

# starter pack

## PLUSH

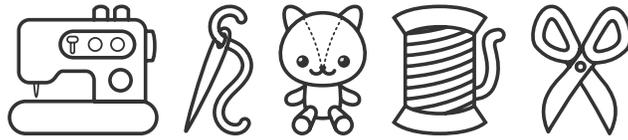
A FREE BEGINNERS' GUIDE FOR  
PLUSH SEWING THROUGH 4 PROJECTS



a free sewing pattern by



# INTRODUCTION



This project is for a simple chubby animal plush of varying styles and difficulty. It ranges from the most novice level construction up to something for a confident beginner. As you create the plush and work up the levels, this will take you through all the techniques I use to make soft toys in my style.

You may find different methods elsewhere, but I try to cover all the options I can to make the kind of round, squishy plush you usually see from my collections. You'll find this tutorial assumes you're starting from absolute 0 -- no sewing machine, no tools, no fabric. This is in case you're not sure if you'll like this hobby and you want to test it out before buying too much.

So if you're someone who learns best by doing, this pattern is for you! Whether that means you need a sample project to work on as you learn, or you'd rather see practical examples of techniques instead of illustrations. You'll work up from 1/10 in difficulty up to 4/10. So if you feel pretty good after working through this tutorial, you can be sure you can handle similar projects with ease!



**LEVEL 1:**  
PG. 4-35

techniques explained:

- **PG. 4-5** Starter tools
- **PG. 8-12** Choosing fabrics
- **PG. 13-17** Cutting fabric
- **PG. 18-26** Applique (and face alternatives)
- **PG. 31** Clipping curves & corners
- **PG. 34** Ladder stitching openings



**LEVEL 2:**  
PG. 36-47

techniques explained:

- **PG. 38-40; 44** Darts
- **PG. 41-43** Sewing extras into seams
- **PG. 46** Ladder stitching pieces together



**LEVEL 3:**  
PG. 48-63

techniques explained:

- **PG. 56-57** Sewing curved edges
- **PG. 56-57** Matching points & notches
- **PG. 59** Gathering; gathering stitch



**LEVEL 4:**  
PG. 64-82

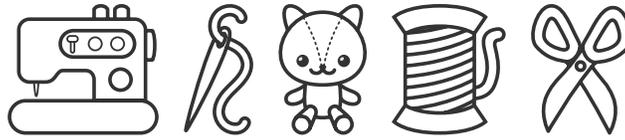
techniques explained:

- **PG. 66-67** Matching numbered points
- **PG. 74** Whip stitch
- **PG. 78** Needle sculpting

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# PRINTING THE PATTERN



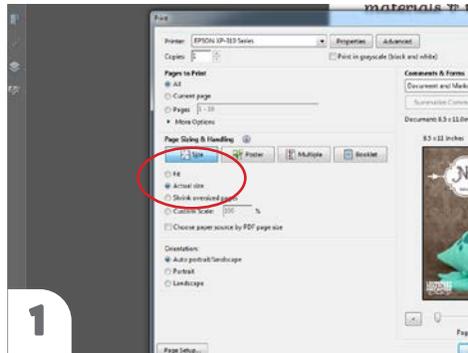
For the **LEVEL 1** plush, print **PAGES 83-85.**

For the **LEVEL 2** plush, print **PAGES 86-87.**

For the **LEVEL 3** plush, print **PAGES 88-90.**

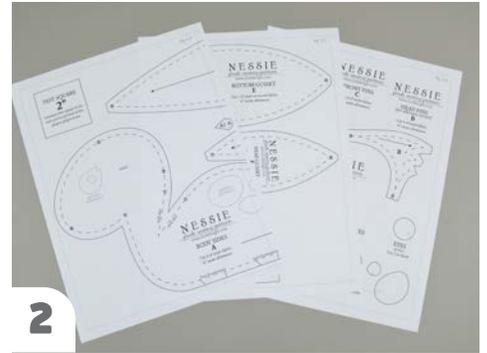
For the **LEVEL 4** plush, print **PAGES 90-93.**

If you're unfamiliar with printing and assembling a .pdf pattern, read the steps to follow.



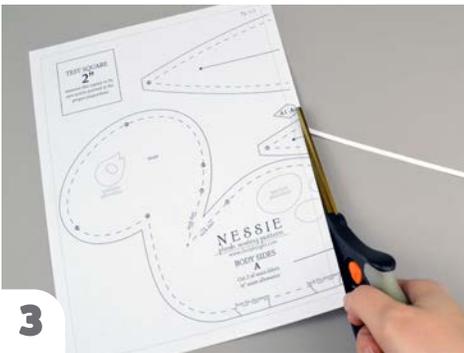
1

At the print dialog box, check the box that says print at "Actual Size" or 100%. Any other selection (such as "Fit to page") will distort the pattern so it's slightly larger or smaller and we don't want that.



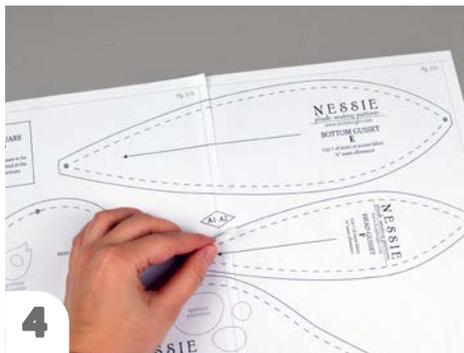
2

Print the pages needed for the file. You might have one or more. Either way, be sure you have the full collection by noting the page numbers in the corner.



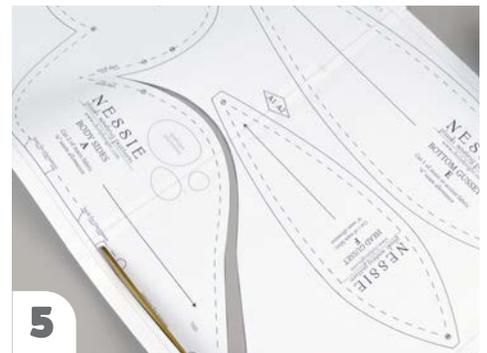
3

It's likely your printer will have a margin that ensures your image doesn't print to the very edge. Assembly will be easier if you trim off this blank margin edge. This will give you pages that overlap slightly during assembly. If you trim across the gray outline boxes, this will give you pages that don't overlap but rather butt against each other.



4

To line up the pattern pages, match up the corresponding diamond shapes. Each diamond will have a letter, so it's simply a matter of matching A1 to A2, B3 to B4 and so on. The faint gray lines indicate the border of every page, you should be able to line those up as well. When the diamond goes together, tape it in place. If you have many pages, it's easier to tape up the pages into rows first. Then tape the rows together into a full block.



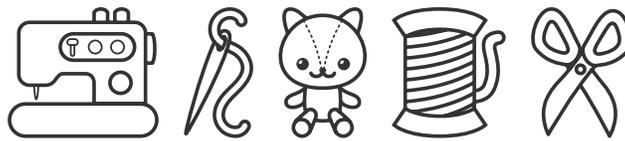
5

You can trace the patterns onto a different paper, or you can also just cut them straight from the printer paper -- be sure that each piece is fully taped together along the joins so they don't fall apart when you cut them.

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# STARTER TOOLS



If you are completely new to sewing, you may think you have to buy a lot of supplies to get started. But actually for the **most basic** start, the tools you need may already be in your junk drawer, and the materials may be in the bottom of your closet! Follow the guide below to get started with the bare minimum, then add more supplies as you feel more comfortable or earn more funds.

## ABSOLUTE BASIC SUPPLIES:



### scissors:

Fabric scissors would be best here, but even cheap craft scissors are better than nothing. You might already have a pair of these lying around.



### thread:

All-purpose polyester thread works fine for what we're making here. You may already have this in a sewing repair kit. If possible, try to stay away from threads that are very old, as they can get weak over time and break.



### needles:

Every plush needs just a bit of hand sewing, so keep hand sewing needles in stock. The most common size is called "sharps" and work for most of the techniques here. But a multi-size pack will help with more techniques down the line.



### fabric:

There are plenty of inexpensive options for fabric for beginners. See [page 8](#) for more information on choosing fabric.

#### upcycle options:

- Old sheets
- Fleece blankets
- Old flannel pajamas



### stuffing:

Polyester poly-fil stuffing is the most reliable option for plush making. It's very easy to reuse if you can't buy new.

#### upcycle options:

- Unstuff old pillows
- Unstuff old stuffed animals

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**EXTRA SUPPLIES:**



**pins:**

These are used to temporarily hold your fabric together as you sew it. If you don't have any, paperclips are a good temporary solution.



**seam ripper:**

This tool is specially made to rip out seams quickly and easily. If you can get a new one you'll thank yourself because they're much sharper.



**iron:**

An iron is especially helpful if you're doing **fusible web applique** or working with a fabric that wrinkles easily like cotton.



**point turner:**

Something narrow and blunt works best to turn points in plush shapes. A chopstick is an easy solution, but if you can get **hemostats** those are even better (see below).



**fabric marker:**

A disappearing marker is a huge help when making notes and marks on your fabric. A pencil or piece of chalk is a good temporary solution, but an air-soluble marker is very highly recommended.



**ruler:**

A ruler isn't needed as often in plush making as with other projects like clothing. But it's helpful to have around to measure seam allowance or placement lines.

**UPGRADES:**



**sewing machine:**

You can sew plush projects by hand, but if you can get a machine it makes the work much faster. This tutorial will assume you don't have a sewing machine, but it will still include extra tips just in case you do.



**hemostats:**

This is a medical tool with a narrow end that grips and locks. It works amazingly well for turning fabric as well as inserting stuffing into small areas.



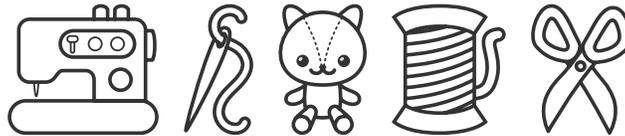
**more scissors:**

If you can afford more scissors, a pair of fabric scissors will be a big help as they're much sharper. Meanwhile embroidery scissors are great for getting into small, tight areas.

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# HAND SEWING foundations

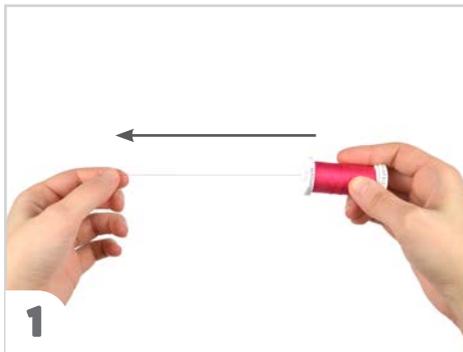


We haven't started sewing just yet, but before we get there we want to make sure you can at least thread a needle! We'll get to the actual stitches as they come up in the project. This way you'll have something to practice on and get the concept better. See the list below if you want to skip ahead.

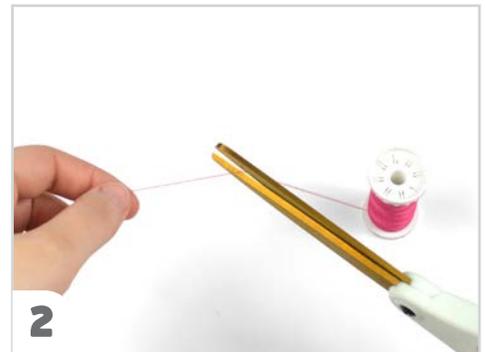
## STITCHES:

- Applique whip stitch (pg. 22)
- Blanket stitch (pg. 23)
- Running stitch (pg. 23)
- Back stitch (pg. 30)
- Ladder stitch (pg. 34)
- Gathering stitch (pg. 59)
- Whip stitch (pg. 74)

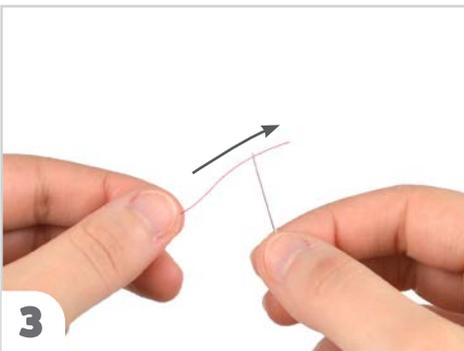
## THREADING A NEEDLE:



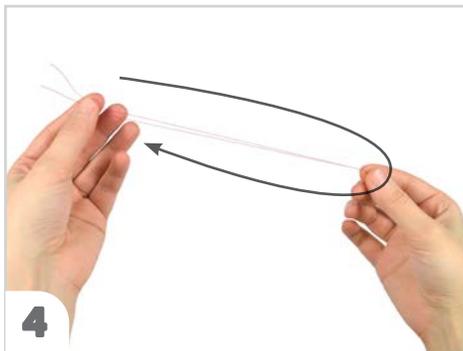
**1** Pull a length of thread that's about 2 times the length of your arm.



**2** Trim the thread at an angle.



**3** Insert the trimmed thread through the eye of the needle.



**4** Bring the ends of the thread together, and pull at the needle so the thread is now doubled over. Knot the end.

### note:

Some prefer to leave the thread folded over only part way so you can adjust the length of the thread as you sew. You'll need to hold onto the thread to make sure it doesn't slip out of the eye. Whatever method you choose is completely up to you and what makes you the most comfortable.

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# LEVEL 1: pillow-style plush

If you've never sewn *anything* before, most teachers would recommend a very basic project. Something like a *pillowcase*, *flat tote bag*, or *rectangle skirt*. But if you've already made something like that or just really only want to make plush, this project is for you! It's a very simple **AVOCATO** or **FROG** shape with only 1 main pattern piece. You'll need to learn a little about making faces, but the steps will go over lots of options so you can make something no matter what materials you have at your disposal.



## DIFFICULTY:



## MAKES:

**ONE PLUSH:** about 6" tall, 5½" wide, and 2½" long.

## SKILLS TO LEARN:

- Choosing fabric
- Minky sewing tips
- Cutting the fabric
- Applique (and other face alternatives)
- Clipping curves & corners
- Ladder stitching openings

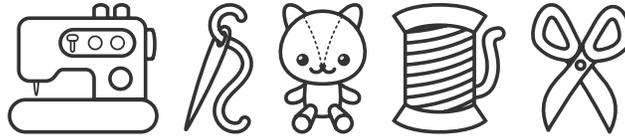
## MATERIALS & TOOLS:

- ¼ yd. (or 9" x 15") of fabric for main plush  
→ *See the next page for help with choosing fabric*
- ⅛ yd. (or 5" x 5") of accent fabric for belly
- **FACE MATERIALS:**  
→ *see page 18 for help choosing*
  - **NON-FABRIC OPTIONS:** buttons, safety eyes, marker, or fabric paint
  - **FABRIC OPTIONS:** 3" x 3" of applique fabric and 6" x 5" of fusible web adhesive
- Sewing thread to match main fabric and applique fabrics
- Poly-fil stuffing
- **BASIC SEWING TOOLS (SEE PAGE 4):** thread, needles, scissors. Also optional sewing machine, iron, pins, point turner, fabric marker, seam ripper, etc.

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# CHOOSING FABRICS



Plush toys can be made from almost any fabric, but the stretch, thickness, and texture of the fabric will greatly affect the final look. For the best results, use the fabric suggested by the designer. For this project I recommend fleece or minky. But beginners might feel more comfortable with felt or cotton. But this section will show what to expect no matter what fabrics you try.



## FELT:



**Felt is made from pressed fibers** that are formed into a sheet. Because of this, the edges don't fray and unravel over time.

**It's slightly stiff** so it creates plush with hard edges that keep their shape well. It really shines with in **tiny details** and **sculptural plush**. It doesn't look as natural with very round, squishable, or soft designs. For that reason I don't usually recommend it for my patterns, but it will still work. For better results you can stuff it extra full to make the shapes rounder and less wrinkled.

**Polyester varieties** are cheaper and great for beginners. For an upgrade, check out 100% wool varieties (or blends). These have a crisp texture that's easy to cut and survives wear and tear longer.

### pros:

- Polyester varieties are inexpensive.
- Makes great tiny details.
- Makes amazing sculptural plush with hard edges.
- Edges don't unravel.
- Has no grain, can be cut in any direction.

### cons:

- Wool varieties are expensive.
- Creates hard edges that aren't as soft and round.



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## COTTON:



Cotton usually refers to **quilting cotton** or **broadcloth**. This is a woven fabric, made by weaving together strands of cotton threads (see below). It usually has a high thread count, so it's durable. You can also find it in lots of colors and prints, so it's easy to see why it's popular.

Because it's woven, **it can fray easily** at the edges. So your seams can get weaker if you trim the seam allowance (see pg. 31 for why you'd want to trim your seam allowance). It also doesn't stretch, so the edges look crisp and hard like felt. But because it's **thinner than felt** the finished result will show every little mistake.



It really **shines in flat accent pieces**, like inner ears, wings, and applique (see pg. 24). So you can get the effect of the fun prints without compromising the shape of your plush. If you do use it in the main body of your plush, be sure to **stuff it extra full** to really fill in every edge, or else it might look wrinkly (see pg. 33 for an example).

### pros:

- Usually inexpensive.
- Comes in a huge array of colors and prints.
- Hard-wearing and long lasting.
- Easy to sew.
- Looks beautiful in flat accent pieces.

### cons:

- Crisp texture shows every mistake.
- Seams can fray if you trim too much.
- Seams can look wrinkly if you understuff.

## JERSEY:



**Jersey** is the kind of fabric used for t-shirts. It's known as a **knit fabric**, which means the fibers are knitted like a sweater (just much smaller, see below). It also means that it naturally stretches. This is one of the harder fabrics to make plush from, for the reasons explained next. But it's shown here in case you want to make a plush from an old t-shirt or a similar fabric.

**Interlock knit, french terry knit**, and even some varieties of **velour** have similar weight and stretch and produce similar results. These fabrics are also on the thin side and have a **stretch of 30%-50%**. (See more about **stretch percentages** on the next page.) The resulting plush will look a little larger by comparison and might lose some of its subtler shaping details. Mistakes are also more likely to show and uneven stuffing will be very visible.



If you're using a machine, these fabrics will behave better if you have a **stretch needle** (see page 12 for more on machine needles). A regular universal needle will likely skip stitches when trying to sew through knit fabrics.

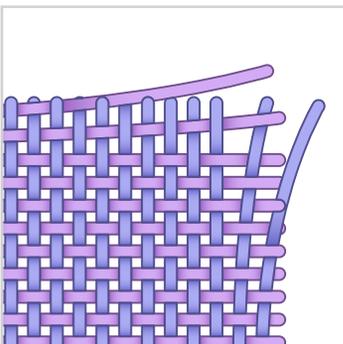
### pros:

- Doesn't fray.
- Very squishy, plump results.

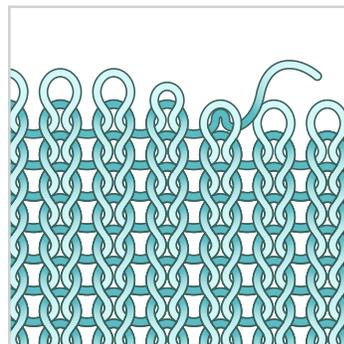
### cons:

- Likely needs a stretch needle.
- Can look lumpy if not stuffed evenly.
- Might lose subtler details in the chubbier final shape.

## WOVENS VS. KNITS:



**Woven fabric** is made by weaving together threads like a basket, only much smaller. This construction means that it doesn't naturally stretch (unless the threads have elastic in them). It also means that the fibers fray easily because it's thousands of individual threads.



**Knit fabric** is made by knitting threads together, like a sweater, only much smaller. This construction is a series of interlocking loops, which gives it a natural stretch. It also means it doesn't fray as easily because it's one main thread that constructs the textile.

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## STRETCH PERCENTAGE:



A fabric's **stretch percentage** is a quantifiable way of measuring its stretch. You can calculate it by taking 10" of the fabric and stretching it as far as it can go without distorting it. Each extra inch equals 10% of stretch. For example, 10" of this minky stretches to 13". Therefore it has 30% stretch.

Most of my plush are designed for fleece and minky, which usually has **20%-30% stretch**. So if you choose a fabric with less, the result will look narrower than the example because it hasn't stretched out to look full and round. If you choose a fabric with more stretch, it will look fatter than the example.

## FLEECE:



**Fleece** is a fabric with a knit base that has a fluffy texture built onto it. It typically has **20%-40% stretch** and is very affordable. It's usually used for warm weather clothing and blankets. That said, heavyweight varieties are available too but are better for very large plush. Heavyweight varieties tend to be more expensive and come in fewer colors too.

Meanwhile **medium to thin varieties** work best for smaller plush so the project doesn't get too bulky with the detailed parts. This variety tends to come in more colors as well.

Fleece can also be **very beginner friendly** because it's not too stretchy and can often be sewn with a universal sewing machine needle. But if you get skipped stitches you may need to switch to a **stretch needle** (see page 12). The fuzzy texture means it likes to hold onto itself lightly so it won't move around as much while you sew it.

If you're brand new to sewing, you may want to start with felt or cotton, then work up to fleece.

### pros:

- Soft, fluffy texture.
- Easy to sew.
- Comes in many colors and prints.
- Very soft and squishy.
- Affordable.

### cons:

- May need a stretch needle.
- Can pill over time.

## MINKY:



**Minky** is a fabric with a knit base that has a **short furry texture** built onto it. It typically has **20%-30% stretch** and tends to be more expensive. Varieties of minky are often used in manufactured toys, so plush made with it look very professional.

The most well-known brand is **Shannon Cuddle**, which has a huge selection of colors and textures. Other brands have also been creating their own versions. They're typically less expensive but also have less color range.

Minky can be challenging to sew especially if you're used to the previous fabrics. But if you're not familiar with other fabrics, you may actually be fine with how minky behaves.

It has a short fur that goes in one direction (called the **nap**). This fur can push the fabric out of alignment while you're sewing. The fur also causes **shedding**, so you'll need to clean up as you go. See the next page for more tips on working with minky.

### pros:

- Very soft feel.
- Professional look.
- Lots of colors & textures.

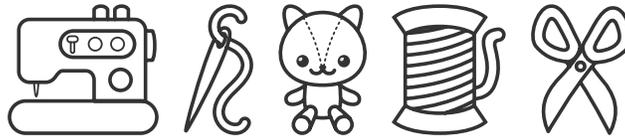
### cons:

- Expensive.
- Shifts out of alignment; difficult to sew.
- Sheds fur when you cut it.
- Must cut pieces along the nap.
- Must be careful when ironing.

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# MINKY SEWING TIPS



The texture and construction of minky creates some challenges while sewing. This is especially noticeable if you're only used to sewing cotton and other more stable fabrics. Take note of the tips below so you know what to expect when you try sewing with minky for the first time. You'll see these tips come up again as we actually get to the project.

## FABRIC NAP:



**Fur fabrics** like minky have what's called a **nap** (or **pile**). This is the direction of the fabric where the fur lies smooth -- like petting an animal. Petting the fabric in one direction will make the fibers lie flat and shiny, while the other direction brings up the fur so it looks ruffled and darker.

For the best results when cutting your pattern pieces, make sure the **nap line** goes in the same direction as your fur.

## SHEDDING:



Any fabric with a fur-like texture runs the risk of shedding when you cut it. There are many ways to help keep the mess under control, so use the one that works best for you. After you cut your pieces you can:

- Hold the pieces over a trash can and **manually pull the fur off** the cut edges.
- Then **shake the pieces** vigorously over a trash can to get the rest and until they no longer shed.
- Or **run a lint roller** (or piece of tape) over each cut edge.
- Also keep a **handheld vacuum** cleaner nearby when pieces leave a mess.
- **PRO VERSION:** I personally put all the cut pieces into my clothing dryer with no heat. Throw in a towel or two to shake the pieces up, then all of the fur goes into the lint trap. I recommend this for experts only because it will mix up your pieces and you'll have to sort them again. There's also a chance to may lose 1-2 small pieces. But it works very well if you sew a lot of plush like I do.

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## IRONING:



Most minky is made from **polyester** which means it shouldn't be ironed with anything hotter than a **medium-low setting**.

Many brands of minky warn that the fabric should not be ironed. This is due to the iron crushing the fur and completely flattening the fluffy texture. Also if it's ironed above a medium-low setting it could melt.

If you need to iron your minky for something like **fusible web applique** (page 24), try to only use the tip of your iron on the applied pieces and a **press cloth** to protect any scorching.

A spritz of water from a **spray bottle** also helps a lot, because steam and moisture allow heat to travel more efficiently than through air alone.

## SEWING:



The soft, furry texture of minky causes it to slip around while the pieces are held together. If this gives you issues while you're sewing, consider the steps below for an easier time.

- **Use a lot more pins** than usual to really hold the minky in place. Space them as little as  $\frac{1}{2}$ " apart and alternate them. Pin one from the top side and another from the bottom. This will hold the minky securely as you're sewing the seam.
- **Use a walking foot.** A walking foot is a type of presser foot installed into your sewing machine. On its default setting, a sewing machine will push the fabric through using small teeth beneath the presser foot called **feed dogs**. A walking foot feeds the fabric from the top as well to help ensure even stitching.
- **Basting.** Basting is a temporary stitch meant to hold pieces in place until the permanent sewing is done. You can baste your minky pieces together by hand where you have more control. Then sew them permanently by machine. The basting stitches will hold everything in place as you go. You can remove them later if they show on your finished project.

## SEWING MACHINE NEEDLES:



- If you're using a sewing machine, you may need a little primer on sewing machine needles. The default that comes with a brand new machine is typically a **universal needle**. It's intended to work well on most fabrics. However it's good to keep in mind there are other options in case it doesn't work on your fabric.
- Needles come in different types for different fabrics and different sizes for strength.
- If a universal needle gives you skipped stitches on minky, try using a **ball point** or **stretch needle**.
- If your needle bends, breaks, or just isn't strong enough for the layers you're sewing, try a larger needle. Needles range from 70/10 to 110/18 (the two numbers are US vs. European size). Something in 80/12 to 90/14 can usually handle many layers of minky.

