



TUTORIAL: MOVABLE JOINTS

TUTORIAL
FiberDoodles by K4TT



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FIBERDOODLES@GMAIL.COM

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**** IMPORTANT NOTE ****

THIS TUTORIAL WAS DESIGNED TO GIVE YOU ASSISTANCE IN HELPING TO LEARN TECHNIQUES WHICH ARE USED BY THE CREATOR OF FIBERDOODLES BY K4TT DESIGNS. THESE TUTORIALS DEPICT METHODS WHICH ARE EMPLOYED TO CREATE DOODLES FOR BOTH PATTERN MODELS AND THE RETAIL ITEMS FOR SALE TO CLIENTS.

THIS TUTORIAL, IN NO WAY IMPLIES OR DECLARES THAT THE DEPICTIONS AND DESCRIPTIONS ARE THE ONLY WAY TO PRODUCE THE LOOK OR FUNCTION DESIRED.

INTRODUCTION :

How I prefer to join, is in sections.

Now, why I feel this is a better way for stuffed doodles... if one join becomes weak (due to polyfil compact as a result of play) or breaks - it is easy to fix without having to disassemble the entire doll!

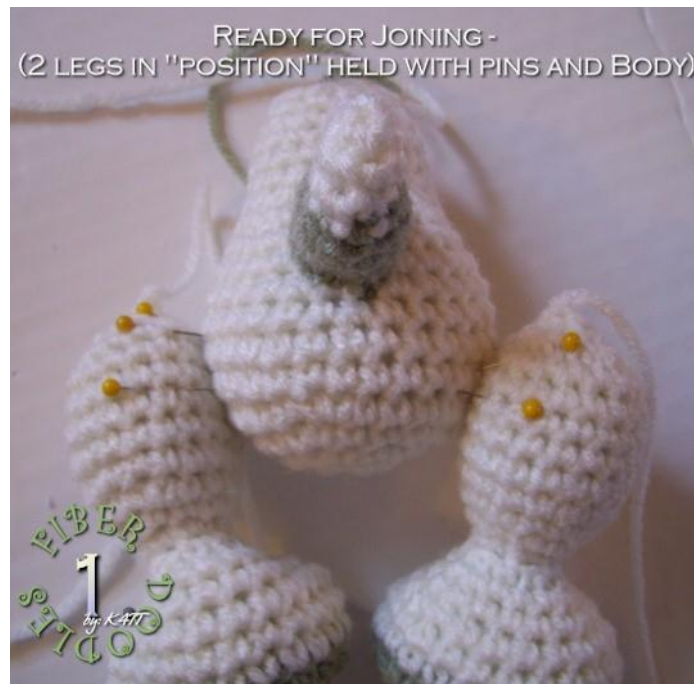
So with that in mind - here is a photo tutorial that I put together today as I was making the final preparations for the next "Handful of" pattern.

I hope that you find it useful.

STEP ONE :

Begin by **PINNING** your limbs into position - make sure that your plush stands without support with all parts attached where you will want to secure them.

Once you have your placements - remove sections which you will not be working with to avoid getting stuck. *(more than likely, you are only going to knock it off anyhow while you are working)* In this case, I am going to tutorial the legs; however, the arms would be done similarly, just further up the body.



The tail has already been sewn onto the body to help keep the 'center' lined up for me. In Step 1 - we have the MAIN section which is the BODY and the 2 LEGS which I will be joining to the body using my version of the JOINT METHOD.

STEP TWO :



More than likely, Step 2 you've already completed knowing you were going for a JOINT method of securing the limbs - but just in case. Weaving through the loops of the last round (in this case 6 stitches) will give you a clean, rounded end that will be seen.



STEP THREE :

Selecting your tools is important for ease and a neat, finished look.

I use very large/long upholstery needles to assist in sewing my joints - this needle (*as you can see*) is large enough to easily fit from one side of the doodle to the other.

I cut a very long hank of yarn (*the same color as the body - which will make it easier to hide in the final step*) and double it up through the eye of the needle.

