

# Whatever! Whatever!

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## ...Chapter 3 Part 1 ...

Legs, arms, fingers, toes, leg armature if desired, and posing hands.

~ Part 1 ~ [Part 2](#) ~

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**BIG, GIANT, FIRST STEP\*\*\*\*Be sure your fabric is folded smooth sides together if you are using velour or Doesuede/Suede cloth!**

## \*\*\*The Arms\*\*\*

I will mention both the Freezer Paper and the Draw Around methods in the first few paragraphs, but won't keep repeating both methods. *The Draw Around method will be in italics.*

I also won't repeat the "Sew inside the lines" admonition for each step of the arms and legs. Just remember to "sew inside the lines you drew" if you are using the *Draw Around method*, rather than the Freezer paper method.

If you haven't done so already, from the directions in the first chapter, do # 1 and #2 below. If you have already done #1 and #2 go to #3. Also, the directions in the first chapter tell you to cut the sections apart for easier handling.

If you are actually just getting the patterns ready and onto the fabric, go back to the first chapter and see how to cut the sections apart. See, I know you guys!

You don't have to do it exactly like pictured of course. Just be sure to keep the "stretch direction" correct.

1. Make two arm/ hand templates from freezer paper...or...(make your templates from regular paper to draw around)...(Remember, what happens when you draw around something! You will sew inside the drawn lines if you are doing it by the "draw around" method.)

Iron the freezer paper templates in place on doubled fabric, using a wool setting on your iron.

*OR>>> Lightly trace around arm and hand templates on doubled fabric, if you are using that method.*

Be sure to leave space between the parts, so you can cut them out! Again, see chapter 1.

2. Put a couple of pins through the paper and fabric to keep it together.

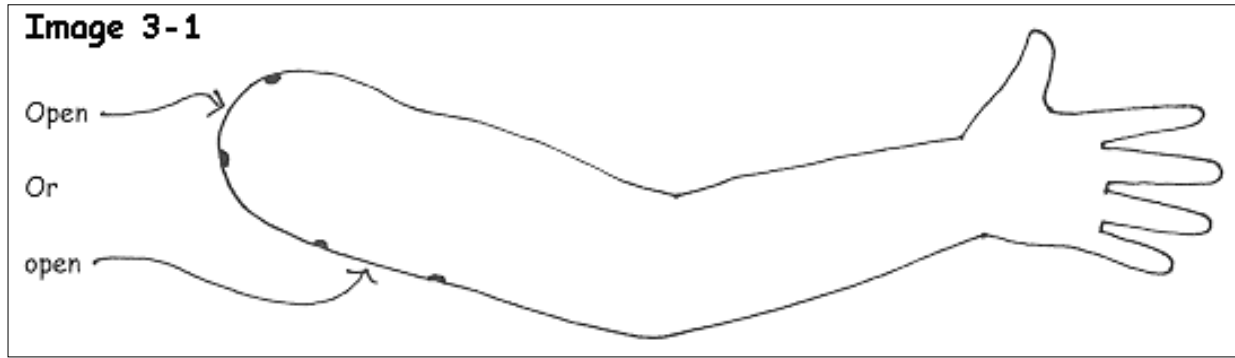
3. Sew arm and hand seams. Use a very tiny stitch and sew slowly around the fingers. ...NOTE...Remember the SEW, SEW, LIFT and TURN method for sewing around curves. This is especially important around the finger tips. Don't try to DRAG the fabric around as you sew. You will always end up with jerky little points and squared off places if you do.

Repeat this "sew, sew, lift and turn" method, around each fingertip. Sew a couple of stitches between each finger too. You can get away without doing it with the firm knits, but it makes turning easier. You can not get away without doing the between the fingers stitches with wovens. Leave arms open at the top or back for turning and stuffing.

I prefer the tops for the openings. Once you get the Ladder Stitch down, you will find it is

easier to close a curve than a straight! It is also easier to place the metal buttons inside from the top.

Also, Whatever! has a short sleeved shirt, and you want the closing hidden under her clothes.