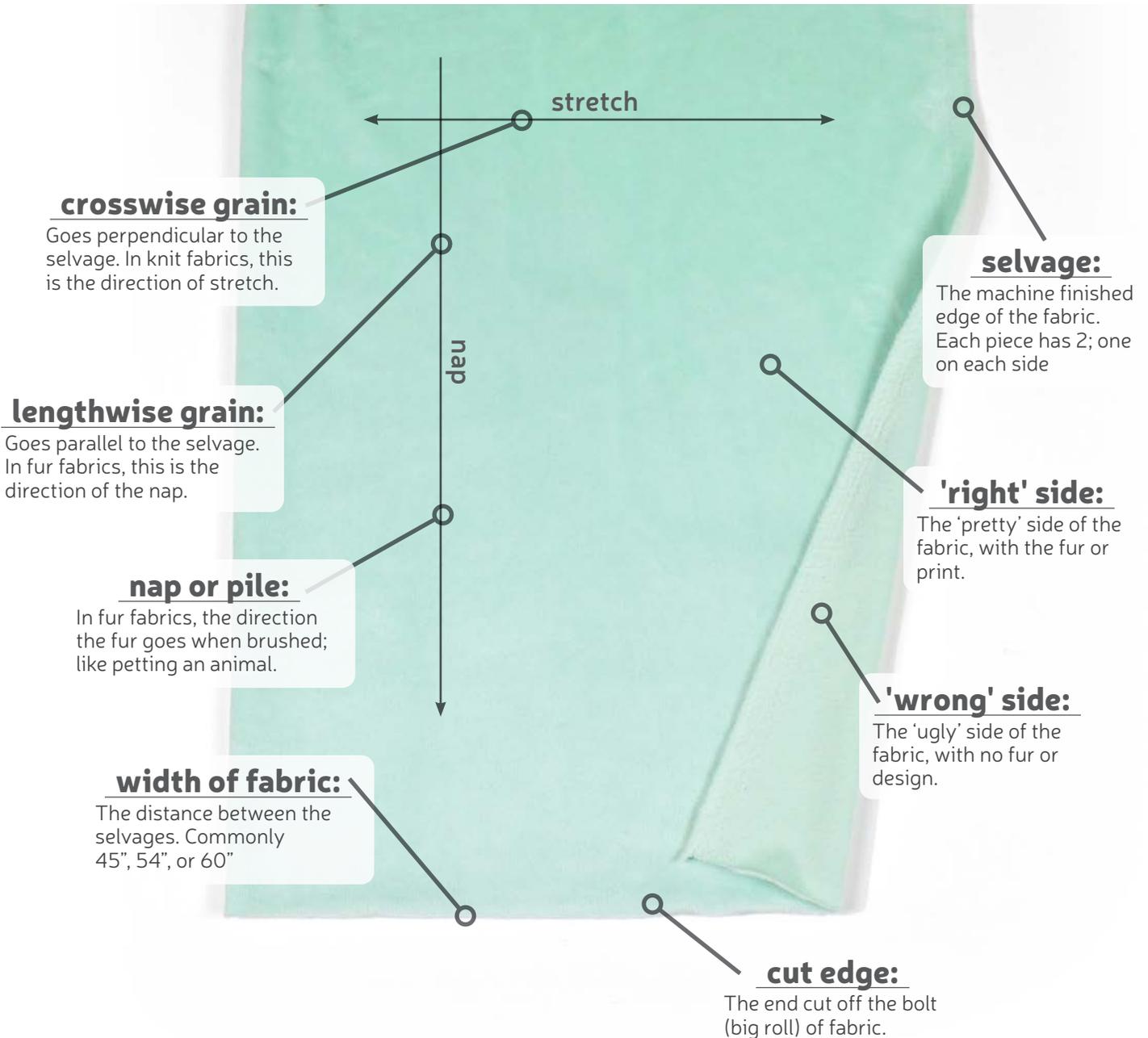
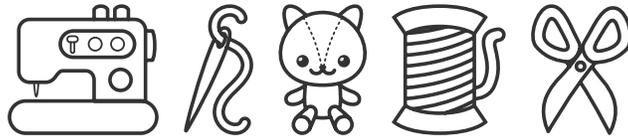
## OTHER TYPES:

- Other needle types don't usually come up in plush-making, but here's a quick rundown in case you're curious:
- **Sharps/quilting:** for quilting several layers
- **Jeans/denim:** for making jeans or sewing denim fabric
- **Leather:** for sewing leather or vinyl
- **Embroidery:** for thick or specialty embroidery threads

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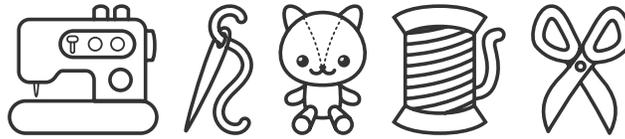
# FABRIC ANATOMY



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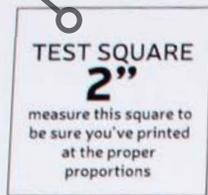
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# PATTERN ANATOMY



**test square:**

Measure this square to ensure your printer printed at the proper scale.



**LEVEL 1**

pg. 1-3

**applique markings:**

Markings to help with face and applique placement.

**stitching line:**

The dotted line indicates the stitching line. You can cut along this line if you prefer to make up your own seam allowance (see the next few pages for this example).

**stretch line:**

This line should go along the stretch of your fabric (if your fabric stretches).

**cutting line:**

Cut along this line to get the pattern template with seam allowance included.

**nap/grain line:**

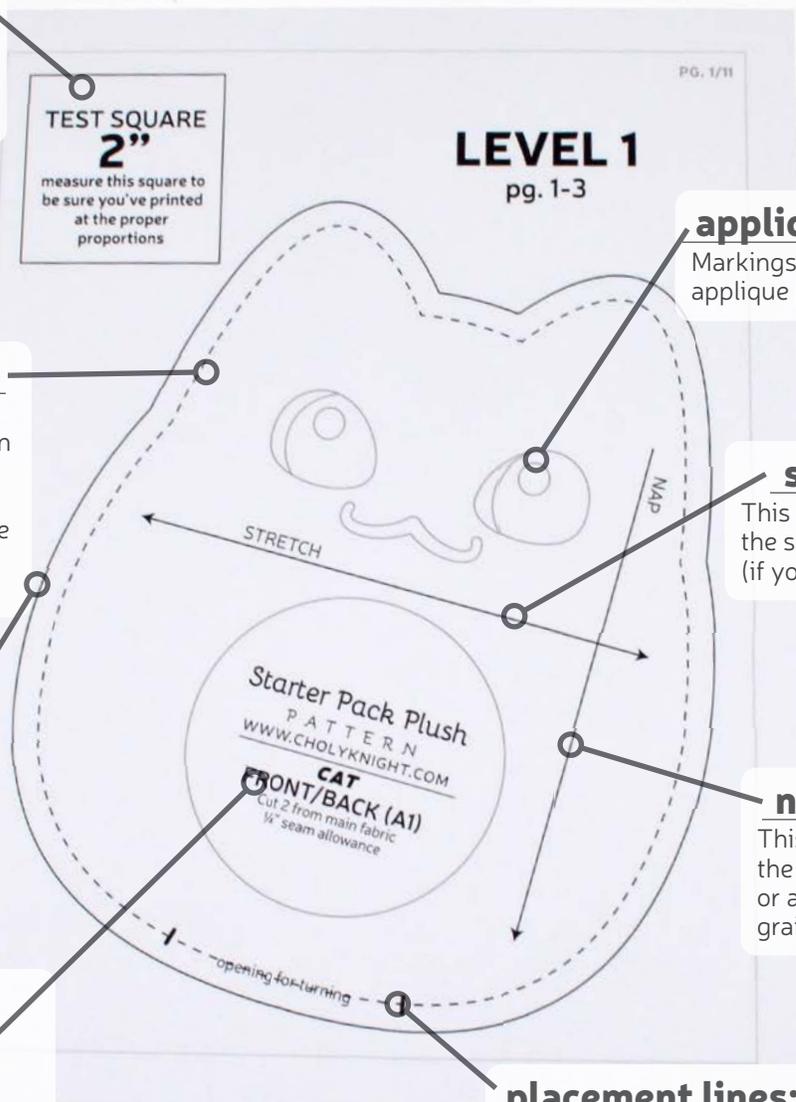
This line should go along the nap of your fabric or along the lengthwise grain.

**label:**

The name of the pattern template, how many pieces to cut, and what seam allowance is included.

**placement lines:**

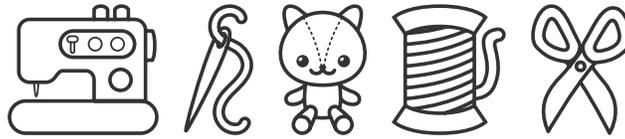
Markings to help with placement of other pieces or openings for turning.



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# CUTTING THE FABRIC



Use your printed sewing templates to cut the pieces from your fabric. This can be done a number of ways with slight variations. See the options below that work the best both for what materials you have and also what makes you the most comfortable.

## SEWING USING THE SEAM ALLOWANCE OR SEAM LINE:

In a standard seam, the **SEAM ALLOWANCE** is the distance between the stitching and the edge of the fabric. It must be consistent to ensure the stitching goes in the right place.

Before you cut, this is your chance to decide whether you want to use the included seam allowance or only trace the seam line.

If you're not sure, I would recommend starting with the **seam allowance method**. Then you can try the seam line method if you want to go back. If you have a friend helping you, they might have a preferred method too.

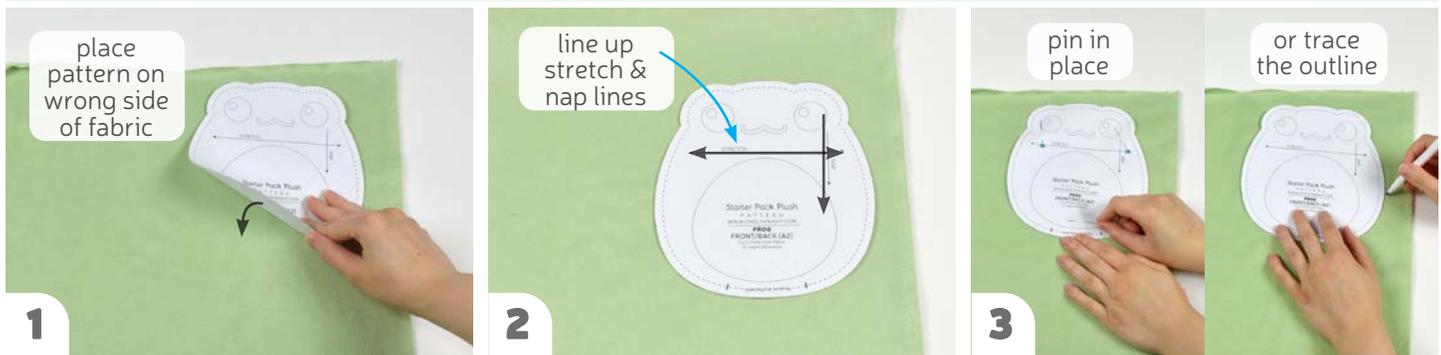
### using seam allowance:

If you cut the fabric using the included **seam allowance**, you'll need to sew the pieces keeping the seam allowance consistent according to the measurement on the pattern. This works very well with 3D pieces because you only have to match up the outer edge of the fabric. Its weakness is in detailed pieces with tight corners and curves. You can see how to handle that on **page 51**.

### using seam line:

If you trace the pattern **seam line** onto the fabric, you can just focus on sewing the seam line and forget about keeping a consistent seam allowance. This works very well with flat detailed pieces like wings and claws. It gets more challenging with 3D pieces because the seam lines have to be lined up before you sew. That process takes a little more time. See how to handle that on the next page.

## USING THE SEAM ALLOWANCE:



Grab your fabric and place it on your work surface so the **right side** is facing down. Place your pattern template on top so the **right side** is facing up.

Check that the **stretch line** is matching the stretch of the fabric. Also check that the **nap line** is matching the fur of the fabric (if your fabric has fur). If it doesn't, it should match the **lengthwise grain**.

**NOTE:** felt fabric has no grain, so you can place the pieces however you like!

Secure your pattern template to the fabric. If you have **pins**, weave them through both layers. You can also use small heavy objects as **pattern weights**.

Alternatively, you can hold the pattern with your hand and use a fabric marker to trace around the template.

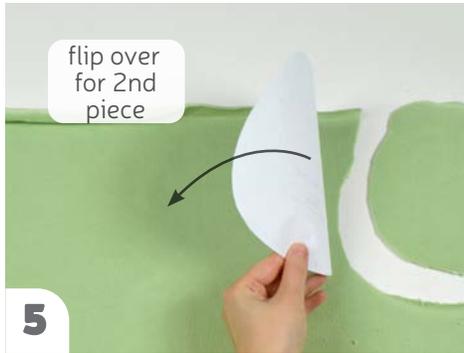
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4

Cut out the pattern piece around the template.



5

If you need more than one of a piece, remove the template and place it again. If your piece is asymmetrical, be sure to flip it over for the second piece.



6

If you're using fuzzy fabric, remove the excess fluff using one of the methods on [page 11](#).

## USING THE SEAM LINE:



1

Begin by cutting off the seam allowance from the paper pattern template.



2

Trace this seam line onto the wrong side of your fabric using a disappearing fabric marker.



3

Cut generally around the traced line, at least 1/4" from the tracing.



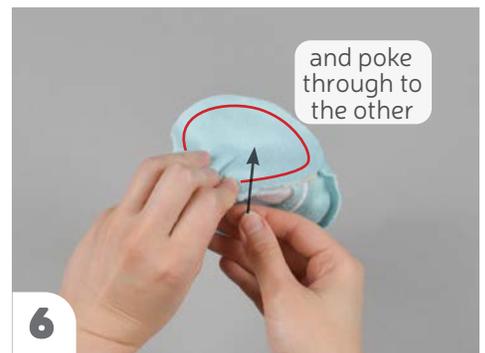
4

Later when you align this piece with its partner (page 29), you only need to sew along the seam line. No need to think about seam allowance.



5

When you're sewing 3D pieces, you have to be careful to match up the seam lines. It helps to stick your pins into the seam line on one side.



6

Then bring it out through the seam line on the other piece. This will ensure they stay together while you sew them.

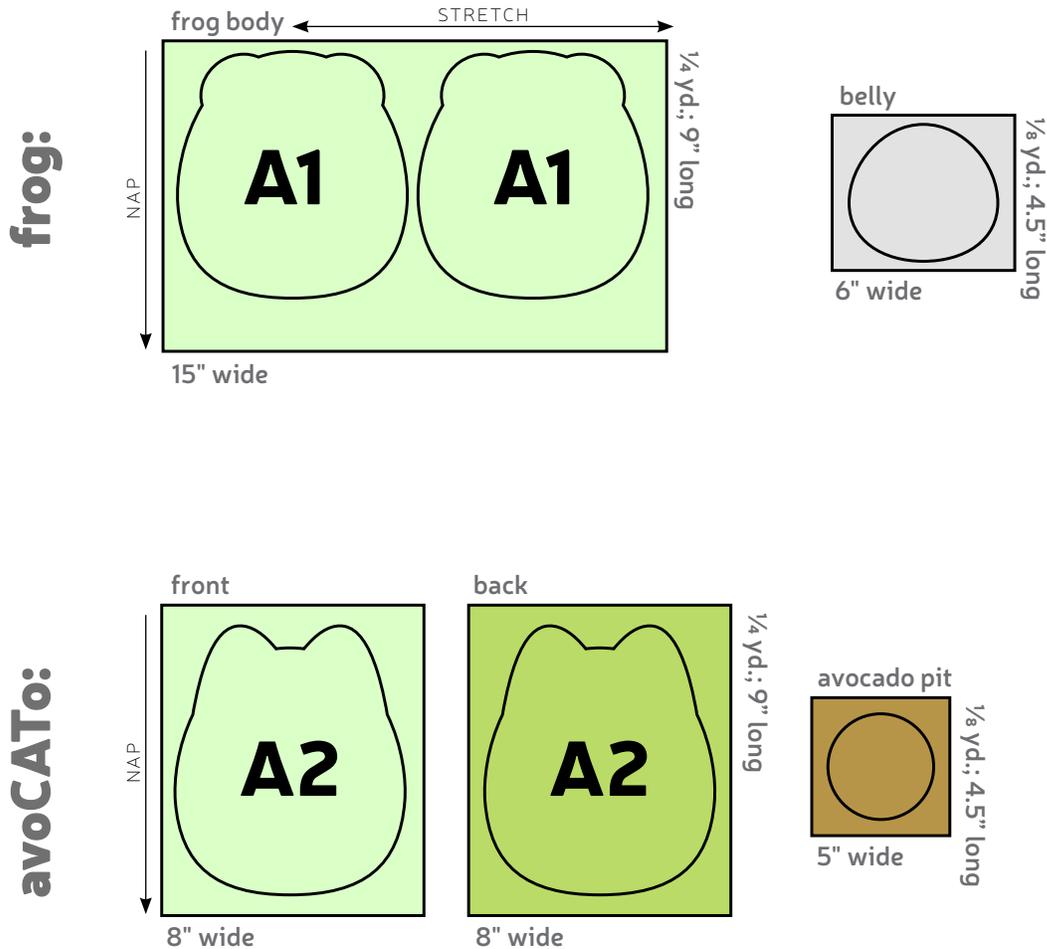
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## cutting layout:

If you haven't already, print [pages 83-85](#) for the sewing templates for the **Level 1** project (see page 3 for help).

Use the illustration below as a visual checklist to help with cutting out all the pieces for your project.



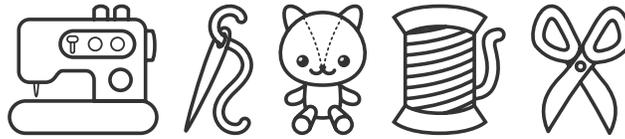
## BEFORE YOU BEGIN:

- Briefly read the project instructions so you know what to expect.
- If desired, mark the cut fabric pieces with the markings and symbols from the pattern. Or wait until the applicable step before transferring.
- The instructions assume you'll be using the included seam allowances, which are 1/4".

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# APPLIQUE and other face alternatives



Nearly every plush calls for a face of some kind, and there are many methods to do it! My personal favorite is **applique**, which is the method of applying small pieces of fabric to your larger main fabric as a decoration. It's what you'll find in all of my plush patterns. However, that can be a hard technique for an absolute beginner. So this section will go over some alternatives that you can try first. Then afterwards it will explain applique for when you're ready to give it a go.

## MARKER OR FABRIC PAINT

**Marker** or **fabric paint** is a great non-sewing alternative for putting faces on your plush. This works best on **smooth fabrics like cotton**. The ink and paint will be less likely to get lost in the fluff of fuzzier fabrics.

### marker:

A permanent writing marker would work well here if you have nothing else. If you're able to find a permanent fabric marker, that would be even better. It's formulated to bleed less and last longer.

### paint:

Cheap acrylic paint would work well here if that's all you have. Fabric paint is an improvement because it absorbs into the fabric better and is less likely to flake or peel over time. The dried result will also be softer to the touch.

### warning:

Be sure to do these techniques over **scrap paper to avoid a mess**. Marker and paint are very likely to bleed through the fabric.



1

Grab your paper template. Cut out the face along the **applique guidelines** on the paper pattern. We'll be using this as a tracing template.



2

Align the paper template over your fabric with both right sides facing up. Trace around the lines inside the holes you've just cut using a disappearing marker.



3

**FOR MARKER:** use a permanent marker to fill in the lines you've just traced.



4

**FOR PAINT:** paint within the lines you've just traced. You may need to go over the area a few times for full coverage. Let dry completely.

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## BUTTONS



Buttons are a very simple and classic way to make eyes for your plush. It's easier to add them after the plush is complete so you can ensure the placement is perfect.

You can take advantage of all the fun colors and shapes there are. The downside is they can be dangerous if they're removed by young children, which is why safety eyes exist as a good alternative.



First off, **finish your plush**, both sewing and stuffing (page 27-35) Then mark where you would like the eyes to go with a disappearing marker.

Grab your hand-sewing needle and thread and double over the thread for extra strength.

Begin by starting a knot where you'd like the button to be secured.



Sew the button to the plush through the eyes several times for lots of strength. Tie off the thread several times for a good hold, then trim the thread.

## SAFETY EYES



Safety eyes are a craft accessory made to resemble a round solid eye. The "bead" half has the rounded eye shape on the end, and the "washer" half attaches to the back. The nature of the construction ensures that it cannot be easily removed, compared to something like buttons. Different colors and shapes are available for other eye looks.



First off, **complete sewing** your plush but do not stuff it yet (page 27-32). Mark where you would like the eyes to be on your finished plush using a disappearing marker.



Make a small hole in the fabric where you marked. This is a good job for pointed embroidery scissors. If your scissors aren't as small or pointed, use them to carefully make a **very small clip** in the fabric.

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3

Insert the bead end of your safety eye into the hole you've made. It should be flush and even with the fabric of the plush.



4

For an extra detail, you can add a **circle of felt** underneath the eye. (Another non-fraying fabric, like fleece, could also work). This not only adds extra color, but also makes the eye look bigger. **Another bonus** is it gives a strong foundation if you're installing the safety eye onto thinner fabrics like cotton.



5

Use the **opening for turning** to flip the plush toward the inside to expose the back of the safety eye. Push the washer onto the safety eye so it's secure. It may need some extra force so prepare to get some leverage on a table or another hard surface. You could also use pliers if you're comfortable with them.



6

When complete, the washer should be fully secured on the back of the eye and not move.



7

If preferred, you can cut off the excess post of the safety eye using wire cutters or another strong cutting tool. Again, this is only recommended if you're comfortable using wire cutters.



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## APPLIQUE

Applique is my personal favorite method of adding faces to plush. It's done by sewing small pieces of fabric to your main project. This can be as simple as a few circles for eyes, or as complex as multiple layers of base colors, shadows, highlights, and details.



The secret to easy applique is an adhesive called fusible web. It's a sheet of adhesive that comes attached to paper. You use it to apply to your applique fabric, then transfer it to your main fabric. The paper makes it easy to handle and trace your shapes onto it. If you're just starting out, you may not want to buy any just yet. So up next is how you can try applique without it.



### NO FUSIBLE WEB:

- **DESIGN:** Try to stick with **simple designs** if you're not using fusible web. Something like basic circles for eyes. It's harder to layer the pieces when you don't have fusible web to hold the layers down.
- **FABRIC:** **Felt** works well if you don't have fusible web. It has a nice structure so it's easy to hold in your hand without the help of the fusible web adhesive.



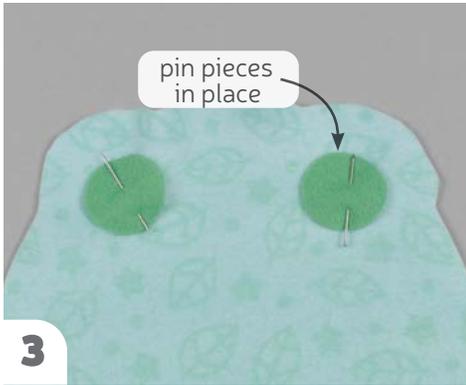
**Felt is recommended** for starting out with applique. It has more structure than thinner fabrics so it will be easy to hold and sew. It also cuts cleanly so the edges look nicer.



Cut out your **applique templates** from the paper pattern and use them to trace onto your felt. Use a disappearing marker around the edges. Cut out the pieces using your tracing as a guide.

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3

Grab the **FRONT** piece of your plush (A1 or A2). Align the felt pieces on it where you'd like the eyes to be. You can also use the guidelines on the paper for help. To hold them in place, you can use **pins**.



4

Or if you don't have pins, you could also use a small bit of **glue**. For best results, hand sew any items that you've glued down. There's a chance glue could gum up a sewing machine.

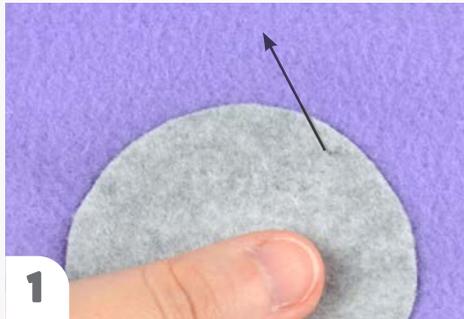


5

Thread a needle with matching thread (pg. 6) and stitch the outer edge of the applique to your main fabric. Use one of the 3 stitches shown on the next 2 pages.

## APPLIQUE WHIP STITCH:

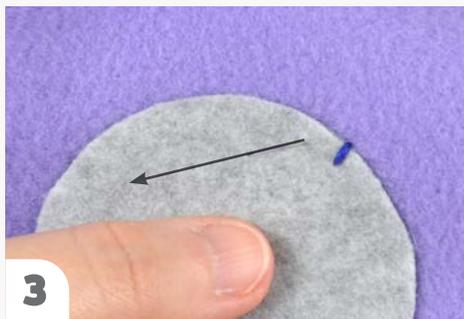
- This stitch can be the least noticeable option. If you use a matching color thread and keep your stitches tiny, they're very hard to see.
- So if you'd like an applique method that doesn't draw attention to itself, this is a good way to go.



Bring the needle up at the beginning of your seam, about  $\frac{1}{8}$ - $\frac{1}{4}$ " inside the applique shape.



Bring the needle down just outside the shape, going perpendicular to the edge.



Bring the needle up again, about  $\frac{1}{4}$ " away from the first stitch and  $\frac{1}{8}$ - $\frac{1}{4}$ " inside the applique shape.



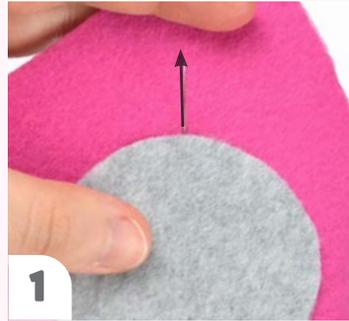
Repeat steps 2 & 3 until the end of the seam. You can also take two stitches at once for a faster result.

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## BLANKET STITCH:

- This stitch has more of an old-world charm to it and is highly visible when complete.
- It really pops when you use **embroidery floss** rather than regular sewing thread.



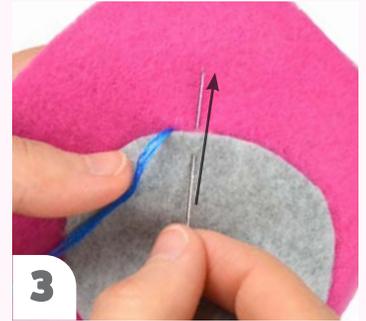
1

Bring the needle up at the beginning of your seam, just outside the applique shape.



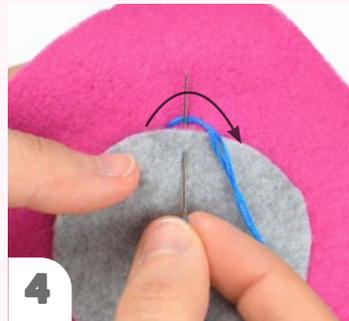
2

Pierce the tip of the needle  $\frac{1}{4}$ " away and  $\frac{1}{8}$ - $\frac{1}{4}$ " inside the applique shape. Do not pull the needle through.



3

Pierce the tip of the needle just outside the applique shape, perpendicular to the edge.



4

Make sure your working thread is going under the needle.



5

Finally, pull the needle through. The working thread should create a line around the edge of the applique.



6

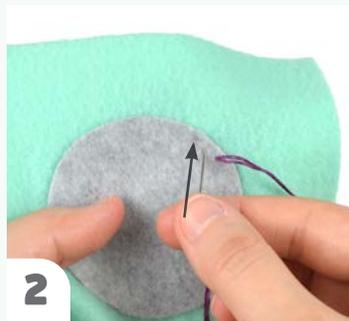
Repeat steps 2-5 for the entire shape.

## RUNNING STITCH:



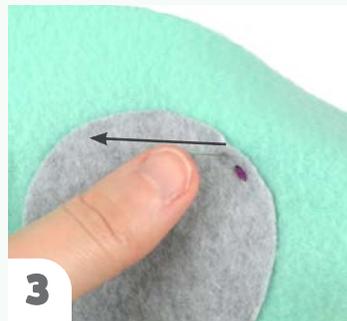
1

Bring the needle up at the beginning of your seam.



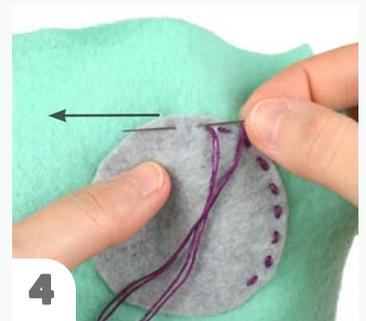
2

Bring the needle down about  $\frac{1}{4}$ " away.



3

Bring it up again about  $\frac{1}{4}$ " away.



4

Repeat steps 2 & 3 until the end of the seam. You can also take two stitches at once for a faster result.

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## FUSIBLE WEB:

- **DESIGN:** You can continue with basic designs, but fusible web allows you to do complex, detailed designs. The glue holds small pieces in place so you can be sure they won't shift while you're sewing
- **FABRIC:** If you're doing a design with a lot of layers, this is where thinner fabrics like **cotton** and **flannel** are helpful. You can layer multiple pieces without creating a lot of bulk.



lightweight fusible



heavyweight fusible

- Fusible web adhesive is a sheet of adhesive with a paper backing. **Not to be confused with fusible interfacing**, which is adhesive attached to a fabric/fiber backing.
- Some common brands are **Pellon & HeatnBond**
- In countries outside the US, it may also be known as **bondaweb**
- It comes in **light** and **heavy duty** varieties. Lightweight strength is meant for applique you intend to sew later. Heavy duty versions are for a no-sew bond. If you try to sew them later your machine might have trouble penetrating the glue.



1

Grab your **fusible web adhesive**. Note that it has two sides. The rough and bumpy side has the adhesive web. The smooth side has the paper.



2

Take your fusible web and align it over your **applique templates** so the paper side is facing up. Take a pencil and trace the designs you need onto the paper side.



3

Cut generally around the shapes you've just traced.