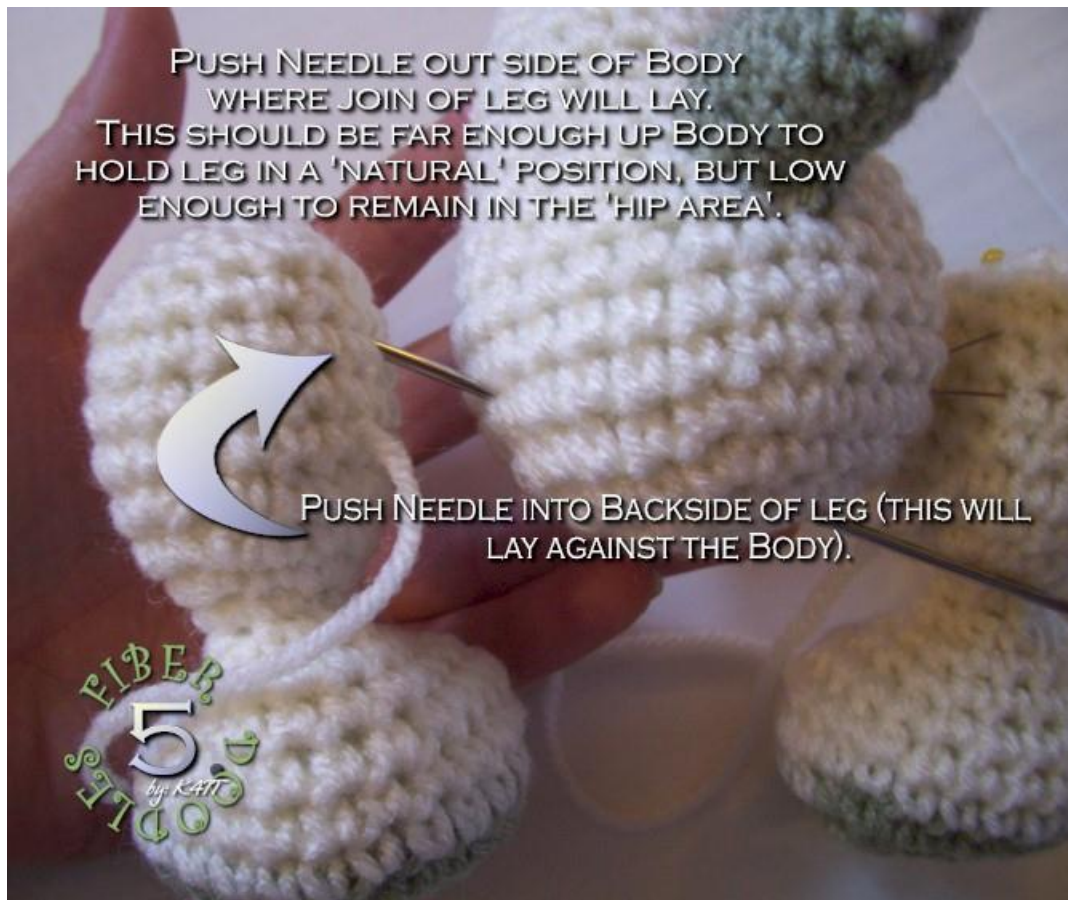


STEP FOUR :

Make the initial entry point in an inconspicuous place - one that will be hidden once you are finished and close to the limbs that you are joining.

In this case, since I am joining the legs to the body - I have chosen to enter between the legs, under the body.

Why? This will create less 'space' for the yarn to loosen up in. Time will eventually compact your fiberfil - not having excess yarn dependent on plump fiberfil ensures a tighter fit, for a greater length of time.



STEP FIVE :

Gently pushing/guiding the needle from it's entry point out the side of the body where I will want the leg and body to meet.

There is technically no 'right or wrong' place to make your join. However, too low and you run the risk of having the legs collapse under the body - too high and your legs will look like arms.

This is why PINNING prior to any actual sewing is so important for placements. You want a NATURAL look. *(In the photo above, the pins have been removed as to not have too much visual going on - but in reality, the pins remained until I had the tip of the needle inserted into the leg to ensure that this was the precise point I wanted the leg and the body to meet.)*



STEP SIX :

Push/Guide your needle through the leg at an angle and exit out the front of the leg - careful not to split any of your crochet stitches. You are merely exiting so that you can re-enter and create a sort of "Triangle" to give you a pocket of polyfil to cushion your join.



