

# THE DOLL STREET DOLL IS HERE!

## FREE PATTERN

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This doll was designed by members of the Doll Street Doll Club: Ute Vasina (body); Cody Goodin (legs); Charlotte Donahue (arms); Judy Skeel (head); Deborah Williams (clothing). The whole thing was put together into one pattern by Kathy Kenney.

Photos by Kelly Lynn Smith

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## Doll Street Doll Pattern

### General

The Doll Street Doll is made of velour or stretch knit. Our sample doll was created with flesh tone head, body and arms/hands and patterned legs. Begin by making a template of all pattern pieces. File folders or poster board come in assorted colors and make great templates.

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### Materials

Flesh tone velour or stretch knit (head, body, arms/hands)

Fat quarter of funky or whimsical patterned velour or stretch knit (legs)

Sewing thread, Buttonhole/Carpet thread

3" Dollmaker's Needle

2 Buttons (leg joints)

Acrylic Paint [sample was created with Liquitex] (shoes)

Buttons/Trims/cool embellishments (shoes)

Fine, flexible wire (hand/arm armature)

Floral or Masking tape (hand/arm armature)

Curly Wool Crepe (hair)

Acrylic Paint (whites of eyes, highlights, fingernails)

Permanent Marker (features, eyelashes, lip color, eye color, pupil)

Colored Pencils (lip color, eye shadow, shading)

Water Soluble Marker [optional] (marking facial features)

*Stuffing Note: the best test for choosing stuffing to needlesculpt is to squeeze a handful. If stuffing springs back almost completely to original size, it will expand and retain its shape well. If stuffing wads up and doesn't bounce back, it will pack hard and will not sculpt successfully.*

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## Body

Trace body pieces onto wrong side of flesh tone velour. Cut out on drawn lines. Join one Front to Body Front, lining up at chest. Sew. Repeat with other Front piece. Sew bottom (approx 1 1/4") of front sections. Sew dart on Body Front to define chest area. Sew dart on back.

With rst, sew front to back, leaving open as indicated. Stuff body, stuffing neck especially hard. Continue stuffing, filling out chest area carefully. Using carpet thread, close bottom with ladder stitch.

Needle sculpt body for added definition: With a long needle, enter from back of body, exiting at chest center front. Take a stitch approximately 1/4" long and exit at back. Repeat, exiting at center front. Define each breast by drawing thread, on top of fabric, under breast and to the side, defining curve of breast. After completing both breasts, exit from center front to back. Secure thread on back and clip.

## Arm/Hand

Trace pattern onto doubled flesh tone velour, shiny side in. Stitch on traced line. Turn rso.

Cut a slit on inside top of each arm for stuffing. Create wire armature using fine gauge flexible wire, one per finger. Fold end of each wire under and secure with floral tape or masking tape. Insert wire in each finger and run wire to top of arm. Clip wire at top of

arm.

When all five fingers are filled, trim wires so they fit inside arm. Wrap together with tape. Stuff arms and sew slit closed. Sew arms to body. Sculpt elbow: thread dollmaker's needle with doubled quilting thread. Do not knot. Locate the position with your thumb and first finger. Run needle through arm, securing unknotted end of thread (about 1") with your finger.

Hold tight. Take several stitches back and forth through arm to create elbow. Secure thread. Clip.

Sculpt hands: visually locate wrist bone and pinch with thumb and first finger. Holding tight, repeat as for elbow, pulling thread back and forth until secure. Clip threads. Sculpt knuckles: drawing thread from back of hand to front at position of first knuckle, stitch until knuckle is accented, then moving to next knuckle, position invisibly through stuffed hand. Clip thread only at first and last knuckle. Paint fingernails.

To obtain muscle definition in arms, manipulate wires inside arm to give the impression of forearm muscle and/or sinuous veins.

## Leg/Foot

Trace pattern onto wrong side of doubled print fabric. Stitch on traced line, leaving opening where indicated. Cut out legs. Trim seam allowance to 1/8". Clip curves. Turn rso and stuff firmly without distorting shape of leg. Stitch opening closed with slip stitch or ladder stitch.

Trace outline of shoe onto foot with pencil, using pattern as a guide. Paint shoe with acrylic paint in a fun, funky color to go with your fabric. Use several coats of paint. Check coverage when paint is dry. When dry, embellish shoe with trims, buttons, etc. Attach legs to body at

hip with a button joint. Using strong thread and a button outside each leg, stitch through button, leg, body, opposite leg and button. Return through second hole in button, stitching through button, leg, body, leg and button. Tie thread ends securely and clip.