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4

Take your fusible web pieces and align them onto the fabric you're using. Place it with the adhesive side facing down on the **wrong side** of your fabrics.



5

Grab your iron and press it according to the manufacturer's directions. It's usually medium heat for about 5 seconds per area. Continue until all the pieces are fused.



6

Wait for the pieces to cool. Cut out the pieces along the lines you've traced.



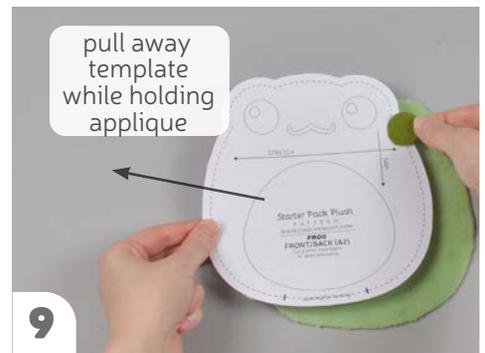
7

Remove the paper backing from each of the pieces you've cut. This should leave the adhesive behind on the back of the fabric.



8

Grab your main project fabric (in this case, the **FRONT** piece, A1 or A2). Align your paper pattern template on top so both right sides are facing up. Align your first applique piece on top within the applique guideline.



9

Hold the applique piece in place with one hand while carefully pulling away the template with the other. Keep the applique fabric in the same spot and this will align it on the fabric.



10

Grab your iron once again and fuse the applique to your main fabric. If you're using a furry or delicate fabric, try to use only the tip of your iron on the applique pieces.



11

You can also use a scrap piece of **cotton** as a press cloth. This will help protect the fabric while you're ironing.



12

Repeat this process with your other applique pieces. If your plush has layers within the eyes, work from the largest piece up to the smallest.

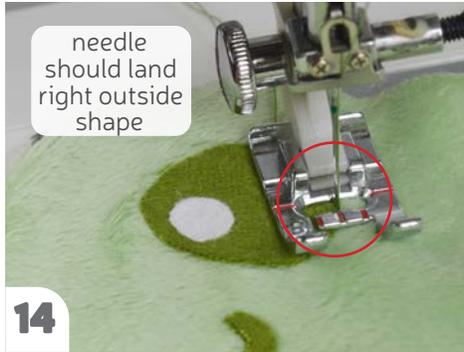
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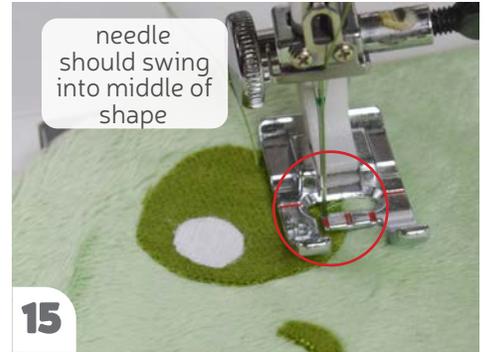
13

You can now sew the pieces in place however you prefer. Refer to [pages 22-23](#) for some hand sewing options. If working by machine, a zigzag stitch will secure the fabric and prevent the edges from fraying in the future. See the next steps for help with that.



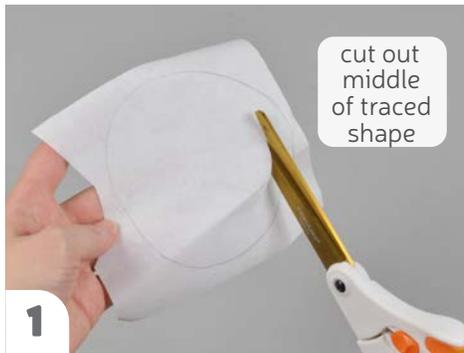
14

When using a zigzag stitch for applique, set your machine to a medium width. When the needle swings to the right, make sure the needle is on the **outside** edge of the applique piece.



15

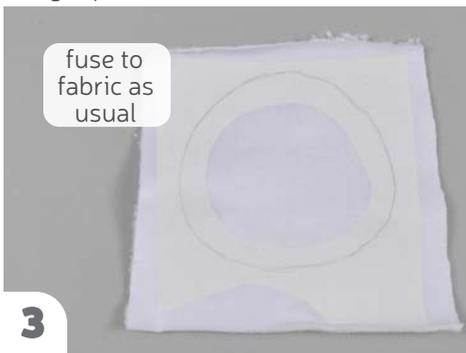
When the needle swings to the left, make sure it's **inside** the applique piece. Repeat this with all of your applique pieces using matching thread.



For larger pieces, like animal spots, stripes, or other markings, you may want the piece to blend into the project. For that, it's better to use the same fabric as your project. Up next is a tip you can use for these larger pieces.

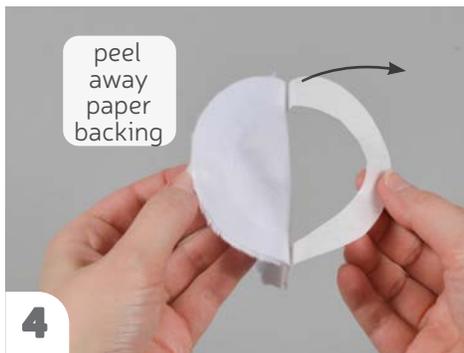
Trace the **CAT'S avocado pit** or the **FROG'S belly** outlines onto fusible web as usual. However this time, cut out the middle, about  $\frac{3}{8}$ " inside the traced line.

When complete, you should have a ring of paper instead of one big shape.



3

Fuse this to the back of your accent fabric.



4

Cut out the accent fabric and remove the fusible web paper.



5

You can now fuse the fabric to your project and there will only be glue around the outer edge. This will help prevent the glue from distorting the shape of your project. Sew the **frog belly** or **avocado pit** to your plush **FRONT** (A1 or A2) using one of the previous sewing methods.

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# ASSEMBLY

We're finally assembling the body of the plush! But first, a quick primer on how it's going to happen.

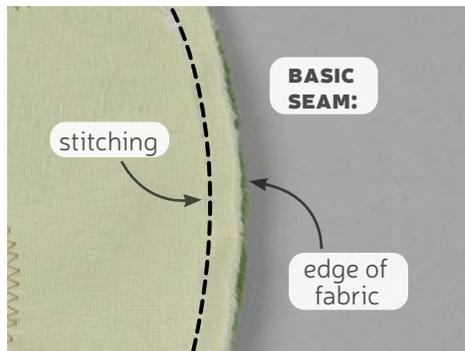
## AN OVERVIEW:

- The basic construction of any plush is essentially a pouch of fabric with stuffing inside.
- As the shape gets more complex, the pouch just has more bits added onto it in different ways. But at the end of the day it's still just a pouch of stuffing. So don't let it intimidate you ♡



## BASIC SEAMS:

- The basic seam for any sewing project is two pieces of fabric, right sides facing, sewn together close to one edge.
- The area between the stitching and the edge of the fabric is called the **seam allowance**.
- This is done so when the fabric is flipped right side out, the right side only has a small line where the seam was made.
- Seams can be made in different ways depending on different desired results or for strength. But this is the most common for plush making.



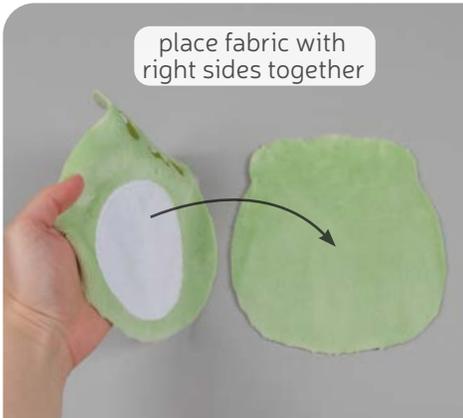
A basic seam is two pieces of fabric held right sides together. Then the stitching is sewn close to the edges. If the fabric is freshly cut, this cut edge is called a **raw edge**. With certain fabrics, the raw edge will fray and ravel over time. The goal is to hide these raw edges within your project. The distance between the edge and the stitching is called the **seam allowance**.



When the sewing is finished, the fabric pieces are now joined at the seam. The raw edges are inside the project and on the outside is a clean, neat line.

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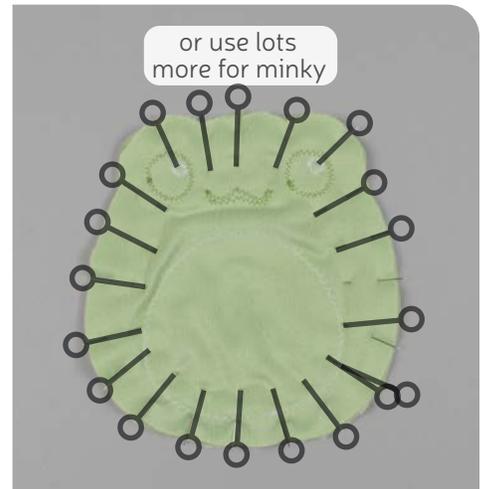
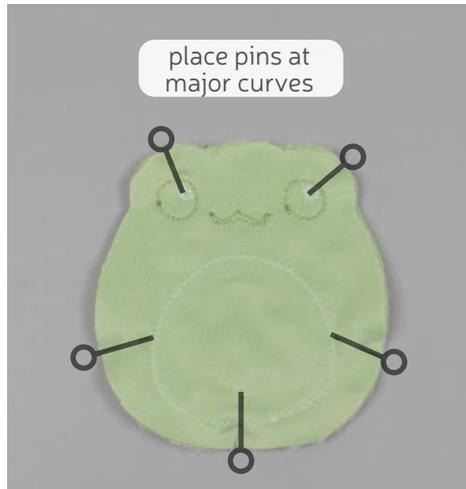


## OPENING FOR TURNING:

- The **opening for turning** is left so you can turn the plush right side out after sewing.
- It's best to have this area on the straightest edge of the shape and in the least noticeable area.
- You'll see later when sewing the plush closed (page 33) that it's easier to ladder stitch a straight edge closed than a curved edge.

## 1. ALIGN THE FRONT & BACK

- Grab both of your plush **FRONT** and **BACK** pieces (A1 or A2). Align them together with right sides facing and the raw edges aligning.
- Note the **opening for turning markings** on the paper pattern for the front/back. This indicates where you'll leave an opening in your plush so you can turn it right side out. Transfer the markings to the wrong side of your fabric using a fabric marker.



## 2. PIN THE PIECES

- If you have sewing pins, use them now to hold your layers together. Weave each pin once through the two layers of fabric.
- It helps to place pins at the top, bottom, and sides as well as any strange curves or corners that need extra help staying together.
- If you have trouble with your minky sliding around, you may want to use a lot more pins. For best results, add pins at the major points, then continue to add ones in between so the fabric lines up evenly.

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- a. If you're using a sewing machine, take the fabric to your machine now. If you're sewing by hand, use the stitching guide on the next page.
- b. If you're using the included seam allowance, make sure your needle is  $\frac{1}{4}$ " away from the edge of the fabric. Use a ruler to measure the distance if you need to.

### SEAM ALLOWANCE:

- If you make sure your seam allowance is the recommended width and stays consistent, then your plush will finish at the size intended.
- A smaller seam allowance will make the plush larger.
- And a larger seam allowance will cause the plush to look smaller and skinnier.

## 3. PREPARE YOUR SEAM ALLOWANCE

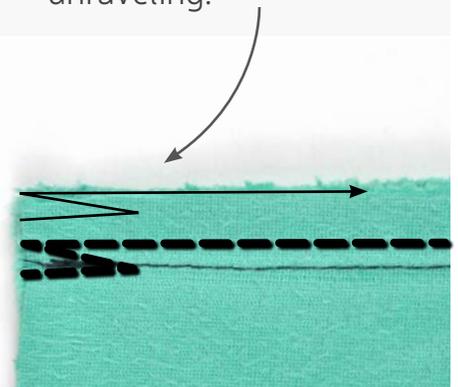


## 4. SEW THE BODY

- a. If using a machine, set it to a straight stitch and a medium stitch length. Sew around the outside of your plush using the regular  $\frac{1}{4}$ " seam allowance. Be sure to pivot at the corners. To pivot, stop with your needle at the corner of the shape and keep the needle down. Then lift up your presser foot and turn the fabric. Lower the presser foot and continue sewing as usual.
- b. Sew around the entire plush shape except for the **opening for turning** at the bottom.

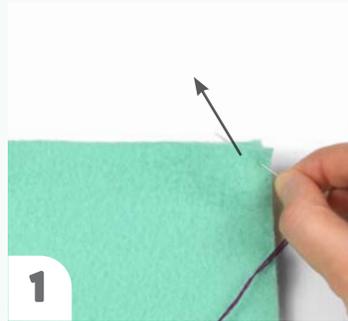
### NOTE:

- If you're sewing with a machine, be sure to back stitch at the beginning and end of your seam.
- This is a feature on almost every machine that will sew in reverse.
- This locks the beginning and end of your seam and keeps it from unraveling.

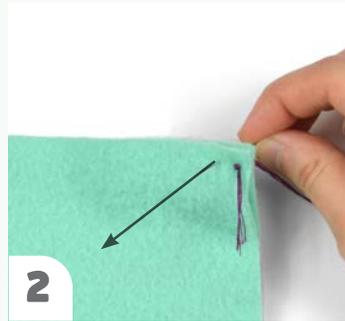


## BACK STITCH:

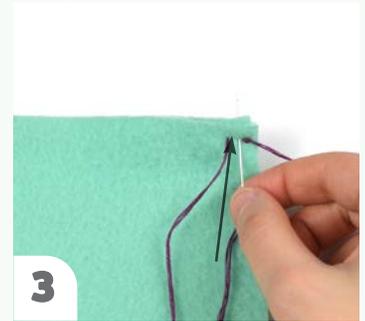
- The hand-sewing version of a back stitch is different from the machine version (see the previous page).
- This hand stitch is a good replacement for a typical straight stitch on a machine.



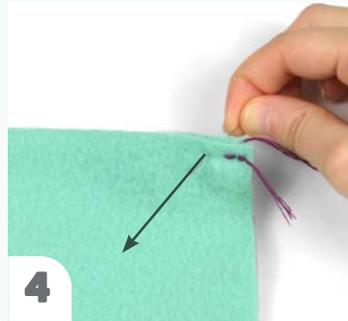
**1** Bring the needle down at the beginning of your seam.



**2** Bring it up about 1/4" away.



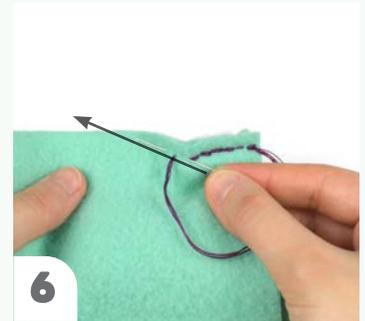
**3** Bring it back down again, going backwards, just beside where you did the first stitch.



**4** Bring the needle back up again, going forwards, about 1/2" away.



**5** Bring the needle back down again, going backwards, just beside your previous stitch.



**6** Repeat steps 4 & 5 for each stitch until the end. You can also take two stitches at once for a faster result.

- When your seam is complete, clip the seam allowance at the inner corners of the shape.
- Repeat with the curves as well. See the next page for an explanation of what this technique is and why it helps.



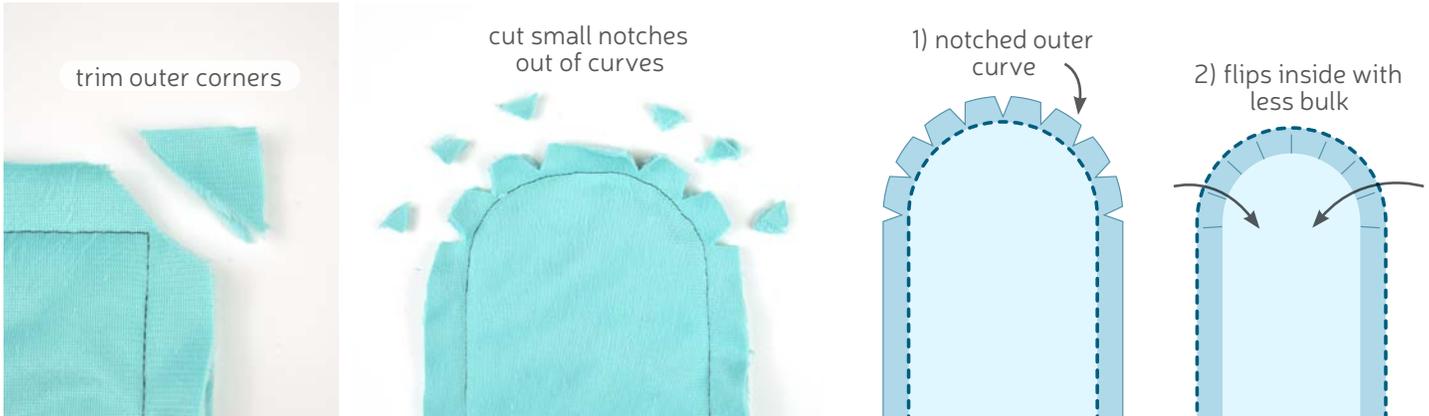
## 5. CLIP THE CORNERS

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## CLIPPING CORNERS & CURVES

Clipping corners and curves is an important step to be aware of in plush making because so many curves are involved. It has to do with how seam allowances in fabric react when flipped right side out.

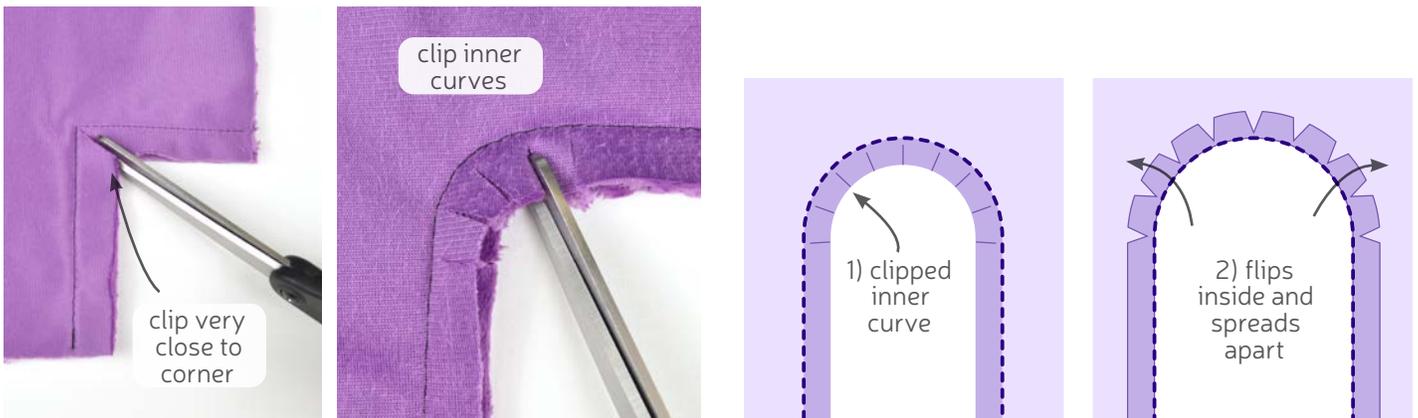


### outer corners & curves:

Sewn pieces with outer corners and curves have extra fabric in their seam allowance along the outside. So when they're flipped to the inside, they're squished inside a smaller area and create a lot of extra bulk.

You can eliminate this bulk in corners by trimming off the corner of the fabric.

In curved pieces, you can trim away the entire piece to  $\frac{1}{8}$ ". But for fabrics like cotton, this will weaken your seam. Weakening your seam could cause it to rip later when you stuff it. So for fabrics that fray you'll want to cut small notches out of the fabric to reduce bulk.



### inner corners & curves:

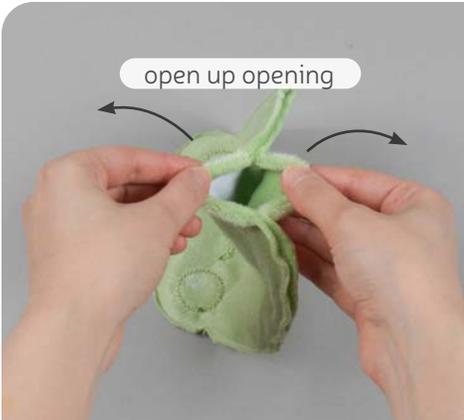
Sewn pieces with inner corners and curves have less fabric in their seam allowance along the outside. So when they're flipped to the inside, that small bit of seam allowance has to stretch to make it across a larger area.

To help allow the fabric to spread, you need to make clips into the seam allowance. For especially tight curves and corners, get as close as you can to the stitching without cutting it.

You can also trim away the entire piece to  $\frac{1}{8}$ ". But for fabrics like cotton, this will weaken your seam.

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## 6. TURN RIGHT SIDE OUT

- a. Open up the **opening for turning** at the bottom of your plush.
- b. Push the body of the plush through the opening so the right side of the fabric starts to come out. Continue pulling to completely turn the plush right side out.
- c. If you have a blunt tool, like a chopstick or hemostats, use it to push out the edges of the plush from the inside. This will help define the shape.

- a. Grab your stuffing. If your stuffing is bunched up or especially if it's **used stuffing**, make it easier to use by fluffing it with your fingers. Pull it apart so there are no hard clumps and it feels light and airy.
- b. Take one small bit of stuffing at a time and fill up your plush. Start in the smaller areas like the eyes for the **FROG** here. Fill them up until the fabric is nice and round and there are no wrinkles in the fabric.



## 7. PREP THE STUFFING

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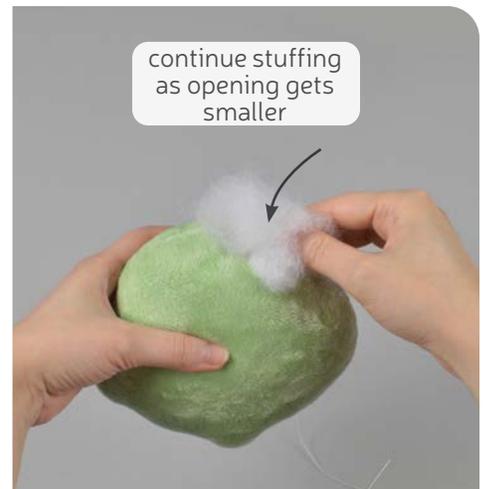


## 8. STUFF THE BODY

- Continue stuffing the body. You'll find if you don't have enough stuffing the seams will look wrinkled like in the first photo.
- Fabrics that don't stretch, like cotton and felt, have this problem even more.
- The solution is to continue stuffing until the area is firm and the wrinkles go away.

### NOTE:

- Stuffing will compress and shrink the more you hug your plush. So it's usually better to overstuff than understuff your plush.



## 9. CLOSE UP THE OPENING

→ Next we're going to **ladder stitch** the plush closed. For a more detailed explanation of a ladder stitch, see the next page.

- Thread a hand sewing needle and knot the end. Bring the needle through one edge of the opening from the inside out. This will leave the knot inside the plush.
- Tuck the seam allowances from the opening inside and sew it closed with a ladder stitch. Take a 1/8" stitch into the fold of one side of the opening, then go across and take another.
- Continue pushing stuffing into the plush as you go. This will help prevent the bottom from looking deflated.

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## LADDER STITCH:

- A ladder stitch is also called a **SLIP STITCH**, **INVISIBLE STITCH**, or **HIDDEN STITCH**.
- It's used for sewing from the outside of a project invisibly, which means that there's no machine replacement for it.
- Here it's used to close up an opening in a plush, but you can also use it to attach pieces. See [page 46](#) for how that's done.



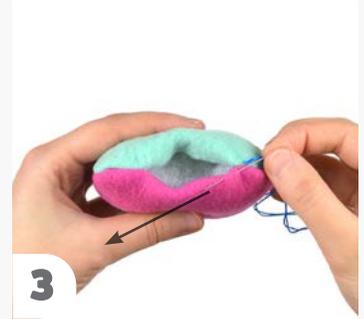
1

Make sure the seam allowances in your project are folded under. We'll need to stitch into those folds later.



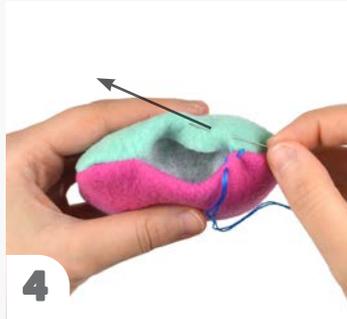
2

Bring the needle up from the inside edge of the opening. Pull the thread through, and the knot will be left inside the plush.



3

Weave the needle into the fold of one side of the opening, taking a 1/4" long stitch.



4

Go directly across to the other side and take another stitch.



5

Repeat steps 3 & 4 along the opening.



6

Pull at the thread after each stitch to close up the opening.



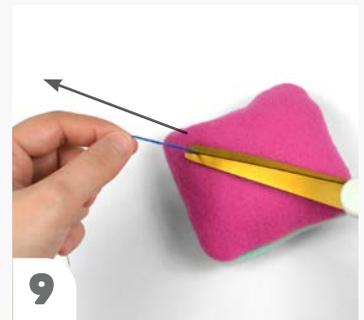
7

Take a stitch into the threads from your project. Loop the thread around the needle to create a knot.



8

Insert the needle near the knot and bring it out 1-2" away.



9

Pull the thread through. Pull at the thread while cutting close to the plush. The thread will sink back inside, completely hidden.

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## 10. TRIM THE THREADS

- a. Ladder stitch the rest of the plush closed, following the instructions from the previous page.
- b. Tie a knot at the end of the seam, then bring the needle out about 1-2" away from the knot.
- c. Pull at the thread while cutting close to the plush. Once cut, the thread should sink back inside the plush.



**CONGRATS!**  
 You've completed  
 Level 1! Give yourself  
 a big hand and see if  
 you're ready for  
 Level 2!

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# LEVEL 2: 3D pillow plush

As a step up from the last pattern, this plush still has the simple round body shape but is made more 3D with the inclusion of several **darts**. This one has a lot so you're sure to get a bunch of practice! Meanwhile separate ears are now included so you'll learn how to incorporate those into your seams. And finally you'll get some more practice with the **ladder stitch** showing how to attach pieces from the outside. There are templates to make a simple **PIG** or a cute **PUG**.

