY MACHINE

- Use whatever method you typically use to transfer the files to your embroidery machine.
- **If you have a MULTI NEEDLE machine** - you will need to manually program stops to allow for fabric placement steps.
- Ensure a good needle is in your machine.

8" DOLL BODY IN-THE-HOOP

1. Hoop your stabilizer in 5" x 7" hoop or larger. Cut-away, no-show mesh stabilizer or other light weight cut-away is recommended for this stuffie project.
2. STITCH COLOR 1 using thread and bobbin that match your body fabric. This will loosely stitch a placement line on the stabilizer. It also gives you an arrow to show the direction of stretch for your stretchy fabric.
3. Place 8x8" front fabric over the placement stitches with right side facing up.
4. STITCH COLOR 2 which will tack-down the fabric with an outline of the body.
5. (Optional) - If you are adding text or a design on the front of the body, insert that at this step. This is not included in the Ballyhoo doll design, but something you can add from your own design library or embroidery machine functions.
6. Place 8x8" back fabric over the front, with right side facing down. (right sides together) Position the fabric so the left side covers the left hand, and allow the excess to be on the right side of your hoop. You will need this excess for folding the back flap, so don't center the fabric.
7. STITCH COLOR 3 - this will place two dots to tack down the back fabric at the first fold line. (one dot at the center neck and one in the crotch) then it will advance the needle and take a few stitches in the next position.
8. Fold the right side of the BACK fabric towards the left, like you're turning the page of a book. Use those dots you stitched in previous step as the fold guide.
9. STITCH COLOR 4 - this stitches two more dots, one inside the left leg and another at the neck, to create the second folding guide. Then the needle advances to the next position and makes a few stitches.
10. Fold the back fabric towards the right, using the dots as the guide for your fold line. Your back fabric should now cover the body outline and have a folded flap running down the center.

Continued on next page...

8" DOLL BODY IN-THE-HOOP (CONT.)

11. STITCH COLOR 4 - this will stitch a line at the top and another around the ankles as a placement guide for stabilizer.
12. Place 6" long by 3" wide strip of mesh stabilizer over the neck and body, putting it inside the placement guide stitched in the previous step. This strip will cover the flap and hold it down as well as stabilize the body while leaving hands and feet free for easier turning. Do NOT cover the hands or feet with stabilizer.
13. STITCH COLOR 6. This will double stitch the seams of the body. The seams will stitch clockwise around the body, then do a 2nd round of stitches in a counter-clockwise direction for a strong seam. You will need to **babysit this step** to be sure your presser foot doesn't get caught under the stabilizer. Use a pointer tool to guide the strip of stabilizer as it passes under the presser foot. **DO NOT** put your fingers in the hoop during embroidery!
14. Remove hoop from your machine. Trim away excess threads from front and back if your machine didn't do that for you already.
15. The stitch-out of the body is done!

Continued on next page...

DOLL HEAD IN-THE-HOOP WITH HAIR

These steps are to make a head in-the-hoop which includes faux fur “hair” as part of the embroidery process. When you turn the head inside-out, the “wig” is already in place. If you prefer to make the head without hair and add hair later - go to page 9

1. Hoop no-show mesh stabilizer in 4” x 4” hoop.
2. Thread your machine with a dark thread for facial features and bobbin for embroidery
3. STITCH COLOR 1. This will outline the head shape onto the stabilizer as a placement guideline and give you an arrow showing the direction of stretch for stretch knit fabrics.
4. Place the 4x4” head front (face) fabric over the placement area you just stitched with the right side facing UP. {don’t place the fabric for the back of the head yet}
5. STITCH COLOR 2. This will stitch a series of lines to tack-down the front fabric to the stabilizer, leaving openings for soft sculpting in step 8.
6. STITCH COLOR 3. This will embroider the face onto the face fabric.
7. Keeping the project in the hoop, trim jump stitches from the face if your machine didn’t do that for you.
8. {Optional} While still in the hoop, add tiny bits of stuffing to nose, cheeks, chin or brow to create more character in the face. The [video](#) linked on page 4 can help with this.
9. Thread machine with top and bobbin thread to match your head/face fabrics.
10. Place one of the 3x3” hair material, right side UP, over the face to cover the top of the head down to eyes or mouth, depending on style. It’s OK to cover the face since you can trim away excess material later to reveal facial features.
11. Place the other 3x3” hair material, right side DOWN, over the face so it covers the top of placement stitches and goes down to around the mouth area. Make sure the back hair doesn’t go lower than the mouth.