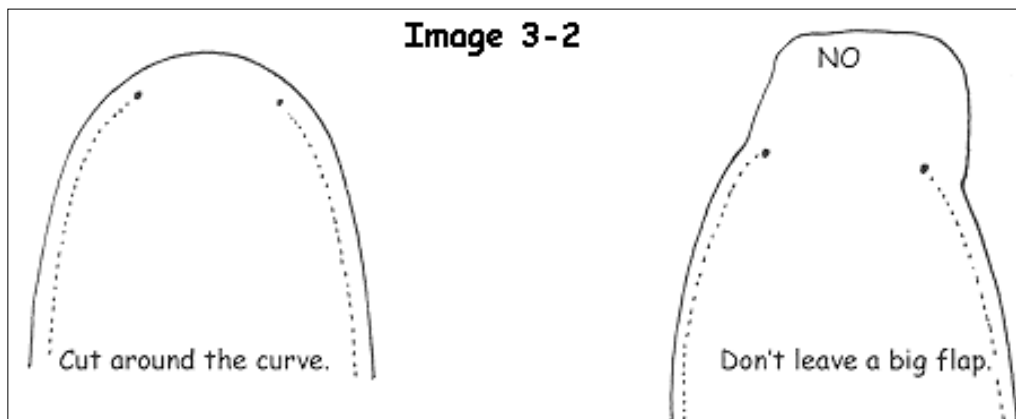
[Image 3-1](#)

Sew all around, leaving open at the top (or back)

4. Remove the Freezer paper, and cut the arms out, leaving a very small seam allowance. Slightly less than 1/8<sup>th</sup> inch for knits, larger for wovens. Don't throw the Freezer Paper pattern away. You can re-use it several times.

*NOTE\*\*\* If you used the draw around method, you have no paper to remove.*

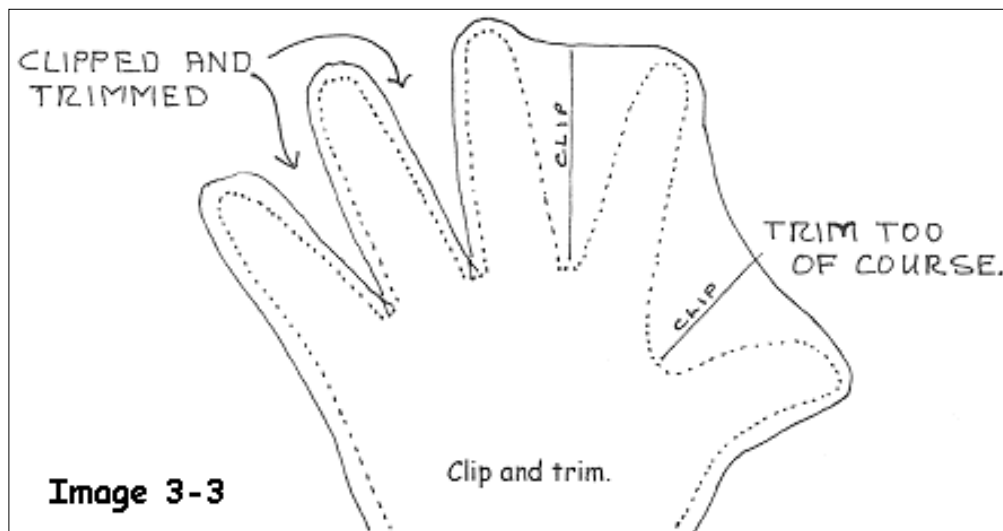
At the opening on the top, continue around the curve. Don't leave a big flap up there.



[Image 3-2](#)

5. Clip between the fingers and trim excess fabric from around the fingers.

*NOTE\*\*\* If you are making your doll from 100% cotton woven fabric, you will need to put some Fray Stop along the seam allowances of the fingers before turning. Use a tiny paintbrush to do this so the Fray Stop only goes on the edges of the seam allowances, not on the stitching. Apply the Fray Stop very sparingly! It often bleeds out onto your doll, if you get a bit too much. This is one reason I am so partial to the firm knits for my dolls. No Fray preventives needed.*

Image 3-3

NOTE\*\*\*Whatever's fingers are large enough that they can easily be turned with a hemostat that is small enough to fit inside each finger. My 5" long one fits with room to spare.

6. Insert your hemostat into one finger, poke a bit of the fabric at the tip of the finger into the slightly open jaws of the hemostat, and then slowly work the finger into the palm. ONLY into the palm! Turn **one finger at a time**, until they are all in the palm. Finish turning the rest of the hand/arm HALF WAY right side out.

Leave the upper arm folded over the lower arm for now. Makes it easier to insert the chenille stems, and stuff the lower hand and arm.