## DIFFICULTY:



## MAKES:

**ONE PLUSH:** about 5½" tall, 5" wide, and 4" long.

## NEW SKILLS TO LEARN:

- Darts
- Basting
- Sewing extras into seams
- Ladder stitching separate pieces together



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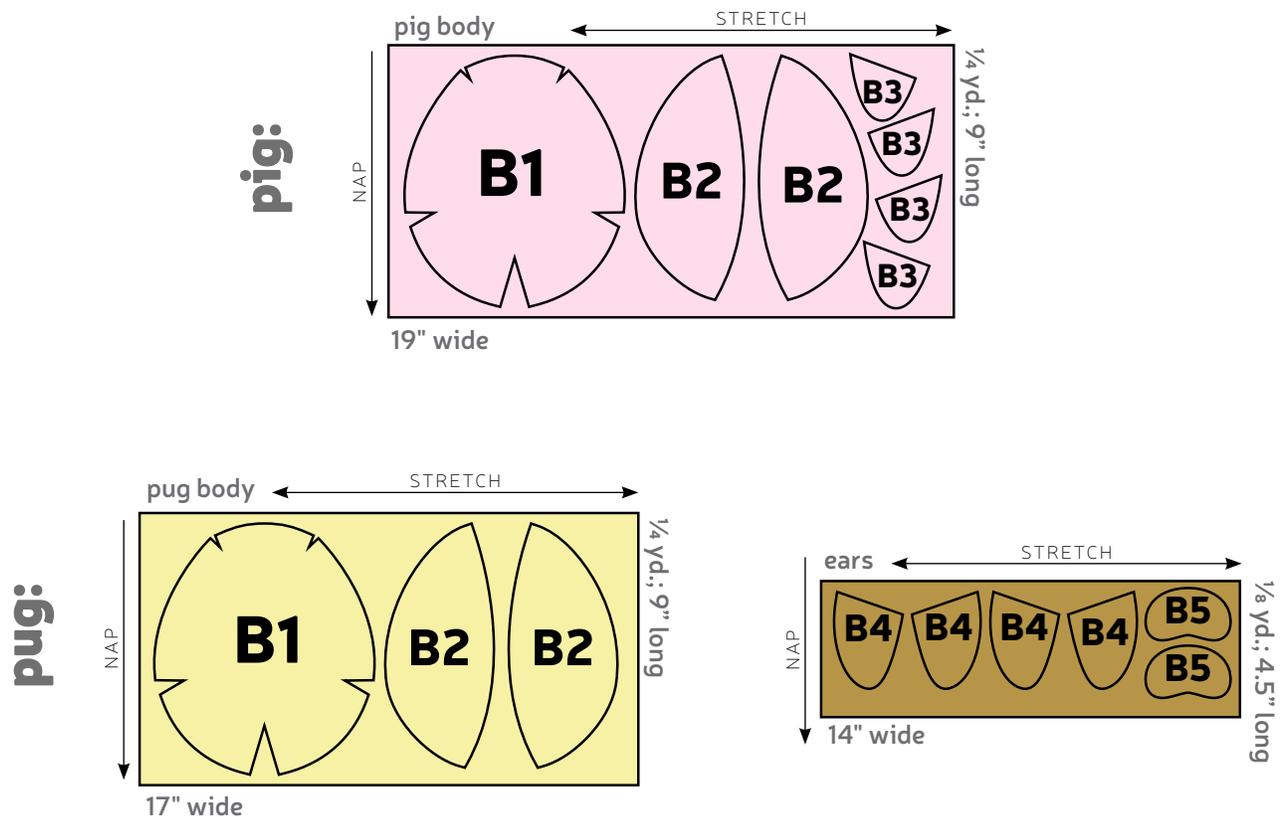
## materials & tools:

- ¼ yd. (or 9" x 19") of fabric for main plush  
→ *See page 8 for help with choosing fabric*
- **FOR PUG:** ⅛ yd. (or 5" x 5") of accent fabric for ears and muzzle
- **APPLIQUE MATERIALS:**
  - 3" x 3" of white applique fabric for eye whites and eye shines
  - 3" x 3" of black or dark accent applique fabric for eyes and nose/nostrils
  - **FOR PIG:** 2" x 2" of complementing applique fabric for snout
  - 4" x 4" of fusible web adhesive
- Sewing thread to match main fabric and applique fabrics
- Poly-fil stuffing
- **BASIC SEWING TOOLS (SEE PAGE 4):** thread, needles, scissors. Also optional sewing machine, iron, pins, point turner, fabric marker, seam ripper, etc.

## cutting layout:

If you haven't already, print **pages 86-87** for the sewing templates for the **Level 2** project (see page 3 for help).

Use the illustration below as a visual checklist to help with cutting out all the pieces for your project.



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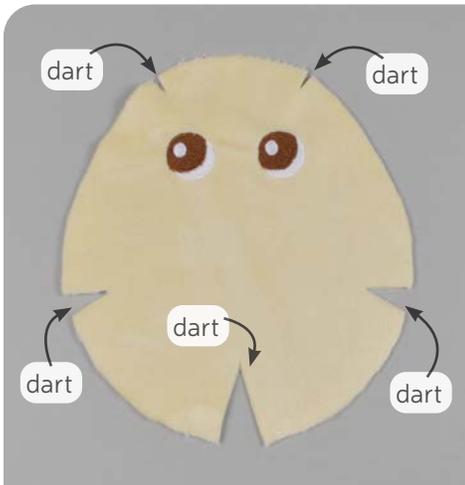
## BEFORE YOU BEGIN:

- Briefly read the project instructions so you know what to expect.
- If desired, mark the cut fabric pieces with the markings and symbols from the pattern. Or wait until the applicable step before transferring.
- The instructions assume you'll be using the included seam allowances, which are ¼".



- Grab your **FRONT** piece (B1). Follow the instructions starting on **page 18** to decide on a face for your plush. You can use a non-sewing method or use applique.
- If appliqueing, add the face pieces one layer at a time following the guidelines on the paper pattern.

### 1. APPLIQUE THE FACE



First up is sewing the **darts**. Begin by locating them on your **FRONT** piece (B1). These are the small triangular wedges found in the fabric.

## DARTS:

- **Darts** are a v-shaped wedge sewn into a pattern piece that create a 3D shape in the fabric.
  - The two lines of the darts are sometimes called the **legs**. These lead up to the **point**.
  - There are also **double-ended darts** that have a diamond or almond shape with the points at each end.
- why have darts?**
- You can think of darts like a partial seam. One that only goes part-way through the fabric.
  - If you were to replace a dart with a full seam in some places, it might get in the way of the face or other areas you'd like to look clean and smooth.
  - Darts can also be more efficient. You can sew several darts into one pattern piece rather than splitting it up into multiple pieces.

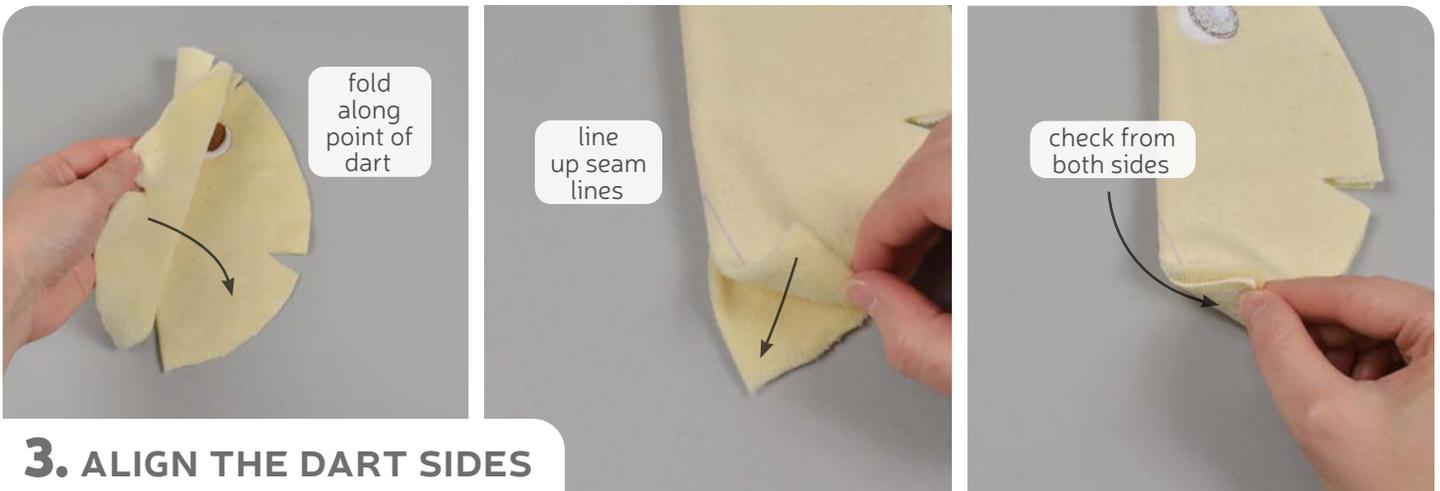
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a. One way to help sew the **darts** accurately is to transfer the seam lines from the paper pattern. If you've already done this (via the technique on **page 16**), you're good to go! If not, you can get the same effect by trimming away the seam allowance from the paper pattern along the edge of the **dart**. Here, we're starting with the center bottom **dart**.



b. Align the pattern template onto the wrong side of your fabric. Then trace along the cut edge with a fabric marker to transfer the seam line.



- a. Align the sides of the **dart** on your **FRONT** piece (B1) by folding it along the point with right sides of the fabric facing each other.
- b. Line up the seam lines you've traced in the previous step.
- c. Check from both sides to be sure the seam lines of the **dart** match up.

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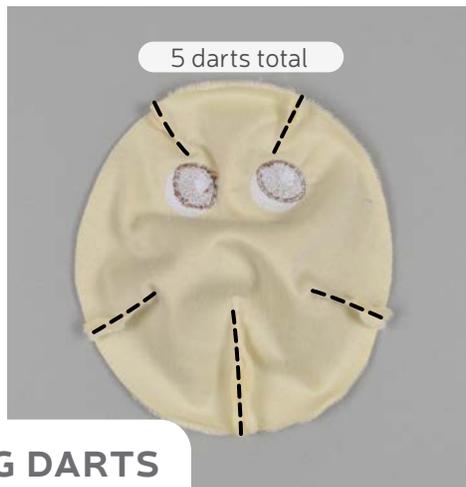


**PRO TECHNIQUE:**

- For the best results with **darts**, try to make your stitching blend into the fold.
- You can make the stitching even more blended by curving your seam slightly into the fold.

**4. SEW THE DART**

- Sew the **dart** on your **FRONT** piece (B1) by starting at the opening and going down to the point. Follow the seam line you've traced.
- When complete, it should look something like the second photo from the front.

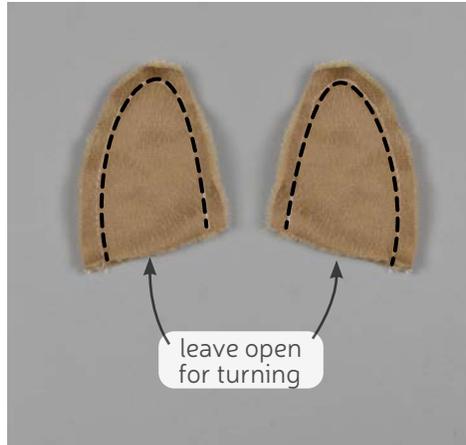
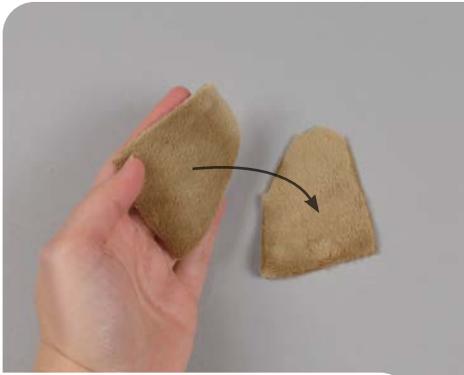


**5. SEW THE REMAINING DARTS**

- Repeat steps 3 and 4 with your remaining **darts** on the **FRONT** piece (B1).
- Sew all 5 **darts**. There should be 3 along the bottom and two along the top.
- When complete, the front piece should be looking very round.

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## 6. SEW THE EARS

- Grab your **EAR** pieces (B3 or B4). Take two of them and align them with right sides facing and raw edges matching up.
- Sew the ears together along the long curved edge. Leave the straight edge free. When complete, use that free edge to turn the ears right side out.
- Transfer the **ear placement lines** from the paper pattern for the **FRONT** (B1). Mark along the edge of your front piece using a fabric marker.



## 7. BASTE THE EARS

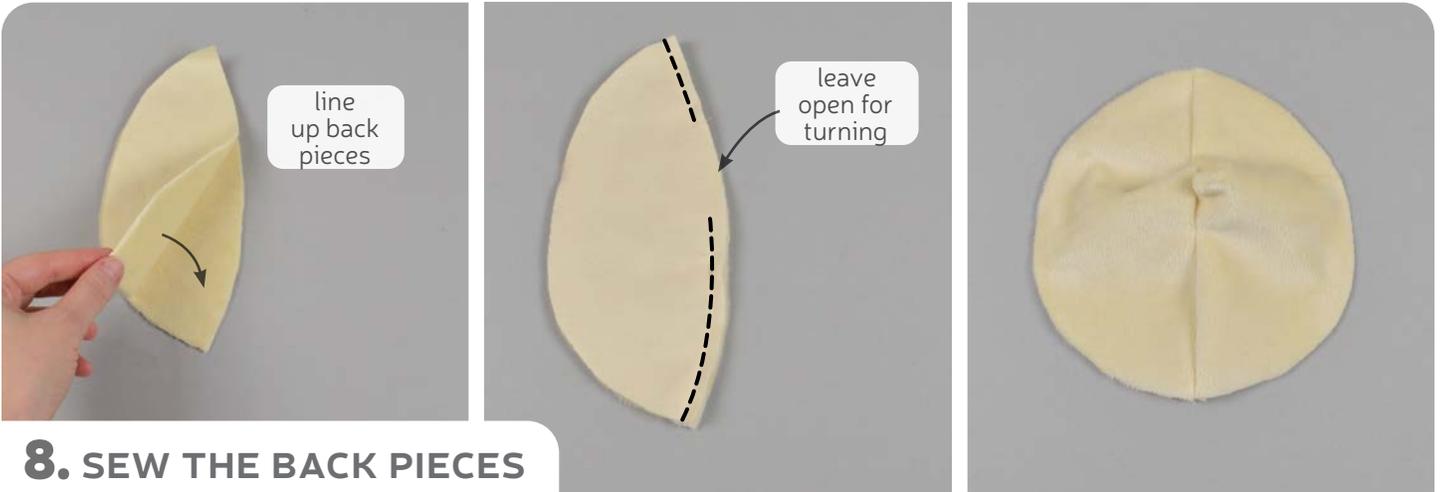
- Grab your **FRONT** piece (B1) from before as well as your two finished **EARS** (B3 or B4). Align them along the top of your front piece so the edges are within the **placement lines** you've just marked. They should be pointing up as shown in the first photo.
- Now flip the ears down so they're pointing toward the middle of the face. The open edges of the ear should align with the raw edges of the front piece while also staying inside the **markings** you made. Pin the ears to the front piece along these edges.
- Baste the ears to the front piece. Try to sew within the seam allowance so your stitching doesn't show on the finished plush.

### BASTING:

- Basting** is a temporary seam meant to hold pieces in place. A long stitch length is often used in case the alignment was wrong and you need to redo it.
- The finished result is not meant to be seen and sometimes is even removed later (depending on what the designer calls for).

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## 8. SEW THE BACK PIECES

- Grab your **BACK** pieces (B2). Align them with right sides facing and raw edges matching up.
- If you haven't already, note the **opening for turning markings** found on the paper pattern for the back. Transfer them over to the wrong side of the fabric. Sew the back pieces along this edge only, but leave the **opening for turning** that you marked.
- Open up the pieces when complete.



## 9. ALIGN THE BACK TO THE FRONT

- Grab your **FRONT** piece from before (B1) and also your sewn **BACK** pieces (B2). Since these are both 3D shapes, they're not going to line up as nicely as the flat shapes from **Level 1**. We're going to use **alignment points** to help out.
- Take your back piece along the top of the seam and align it with the **center top** of the front piece. The **center top** is also marked on the paper pattern in case you want to transfer the marking. Pin these layers together.
- Grab the seam along the bottom of the back piece and line it up with the **bottom center dart** on the front. Pin these layers together. Start pinning the rest of the edges of the plush together until you've worked all the way around.

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## 10. SEW THE BACK TO THE FRONT

- a. Before you sew, double check to be sure the **EARS** are tucked securely inside the plush.
- b. Sew all the way around the plush, removing the pins as you go.
- c. Turn the plush right side out through the opening in the **BACK**.

### TIP:

- Sewing through the layers of the **EAR** and body can be difficult for some sewing machines.
- If yours has trouble, you may want to try using a stronger needle.
- Also try loosening the **top thread tension** of your machine by 1-2 numbers. Check your machine manual for how to find the top thread tension.
- In both cases, it never hurts to just go very slowly. You can make progress by turning just the **hand wheel** (the spinning wheel to the right of the machine). It's slow but it's safe.

- a. Stuff the plush, following the steps from **Level 1** (page 32-33).

→ After you stuff, if you found your earlier darts turned out a little pointy, see the **dart troubleshooting** section on the next page.

- b. Ladder stitch the plush closed, following the steps from **Level 1** (page 33-35).

→ If you are making a **PIG**, congratulations! You're done!  
If you are making a **PUG**, continue with the next step.



## 11. STUFF AND SEW CLOSED

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## DART TROUBLESHOOTING:

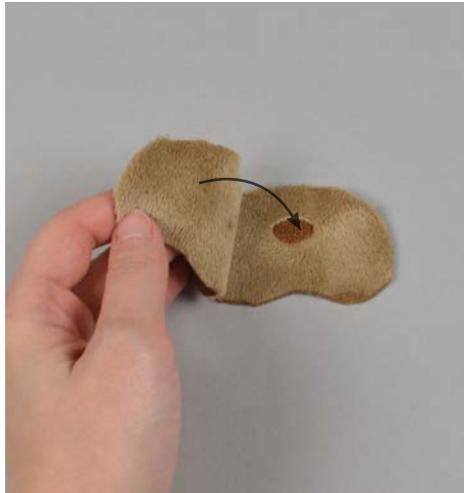
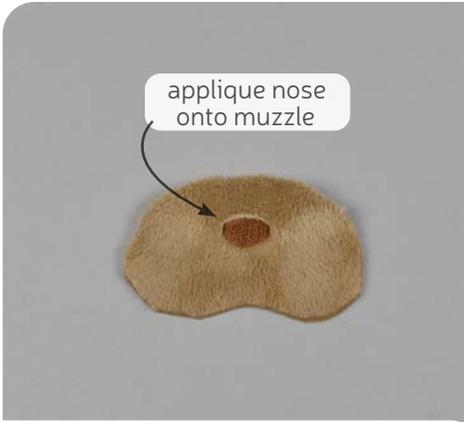
- a. After you've stuffed your plush, you may discover that your **darts** turned out a little pointy. This is not an unusual problem, especially when using fabrics with less stretch.
- b. A solution that works most of the time is more stuffing. This will force the fabric to spread more and really fill in all the areas around the pointy dart.



- c. If that doesn't work, ladder stitching can also fix the problem. Begin by pushing in the fabric how you'd like it so it looks less pointy.
- d. Then start ladder stitching on each side of the dart where you pushed it in. Work all the way up to the point of the dart.
- e. When you pull at your stitching, it should help even out the point. You can continue with small stitches until the surface looks how you want it.

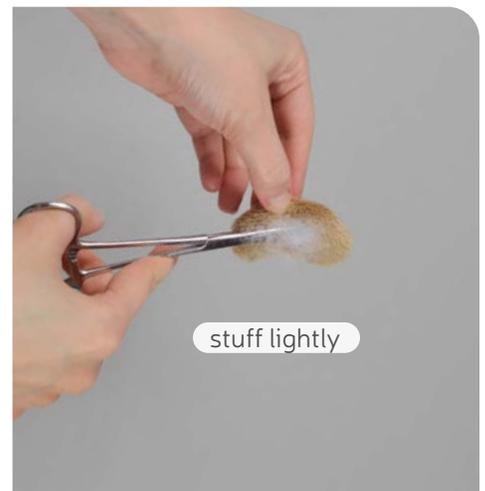
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## 12. SEW THE MUZZLE

- a. Grab your **MUZZLE** piece (B5). Use the instructions from **Level 1** (page 18) and the applique templates to add a nose to the piece.
- b. Grab your second muzzle piece and align it over the first with right sides facing and raw edges matching up.
- c. Sew the two layers together all the way around the piece. We're not going to leave an opening for turning, but rather make a new opening up next.



## 13. TURN & STUFF THE MUZZLE

- a. To turn the **MUZZLE** (B5) right side out, make a small cut in the back fabric only. This is the fabric without the nose attached. The paper pattern has a **cutting guide** to help with both size and placement of the cut for the best results.
- b. Turn the muzzle right side out through the opening you cut.
- c. Stuff the muzzle lightly with stuffing. Hemostats are very helpful for this small piece. But a tool like a chopstick also works.

### NOTE:

- This method for turning a piece works well for anything where you won't see the back.

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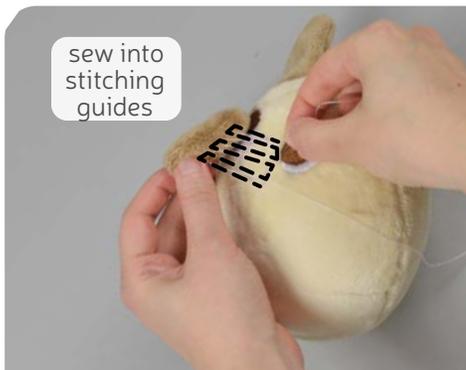
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## ATTACHING PIECES WITH A LADDER STITCH:



### 14. ALIGN THE MUZZLE

- To align the **MUZZLE** (B5) onto the front of your plush, start by drawing a **stitching guide**. Follow the guideline from the paper pattern to draw a circle around the cut you made in the previous step.
- Draw a similar circle on the front of your plush using the **stitching guide** from the **FRONT** (B1) paper pattern.
- Match up the muzzle with the plush using the **stitching guides** you've drawn.



### 15. ATTACH THE MUZZLE

- Use a ladder stitch to attach the muzzle to the plush. It's similar to the process from **Level 1** on page 34. But this time you'll take one stitch into the **stitching guide** on the muzzle, then take the next stitch into the **stitching guide** on the plush. For best results, use long basting stitches for the first time around the **guideline**. That way you can check the placement and make changes easily.
- Continue sewing the muzzle to the plush going entirely around the **stitching guides**.
- Take a look at your plush from all angles and check that you like the placement of the muzzle. If it's twisted or crooked, you can remove the muzzle and try again. Or if it only needs a little tweak, you can nudge it one direction or another. The basting stitches should give you some wiggle room. Then sew around the muzzle a second time using tinier, neater stitches to secure the muzzle in place.

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- a. For the **EARS** to fold down, you can iron them or secure them with more stitching. Begin by folding the ears down how you like.
- b. Inside the crease of the fabric you've made, ladder stitch across the inside of the folded ear through the inner fabrics only. Repeat with the other ear for two total.



**16. SECURE THE EARS**

**CONGRATS!**  
 You've completed Level 2!  
 Give yourself a big hand!  
 Take a well-deserved  
 break and see if you're  
 ready for Level 3!



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# LEVEL 3: flat-bottom plush

In yet another increase from the last pattern, this plush keeps the simple round body but adds some more shaping. Now the bottom is flat to teach some curved sewing skills. The curved sewing also brings up working with **notches** and **alignment points**.

There are also proper arms, feet, and tails for the new pair. To attach them, you'll be introduced to **gathering** and the gathering stitch. With these new techniques, you can make a sweet **PENGUIN** or **RABBIT**.

## DIFFICULTY:



## MAKES:

**ONE PLUSH:** about 5½" tall, 5" wide, and 4" long.

## NEW SKILLS TO LEARN:

- Curved sewing
- Matching notches and points
- Gathering; gathering stitch

### RABBIT:



### PENGUIN:



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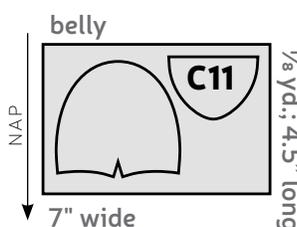
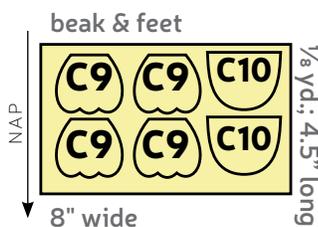
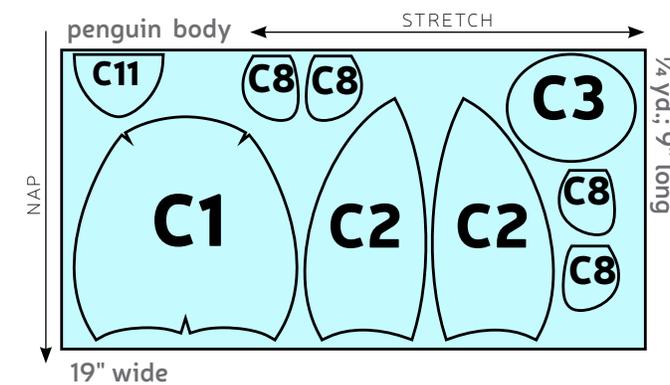
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## materials & tools:

- ¼ yd. of fabric for main plush  
→ **See page 8 for help with choosing fabric**
- ⅛ yd. (or 5" x 8") of accent fabrics for penguin belly, feet, and beak or rabbit inner ears
- **APPLIQUE MATERIALS:**
  - **FOR PENGUIN:** 2" x 2" of white applique fabric for eye shines
  - 3" x 3" of black or dark accent applique fabric for eyes and mouth
  - **OPTIONAL** 3" x 3" of pink applique fabric for blush and nose
  - 4" x 4" of fusible web applique
- Sewing thread to match main fabric and applique fabrics
- Poly-fil stuffing
- **BASIC SEWING TOOLS (SEE PAGE 4):** thread, needles, scissors. Also optional sewing machine, iron, pins, point turner, fabric marker, seam ripper, etc.

## cutting layout:

If you haven't already, print **pages 88-90** for the sewing templates for the **Level 3** project (see page 3 for help). Use the illustration below as a visual checklist to help with cutting out all the pieces for your project.



## NOTCHES:

- In most sewing patterns, look out for **notches**. These are small triangular markings, usually placed along the edge of a pattern piece.
- They provide a little extra quick guidance to ensure your pattern pieces are lining up as intended.
- To mark them, you can use a fabric marker, make a small snip into the fabric, or cut a little triangle coming out of the fabric. Use whatever method is most comfortable for you.



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## BEFORE YOU BEGIN:

- Briefly read the project instructions so you know what to expect.
- If desired, mark the cut fabric pieces with the markings and symbols from the pattern. Or wait until the applicable step before transferring.
- The instructions assume you'll be using the included seam allowances, which are ¼".

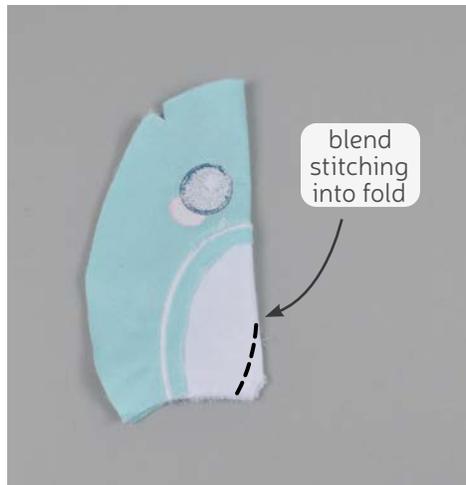


### 1. APPLIQUE THE FACE

- Grab your **FRONT** piece (C1). Follow the instructions starting on [page 18](#) to decide on a face for your plush. You can use a non-sewing method or use applique.
- If using applique, apply the face pieces one layer at a time following the guidelines on the paper pattern.
- Use the tips for appliqueing large pieces for the penguin **belly** ([page 26](#)).



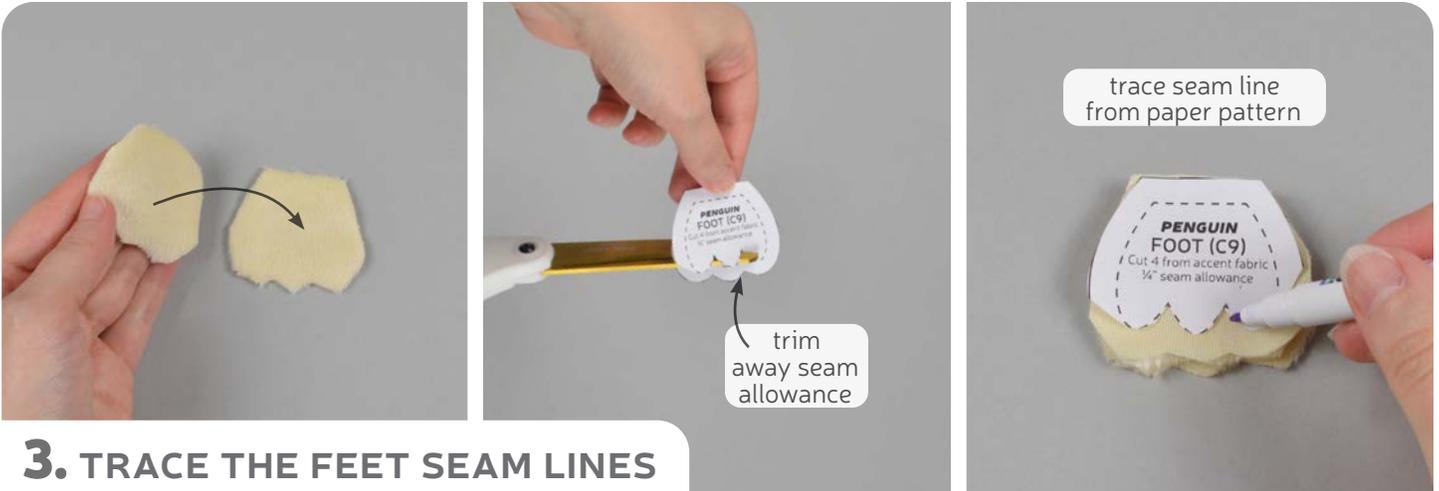
### 2. SEW THE DARTS



- Sew the **darts** found throughout your **FRONT** piece (C1). See the guides from [page 38-40](#) for help with sewing them. Start by folding your fabric along the point of the **dart** with right sides facing.
- Sew from the opening of the **dart** into the fold of the fabric.
- Repeat for three **darts** total. Once is in the center bottom, and the other two are along the top.