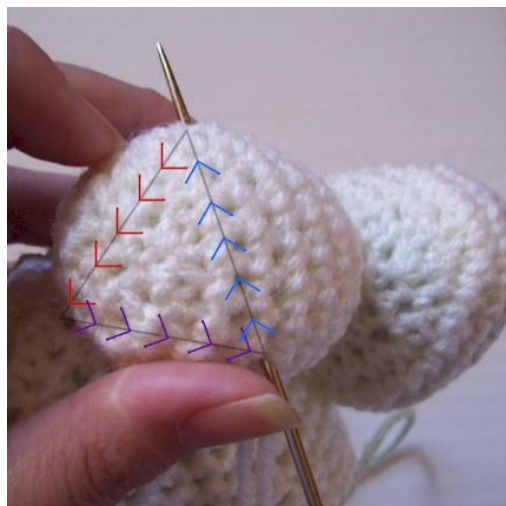
STEP SEVEN :

Re-Enter in the same hole you just exited - and push/guide the needle straight across to the other side of the leg - consider this, the flat/bottom of the triangle.



STEP EIGHT :

Finally, re-enter on this side and back out the original point of entry into the leg - then back into the body where your yarn is coming out.



Here is another view - PURPLE representing your first push - BLUE - your 2nd push and RED your final push back out of the leg



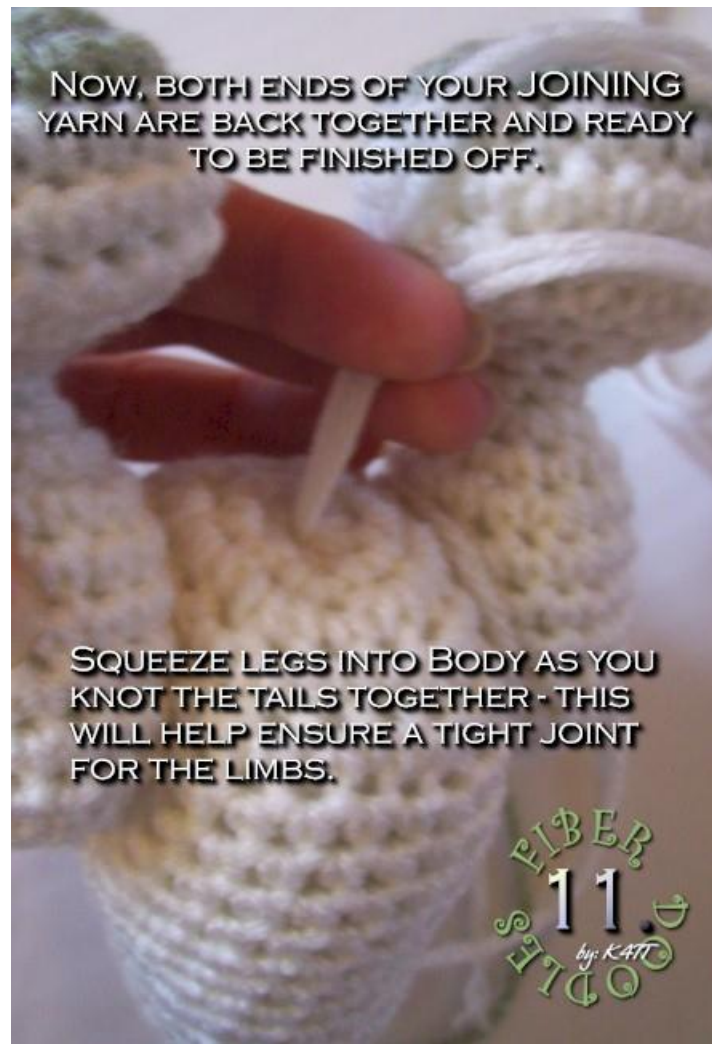
STEP NINE :

Re-Enter the body and push/guide your needle through to the opposite side of the body (*again where you want the body and leg to join*) and repeat the same "triangle" procedure for securing the 2nd leg



STEP TEN :

Once you have re-entered the body, you want to exit (rather than going straight across again). Exit through the same hole as the entry point.



STEP ELEVEN :

DO NOT PULL YOUR YARN TAILS TO TIGHTEN JOIN! Gently apply pressure equally to both legs - squeezing them **into** the body before you begin to use steady pulling to draw the tails tighter together.

Once you feel that the joint is tight enough and that you cannot gain more yarn tail without damaging the doodle - knot once - **DO NOT LET GO YET.**

Try moving the legs back and forth. Adjust accordingly (loosen or tighten yarn join). Once you are satisfied with your join - secure the knot and snip the tail.



Then use your tweezers (*or current method*) to hide the snipped tail inside the body. and Viola'...



YOU'VE GOT SOME LEGS THAT ARE NOW MOVABLE, POSE-ABLE.. PLAYABLE!

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