## Head

Trace pattern onto doubled fabric with water soluble marker. Stitch on traced line with very small stitches or stitch a second time, directly over first stitching to reinforce stitching. Trim to 1/4". Clip curves. Turn. Stuff head full, but not hard. To test, hold head in your palm and squeeze. Imagine head as a shelled, boiled egg. If you can squeeze it farther than you could a hard boiled egg, without splitting the egg, you need more stuffing. If it feels like the egg is still in the shell, remove some stuffing.

When head is stuffed, shape by inserting a wad of stuffing about the size of a quarter into each cheek area, just under fabric. Press and squeeze head to round it

and shape cheeks. To move stuffing inside head, hold dollmaker's needle and insert point through fabric into stuffing. The needle should be deep enough to move stuffing, not fabric. Use end of needle outside fabric as a lever, and push stuffing into place. Move stuffing to fill cheeks, nose and any wrinkled seams. Add more stuffing if necessary. Cradle head in the palm of your hand to maintain shape while adding stuffing. Do the egg test again.

### **Attaching Head**

If opening has expanded during stuffing, close excess with ladder stitches until it is the right size for neck. Slide neck into opening. Turn under raw edges and pin in place. Check for firmness. If head wobbles, make sure neck is stuffed very firmly and that head is positioned far enough onto neck to "seat" well. Adjust if necessary and repin. Attach head to neck with invisible ladder stitches.

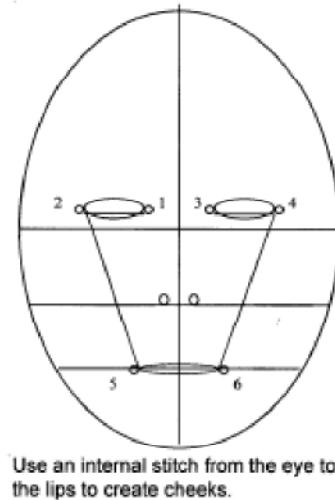
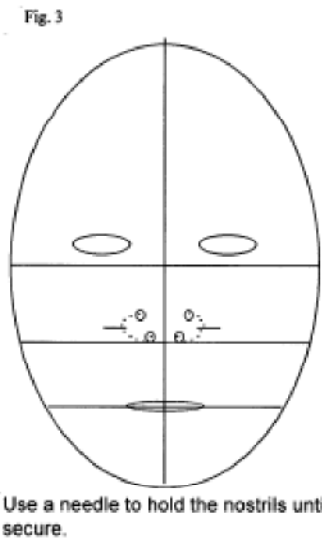
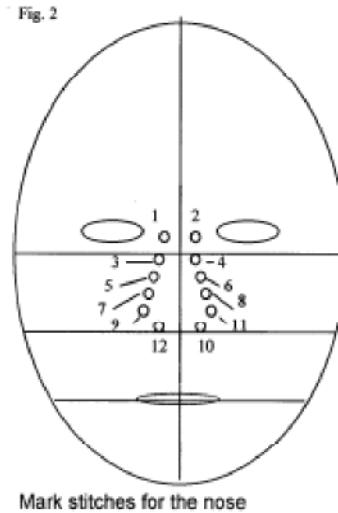
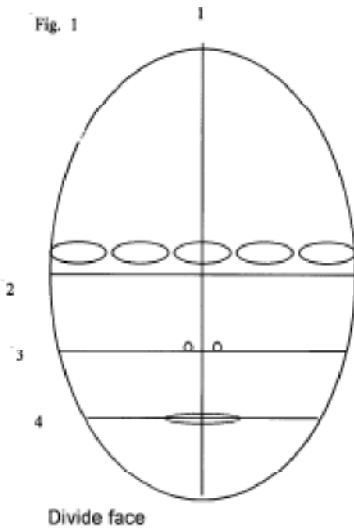


### **Needle Sculpting, General**

Begin with 3" doll maker's needle and approx 1 yd of regular sewing thread. Begin stitches at back of head. Return to back of head after each feature is sculpted to secure thread. Sculpt holding face in your hands, indenting features with your thumb or finger before each stitch, then use the stitch to secure the feature. Do not pull needle and thread to form facial features.

*Notes: Secure stitches after each feature; to remove a mistake, undo to the last secured stitch. If a thread breaks, trim and let it disappear into stuffing. Begin at last secured area*

*This head is constructed separately from the body. If you goof, toss it and try again!*



## lacing Features

Divide the face with imaginary lines and mark with glass head pins. [see figure 1] Imagine a line straight down the center of the face, top to bottom (1). Mark. Imagine a line dividing face horizontally (2). Mark. Imagine two lines dividing the bottom half of the face into thirds (3). Mark.

For a realistic face, adult's eyes sit on line (2). Five eyes fit across line (2), from ear to ear. The sample doll has large eyes that sit high on the face. Place nose on line (3), lips on line (4).