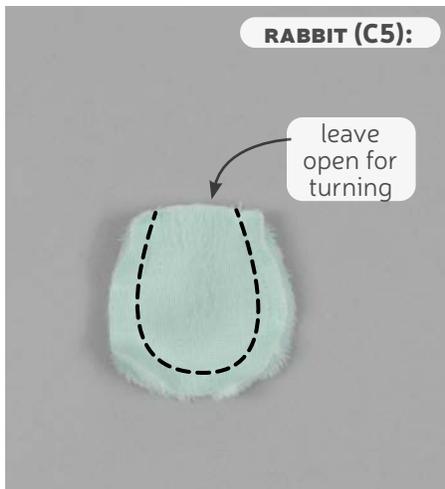
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### 3. TRACE THE FEET SEAM LINES

- a. Grab your **FEET** pieces (C5 or C9). Take two of them and align them with right sides facing and raw edges matching up.
- b. **FOR THE PENGUIN FEET (C9)**, the tiny toes get very detailed. To sew them accurately, it helps to trace the seam line from the paper pattern. Start by trimming away the seam allowance from the paper pattern along the toes.
- c. Place this trimmed paper pattern on the wrong side of your foot fabrics. Then use a fabric marker to trace along the seam line.

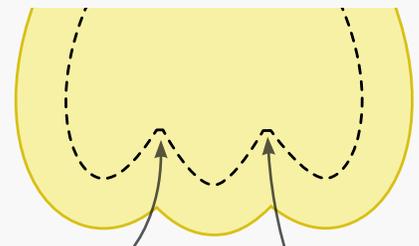


### 4. SEW THE FEET

- a. **FOR THE PENGUIN FEET (C9)**: Sew along the traced line, the edge with the toes. Leave the straight edge free for turning the piece right side out later.
- b. **FOR THE BUNNY FEET (C5)**: Sew along the longer rounded edge. But still leave the straight edge free.

### PRO-TIP:

- If the sharp inner corners give you trouble, like the ones found in the penguin **FEET**, try sewing one extra stitch across the corner.
- This creates a shape that's not a sharp point but instead has a slight blunt end.
- This should make clipping into these corners much easier and turn cleaner.



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## 5. TURN THE FEET

- Trim the excess seam allowance in the tight corners and curves of the **FEET** pieces (C5 of C9). For the inner corners, trim right up to your stitching without actually cutting the thread.
- Turn the feet right side out through the opening you left before. Define the shapes with a chopstick or similar turning tool.



## 6. BASTE THE FEET

- Stuff the **FEET** lightly with stuffing.
- Grab your **FRONT** piece from before (C1). If you haven't already, locate the **feet placement lines** found on the paper pattern for the front. Transfer them over to the right side of the fabric. Align the open end of the feet within these lines so the raw edges match up.
- Flip the feet toward the center of the plush and baste them in place along the raw edge.
  - For a **PENGUIN**, skip ahead to step 9. For a **RABBIT**, continue ahead for the **EARS** in step 7.

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## 7. SEW THE EARS

- a. Grab all of your **EAR** pieces (C4). If you're using a contrasting inner ear, align the inner ear piece with the outer ear piece.
- b. Sew the two ear pieces together along the long curved edge. Leave the straight edge open for turning the ear right side out.
- c. Repeat with your other ear pieces and turn them both right side out.

- a. Grab both of your **EARS** (C4) as well as your **FRONT** piece from before (C1). If you haven't already, locate the **ear placement lines** on the paper pattern for the front. Transfer them over to the right side of the fabric. Align the ears within these **placement lines** so the raw edges match up and the inner ear fabric is facing up.

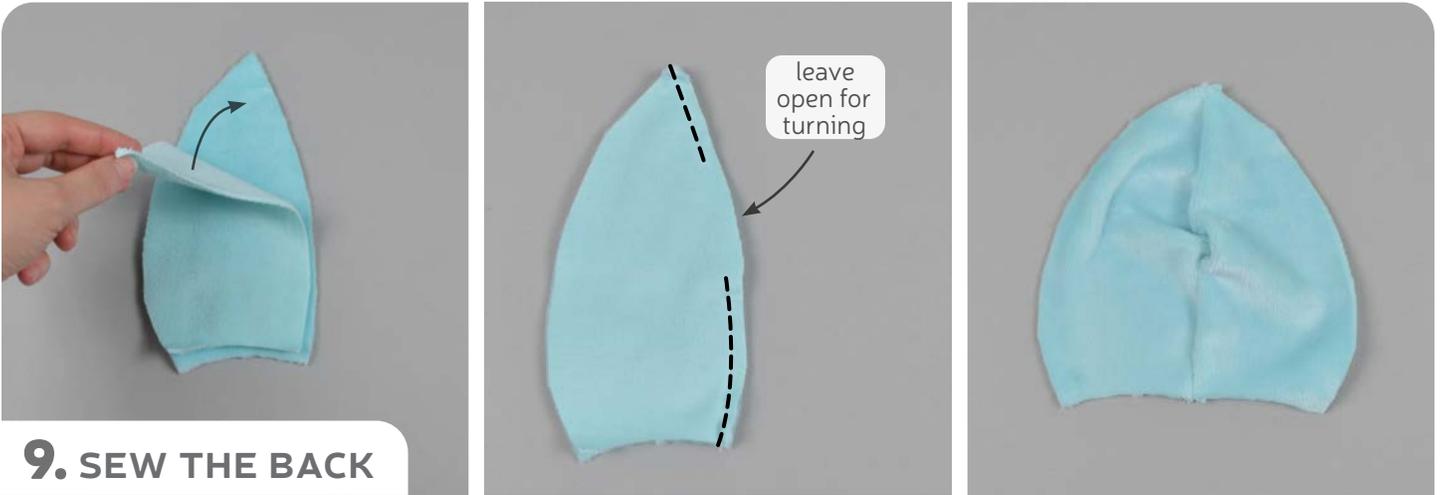
- b. Now flip the ears downward so the inner ear fabric is facing down and the raw edges are still matching up. Baste the ears to the front piece within the seam allowance.



## 8. BASTE THE EARS

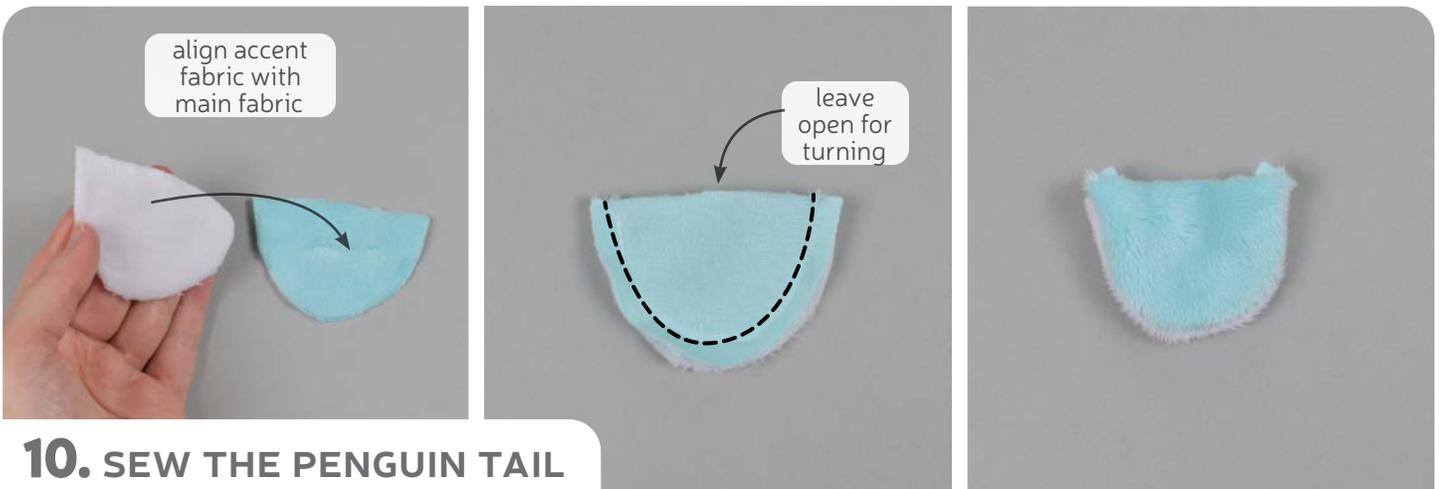
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## 9. SEW THE BACK

- a. Grab your **BACK** pieces (C2). Align them with right sides facing and raw edges matching up.
- b. If you haven't already, note the **opening for turning markings** found on the paper pattern for the back. Transfer them over to the wrong side of the fabric. Sew the back pieces along this edge only, but leave the **opening for turning** that you marked.
- c. Open up the pieces when complete.
  - For a **PENGUIN**, continue below with step 10 for the **TAIL**. For a **RABBIT**, skip ahead to step 12 for attaching the **BACK** piece.



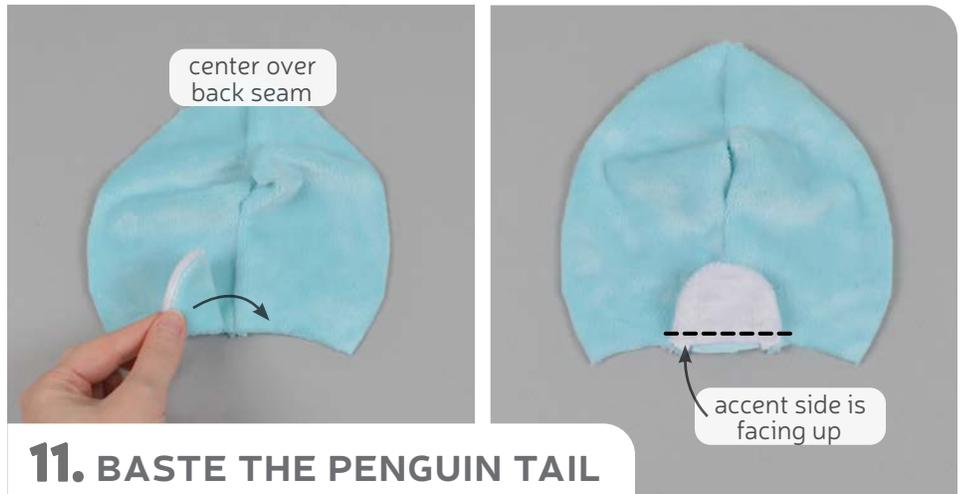
## 10. SEW THE PENGUIN TAIL

- a. Grab your penguin **TAIL** pieces (C11). Align one from your accent fabric and main fabric together with right sides facing and raw edges matching up.
- b. Sew the tail pieces together along the curved edge. Leave the straight edge free for turning the tail.
- c. Turn the tail right side out through the opening.

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- a. Grab your sewn **TAIL** (C11) as well as your **BACK** pieces (C2). If you haven't already, locate the **tail placement lines** found on the paper pattern for the back. Transfer them over to the right side of the fabric. Align the tail within these **placement lines** so the accent fabric is facing up and the raw edges align.
- b. Baste the tail to the edge of the back pieces within the seam allowance.



## 11. BASTE THE PENGUIN TAIL

- a. Grab your **FRONT** piece from before (C1) as well as your **BACK** piece so far (C2). We're going to align the back to the front similar to the **Level 2** project (page 42).

Take your back piece along the top of the seam and align it with the center front. The center front has a **placement notch** to help you align it. Continue aligning the pieces along each side, going down to the bottom corners.

Pin the fabrics together. Note that for a rabbit, the **EARS** (C5) will be sandwiched inside.

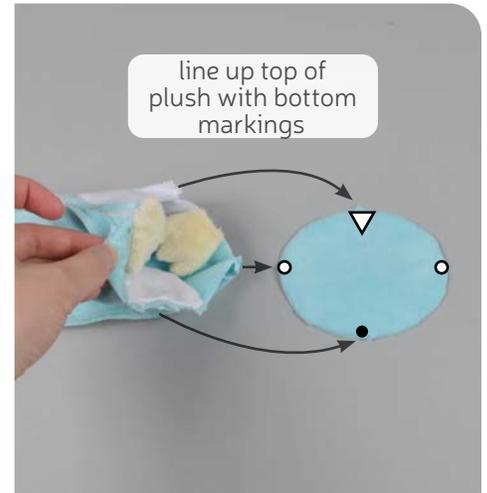
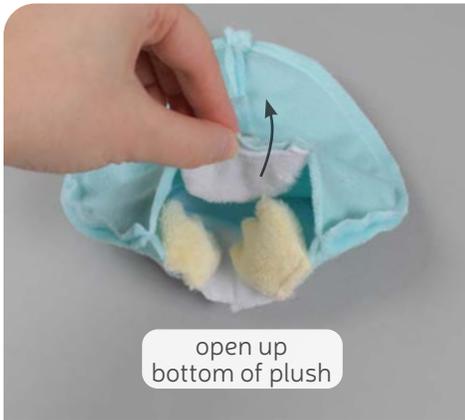


## 12. SEW THE BACK TO THE FRONT

- b. Sew the back of the plush to the front all around the sides and top. At the bottom, leave the pieces open for attaching the **BOTTOM** piece next (C3).

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### 13. ALIGN THE TOP TO THE BOTTOM

- Open up the opening you left in the bottom of your plush so far. We're going to be attaching this opening around the **BOTTOM** piece (C3). We're going to use the **front dart**, **side seams**, and **back seam** for alignment help.
- Grab your bottom piece. Use the paper template to transfer the **side**, **back**, and **front alignment markings** onto the right side of your fabric.
- Align the top of the plush to the bottom piece with right sides facing. In the next step, we'll go over this one part at a time.



### 14. SEW THE BOTTOM

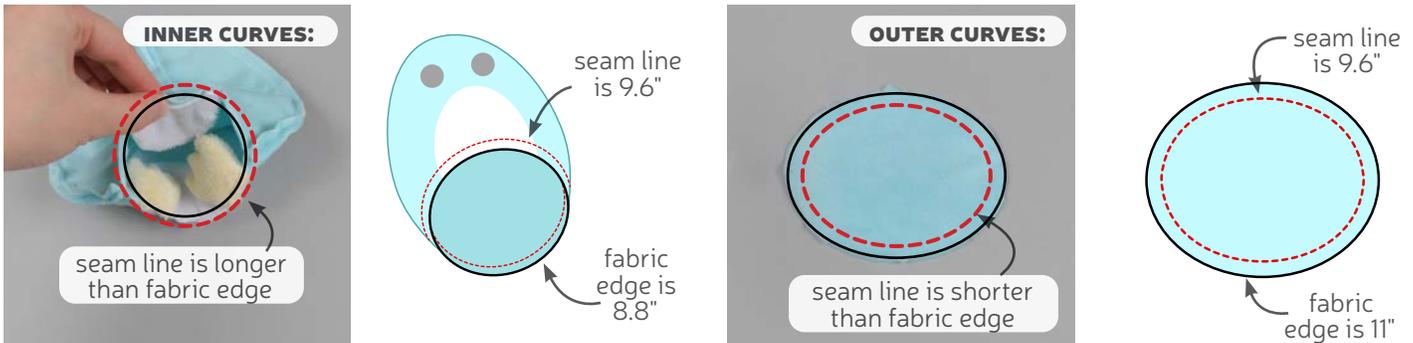
- First, line up the **center notch** from the **BOTTOM** piece (C5) with the **center dart** on the **FRONT** piece (C1). Pin the fabrics together.
- Next, line up the **side seams** with the **open circle markings** on each side of the bottom piece. You may need to bend and stretch your fabric to make it fit. If it gives you trouble, see the **next page** for some help and also more information on this technique. Line up the **back seam** (C2) with the **closed circle marking** on the bottom piece. Pin the fabrics together.
- Sew the bottom to the plush all the way around the piece.

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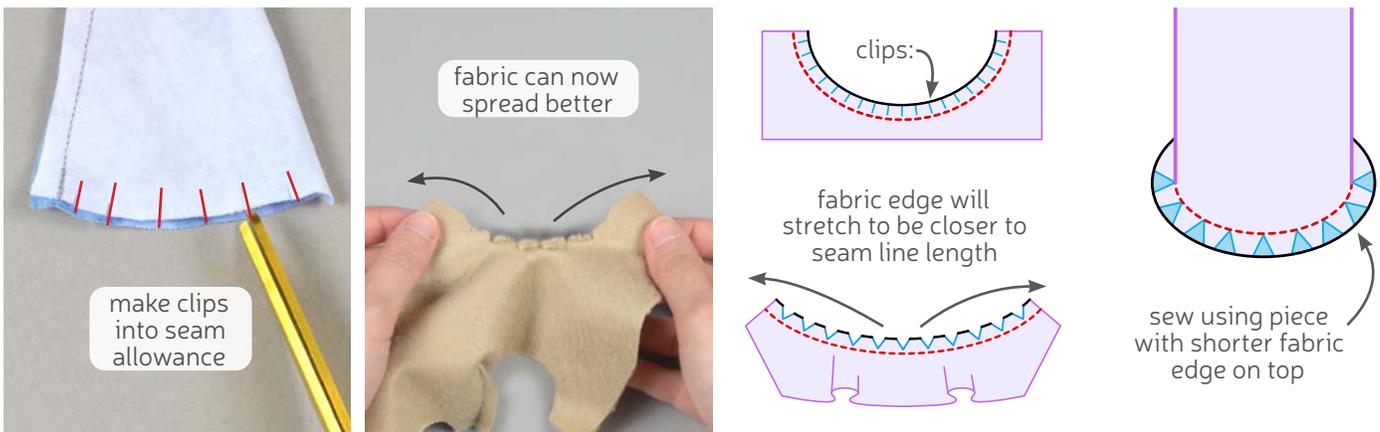
## SEWING CURVED PIECES:

Sewing curved pieces, like straight edges to outer/inner curves, or opposing curves, can require a little bit of extra thought. This is for the same reasons touched on in **CLIPPING CORNERS AND CURVES** (page 31). It has to do with how seam allowances behave when flipped.



### seam lines vs. fabric edges:

Two pattern pieces with different curved shapes might share the same measurement along the **seam line**. But the curved shapes will cause the outer edge of the fabric to be a different measurement. Take for example the penguin **BODY** and **BOTTOM**. The seam line around the body is about 9.6" all the way around the opening. But the actual outer edge of the fabric is more like 8.8". It has a slight inner curve so the fabric edge is shorter, though just by a little. Meanwhile the **BOTTOM** piece (C5) is also 9.6" along the seam line. But because it's an outer curve, the actual outer edge of the fabric is 11" around. So if you try to get the pieces to line up around the outer edge, the fabric will fight you because the outer edges are over 2" apart in length -- even if the seam lines are the same. If you have stretchy fabric, you can just stretch the fabric to make up the difference. (Remember minky has about **20%-30% stretch**, see page 10.) But if you're using non-stretchy fabric like cotton or felt, it will be a lot harder. Also if the curves are very different the difference in length will be much bigger. Below are some tricks you can try to get past this.



### clipping edges to make up for length:

Just like on **page 31** where we clipped the corners and curves, this time we're going to clip the fabric **before** we sew instead of afterward. If you make small clips into the seam allowance, you can spread apart the fabric. Then you can treat the fabric like it has a longer edge length. It will be closer to the original seam line length and it won't fight you as you line up your pieces.

For best results, I like to make sure the fabric that has the **shorter fabric edge length** is on top when you're sewing the pieces (especially on a machine). This edge will need the most stretching, so it's better to have it in a place where you can hold and manipulate it. So if you're aligning a straight edge with a circle, the straight edge should be on top so you can bend and stretch it as you pin or sew.

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## 15. STUFF & SEW CLOSED

- a. Turn the plush right side out through the opening in the **BACK** (C2).
- b. Stuff the plush, following the steps from **Level 1** (page 32-33).
- c. Ladder stitch the plush closed, following the steps from **Level 1** (page 33-35).  
 → For a **PENGUIN**, continue below to step 16. For a **RABBIT**, skip ahead to step 21.



## 16. SEW THE PENGUIN BEAK

- a. Grab your **BEAK** pieces (C10). Align them with right sides facing and the raw edges matching up.
- b. Sew the pieces together along the curved edge. Leave the straight edge free for turning the piece right side out.
- c. Turn the beak right side out through the opening you left.

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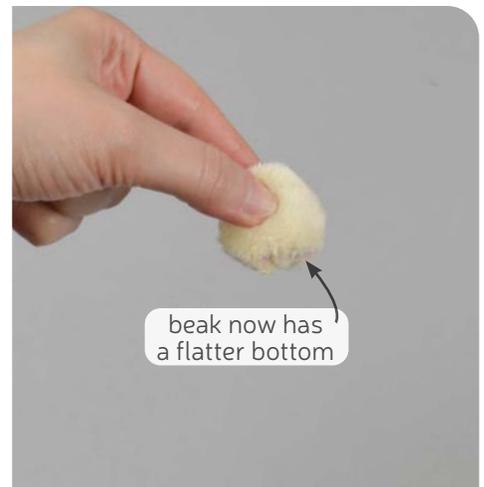
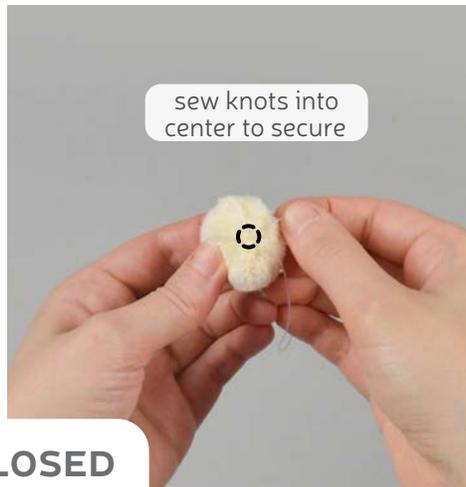
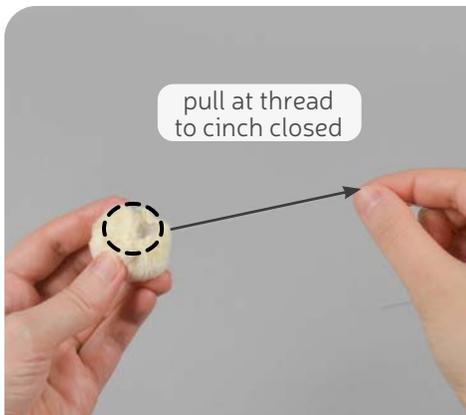


## 17. STUFF THE BEAK

- Stuff the **BEAK** (C10) lightly with stuffing.
- Grab a hand sewing needle and thread. Sew a gathering stitch around the raw edge of the beak, about 1/4" in from the edge.

## GATHERING STITCH:

- A gathering stitch is a long stitch made by weaving the needle in and out along the length of fabric. The stitches should be about 3/8-1/2" long.
- Because of the long length, it makes it easy to pull at the thread, which bunches up the fabric (called gathering).



## 18. CINCH THE BEAK CLOSED

- Pull at the gathering thread and this should close up the opening of the **BEAK** (C10).
- Sew a few knots into the middle of the cinched beak to help hold it shut.
- When complete, the cinched end of the beak should be nice and flat with the raw edges all tucked in. This will make it much easier to attach to the face of the penguin.

## NOTE:

- Closing up open shapes using this gathering method is great for pieces that have a round bottom and don't require a lot of accuracy.

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- a. For help with alignment, draw a stitching line around the cinched end of the **BEAK** (C10). It should be around the outer edge, right before the fabric starts to turn upward.
- b. Repeat drawing the *stitching guide* on the face of your penguin.



## 19. ALIGN THE BEAK

- a. Grab your **BEAK** (C10) and align it on the face of your penguin. Make sure that the seam line on the beak is going horizontally.
- b. Ladder stitch the beak to the penguin using the guide from **Level 2** on page 46.



## 20. ATTACH THE BEAK

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## 21. SEW THE WINGS/ARMS

- Grab your **WING/ARM** pieces (C6 or C8). Take two of them and align them with right sides facing and the raw edges matching up.
- Sew the wing/arm pieces together along the longer curved edge. Leave the straight edge free for turning the piece right side out.
- Turn the piece right side out. Repeat with your remaining wing/arm pieces so you have two total.



## 22. STUFF THE WINGS/ARMS

- Stuff the **WINGS/ARMS** (C6 or C8) lightly with stuffing. Keep it very light near the opening to make the next part easier.
- Turn under the seam allowance ( $\frac{1}{4}$ " ) of the wing/arm inside the piece.
- Transfer the **stitching guides** for the wings/arms onto the front of your plush so far. Align the folded opening of the wings/arms onto the **stitching guides** you've drawn.

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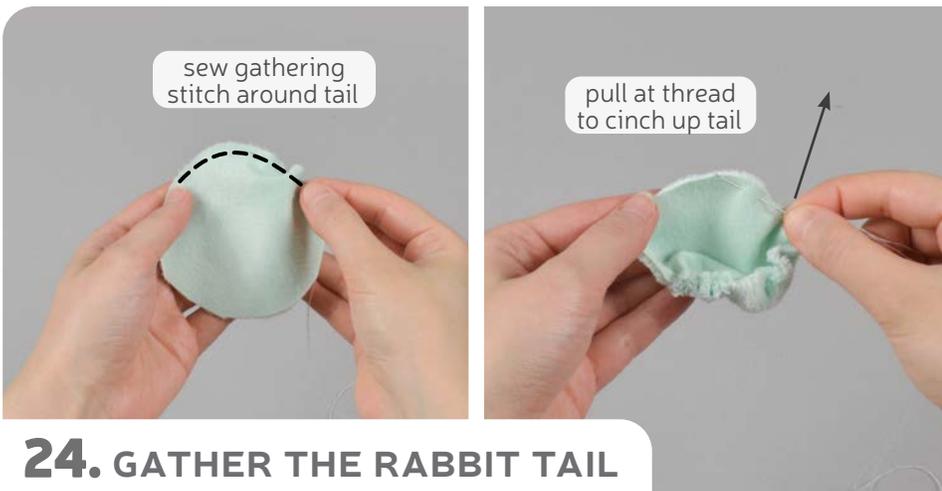
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## 23. ATTACH THE WINGS/ARMS

- Ladder stitch the **WINGS/ARMS** (C6 or C8) to the **stitching guides** on the plush using the same process as explained on page 46 in **Level 2**. Sew around the top half of the wing/arm.
- Continue sewing around the underside of the arm in the same manner. This should create wings/arms that stick straight out.
- This is also where you can start to use the ladder stitch to your advantage. If you ladder stitch more of the underside of the wing/arm to the **belly**, it will cause the wing/arm to point downward instead of outward.  
You can move the arms in different directions in this manner to create different poses or expressions.

→ *If you are making a **PENGUIN**, congratulations, you're done! If you're making a **RABBIT**, move ahead to the next step for the **TAIL** (C7).*



## 24. GATHER THE RABBIT TAIL

- Grab your **TAIL** piece (C7). Also grab a hand sewing needle and thread. Sew a gathering stitch around the outside edge of the tail piece, about 1/4" in from the edge.
- Pull at the thread to gather the tail, and you'll see it starts to make a cup shape. Stop when you get to this point.

### NOTE:

- Gathering up a circle is a quick way of making a sphere. It's not the prettiest, but it's fast and it gets the job done.