7. Poke each fingertip out nice and round, using your stuffing tool, Phillips screwdriver or the hemostat to help. I usually just use my hemostat.

NOTE\*\*\* If you are making a smaller Whatever! Whatever! you may need to use another method of turning the fingers. Use your favorite method...or...There is a needle and thread turning sheet at the end of this chapter.

The needle and thread turning method will let you turn really tiny fingers. It takes a few tries to "get it" but once you do, it is so easy.

Also note. Some very small fingers just won't turn. If the fabric is too thick, (IE... ROBE Velour or Felt) or too stiff, IE... (crisp, thick cottons or poly cottons) very small fingers often just won't turn at all. If that is the case, you will need to go up a size, or use thinner fabric.

CRAFT Velour and Doesuede/Suedecloth will allow you to turn amazingly small fingers. I have fingers/hands about 1/2" wide in both, that turn just fine.

Image 3-4

The arms turned 1/2 way right side out.

Note the "krinkles" between the fingers.

8. After all of the fingers are turned, the best way to remove any little "krinkles" between the fingers is to hold as illustrated and gently rub the fabric together, kinda like washing out a stain. Don't pull the fingers away from each other! This rubbing works for both knit and woven fabrics.



[Image 3-5.1](#)

Rub gently in each V.



[Image 3-5.2](#)

DON'T pull the Vs apart.

9. To stuff the fingers/arms with the chenille stems, fold 10 stems in half. Roll the arms down even farther, so you can get to the fingers more easily.

Fold a chenille stem (15 mm size for a full sized Whatever! Whatever!) in half and then insert the folded end into each finger, using your 12" long, broken upholstery needle/stuffing fork to guide the chenille stems into place. (You can also use a commercially made stuffing fork.)

When the stem is all the way to the end of the finger, grip the finger tightly and pull the stuffing fork out. Repeat for each finger.

Below is a picture of my 20-year-old stuffing fork, made when I accidentally broke the eye of one of my long needles. I then wrapped the shaft with masking tape, and blunted the sharp point on the sidewalk! This has served me well all these years and I couldn't be without it. Before I had it, I used a small Phillips screwdriver the same way. It was much harder to use!

I also use it to stuff fingers (and toes) with stuffing. I "twirl" a piece of stuffing in the forked end, while pressing and holding the stuffing fairly tightly between my fingers, making a Q-Tip like piece of stuffing on the needle. This is then guided into the fingers, on the end of the needle.



[Image 3-6](#)

[Image 3-6](#)

Stuffing "twirled" onto a stuffing fork.  
A great way to stuff fingers or toes with stuffing.

My "accidental" stuffing fork. It is actually 12" long. You may have one from another class...or...you have ordered one for this class. Wrap it with tape to make it easier to hold. Don't make it real fat though. It is easier to guide down into long arms when it is thin.

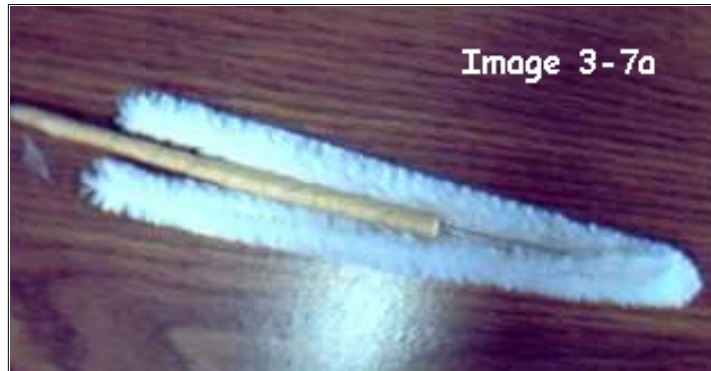
If you still don't have one, you can make one by using a hacksaw or strong pliers type cutters, to cut off the top part of the eye from a 12" long upholstery needle.

The fork should be no more than 1/8" long.



[Image 3-7](#)

My accidental stuffing fork. It is actually 12" long.



[Image 3-7a](#)

A stuffing fork with a chenille stem hooked in the fork, ready to be guided into a finger. Be sure to pinch the chenille stem tight against the needle. Don't leave it in a loose loop.

