

BALLYHOO Creations

INSTRUCTIONS FOR: 11" 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 6x10" or larger hoop
2. Sharp fabric scissors
3. Small embroidery scissors
4. Hemostats
5. Machine needle
6. Hand sewing needle if hand stitching
 - 3" doll needle or longer recommended
7. If you wire your doll
 - pliers
 - Wire cutters

MATERIALS

1. No-show mesh embroidery stabilizer
2. Body fabric - stretch fabric
 - 6x10" for body front
 - 8 x 10" for body back
3. Face & head fabric - stretch fabric
 - 4x4" for front in skin tone
 - 4" wide x 6" long for back in skin tone
4. Doll hair or yarn, or 2 pieces faux fur 3x3"
5. 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
13. Fabric markers or paints (optional)



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://ballyhoo creations.com/product/11-cloth-character/>
(the video is on the instructions tab of the product page)

DESIGN TEMPLATES

- The .zip file you downloaded contains templates for your designs along with the machine embroidery files. This can help you determine sizing for customizing your doll.
- 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.com/template-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.
- Thread colors on your machine may not match those shown on the template thread list. 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. Refer to the templates to see which colors are stitched in design locations.

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.

DOLL HEAD IN-THE-HOOP

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.

1. Hoop no-show mesh stabilizer in 4" x 4" hoop or larger
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 4x4" 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, and then stitch the face.
6. Keeping the project in the hoop, trim jump stitches from the face if your machine didn't do that for you.
7. {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.
8. Thread machine with top and bobbin thread to match your head/face fabric.
9. For optional ears add-on (if not adding ears, skip COLOR 3 and COLOR 4 and go to step 10)
 - Place the right ear, right-side-down, so the stem fits in the ear box. The ear should partially cover the eye and the "S" stitches inside the ear will be face down when placed properly. STITCH COLOR 3 to tack the right ear in place, then the machine will advance to the left ear and tack a few stitches.
 - Place the left ear, right-side down, with the stem fitting in the ear box. STITCH COLOR 4 to tack the left ear in place, then the machine will advance towards the face and tack a few stitches.
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 (neck area) so you can fold a turning flap. Don't worry - The stitch sequence below will walk you through this turning flap.

DOLL HEAD IN-THE-HOOP (CONT.)

13. STITCH COLOR 5. This places two dots on the back fabric as a folding guide.
14. Fold the back head fabric up towards the top of the head, using the dots as the anchor points for the fold. Smooth the fold down flat.
15. STITCH COLOR 6 to create a 2nd pair of folding dots.
16. Fold the back head fabric down again using the dots as anchors for the 2nd fold. You should now have a flap which will be used for turning and stuffing.
17. Place lightweight stabilizer over the project so it covers all the stitches and flattens the fold. (You may skip this step if you want a more rounded doll head back. The stabilizer will keep the fabric from stretching when stuffed.)
18. STITCH COLOR 7 to stitch the seams of the head. This will go around clockwise and then repeat counterclockwise for a strong, double-stitched seam.
19. Trim any excess threads from seams. (But do NOT trim bobbin threads on the face design or it may unravel.) Remove project from hoop. Stitching the head is done!

11" DOLL BODY IN-THE-HOOP

1. Hoop your stabilizer in 6" x 10" 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 6 x 10" 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. TIP: The tackdown stitches are wider than the seams. Use your printed templates (included in the download) for proper sizing and placement of any custom embroidery.
6. Place 8" x 10" 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 back 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 anchors for your folding and don't stretch the fabric tightly.
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

Continued on next page...

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

back fabric should now cover the body outline and have a folded flap running down the center. Smooth out the fabric and finger press the fold flat.

11. Place a 6x10" piece of no-show mesh over the back of the project. This will stabilize the stretch fabric when we stuff the doll, and also keep the pressure foot from getting caught on the fold on the next step.
12. STITCH COLOR 5. 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. If your fabric is bulky, you can use a pointer tool to smooth out the layers while stitching. **DO NOT** put your fingers in the hoop during embroidery! Most stretch knits have enough grip so they stay in place without shifting. When in doubt, use tape to secure the layers in the hoop.
13. Remove hoop from your machine. Trim away excess threads from front and back if your machine didn't do that for you already.
14. The stitch-out of the body is done!

Continued on next page...

11" 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. 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. 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. Or you can use pipe cleaners or other light wire for some light duty posing.
6. Stuff the head and body with fiberfill. You can stuff firmly or lightly - it's your doll. Stuff the neck firmly to avoid a floppy head.
7. Close the hole in the body either by hand stitching with a doll needle and heavy thread, or by using fabric glue. (glueing tips included in video)
8. Slide the neck into the folding flap on the back of the head. You may hand stitch or glue the head to the neck.
9. Add hair to the head using your choice of wiggging method. Several methods are shown in this video... <https://www.ballyhoocreations.com2020/04/doll-hair-options> or a wig pattern design is included with your doll head files. Glue or stitch the wig onto the head.
10. Embellish your new cloth character with face coloring, clothing, accessories or whatever your creative genius desires!

TROUBLESHOOTING

- I can't get the arms or legs turned inside out!
 - Hemostats 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!
 - Be sure there is not extra bulk in the arms or legs. The pattern was designed for light-weight stabilizer and stretch knits.
 - Stitch the doll without stabilizer in the arm/leg area when stitching the back side. Or cut away the stabilizer close to the seams to see if that will reduce enough bulk.
 - Be sure you're cutting inside the placement lines when cutting out the body, so the seam allowances are not too bulky.
- My seams are too loose!

Some machines automatically use a low tension setting for embroidery because that's best for satin stitches, but it's too loose for proper seams. 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. I will typically set my tension to 4 and it works great for placement, faces, and seams.
- 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.

11" DOLL WIRING INSTRUCTIONS

Wiring the doll is completely optional!

These instructions are for a wired doll that can stand and pose on it's own. For a light version of wiring, you can use pipe cleaners or chenille stems to create light poses in your doll or leave the doll unwired.

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

Form the body armature

1. cut 24" of thick armature wire for neck/body/legs
2. bend in half, then twist to form the upper body like the diagram on next page
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 24" of thin armature wire for arms
7. create a loop like in the diagram on next page
8. twist the overlapping edges twice to close
9. grab the "hand" loops and twist until tight and the entire "wingspan" is 10" 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 or duct tape so no sharp ends can poke out. You can also tape some batting over areas to pad them.

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.

WARNING! Wired dolls are not intended for small children! The wires could come out and pose a hazard, or the child may repeatedly bend wires to the point where they break. Only insert wire armatures when the doll is not intended to be played with by young kids.

11" DOLL WIRING DIAGRAM

NECK/
BODY/LEGS

ARMS

attach arms
here

torso is 2
strands twisted
together

twist to
close, but
leave ends
dangling for
attaching to
the body

this square
should
print 1" on
all sides

(this is the
arm wire
BEFORE
you twist it
from hand
to hand)