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DOLL HEAD IN-THE-HOOP WITH HAIR (CONT.)

12. Place the back “skin” fabric on the lower head to overlap the back hair about 1/2” and make sure it doesn’t go all the way to the top of the head, but it should cover the bottom placement stitches in the chin area. This will be the bare neck area on the doll.
13. Place lightweight stabilizer over this face and hair sandwich
14. COLORS 4 and 5 are tack-down stitches for the hairless head. You can skip COLOR 4 and COLOR 5, or let them run for some tack-down of your sandwich if you’d like.
15. STITCH COLOR 6 to create seams. This will stitch clockwise, then reverse and stitch counter-clockwise so you’ll have a double stitched seam for strength.
16. Trim any excess threads. (But do NOT trim bobbin threads too short on the face or it may unravel.) Remove project from hoop. Stitching the head is done!

DOLL HEAD IN-THE-HOOP

NO HAIR

These steps are to make a doll head that has no hair. You can add your own yarn or fiber wig after the head is assembled. (If you prefer to make a doll with hair material sewn into the design - go back to page 7.)

1. Hoop no-show mesh stabilizer in 4" x 4" hoop.
2. Thread your machine with a dark thread for facial features and bobbin for embroidery
3. STITCH COLOR 1. This will outline the head shape onto the stabilizer as a placement guideline and give you an arrow showing the direction of stretch for knit fabrics.
4. Place 4x4" the face fabric over the placement area you just stitched with the right side facing UP. {don't place the fabric for the back of the head yet}
5. STITCH COLOR 2. This will stitch a series of lines to tack-down the face fabric to the stabilizer, leaving openings for soft sculpting in step 8.
6. STITCH COLOR 3. This will embroider the face onto the face fabric.
7. Keeping the project in the hoop, trim jump stitches from the face if your machine didn't do that for you.
8. {Optional} While still in the hoop, add tiny bits of stuffing to nose, cheeks, chin or brow to create more character in the face. The [video](#) linked on page 4 may help to understand this step.
9. Thread machine with top and bobbin thread to match your head/face fabric.
10. Place the 4" wide by 6" long fabric for the back of the head, right side DOWN, over the face. Make sure it covers up all the placement stitches on the top of the head, but leave extra fabric at the bottom so you can fold a turning flap. The stitch sequence below will walk you through this.
11. STITCH COLOR 4. These stitches put two dots on the back fabric as a guide for folding.
12. Fold the bottom of the back fabric towards the top, using the dots as the guide on where the fold line should be. After folding - your face fabric will be flat, while the back fabric is doubled



DOLL HEAD IN-THE-HOOP NO HAIR (CONT.)

13. STITCH COLOR 5. This places two more dots on the folded back fabric for the 2nd fold.
14. Fold the back fabric down again towards the chin, making sure the chin is covered by this fabric. After you've folded, you should have both face and back fabrics covering the outline stitches with a horizontal flap across the back.
15. Place lightweight stabilizer over the project so it covers all the stitches and flattens the fold.
16. STITCH COLOR 6 to stitch the seams of the head. This will go around clockwise and then repeat counterclockwise for a strong, double-stitched seam.
17. Trim any excess threads. (But do NOT trim bobbin threads too short on the face or it may unravel.) Remove project from hoop. Stitching the head is done!