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## 25. STUFF THE RABBIT TAIL

- a. While the **TAIL** (C7) makes a cup shape, fill it up with stuffing.
- b. Continue pulling at the gathering thread on the tail until it makes a full sphere with the fabric fully cinched up on top.
- c. Sew a few knots into the cinched fabric to hold it shut.



## 26. ATTACH THE RABBIT TAIL

- a. Align the **TAIL** (C7) with the back of your rabbit. The cinched end should be facing the back end of the rabbit, just above the **bottom seam** (C3).  
For extra help, you can also draw the **stitching guides** onto the tail and the back of the rabbit in the same size.
- b. Ladder stitch the tail to the rabbit using the guide form **Level 2** on page 46.
- c. For best results, try to keep the tail level with the bottom of the plush. This gives it extra insurance to keep it sitting upright.

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# LEVEL 4: sitting plush

This project retreads similar techniques but they're a little harder, so the curved sewing, ladder stitching, and darts get a bit trickier. It still has the same round body, but the legs are part of the bottom corners rather than sewn on separately.

This pair has your choice of a **UNICORN** or **DRAGON**, so there are many more pieces to contend with, including wings, horns, tails, and bangs. So you'll find the overall time needed is a little longer too.

## DIFFICULTY:



## MAKES:

**ONE PLUSH:** about 5½" tall, 5" wide, and 4" long.

## NEW SKILLS TO LEARN:

- Curved sewing
- Whip stitch
- Matching notches & numbered points
- Needle sculpting

### UNICORN:



### DRAGON:



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## materials & tools:

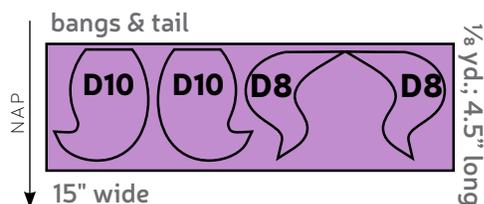
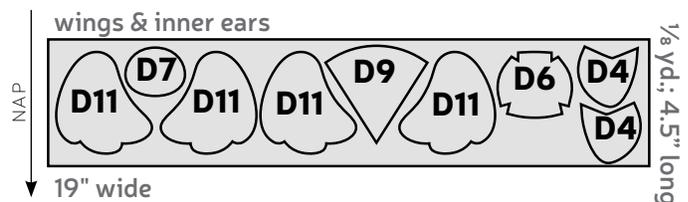
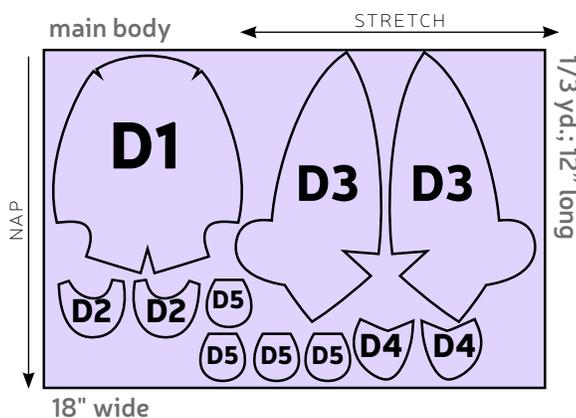
- 1/3 yd. of fabric for main plush  
→ *See page 8 for help with choosing fabric*
- 1/8 yd. of two accent fabrics for horns, inner ears, muzzle, or bangs & tail
- **APPLIQUE MATERIALS:**
  - 3" x 3" of accent applique fabric for eyes
  - 2" x 2" of white applique fabric for eye shines
  - 2" x 2" of black or dark accent applique fabric eyelids & nostrils
  - 4" x 4" of fusible web applique
- Sewing thread to match main fabric and applique fabrics
- Poly-fil stuffing
- **BASIC SEWING TOOLS (SEE PAGE 4):** thread, needles, scissors. Also optional sewing machine, iron, pins, point turner, fabric marker, seam ripper, etc.

## cutting layout:

If you haven't already, print [pages 90-93](#) for the sewing templates for the **Level 4** project (see page 3 for help).

Use the illustration below as a visual checklist to help with cutting out all the pieces for your project.

### unicorn:



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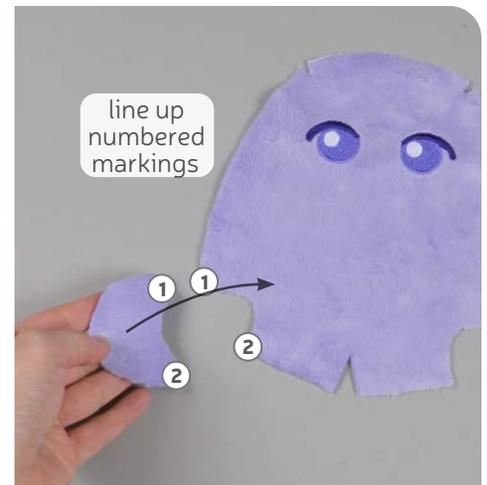
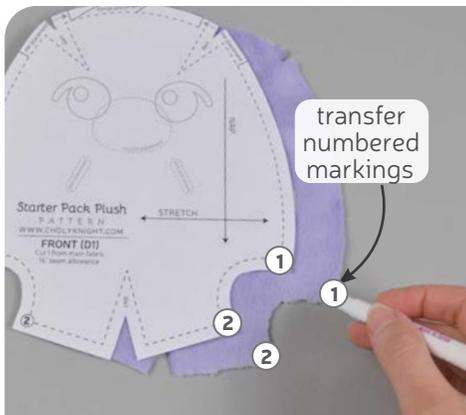
## BEFORE YOU BEGIN:

- Briefly read the project instructions so you know what to expect.
- If desired, mark the cut fabric pieces with the markings and symbols from the pattern. Or wait until the applicable step before transferring.
- The instructions assume you'll be using the included seam allowances, which are ¼".



- Grab your **FRONT** piece (D1). Follow the instructions starting on [page 18](#) to decide on a face for your plush. You can use a non-sewing method or use applique.
- If using applique, apply the face pieces one layer at a time following the guidelines on the paper pattern.

## 1. APPLIQUE THE FACE



## 2. ALIGN THE INNER LEGS

- Grab your **BODY FRONT** (D1) and **INNER LEG** pieces (D2). These pieces join together using **numbered points** to help ensure they're aligned just right and not confused with any other marking. Begin by marking the points onto the right side of your fabric.
- Repeat with your inner leg piece.
- Align the inner leg with the body front. Match up **points 1 and 2** as you've transferred them. Sew the inner leg to the body front along the inner curve from **points 1 to 2**.

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### 3. ATTACH THE INNER LEGS

- a. Match up the inner curves on both the **INNER LEG** (D2) and **FRONT** (D1). Match up *points 1 and 2* as well.
- b. Sew the inner leg to the body front along the inner curve from *points 1 to 2*.
- c. Repeat with the other inner leg piece so both are joined.



### 4. SEW THE DARTS

- a. Sew the **darts** found throughout your **FRONT** piece (D1). See the guides from [page 38-40](#) for help with sewing them.  
Start by folding your fabric along the point of the **dart** with right sides facing.
- b. Sew from the opening of the **dart** into the fold of the fabric.
- c. Repeat for three **darts** total. One is in the center bottom, and the other two are along the top.

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## 5. SEW THE EARS



- Grab your **EAR** pieces (D4). Take one from inner ear fabric and one from your main fabric. Align them so right sides are facing and the raw edges match up.
- Sew the ear pieces together along the upper curved edge. Leave the straight edges along the bottom open for turning the ear.
- Turn the ear right side out through the opening along the bottom.
- Fold the ear so the inner ear fabrics are facing each other. Use the **fold line** shown on the paper pattern as a guide for where to fold. When complete, the open edges along the bottom should be even with each other.

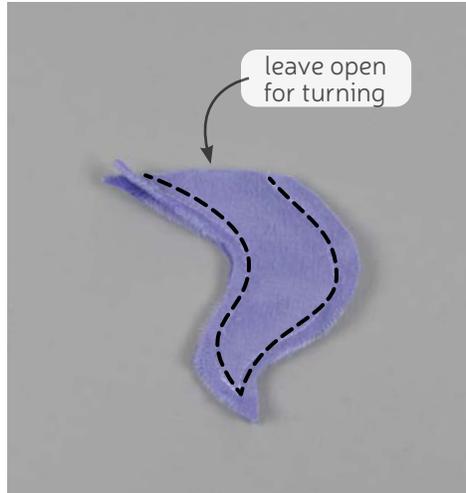
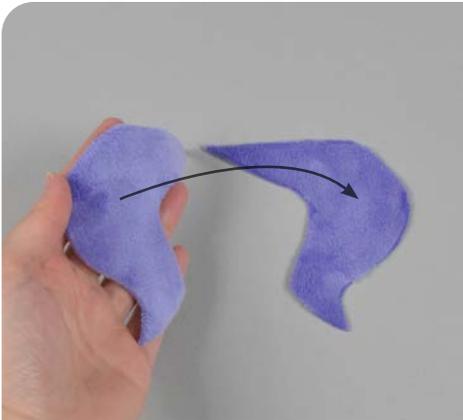


## 6. BASTE THE EARS

- Sew a basting stitch along the bottom open edge of the **EARS** (D4) to hold the folds in place.
  - Grab your **FRONT** piece (D1) from before.  
If you haven't already, locate the **ear placement lines** on the paper pattern for the front. Transfer them over to the right side of the fabric.  
Align the ears within these **placement lines** so the raw edges match up and the inner ear fabric is facing up. The folds from the previous step should also be pointing toward the middle.
  - Flip the ears downward so now the inner ear fabric is facing down and the raw edges are still matching up.  
Baste the ears to the front piece within the seam allowance.
- If you're making a **DRAGON**, skip ahead to step 9. For a **UNICORN**, continue next for the **BANGS** (D8).

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## 7. SEW THE BANGS

- Grab your unicorn **BANGS** (D8). Align the two pieces with right sides facing and raw edges matching up.
- Sew the pieces together along the two curvy edges. Leave the straight edge open for turning the piece later.
- Trim the excess seam allowance at the tight corners and curves to reduce bulk and increase flexibility when the piece is turned.

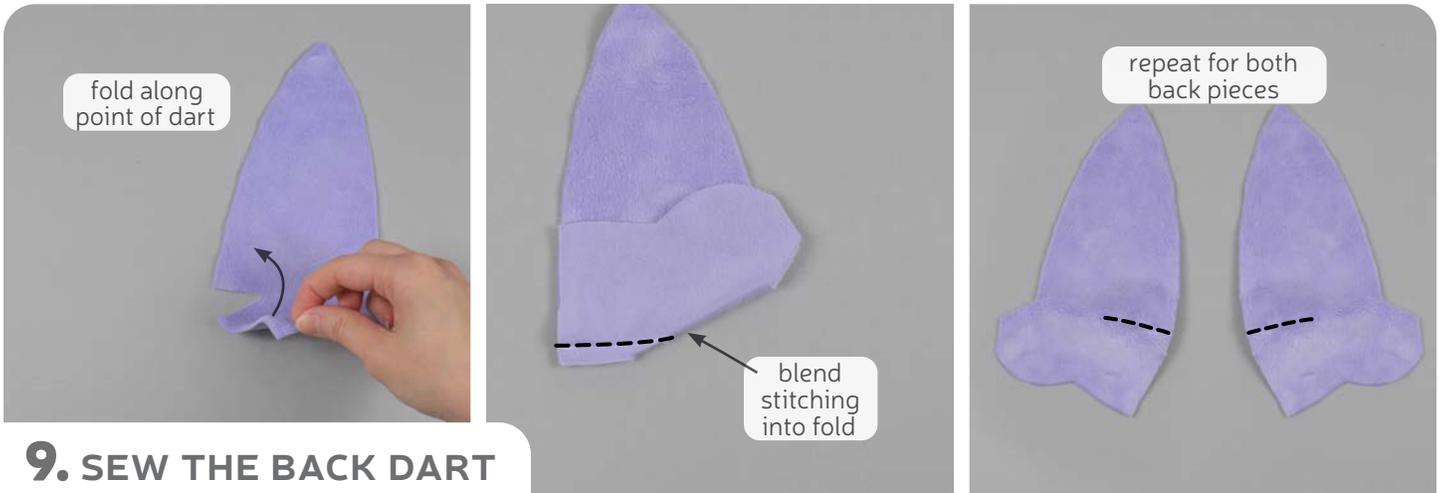


## 8. BASTE THE BANGS

- Turn the **BANGS** (D8) right side out and define the point with a chopstick or similar blunt tool.
- If you haven't already, locate the **bangs placement lines** on the paper pattern for the **FRONT** (D1). Transfer them over to the right side of the fabric. Align the bangs within these **placement lines** so the raw edges match up and the **notch** along the top lines up. This will help ensure the bangs are pointing in the right direction.
- Flip the bangs downward so now it's pointing toward the center of the plush and the raw edges are still matching up. Baste the bangs to the front piece within the seam allowance.

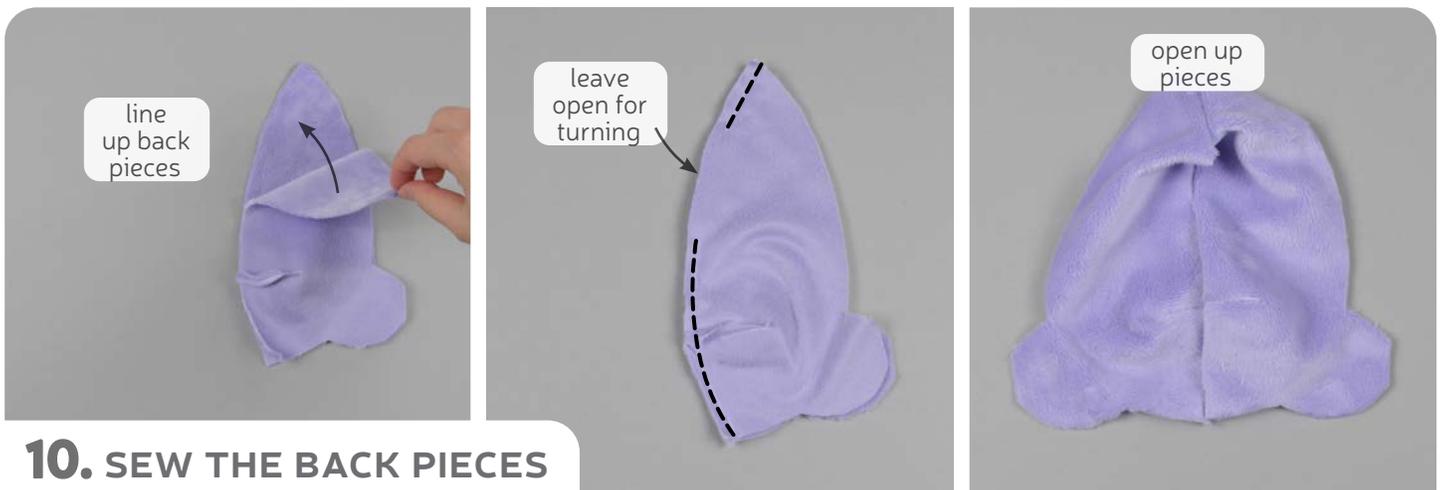
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## 9. SEW THE BACK DART

- Grab your **BACK** piece (D3). Sew the **dart** found in the bottom corner. See the guides from [page 38-40](#) for help with sewing them. Start by folding your fabric along the point of the **dart** with right sides facing.
- Sew from the opening of the **dart** into the fold of the fabric.
- Repeat for both of your back pieces.

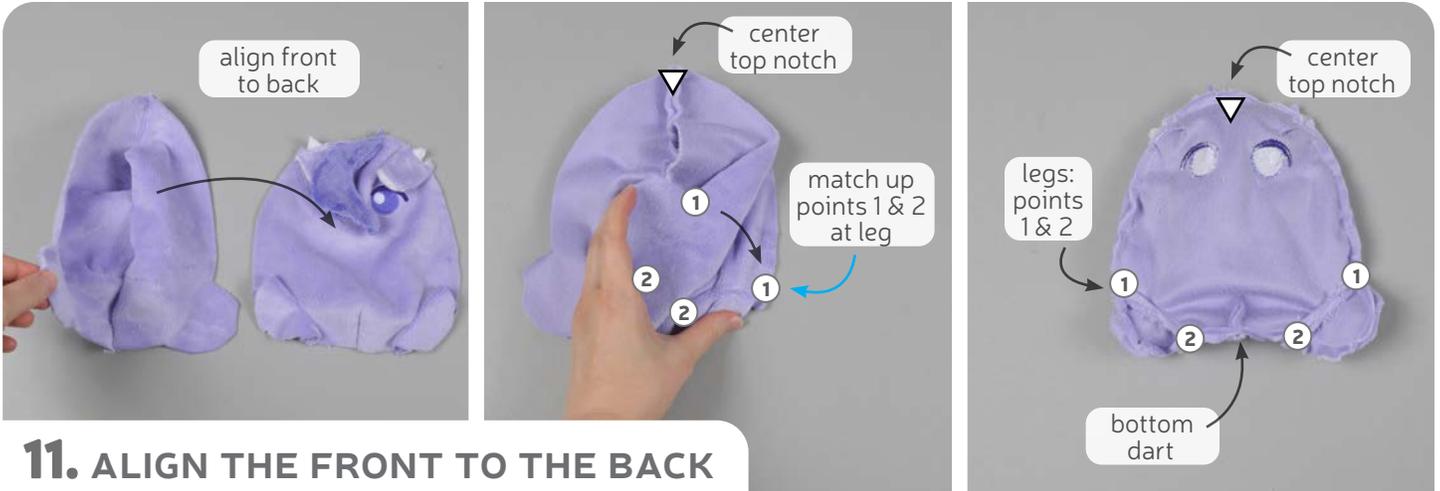


## 10. SEW THE BACK PIECES

- Take your **BACK** (D2) pieces so far and align them with right sides facing and raw edges matching up.
- If you haven't already, note the **opening for turning markings** found on the paper pattern for the back. Transfer them over to the wrong side of the fabric. Sew the back pieces along this edge only, but leave the **opening for turning** that you marked.
- Open up the pieces when complete.

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## 11. ALIGN THE FRONT TO THE BACK

- Grab both of your **FRONT** and **BACK** pieces so far. Align them with right sides facing. Before you pin, note that there are certain crucial points that should match up. We'll go over them in more detail in the next few steps.
- Pin the front to the back, matching up the **center top notch** with the **back seam**. At the body, **points 1 and 2** from the **INNER LEGS**, **BODY FRONT**, and **BODY BACK** should also align. The **center bottom dart** on the body front will also match the **back seam**.
- Pin the front to the back and the **aligned points** should look something like the third photo.



## 12. SEW THE FRONT TO THE BACK

- Begin by sewing the top of the body. Sew along the top, matching up the **back seam** with the **center top notch**. There is a lot of bulk in this area so **be careful and sew slowly**.
- Next, sew down the side of the body pieces. Stop at **point 1**, where the leg starts, and pivot. Sew around the leg, ending at **point 2** where the leg stops.
- Next, sew between the legs. Start by pivoting at **point 2**. The **dart** in the middle should align with the **back seam**. Sew across to the **point 2** on the other leg. Lastly, finish up the other side by repeating the previous parts. Sew from **point 2 to 1**, then up the side, ending at the top of the body. This should take you back to where you started.

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- a. Finish the body by clipping the seam allowances at the corners, particularly at **points 1 and 2**.
- b. Turn the body right side out through the opening in the **BACK** (D2).

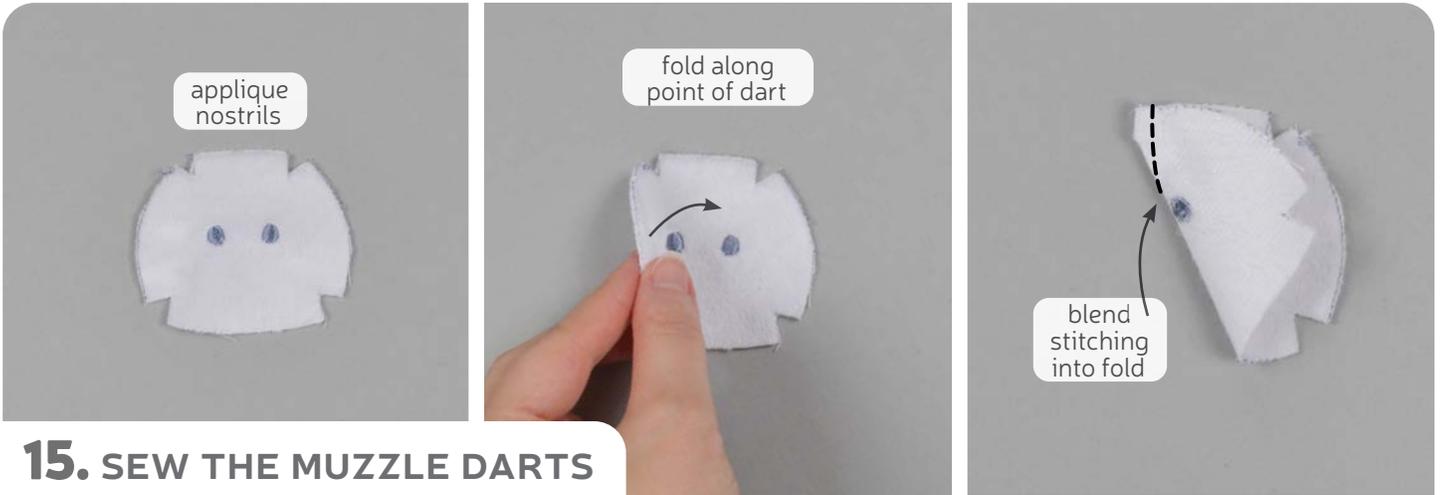


### 13. TURN THE BODY



### 14. STUFF THE BODY

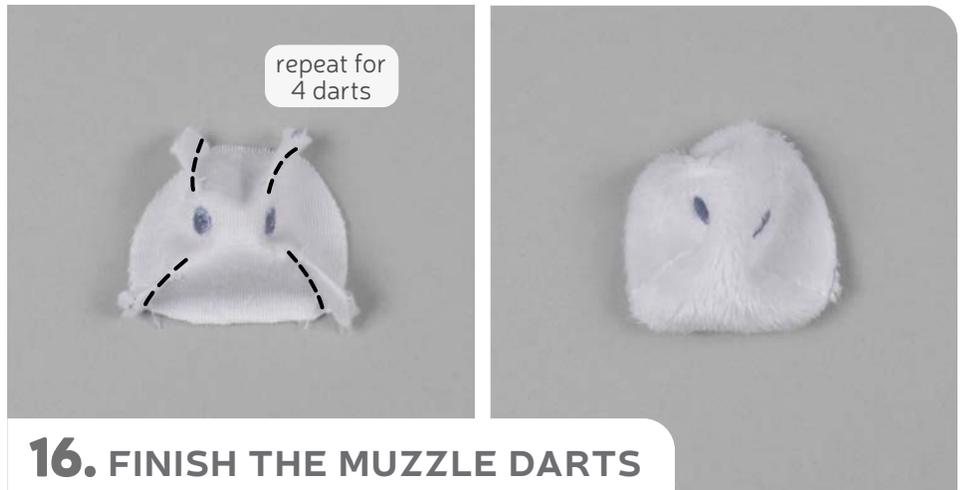
- a. Begin by stuffing the legs with stuffing. Fill the legs really tightly, as they like to deflate and force the stuffing out.
- b. Fill up the rest of the body, and sneak extra bits of stuffing into the legs if necessary. Keep filling the body until it's firm.
- c. Ladder stitch the plush closed, following the steps from **Level 1** (page 33-35).



## 15. SEW THE MUZZLE DARTS

- a. Grab your **MUZZLE** piece (D6). Use the instructions from **Level 1** (page 18) and the applique templates to add nostrils to the piece.
- b. This piece also has several **darts**. See the guides from **page 38-40** for help with sewing them. Start by folding your fabric along the point of the **dart** with right sides facing.
- c. Sew from the opening of the **dart** into the fold of the fabric.

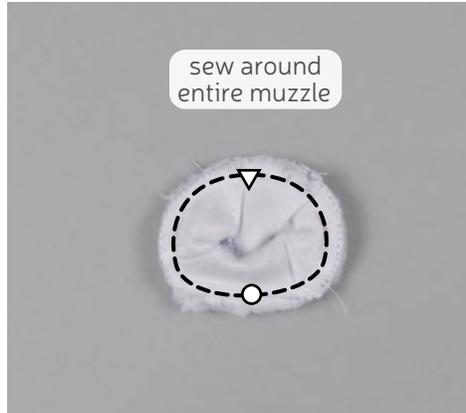
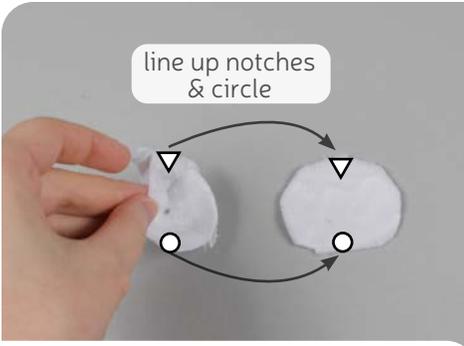
- a. Repeat sewing **darts** around the muzzle for four **darts** total.
- b. When complete, it should look something like the second photo when viewed from the right side.



## 16. FINISH THE MUZZLE DARTS

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## 17. SEW THE MUZZLE

- Grab your **MUZZLE BACK** piece (D7). Both the muzzle front and back have several *markings* to help with alignment. Match up the *notch markings* on the top of both pieces as well as the *circle markings* along the bottom.
- Sew the muzzle to the muzzle back all the way around.
- To turn the muzzle right side out, cut a small slit into the center of the muzzle back. Be sure to cut through the back layer of fabric only.



## 18. STUFF & CLOSE THE MUZZLE

- Turn the **MUZZLE** (D6/7) right side out through the opening you cut.
- Stuff the muzzle semi-firmly with stuffing.
- If desired, whip stitch the opening closed. This will help keep stuffing out of your way while you attach the muzzle to the face.

### WHIP STITCH:

- A regular **whip stitch** has the same idea as the **applique whip stitch** (page 22) but with two edges of fabric.
- The needle is brought straight through the two layers of fabric and the thread is allowed to wrap around the raw edges.



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align the muzzle with stitching guide



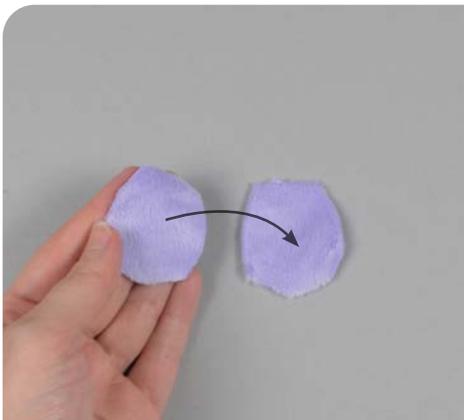
ladder stitch into muzzle seam



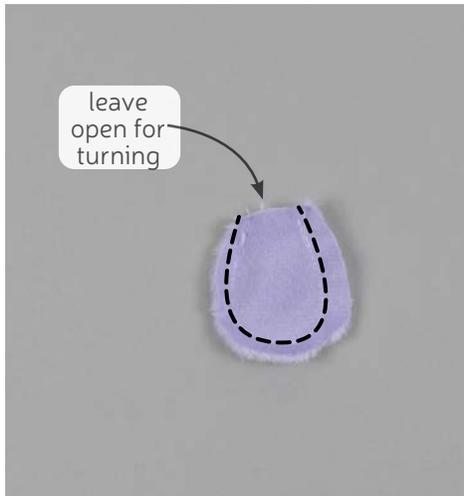
sew all around muzzle

## 19. ATTACH THE MUZZLE

- a. Align the **MUZZLE** (D6) onto the face of your plush using the guide from **Level 2**, page 46. Transfer the **stitching guide** onto the face of your plush, then use that to align the muzzle onto the guide. The entire **BASE** (D7) of the muzzle should fit within the guide.
- b. Ladder stitch the muzzle to the face by sewing through the muzzle seam and onto the **stitching guide** on the face. Sew the first time with larger basting stitches.
- c. If you like the placement, sew around the muzzle again with tinier, neater stitches to secure it.



