



APPLE & BANANA BODIED CLOTH CHARACTERS



For machine embroidery designs by Ballyhoo Creations

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TOOLS & MATERIALS

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.

TOOLS

1. Embroidery machine
2. Sharp fabric scissors
3. Small embroidery scissors
4. Hemostats
5. Machine Embroidery needles
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
 - (see table on next page for measurements)
3. Face & head fabric - stretch fabric
 - (see table on next page for measurements)
4. Doll hair or yarn, or 2 pieces faux fur
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} or pipe cleaners for light wiring
11. Fabric glue {if not hand stitching openings & hair}
12. Embellishments for your finished character
13. Fabric markers or paints (optional)

PREP WORK

PRECUT YOUR FABRICS AND GRAB YOUR HOOPS

	SMALL	MEDIUM	LARGE
head - skin tone stretch fabric	two pieces 4x4 fits in 4x4 hoop	two pieces 5x5 fits in 4x4 hoop	two pieces 6x6 fits in 5x7 hoop
body/shirt - stretch knit	two pieces 4x4" fits in 5x7 hoop	two pieces 5x5" fits in 6x10 hoop	two pieces 6x6" fits in 8x12 hoop
body/pants - stretch knit	two pieces 4x6" same 5x7 hoop as shirt	two pieces 5x7" same 6x10 hoop as shirt	two pieces 6x8" same 8x12 hoop as shirt
arms - stretch knit	2" x 7" folded in half same 5x7 hoop as pants & shirt (all one hooping)	2" x 10" folded in half same 6x10 hoop as pants & shirt (all one hooping)	3" x 12" folded in half same 8x12 hoop as pants & shirt (all one hooping)
ears (optional) - skin tone stretch fabric	(there is no small ears file)	two pieces 4x4" fits 4x4 hoop	two pieces 4x4" fits 4x4 hoop
hands (optional) - skin tone stretch fabric	(there is no small hands file)	two pieces 4x4" fits 4x4 hoop	two pieces 5x5" fits 5x7 hoop
wig - faux fur	two pieces 3x3" fits 4x4 hoop	two pieces 3x3" fits 4x4 hoop	two pieces 4x4" fits 4x4 hoop

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://ballyhoocreations.com/product/banana-body/>
(the video is on the instructions tab of the product page)

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. Stops should be assigned between every "color"
- Ensure a good needle is in your machine. If a size 75/11 embroidery needle gives you problems on stretch knits (skipped stitches), try a stretch or ballpoint needle instead.

EARS (OPTIONAL)

The hands and ears are both optional add-ons for the medium and large cloth characters. These may not be included in your files, depending on which package and add-ons you purchased.

IF YOU'RE ADDING EARS - BE SURE TO MAKE EARS BEFORE THE HEAD!

1. Hoop TEAR-AWAY stabilizer in 4" x 4" hoop or larger
2. STITCH COLOR 1. This will stitch a placement outline on your stabilizer
3. Place front fabric over the placement area you just stitched with the right side facing UP. {don't place the 2nd layer of fabric yet.}
4. STITCH COLOR 2. This will stitch a squiggle detail in the ears.
5. Place the 2nd layer of fabric over the first with right sides together.
6. STITCH COLOR 3. This will double-stitch the seams of the ears.
7. remove hoop from machine. Gently tear the ears away from the stablizer. This is easier while still in the hoop.
8. Cut away the excess fabric with a scant 1/8" seam allowance all around each ear. Be sure not to leave too much extra fabric at the opening - it will affect ear placement later.
9. Use small hemostats to turn the ears inside out. Finger press them flat.
10. The ears are now ready to be stitched onto the head.

HANDS (OPTIONAL)

The hands and ears are both optional add-ons for the medium and large cloth characters. These may not be included in your files, depending on which package and add-ons you purchased.