NOTE\*\*\*For smaller Whatever's! you will use smaller Chenille stems...but...You will be surprised at how small a finger will hold a 15mm stem. My Abigail has really small hands, and she uses the 15mm size perfectly.

10. After each finger is stuffed with the chenille stems, use your hemostat to bend the sharp tips over a little bit, and then squeeze the long ends of the chenille stems together and wrap thread around them to bundle them together.

This makes it easier to stuff the arms. If you just leave the chenille stems loose, they will bend all about as you stuff.

SPECIAL NOTE\*\*\*\* When you put the chenille stems into the fingers, be sure to keep the proportion of the fingers. The center finger is the longest and needs to be kept that way. You can actually push hard on one of the other fingers, and make it the longest! Makes no difference whether you are using woven or knit fabric either.

You may need to actually pull on the center finger to make it the longest after all of the chenille stems are inserted and before you bundle them.



[Image 3-8.1](#)

Arm rolled down. Chenille stems inside fingers. Before bending the sharp ends over.



[Image 3-8.2](#)

Long ends of stems bundled together and wrapped with thread.

11. Push a little bit of stuffing into the base of each finger as you stuff the hands very lightly, making sure that you stuff just a thin layer over all of the stems in the palm area and on the backs of the hands.

You can add a little "pad" at the base of the thumb, for more realism, and you will need to put some stuffing up around the thumb too.

Don't stuff the hands all fat and puffy. Form them as you stuff, into a nice inward curve, making a right and a left.

Your flat screwdriver blade will let you "spread" the stuffing out flat across the backs of the hands.

There will be little creases where the fingers bend inward, just like real hands.

12. Bend the thumb slightly toward the palm, and the pointer and little finger slightly up.

The reason I have you do this right away is so that it dictates your stuffing to make a right and a left hand and arm.

13. Stuff the arms, medium firmly, "sliding" the stuffing down along the sides of the chenille stem bundle. Don't push rounded bunches down here and there.

Again, your flat bladed screwdriver will allow you to slide the stuffing down and also to flatten a spot that has a bump.

The hand, wrist, and forearm areas will not be as hard as a rock. They will in fact be fairly soft compared to how hard the rest of the doll needs to be stuffed. The wrist area needs to be stuffed so it is flat, not round. Look at your own wrist and forearm. You will see that it is flatter from top to bottom, and rounds out as it goes up the arm. The wrist needs to be flexible so the hands can be posed.

Of course, as you are stuffing the forearm, you will need to pull the upper arm back so you can see how your stuffing is coming along.

14. Before you get too far up the arm, you may want to guide a 1/4" pom-pom or little "pea sized" lump of stuffing down in the wrist for a wrist bone. This is the only time you get to wad the stuffing up!

Don't leave any of the chenille stem bundle in the arms touching the inside of the arm fabric.

15. Once you get past the chenille stem bundle, start to put the stuffing down in layers. Large pieces at a time, and push and twist with your screwdriver to pack the layers down very firmly, all the while, holding the whole arm like a banana. The upper arm is stuffed hard.

16. When you reach the top, it is time to put the CLOSED, 45 MM METAL, SHANK BUTTON down inside the arm tops, and close the opening with a ladder stitch. Be sure the buttons are placed in the inner side of the arms. REMEMBER, You need a right and a left arm!

The edge of the button needs to be almost even with the seam allowance at the top of the arm. Don't push the button way down in the arm.

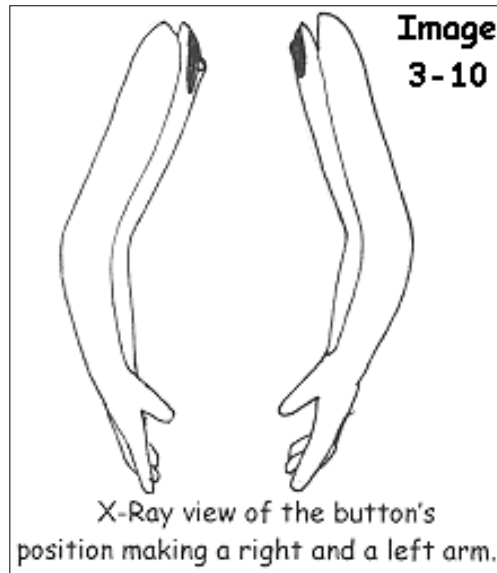
The button is centered between the seams for the arms. An actual size illustration and photo follows.