## 20. SEW THE ARMS



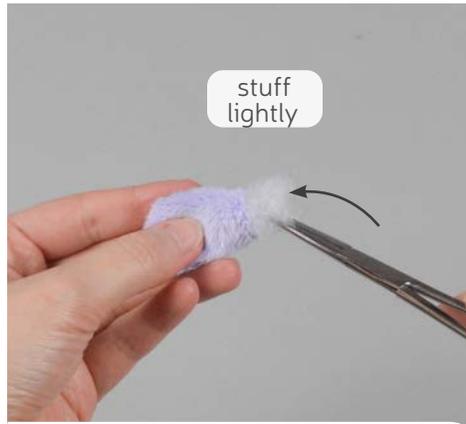
two arms total

- a. Grab your **ARM** pieces (D5). Take two of them and align them with right sides facing and the raw edges matching up.
- b. Sew the arm pieces together along the longer curved edge. Leave the straight edge free for turning the piece right side out.
- c. Turn the piece right side out. Repeat with your remaining arm pieces so you have two total.

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- a. Stuff the **ARMS** (D5) lightly with stuffing. Keep it very light near the opening to make the next part easier.
- b. Turn under the seam allowance ( $\frac{1}{4}$ " ) of the arm inside the piece.



## 21. STUFF THE ARMS

- a. Transfer the *stitching guides* for the **ARMS** (D5) onto the front of your plush so far. Align the folded opening of the arms onto the *stitching guides* you've drawn.
- b. Ladder stitch the **ARMS** to the *stitching guides* on the plush using the same process as explained on page 46 in **Level 2**.

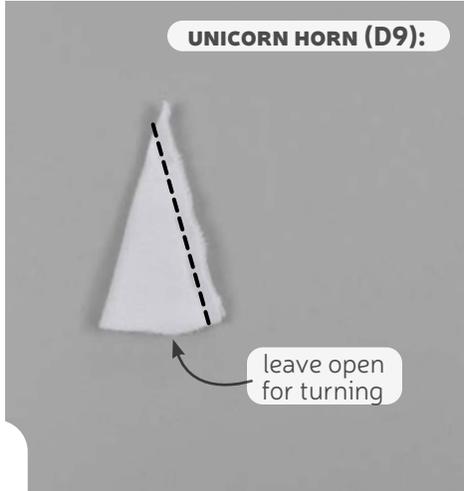


## 22. ATTACH THE ARMS

If you sew around both sides of the arm evenly, this should create arms that stick straight out. If you ladder stitch more of the underside of the arm to the **belly**, it will cause the arm to point downward instead of outward. You can move the arms in different directions in this manner to create different poses or expressions.

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## 23. SEW THE HORN(S)

- a. Grab your **HORN** piece(s) (D9 or D12). Fold the piece in half lengthwise with right sides together so it makes an even skinnier triangle.
- b. Sew the piece together along the straight edge. Leave the short curved edge at the bottom free for turning the piece right side out.

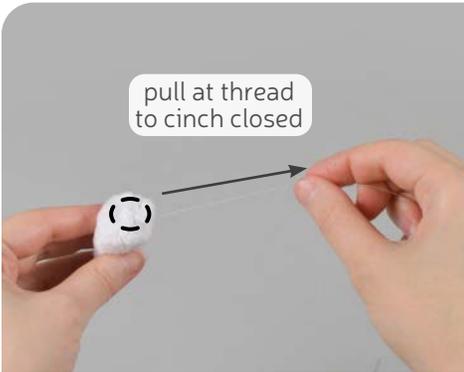


## 24. STUFF THE HORNS

- a. Turn the **HORN** (D9 or D12) right side out and define the point with a chopstick or similar turning tool.
- b. Stuff the horn lightly with stuffing. Be sure to use a chopstick or hemostats to get a small bit of stuffing into the tip.
- c. Sew a gathering stitch around the opening of the horn. See page 59 from **Level 3** for more help on a gathering stitch.

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## 25. CINCH THE HORNS CLOSED

- Pull at the gathering thread to cinch up the opening of the **HORN** (D9 or D12).
- If desired, you can create a spiral in your unicorn horn with the extra thread. Wrap the thread around the base of the horn going up to the top in a spiral. Pull at it tightly so it sinks into the fabric.
- Tie off the thread at the top of the horn to secure it.

### NEEDLE SCULPTING:

- This is a very basic version, but this horn spiral is an example of a technique called **needle sculpting**.
- It's the technique of using thread to shape the plush from the outside to pull in and contour areas.
- It's also often used to make paws.



## 26. ALIGN THE HORNS

- Just like the **BEAK** from **Level 3**, we're going to draw a **stitching line** around the base of the **HORN** (D9 or D12). Draw a stitching line on your plush as well, and use it to align the pieces.
- FOR A UNICORN:** the horn is aligned on the forehead, inside the curve of the **BANGS** (D8).
- FOR THE DRAGON:** the horns are on top of the head, right beside the **EARS** (D4).

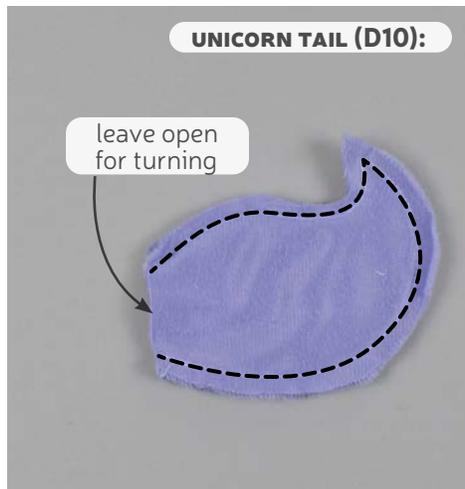
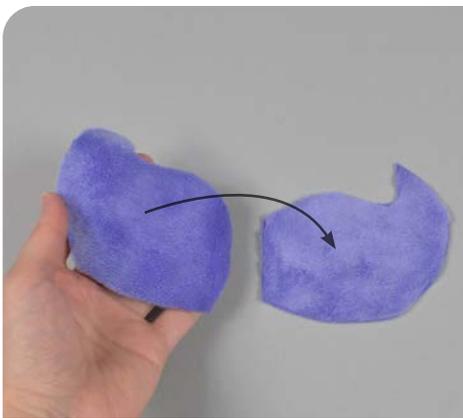
sew desu ne?

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## 27. ATTACH THE HORNS

- a. Ladder stitch the base of the **HORN** to your plush either:  
On the forehead, for the **UNICORN**.
- b. Or beside the **EARS**, for the **DRAGON**.
- c. For the unicorn **BANGS** (D8), you'll want to ladder stitch the bangs to the horn a little bit just to hold it in place. Otherwise the bangs might not lie down flat.

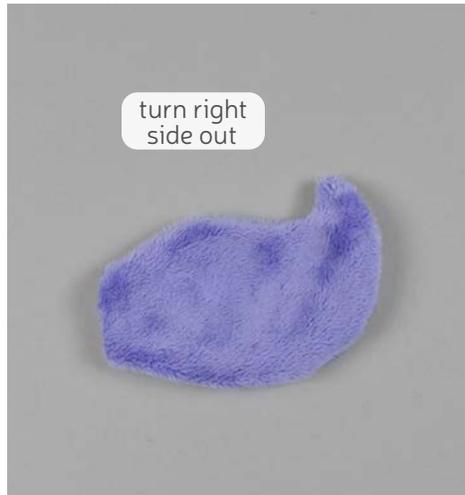


## 28. SEW THE TAIL

- a. Grab your **TAIL** pieces (D10 or D13). Align them with right sides facing and raw edges matching up.
- b. Sew them together along the long curved and pointed edges. Leave the straight edge free for turning the piece right side out later.

sew desu ne?

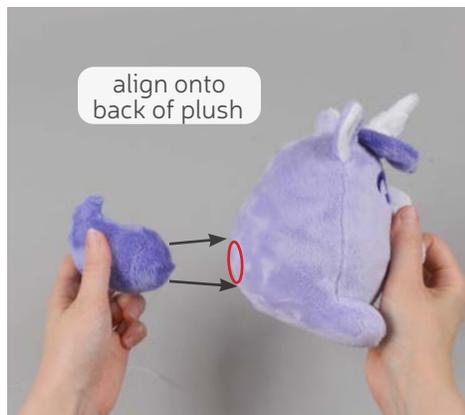
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## 29. TURN THE TAIL

- a. Clip the excess seam allowance at the tips of the **TAIL** (D10 or D13) to reduce bulk.
- b. Turn the tail right side out through the opening you left.
- c. Stuff the tail semi-firmly with stuffing. Use just enough so it takes shape.

- a. Cinch up the **TAIL** (D10 or D13) using the steps for the **HORN** (step 24-25). Align the cinched end of the tail on the back of your plush, just above the **back dart**. Use the same method as for attaching the horn. Draw a **stitching line** on both the tail and the plush, then align the drawn lines.
- b. Ladder stitch the base of the tail to the back of the plush all the way around.



## 30. ATTACH THE TAIL

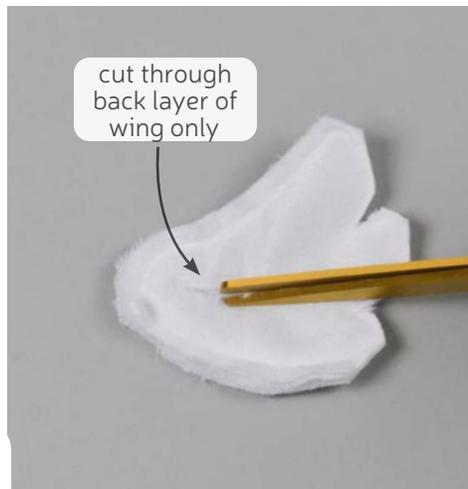
sew desu ne?

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### 31. SEW THE WINGS

- Grab your **WING** pieces (D11 or D14). Take two of them and align them with right sides facing and raw edges matching up.
- The seam line of the unicorn wing may get a little detailed, so it helps to trace the seam line from the paper pattern. Trim away the seam allowance from the template, then use it to trace the seam line onto the wrong side of the fabric.  
See **Level 3**, page 51 for more details on this technique.
- Sew the wing pieces together along the traced line, all the way around the shape.



### 32. TURN THE WINGS

- Trim the excess seam allowance at the tight inner corners and curves of the **WINGS**.
- To turn the piece, cut a small slit into the back of the wing only. There's a **cutting guide** on the paper pattern for more help with placement.
- Turn the wing right side out, and repeat for the other wing so you have a pair. Be sure to cut the opposite side for the other wing so the pair of wings are mirrored.

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### 33. ATTACH THE WINGS

- Stuff the **WINGS** lightly with stuffing, just enough so they puff up.
- Draw **stitching guides** on your wings and on your plush using the **guidelines** from the paper pattern. Align the wings to your plush using the **stitching guides**. Make sure the tips of the wings are pointing outward.
- Attach the wings to your plush using the same ladder stitch technique from **Level 2**, page 46. Sew around the **stitching guides** you marked earlier.

**CONGRATS!**  
You've completed Level 4!  
You should be super proud!

I hope you learned a lot and now feel comfortable tackling some new and different patterns! I tried to teach everything I could, but at the end of the day, plush-making is still an art form. Projects will always be unique to your circumstances. So they might not go as you expect.

Your strongest tool is an open mind and willingness to go with the flow and find new solutions no matter how your project is coming along.

Each plush you make will not only get your hands used to the techniques, but also give you more confidence for the next one! You got this! Happy sewing!



**sew desu ne?**

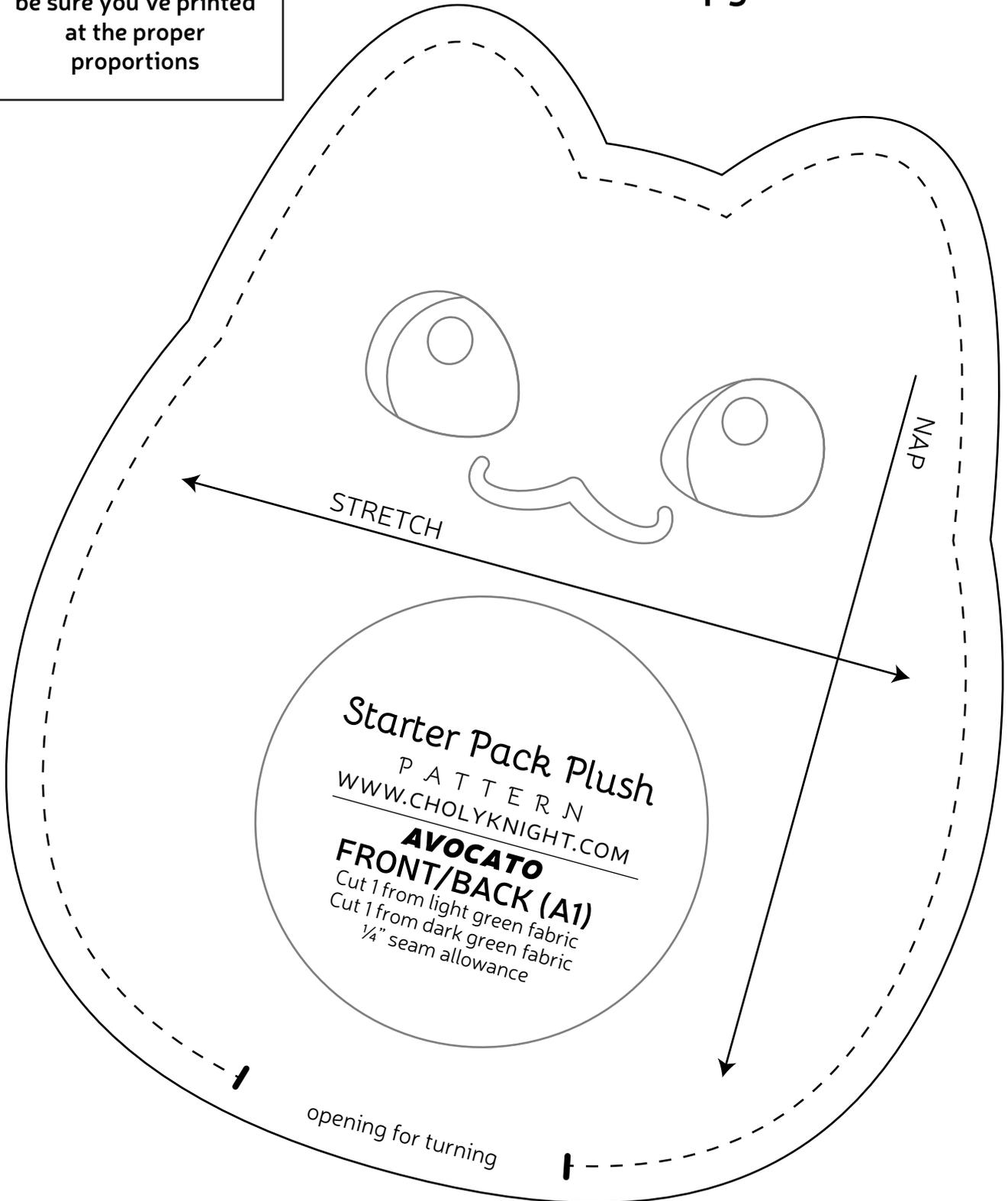
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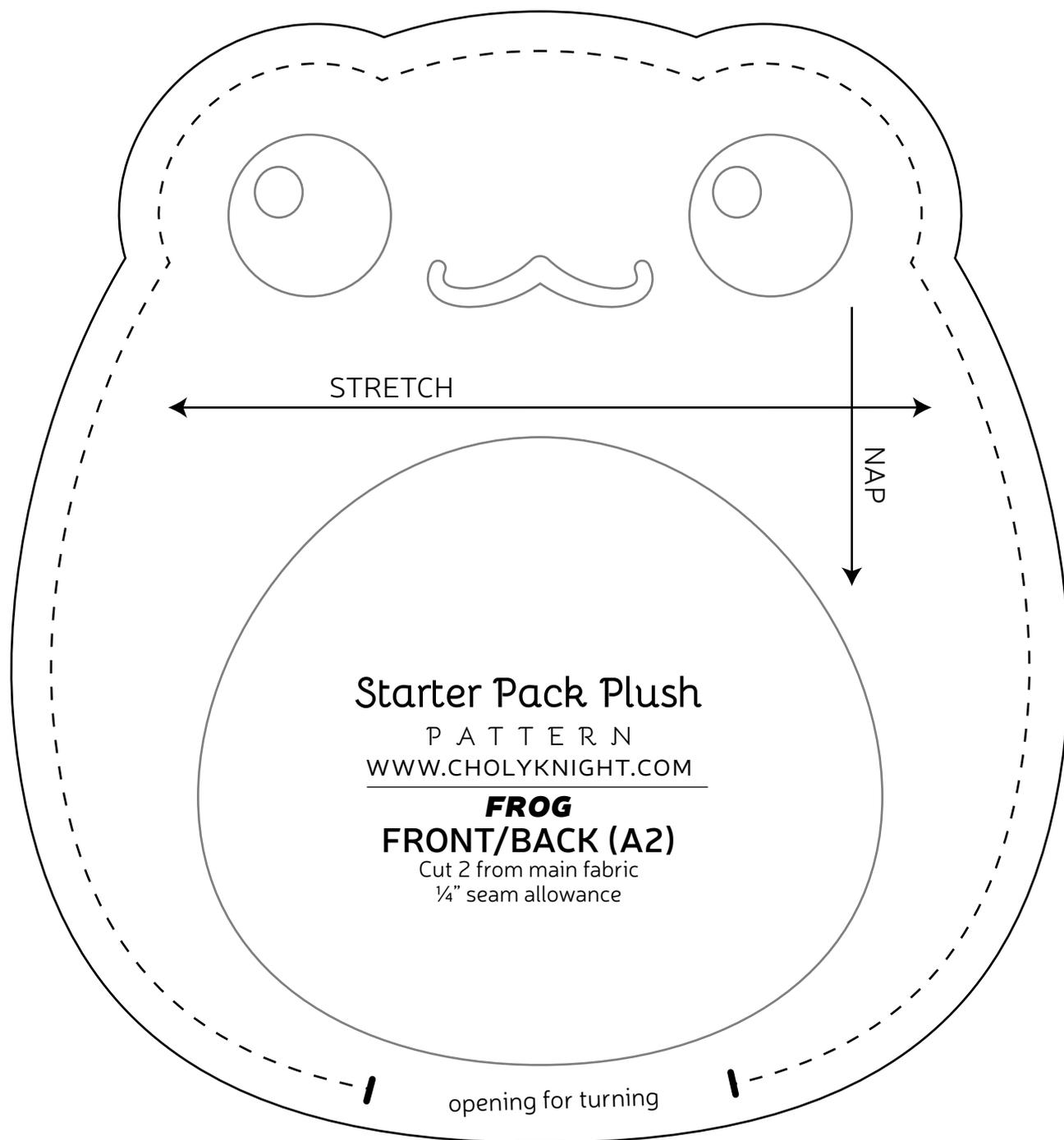
TEST SQUARE  
**2"**

measure this square to  
be sure you've printed  
at the proper  
proportions

# LEVEL 1

pg. 1-3





Starter Pack Plush

P A T T E R N

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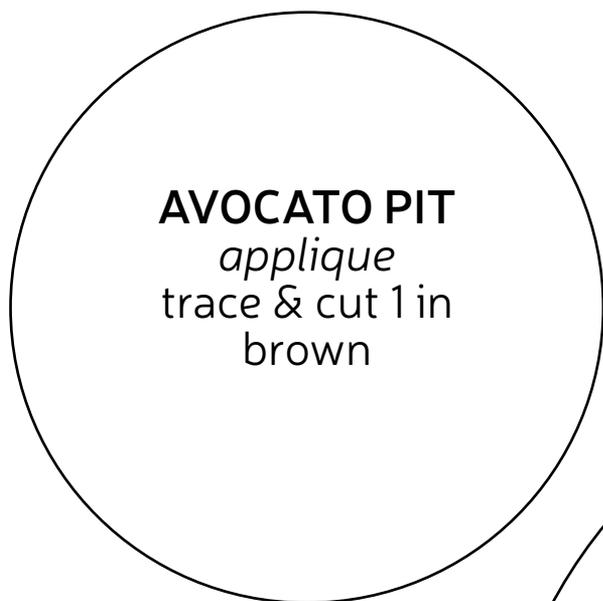
**FROG**

**FRONT/BACK (A2)**

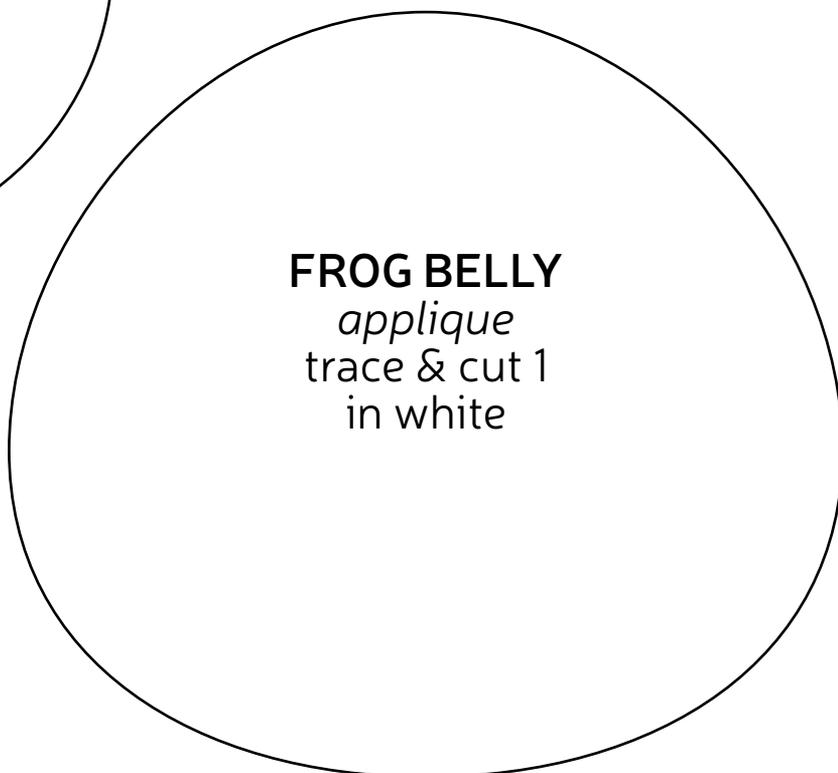
Cut 2 from main fabric

1/4" seam allowance

opening for turning

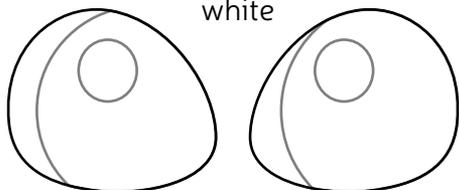


**AVOCATO PIT**  
*applique*  
trace & cut 1 in  
brown

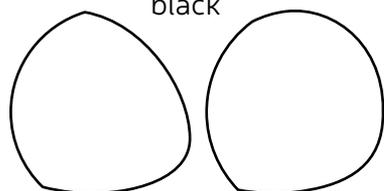


**FROG BELLY**  
*applique*  
trace & cut 1  
in white

**CAT EYES**  
*applique*  
trace & cut 1 each in  
white



**CAT PUPILS**  
*applique*  
trace & cut 1 each in  
black



**EYE SHINE**  
*applique*  
trace & cut 2  
in white



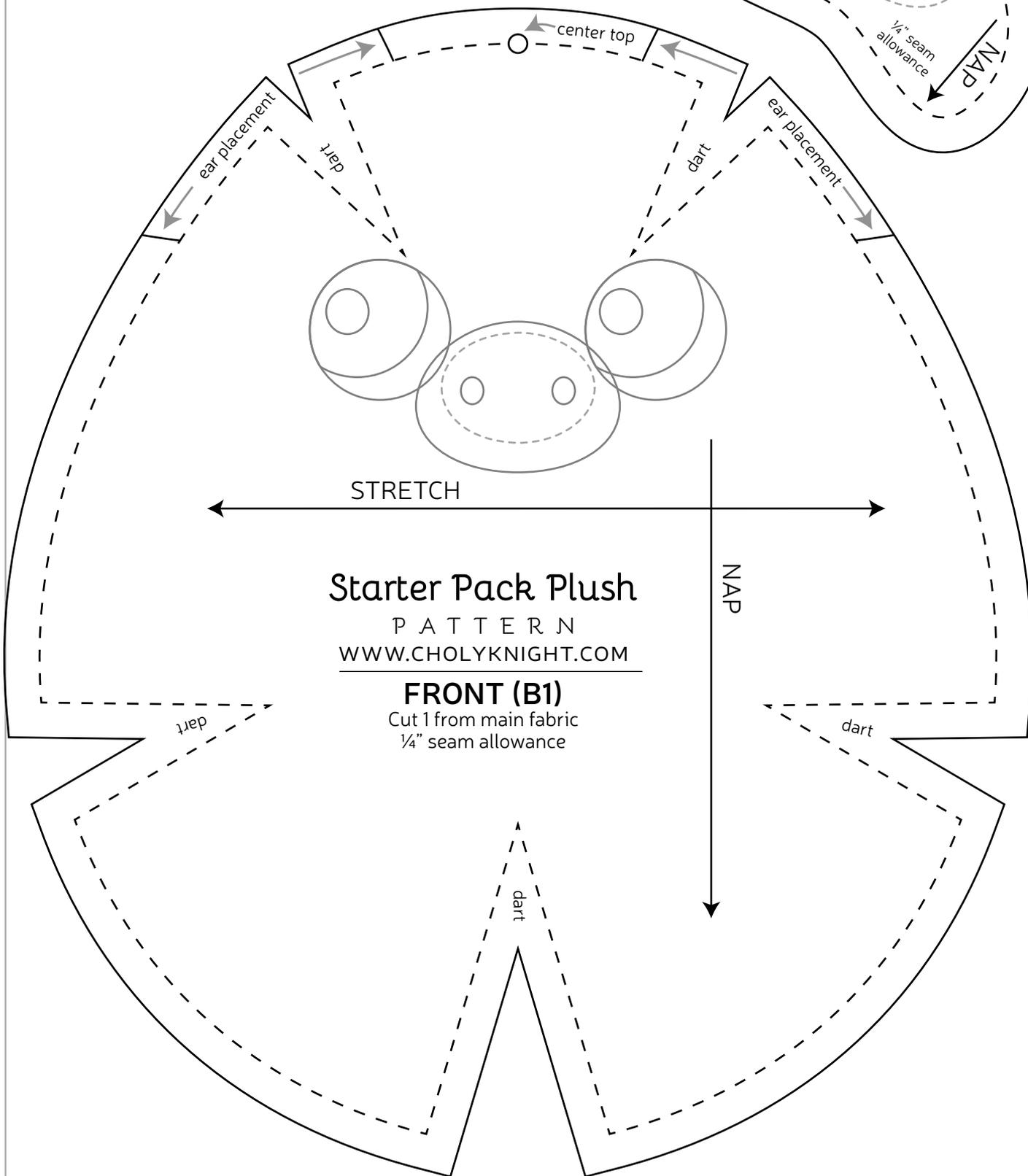
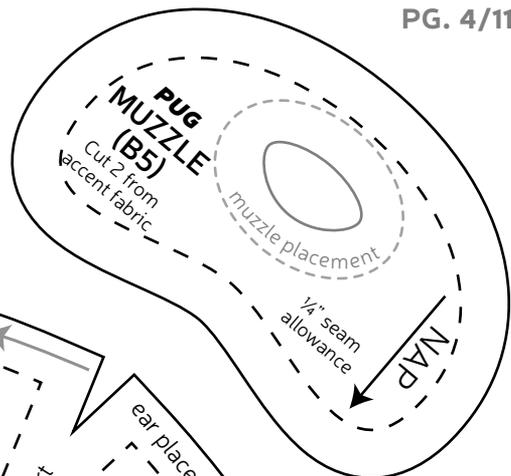
**FROG EYE**  
*applique*  
trace & cut 2  
in black