The hands are an advanced project, but can be done by an ambitious beginner. Watch the 3 part video on making the hands to make this as smooth as possible:

<https://ballyhoocreations.com/product/hands-ith-add-on-for-11inch-characters/>

1. Hoop TEAR-AWAY stabilizer in the correct sized hoop (see table on page 3)
2. STITCH COLOR 1. This will stitch a placement outline on your stabilizer
3. Place both layers of stretch fabrics (right sides together) to cover the placement stitches. The arrow on the placement stitches indicates the direction of stretch for your fabric. This pattern is intended for stretch fabric only.
4. STITCH COLOR 2. This will stitch a tight seam around the hand, and reverse to make a double-stitched seam.
5. remove hoop from machine. Gently tear the hands away from the stablizer. (This is easier while still in the hoop.)
6. Cut away the excess fabric with a scant 1/8" seam allowance all around each hand and finger. Take your time and use small, sharp scissors. Be sure to clip as close to the finger joints as you can without cutting the seam.
7. Use small hemostats or other instruments to turn the hands inside out. The video linked above goes in-depth about tools and tips to turn the tiny fingers.
8. The hands are now ready to be attached to the doll body as described in the video instructions.

DOLL HEAD IN-THE-HOOP

1. Hoop no-show mesh stabilizer in the correct sized hoop and gather your pre-cut fabrics (see table on page 3)
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 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 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 3 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.
 - *Please keep your hands away from the needle while stitching and use tape or pointer tool if you need assistance holding fabrics down. This pattern was designed to minimize any movement of parts while stitching.*

Continued on next page...

DOLL HEAD IN-THE-HOOP (CoNT.)

10. Place 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 about 2" of 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.
11. STITCH COLOR 5. These stitches put two dots on the back fabric as a guide for folding. One on the right and one on the left. The dots are outside of the head seams so these will be cut away after stitchout is completed and will not show.
12. Fold the bottom of the back fabric towards the top of the head, using the dots as the guide on where the fold line should be. After folding - your stitched face fabric will be flat, while the back fabric is doubled up and covering the upper part of the face and head.
13. STITCH COLOR 6. This places two more dots on the back fabric as a 2nd folding guide. These are a little higher than the first pair and still outside of the head seam so they won't show in the finished head.
14. Using the 2nd set of dots from the previous step, fold the back head fabric down towards the chin and be sure the placement guide is covered at the bottom of the head. Smooth the folds down flat. This folded flap will be used later for turning and stuffing.
15. Place no-show mesh or other lightweight stabilizer over the project so it covers all the stitches and flattens the fold.
16. 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. *Please keep your hands away from the needle while stitching and use tape or pointer tool to hold fabrics down if your presser foot is not high enough to clear the layers of fabric.*
17. 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!

BODY IN-THE-HOOP

1. Hoop no-show mesh stabilizer in the correct sized hoop and gather your pre-cut fabrics (see table on page 3) Stretch fabrics and no-show mesh stabilizer are required for this pattern. Using non-stretch fabrics or thicker stabilizer might make the project too thick to turn inside-out. DO NOT line your fabric with fleece as some other dollmakers do. This project was not designed for that method.
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 one piece of shirt fabric, right side UP, in the box with the stretch arrow in it and line up the bottom of the piece with the placement line separating the upper and lower boxes.
4. Now place one piece of pants fabric, right side DOWN, on top of the shirt fabric lining up the bottom edge.
5. STITCH COLOR 2 which will stitch a seam at the waistline.
6. Flip the pants fabric down so it covers the lower box (placement guide for pants fabric.) Gently smooth out the fabrics so they lie flat.
7. STITCH COLOR 3 which will tack-down the fabric with an outline of the body. This outline can be used as a cutting guide when the stitching is finished.
8. (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.
9. Place the 2nd piece of pants fabric, right side DOWN, over the existing pants fabric in the hoop. Make sure they both completely cover the bottom placement box. Fold about a 1/2" of the pants fabric and line that fold up with the waist seam you stitched earlier. This will align the front and back of the pants at the seams. You may want to tape the fold down on both sides if your stretch knit doesn't lie flat at the fold.

Continued on next page...

BODY IN-THE-HOOP (CoNT.)