## Sculpt Nose

Begin with dollmaker's needle and approx 1 yd sewing thread. Sample doll was created with thread doubled and knotted. Begin sculpting nose to determine the character of

the face. Referring to order of stitches in figure 2, insert needle through back of doll head parallel to exit point #1 (bridge of nose). Remove pin at #1 and pull needle through to front. Insert tip of needle back into fabric only a thread or two away from where needle came out. Dig deep into stuffing behind nose, squeeze with fingers to form nose and exit at pin #2. Insert needle next to #2, dig deep into stuffing again, forming nose with fingers, and exit at #3. Continue in this manner, shaping nose wider and fuller as you stitch toward mouth. You may take more (or fewer) stitches to shape nose, but make sure you have the same number of stitches on each side.

Check thread length before beginning nostrils. If short, exit to back, secure thread and begin again from back. Bring needle out at #9, reinsert next to stitch and come out at #10. Reinsert needle next to #10 and go straight up to #11. Gently squeeze nostrils into place. Repeat diagonal stitch from #11 to #12, return to #9 squeezing nostrils into place. Check nostrils for symmetry. Secure thread on back of head. It may be necessary to pull stuffing into nostril flares (using needle as for cheeks). An extra needle may be inserted horizontally into widest part of nostrils to hold stuffing forward during next sculpting steps. Insert needle from back of head and exit at #9. On outside of face, take a stitch to #12, take an inside stitch from #12 to #11, then another outside stitch from #11 to #10. Enter at #10 and exit at #9 (like a figure 8) [see figure 3]. Remove extra needle if used. Check nostrils for fullness and shaping. Insert needle at #9 and exit to back of head. Secure thread and clip. (Dimples and holes will occur on back of head - hair will cover them!)

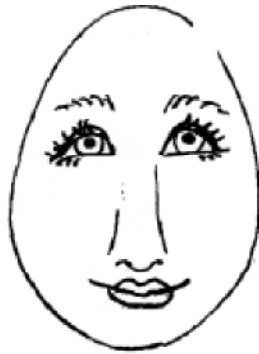
### **Sculpt Eyes**

Mark corners of eyes with pins [see figure 4]. To create lower eyelid, insert needle from back of head to inside corner of one eye (#1). Pull needle through and insert to outside corner of same eye (#2), carrying thread on outside of face. Press face in with thumb to create an eye socket as you exit at back of head. Do not secure thread. Insert needle to inside corner of other eye (#3) and repeat. Check for symmetry. Secure and tie off.

### **Sculpt Cheeks and Mouth**

Mark corners of mouth with pins. (Rule of thumb: edge of mouth lines up with center of eye) Secure thread at back of head, exit outer corner of eye (#2). Insert next to stitch, digging deep into stuffing to form a full cheek. Exit at corner of mouth on same side of face (#5). With fingers, form cheek, reinsert needle at #6. Press slightly to create the illusion of separate lips. Dig deep into stuffing and exit at #4. Adjust cheek fullness and reinsert needle next to #4. Exit at back of head. Secure and tie off.

Begin with the basic lines and shapes for features.

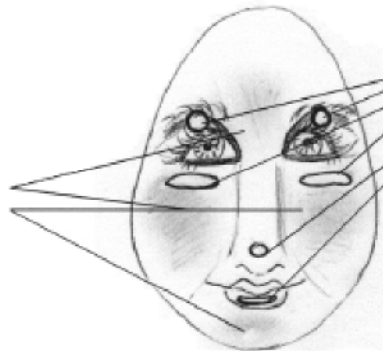


Add second layer of eyelashes and eyebrows, and add details to irises.



Eye makeup color fades out and does not go completely up to the eyebrow.

Blushed areas



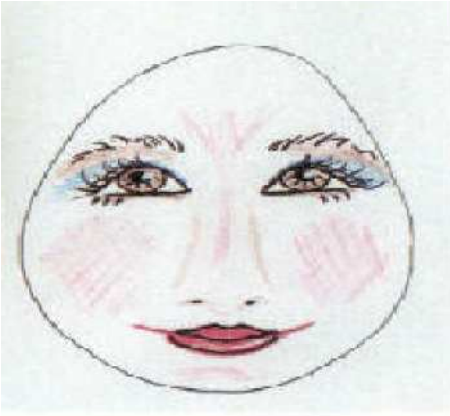
Highlight areas using diluted white acrylic paint.

Shade under eyebrows, bottom eye lid, and beside and under the nose. Add a touch of the shadow color to the nostrils.