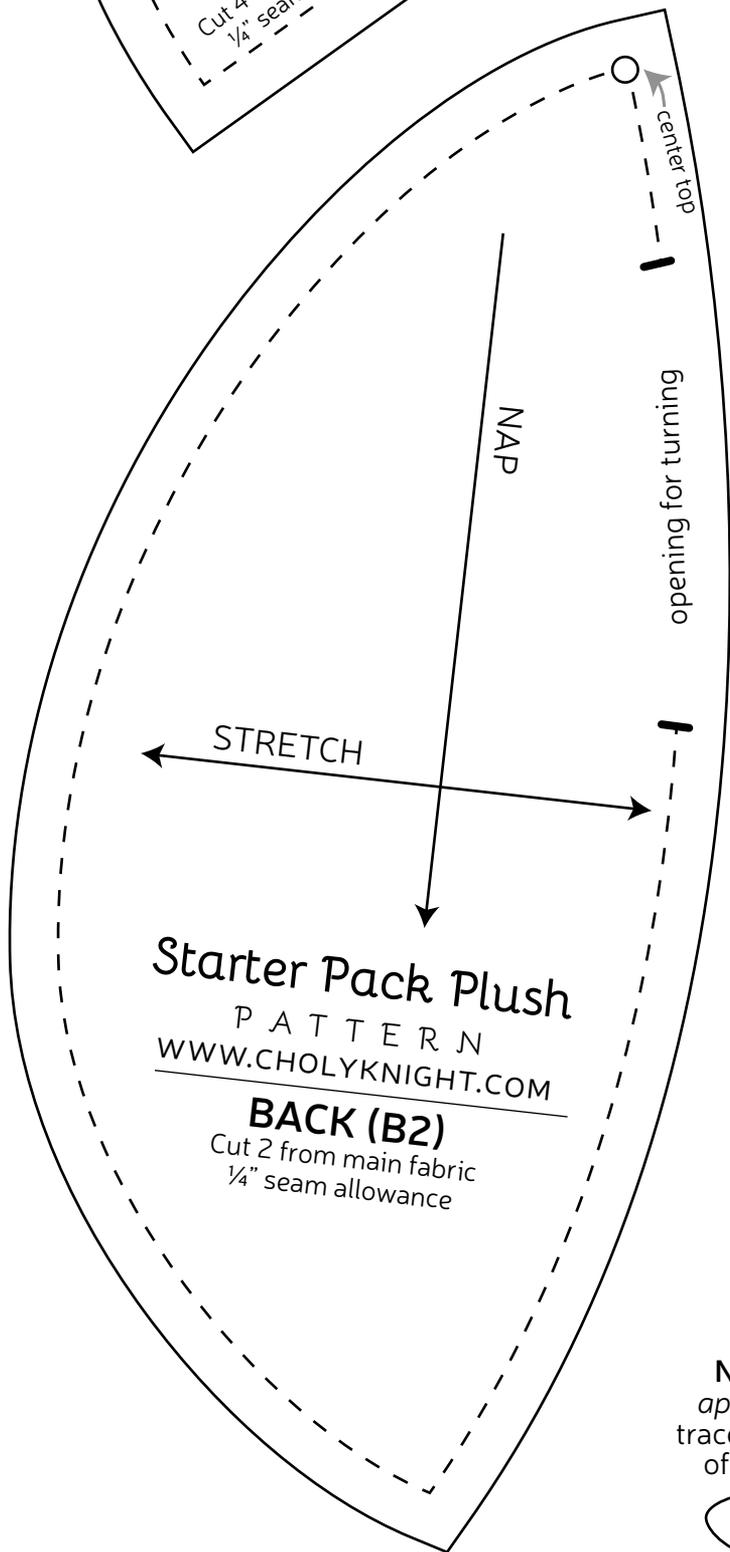
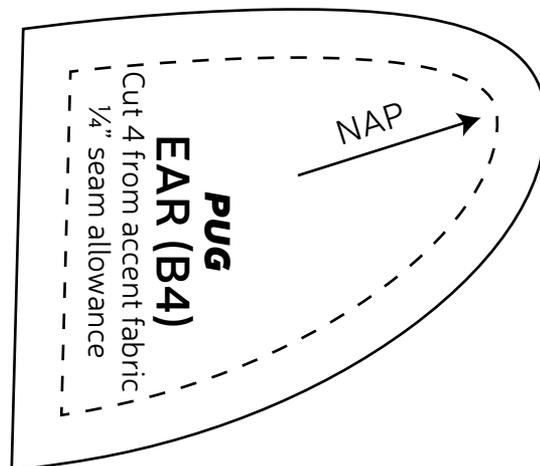
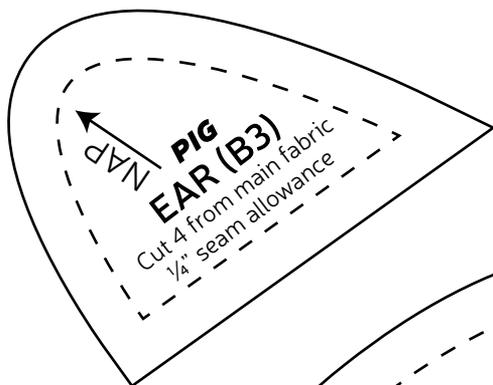
**MOUTH**  
*applique*  
trace & cut 1 in black



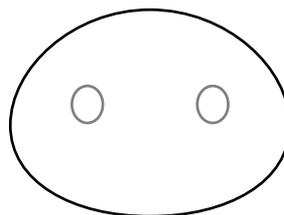
# LEVEL 2

pg. 4-5





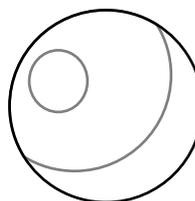
**SNOUT**  
applique  
trace & cut 1 of pink



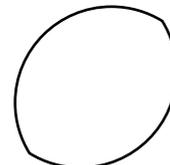
**NOSTRIL**  
applique  
trace & cut 2 of black



**EYES**  
applique  
trace & cut 2 of white



**PUPILS**  
applique  
trace & cut 2 of black



**NOSE**  
applique  
trace & cut 1 of black

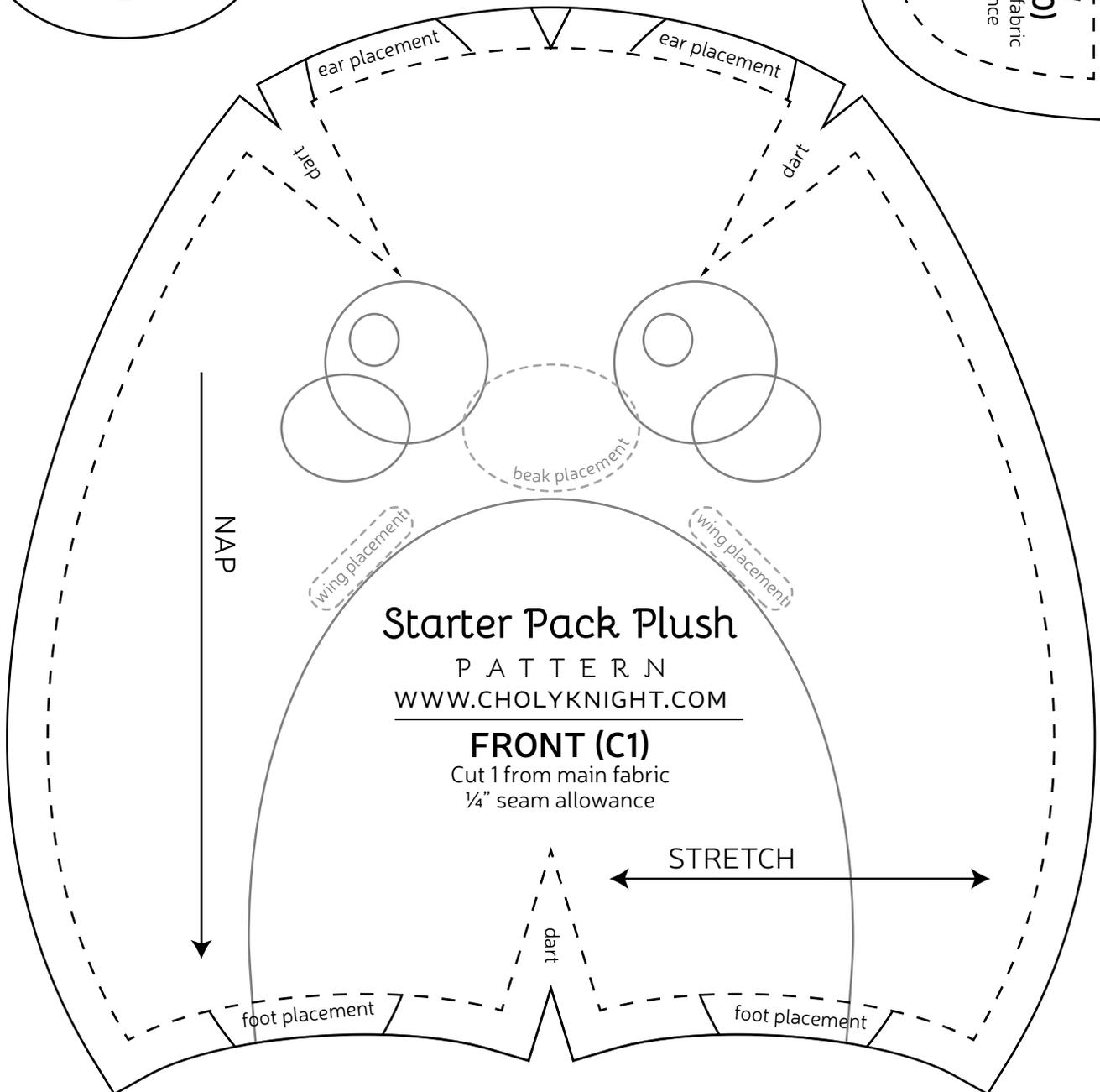
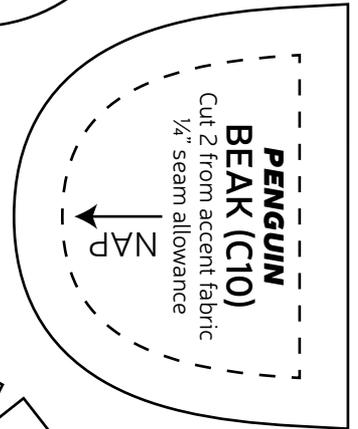
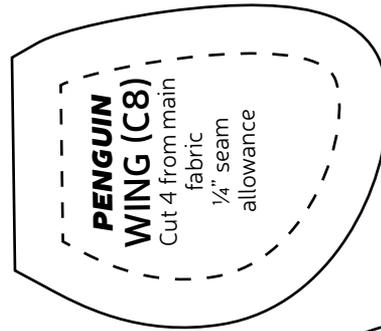
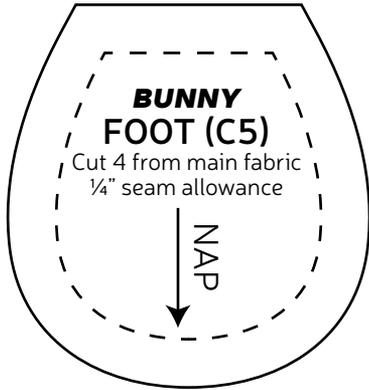


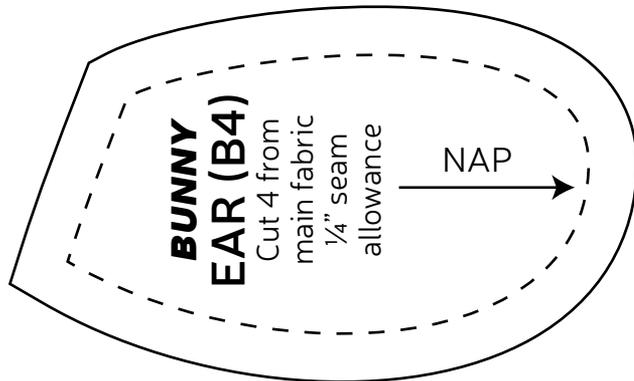
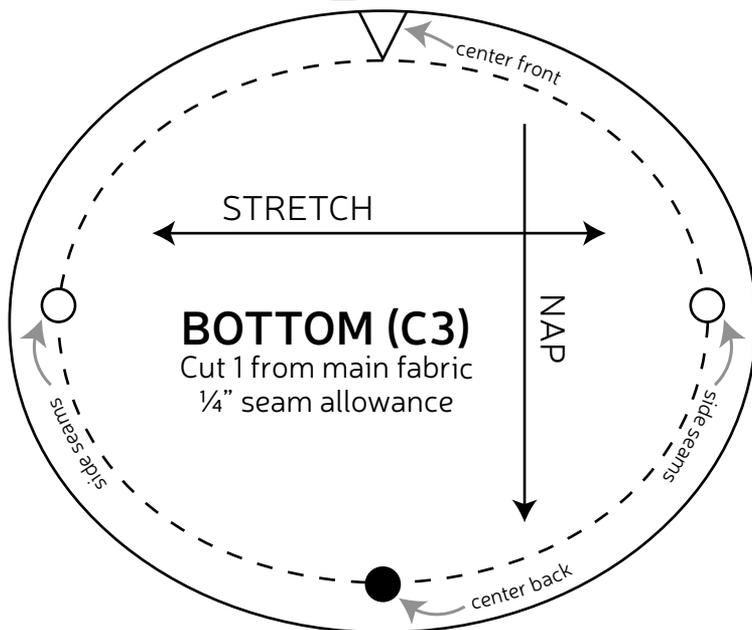
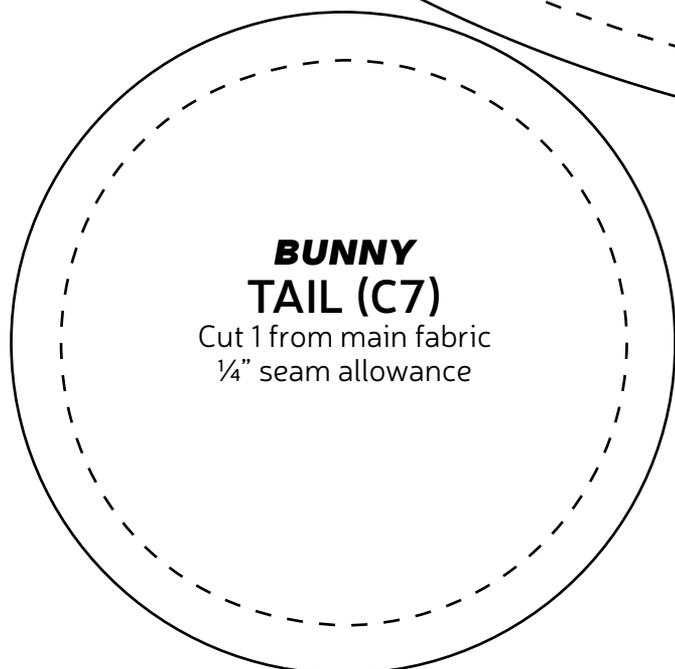
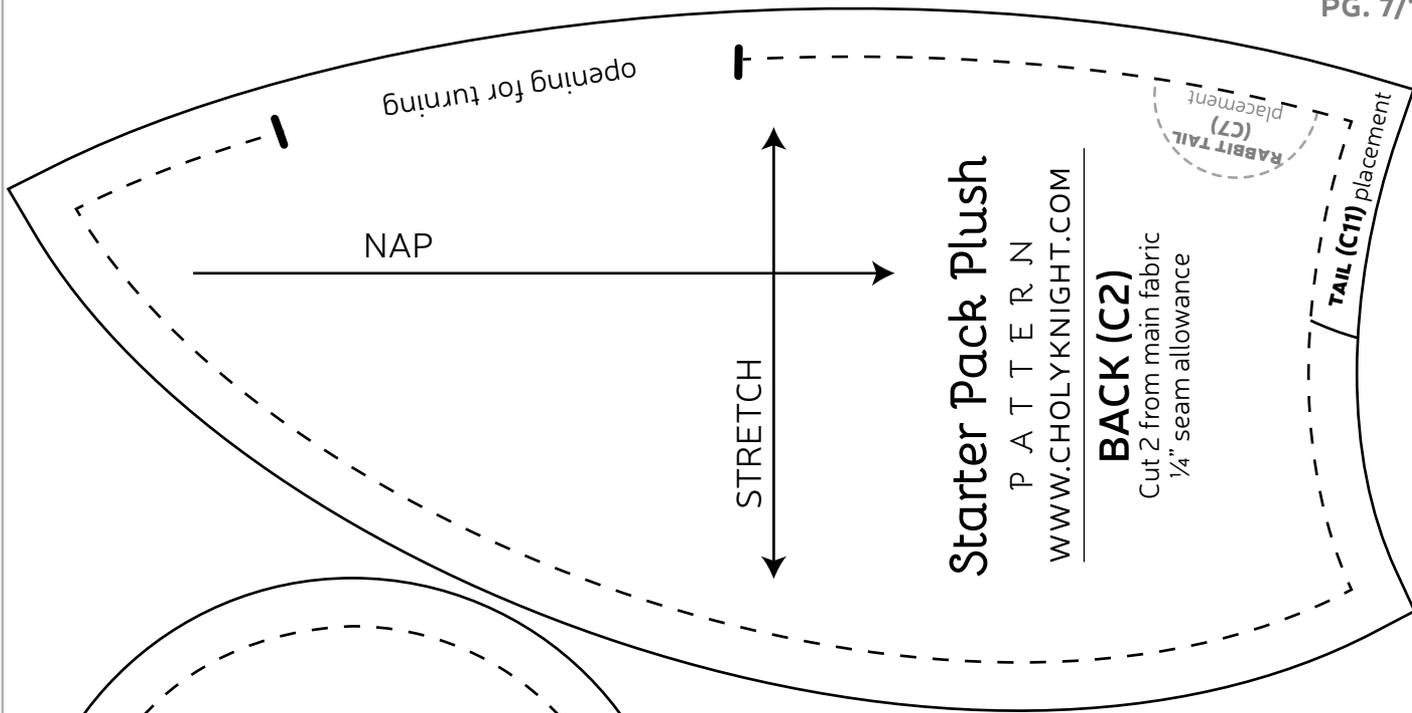
**EYE SHINE**  
applique  
trace & cut 2 in white

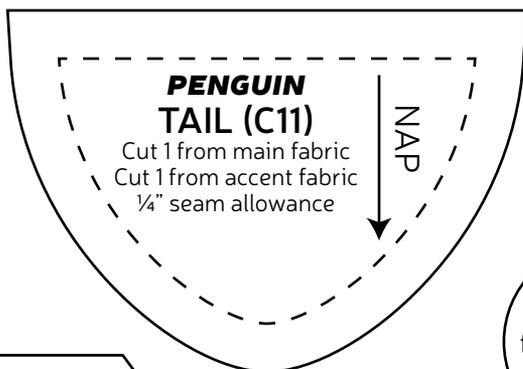


# LEVEL 3

pg. 6-8



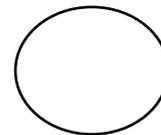




**EYE SHINE**  
applique  
trace & cut 2  
in white



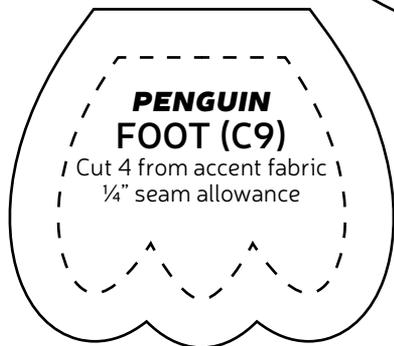
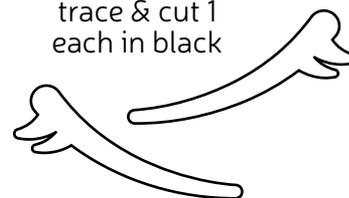
**BLUSH**  
applique  
trace & cut 2  
in pink



**EYE**  
applique  
trace & cut 2  
in black



**CLOSED EYES**  
applique  
trace & cut 1  
each in black



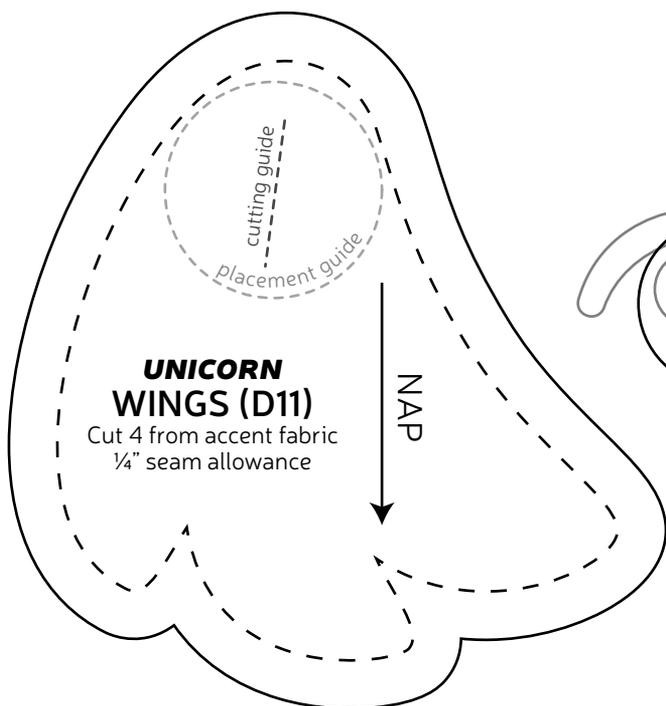
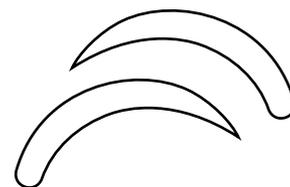
**RABBIT MUZZLE**  
applique  
trace & cut 1 in black



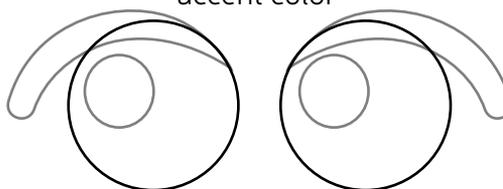
# LEVEL 4

pg. 8-11

**EYELID**  
applique  
trace & cut 1  
each in black



**EYE**  
applique  
trace & cut 1  
each in dark  
accent color

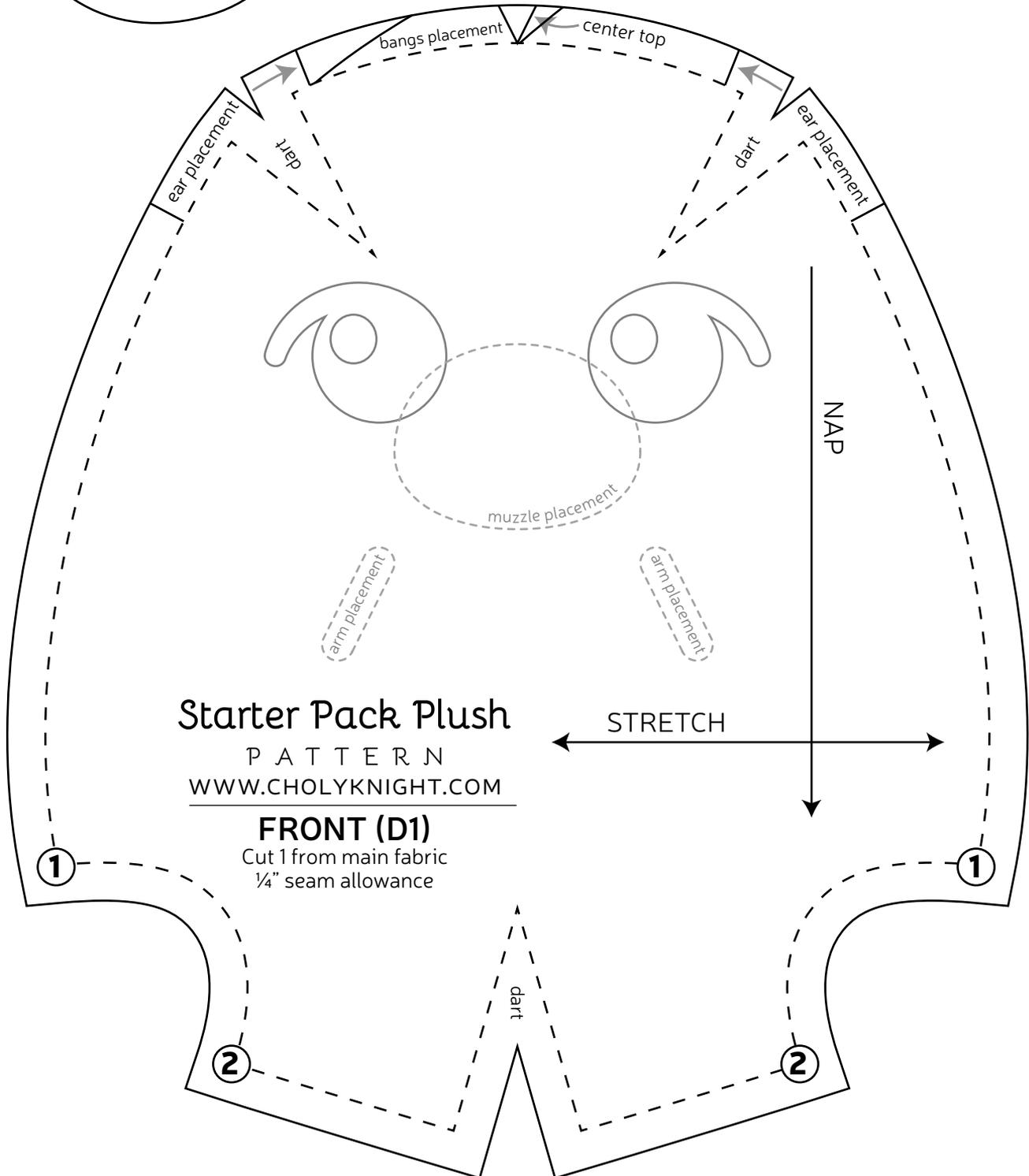
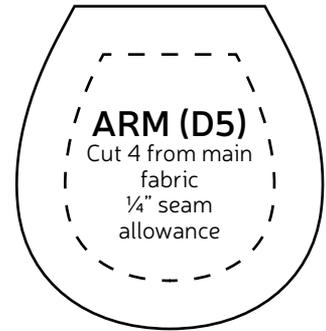
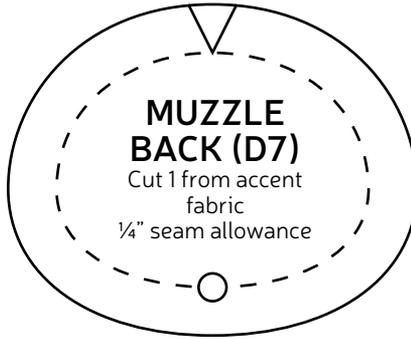
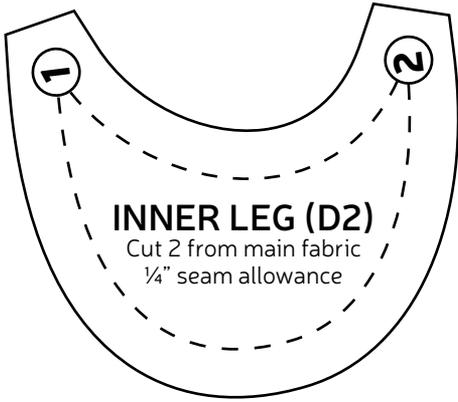


**NOSTRIL**  
applique  
trace & cut 2  
of black



**EYE SHINE**  
applique  
trace & cut 2  
in white





# Starter Pack Plush

P A T T E R N  
[WWW.CHOLYKNIGHT.COM](http://WWW.CHOLYKNIGHT.COM)

## FRONT (D1)

Cut 1 from main fabric  
1/4" seam allowance