10. Place your 2nd piece of shirt fabric, right side DOWN, over the existing one and make sure it covers the placement outline like the first one did. The bottom edge of the shirt should overlap the pants waistline fold by about 1/2", but don't let it be long enough that it reaches the crotch seam (the tackdown stitch shows where this is) otherwise your shirt fabric will get stitched into the crotch and make turning more difficult.
11. Place a 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 folds and layers.
12. STITCH COLOR 4. This will double stitch the seams of the body. **DO NOT** put your fingers in the hoop during embroidery! These designs were planned to avoid fabric shifting during stitchout. When in doubt, use tape to secure the layers in the hoop, not your fingers.
13. If there is any fabric covering the long rectangle for the arms, trim away that fabric while the project is still in the hoop, being careful not to cut any seams. You'll need that long rectangle to be free of body fabrics for the next steps.
14. The arm fabric piece should be folded with right sides together to make a long, skinny rectangle. Take the folded arm fabric and line up the fold on the indicated line. If your fabric fold doesn't lie flat, you may want to tape it so the fold is crisp in the hand area at the fold line. You do NOT need to add any stabilizer on top of the arms.
15. STITCH COLOR 5. This creates a double stitched seam for arms and hands, leaving a hole in the center for turning
16. The stitch-out of the body is done!

APPLE & BANANA 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 and arms, using the placement lines as a cutting guide. Clip close to the seam at sharp corners such as the thumb or crotch area. The arms only need stabilizer in the seams, so you can cut away any excess stabilizer and leave the arms unlined. Be careful not to cut the inner-most seams of any of the pieces!
3. On the back of the body and head you should be able to see or feel the back fold under the stabilizer. (Can't tell the back from the front? The front of the body and head has the stretch arrow stitched on stabilizer, the back does not) Cut a horizontal slit in the stabilizer on the back of the body and the head. 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, arms and body inside-out. Hemostats may help when turning small parts. 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. Stuffing the doll:
 - Stuff the legs and lower body of the doll first.
 - Then Stuff the arms and thread them through the side openings of the doll.
 - Finish stuffing the doll body using the waist flap and side openings. You can stuff firmly or lightly - it's your doll. But stuff the neck firmly to avoid a floppy head.
 - Stuff the doll head. NOTE: Amount and placement of stuffing can really change the way the head looks. This is all part of the creative process. Do not close the head flap yet.
7. Turn the flaps of the side openings in and tuck them into the doll body, then hand stitch or glue them closed. (glueing tips included in video)
8. Add any extra bits of stuffing through the back waist flap to even out the body, then glue or hand stitch that opening to close it up.
9. Slide the neck into the folding flap on the back of the head. You may hand stitch or glue the head to the neck. This will close up the head opening and attach it to the body at the same time.
10. Embellish your new cloth character with hair, face coloring, clothing, accessories or whatever your creative genius desires!

IN-THE-HOOP WIG (OPTIONAL)

You may use the wig design to make hair using faux fur, or choose other styles of doll hair to fit these cloth characters. There is a video series on doll hair options:

<https://ballyhoo creations.com/2020/05/how-to-make-hair-for-your-cloth-character/>

Follow these instructions for the faux fur wig made in-the-hoop

1. Hoop tear-away stabilizer in a 4x4 hoop
2. STITCH COLOR 1 on the stabilizer to get the placement outline
3. Place a piece of faux fur (right side UP) to cover the placement stitches. This will be the front of the wig. Position the bottom edge of fur at the lower edge of the wig. Then cover it with a scrap of tear-away stabilizer or your choice of removable topper.
4. STITCH COLOR 2 which will tack-down the first layer of fur and provide a placement outline for the 2nd layer (back of wig)
5. Place the back piece of fur (right side DOWN) to cover the placement stitches. Position the bottom edge of fur at the bottom edge of the placement stitches. These are a bit lower than the front of wig. If you want longer hair, you can lower the fur to add length.
6. STITCH COLOR 3 to create the seams of the wig.
7. Gently remove the wig from the tear-away stabilizer
8. Cut away excess fur from top and sides, leaving 1/4" seam allowance
9. Turn the wig inside-out and remove any remaining tear-away stabilizer.
10. Locate the center front of the wig and cut a slit about half-way to the seam in order to open up the front so you will see the eyes and face of your cloth character. You can either tuck the excess under the wig or trim away the triangles.
11. Place the wig on the doll where you want it. Use fabric glue or hand stitches to hold it in place, or leave it loose if you want to exchange hairstyles with different wigs.

NOTE: It's best to add the wig AFTER the head and body are connected and closed up. That way the back of the hair can hide the head/neck join area.