8" DOLL ASSEMBLY STEPS

1. Remove the head and body from the hoops if you haven't already done that
2. Use sharp scissors to trim excess fabric away from head and body, using the placement lines as a cutting guide. Cut just inside those outer placement stitches. Clip close to the seam at sharp corners such as under arms or crotch area. Be careful not to cut the inner-most seams!
3. On the back of the pieces you should be able to see or feel the back fold under the stabilizer. Cut a slit in the stabilizer using small scissors. Then cut away the tip of the fold which will create an opening into the body/head cavity. ([video](#) helps with this)
4. Turn the head and body inside-out. Small hemostats will be your best friend for this task. Go slow and be patient. Watch the [video](#) for tips.
5. {Optional} Insert wire armature if you're including one. Armature diagram can be found on "Wire Armature Diagram" on page 10
6. Stuff the head and body with fiberfill.
7. Close the holes in head and body either by hand stitching with a doll needle and heavy thread, or by using fabric glue.
8. Attach the head to the body by hand stitching with heavy thread. Stitch the neck to the bottom of the head with a ladder stitch.
9. Add hair to the head using your choice of wiggling method. Several methods are shown in this video... <https://www.ballyhoo creations.com/2020/04/doll-hair-options> If you used the ITH hair method from step 16, you can cut the material around the facial features and glue it down, then style it.
10. Embellish your new cloth character with face coloring, clothing, accessories or whatever your creative genius desires!

TROUBLESHOOTING

- I can't get the arms turned inside out!

Be sure there is not extra bulk in the arms. The dolls were designed for 2 layers of stretch knit and one layer of thin stabilizer. Heavier fabric or extra lining and stabilizer can make the seams too bulky so they won't turn. Try tear-away stabilizer and tear it away from the arms after removing project from hoop. Be sure you're cutting inside the placement line so the seam allowances are not bulky. A small pair of hemostats (4 or 5" long) make turning much easier! Start at the hand and work slowly. Watch the video for more tips on turning the arms with ease. It takes a bit of practice but it can be done!
- My seams are too loose!

Some machines automatically adjust tension and others do not. If your seams are loose and you want to tighten them, you can increase your machine tension to somewhere between 4-5 for a tight seam. Consult your machine manual or google your machine name with "tension adjustment" for help with that.
- My multineedle machine stitched the whole thing without stopping!

You will need to program stops after each thread color on your machine when assigning colors. This is mentioned on page 4 under Prework. (While applique designs might stop for you, these in-the-hoop designs cannot be digitized that way without messing up the stitch types or confusing the color coded instructions.)
- My placement stitches on stabilizer are really loose.

Some machine don't adjust well to those long stitches. It's OK if they're loose since the placement stitches are just a guide and you'll cut those away towards the end of the project. If it bothers you, try increasing your tension as mentioned above about loose seams.

8" DOLL WIRING DIAGRAM

video: tutorial: <https://www.ballyhoo creations.com2020/04/making-wired-&-poseable-cloth-characters/>

Wiring the doll is completely optional!

Form the body armature

1. cut 18" of thick armature wire for neck/body/legs
2. bend in half, then twist to form the upper body like the diagram
3. using pliers bend the hips and feet to match the diagram
4. use wire cutters to clip excess from the feet
5. secure the hip area with tape such as duct tape or electrical tape

Form & attach the arms armature

6. cut 20" of thin armature wire for arms
7. create a loop like in the diagram
8. twist the overlapping edges twice to close
9. grab the "hand" loops and twist until tight and the entire "wingspan" is 8" long
10. attach the excess wire in the middle of the arms to the body where shown by twisting around the body armature
11. cover the arm attachment area with electrical tape so no sharp ends can poke out.

NOTE: It's best to leave the legs & feet straight until the armature is inserted into the cloth body, then you can bend the ankles to form the feet. It's easier that way.