The shank of the button will push against the dolls "skin". You need to be able to see it under the "skin".



[Image 3-9](#)

Photo of button placement.

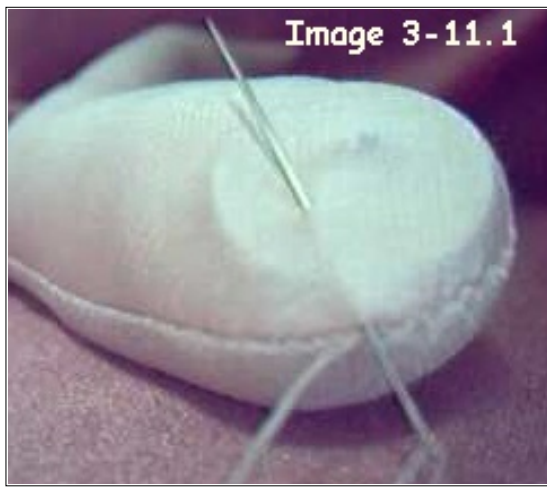


[Image 3-10](#)

X-Ray view of the button's position making a right and a left arm.

17. Close the openings in the arms with a ladder stitch, adding fluffed up cotton balls as you close to make it easier to make nice smooth closings. The cotton balls aren't mandatory, but they don't "puff" up like stuffing does, so it makes it a littler easier to close smoothly.

18. When you get to the end of the closing, bring your needle out near the button, and stitch in place there, rather than at the end of the seam. This way, the stitching in place, to secure your stitching, will be hidden after your doll is jointed.



[Image 3-11.1](#)

Stitch in place here.



[Image 3-11.2](#)

Wrist bent back and hands posed.

19. When the hands and arms are stuffed and shaped to your satisfaction, pose the fingers and bend the wrists back. When you bend the wrists back, it helps to press your fingernail in the "crease" so the wrist creases like a real hand. Bend your own wrist back to see the crease.

When you are my age it is "creases". But for Whatever! try for one crease. She is a lot younger! You can also use the side of your big jointing needle to bend the wrist back across.

It's fun to play with the fingers to achieve natural looking hands.

The last things we will do to the hands is put the palm creases in with colored pencil and paint the fingernails.

20. Look at your hand to see where the palm creases go. I also put in wrist creases. I use a colored pencil a few shades darker than the "skin".

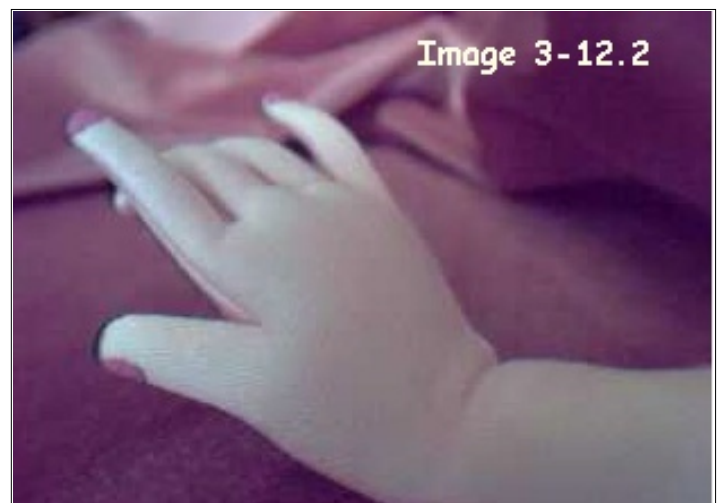
21. For fingernails paint a coat of Gesso where they go. Put the thumbnail over the seam, not on the flat part of the thumb. It poses more naturally when the thumbnail is over the seam, and makes the thumb look like it is opposing, without having to add the thumb on as an extra piece.

When the Gesso is dry, paint a coat of paint in your choice of color over the Gesso. You can also coat the fingernails with a coat of clear gloss, like Mod Podge. I usually wait to do this until I am putting the gloss on the eyes and mouth.



[Image 3-12.1](#)

Palm and wrist creases drawn on with



[Image 3-12.2](#)

Hand posed with

colored pencil.

fingernails painted.

Notice the thumbnail is painted over the seam. It looks more natural that way.  
With the addition of gloss on the fingernails they will be smooth and shiny.

## [Go to Chapter 3 - Part 2](#)

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