TROUBLESHOOTING

- I can't get the arms or legs turned inside out!
 - Hemostats make turning much easier! You can find them for about \$5 in the fishing section of big box stores, or get larger ones for \$5 to \$20 on Amazon. They are worth the investment and very useful for in-the-hoop projects.
 - 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 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 on in-the-hoop projects. I've created a video and free test file so you can find the best settings for your machine. You can get that here: <https://ballyhoocreations.com/product/freebie-tension-test-for-ith/>
- 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.
- My placement stitches on stabilizer are really loose.

This is common for the long stitches used for placement guides and won't affect your finished project. But if you want to tighten those stitches - see the above issue about seams being too loose.
- The thread colors on my machine don't look like the stitch order sheet in the download.

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. You can choose whatever thread color you prefer for that - it doesn't need to match. Refer to the templates to see which colors are stitched in design locations. And try to match your thread color to your fabric when stitching the seams for a neater finished project.
- The needle or presser foot is getting caught on the layers of fabric.

This can happen with in-the-hoop projects if your machine's presser foot is low. These designs were planned out to minimize this problem. Putting stabilizer over the project per the instructions will help fix this. You can also check your machine manual to see if your machine has an option for raising the presser foot for bulky projects (common for quilting.) Or switch to thinner fabrics that are less bulky.

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.ballyhoocreations.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.

SMALL CLOTH CHARACTER WIRING DIAGRAM

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

Wiring the doll is completely optional!