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## Adding Color

The sample doll was colored with a combination of acrylic paints, permanent markers and colored pencils. Mark features with straight pins, then water soluble marker. Begin by drawing the feature on the left side of the face (lefties, begin on the right side), it's easier to copy on your dominant side. Practice on paper or fabric scraps to get the feel of each medium for each feature. You may place the face diagram on the doll head and mark feature placement with pins, then water soluble marker.



## Eyes

Size eyes using lower lid stitch as a guide. Eye height should be slightly less than one half the height between lower lid and forehead line (where curve changes to become top of head). Draw eyes, referring to figure 4, with water soluble marker. Draw lower lid on the thread of the exterior stitch. Trace over eye with a fine tip permanent marker. Draw in iris. Paint in whites of eyes with undiluted white acrylic paint. While paint dries, begin on lips.

## Lips

Follow pattern for large, feminine lips. The top lip has a small dip in the center. Bottom lip is usually a bit larger and catches the light, so requires a bit of highlight. Start with upper lip. A blend of markers and pencils may be necessary to get just the right lip color. Add color to bottom lip, making it a shade lighter than top lip. Draw a touch of lip liner with a fine tip brown marker.

## Return to Eyes

When whites are dry, draw eye using a light color for iris and adding darker details. Sample doll has a light brown eye (Y&C paintbrush tip marker) and dark brown details and shadows (fine tip marker). Draw spoke-like lines from center to edge of iris and a dark edge to separate iris from white. Keep details thin and spaced to avoid a solid, dark iris. Draw pupil with black permanent marker (Sharpie). Begin by making pupil small, you can enlarge if necessary. Remember, you can always paint white over an unsuccessful eye and start again!

Draw eyelids. Darken upper lid and keep lower lid lighter to avoid a cross-eyed look. Remember to match eye liner color to the doll's coloring, using brown with fair coloring and black for darker hair and skin tones...or get creative and make them any color you want!

Draw eyelashes in two steps. Start with short to medium lashes spaced a bit apart [figure 4]. Add larger, sweeping lashes at a slightly different angle [figure 5] to add

interest and create depth. Draw three lashes on bottom lid, all the same size and curving slightly away from face.

Using colored pencil, add eye shadow. Draw color from above inside edge of iris to outside corner, extending a little farther than eye lashes [figure 5]. Additional eyelashes may be added at this time if required.

Feather eyebrows in two steps with same fine tip marker used for eyelashes. Draw a slight arc of small curved lines beginning slightly inside inside corner of eye and extending to tip of eyelashes [figures 4, 5].

## Shading

Shade around features to add depth to face. Using a light brown pencil, draw above eyes, beginning at upper inside corner. Lightly shade between eyebrow and eye shadow color. Lightly draw shadows or circles under eyes. Use a lighter touch with same color at sides and under nose. Add color for nostrils by poking pencil tip in indentation and rotating.

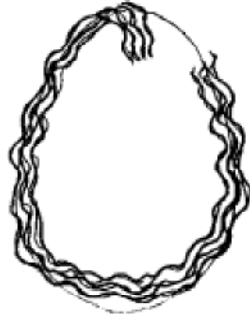
## Highlights

Apply highlights to give sparkles to eyes and reflect light off face. Using undiluted white acrylic paint and the handle end of a small paintbrush, draw a highlight dot on each iris, extending a bit onto the pupil in approximately the 1:00 position. Practice on a piece of paper to create dots of the same size.

Thin white acrylic paint with water for remaining highlights (fabric will show through paint). With a thin detail brush, lightly draw a line of white on bottom lip, adding a touch more white on right side of lip (to compliment eye dot at 1:00). Paint cheek highlights in an arc shape following curve of cheeks under shadows beneath eyes. Brush a small amount of highlight under each eyebrow and a dot on chin and tip of nose [figure 6].



Separate hair



Wrap hair in a spiral around the back of the head



Knot the end of the hair for a bun. Tuck cut edges underneath

Attach hair with small stitches using thread that matches the hair color.



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## Hair

Separate section of curly crepe wool from string that binds it and slightly fan out hair to approximately 1" wide. Thread a sculpting needle with about 1 yard of thread to match hair color. Knot thread. Tie end of thread to hair at fanned end, approximately 1/2" from end. Lay hair on doll's head so knot end is on top of head, behind hairline. Begin to wrap hair around doll's head at hairline. Take a small stitch, catching part of hair approximately every 1/2", securing it to head. Continue to spread hair and wrap, tacking it down in a spiral on back of head. When head is nearly covered, cut hair, allowing an extra 1/2" of length. Loosely twist end of hair and tie in a knot to create a bun. Tuck under cut end of hair and tack in place. Trim off loose ends for a neater look (or not!)

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