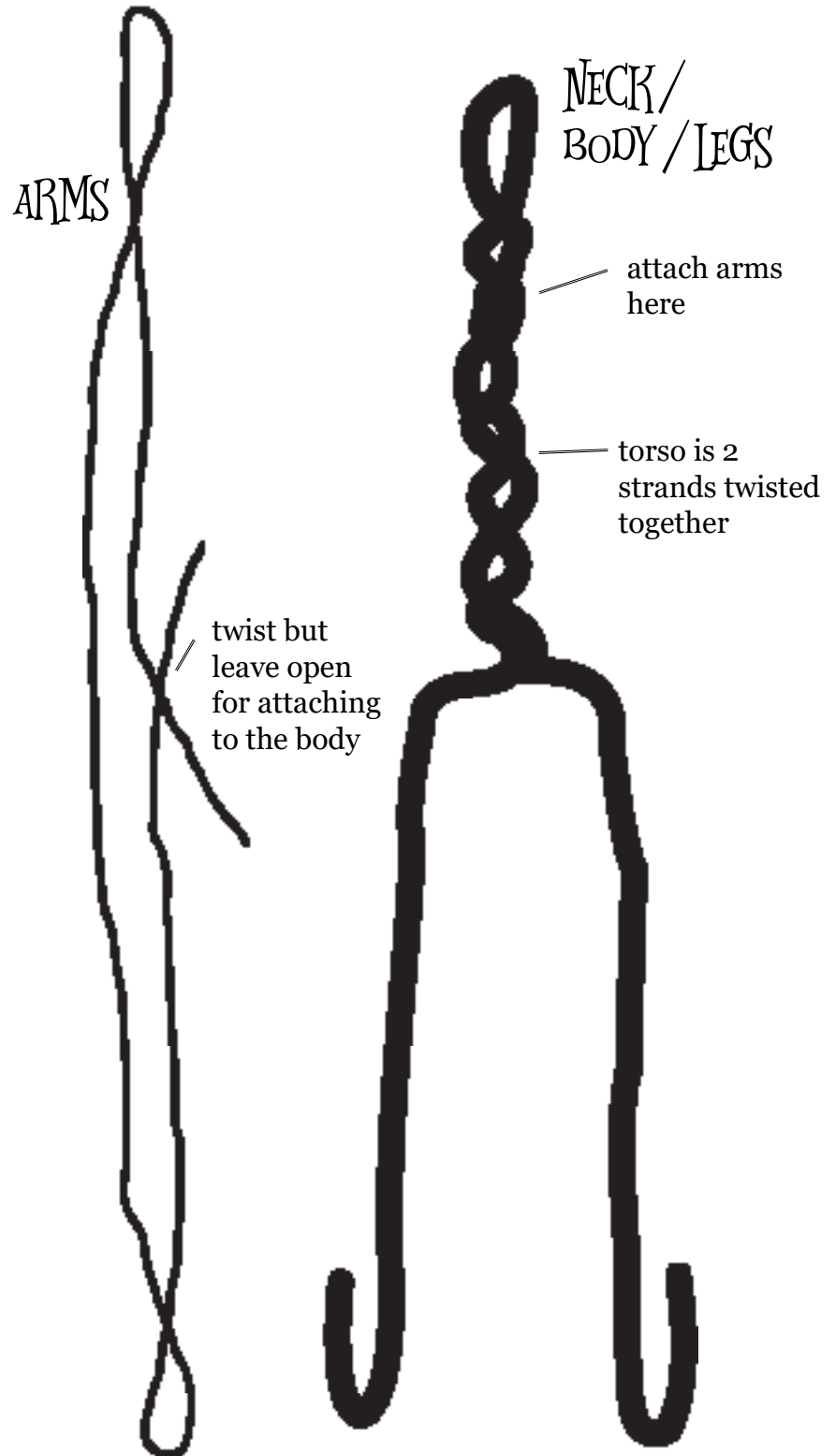
Form the body armature

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.



MEDIUM (11") CLOTH CHARACTER WIRING DIAGRAM

BALLYHOO
Creations

NECK/
BODY/LEGS

attach arms
here

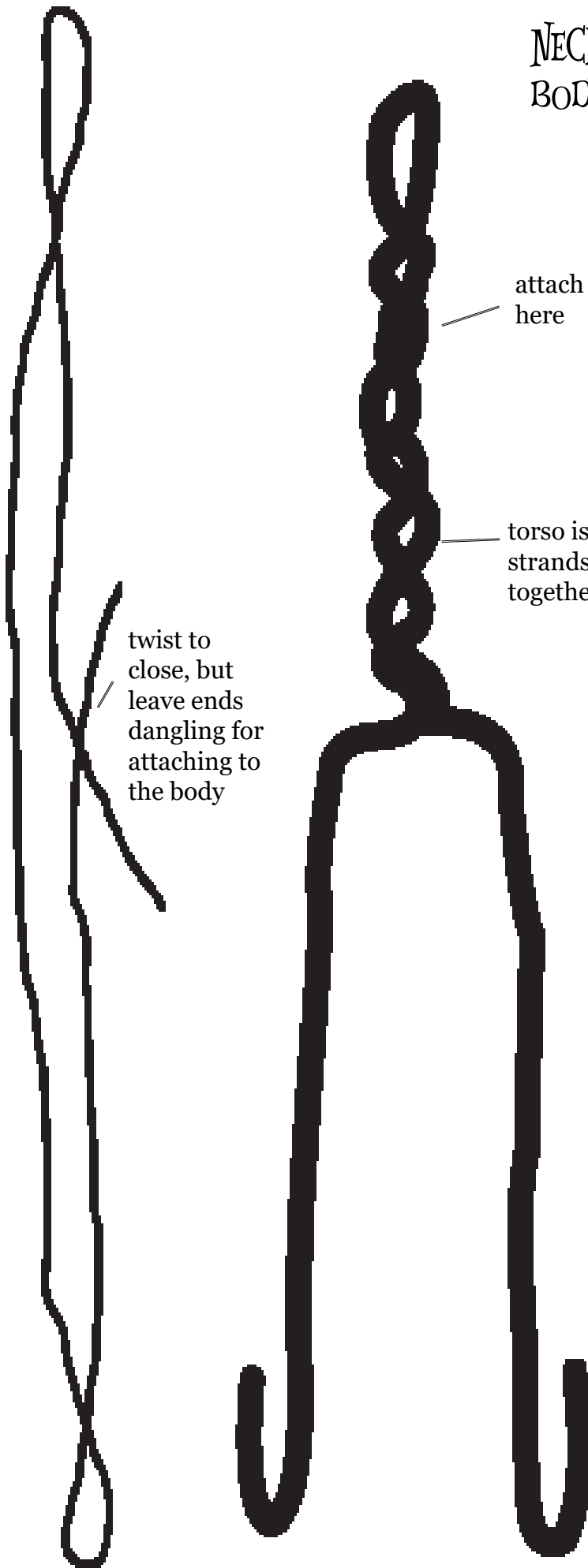
torso is 2
strands twisted
together

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

ARMS

this square
should
print 1" on
all sides

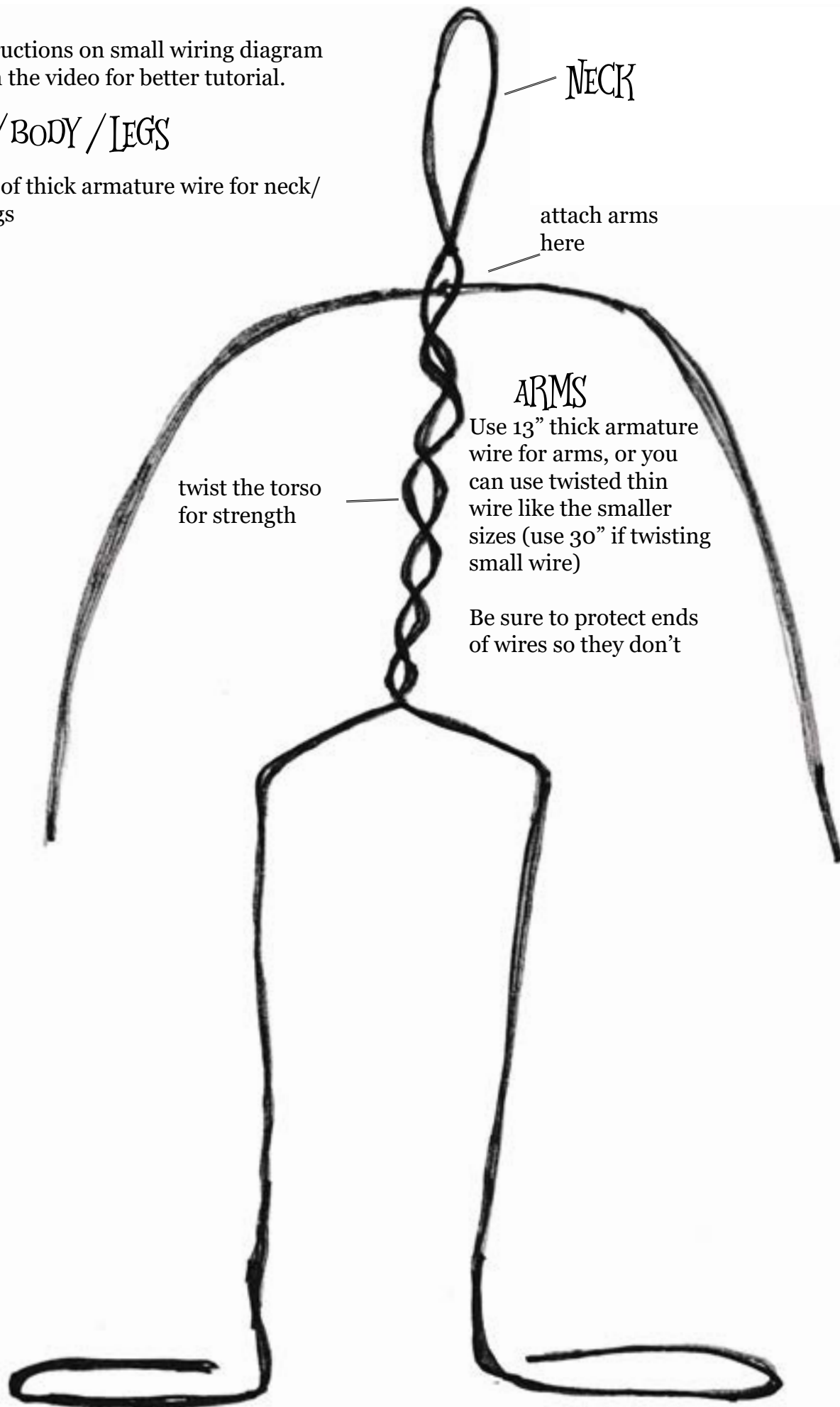
(this is the
arm wire
BEFORE
you twist it
from hand
to hand)



see instructions on small wiring diagram
or watch the video for better tutorial.

NECK / BODY / LEGS

Use 30" of thick armature wire for neck/
body/legs



LARGE CLOTH CHARACTER WIRING DIAGRAM

NOTES & FEEDBACK

If you have feedback on how to improve this pattern, please use the button below and tell which pattern or design you are coming from.

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

If you are viewing this document with an Internet connection, you can click the buttons below and be whisked off to the ballyhoo website contact form and newsletter sign-up pages.