

YOSHI plush



a free sewing pattern by



yoshi plush

Fans of the Super Mario universe are sure to recognize this adorable companion! This dino-like creature helps Mario along on his adventures in the Mushroom Kingdom. He's known for his sticky tongue which can gobble up enemies. They can also lay eggs which are used for even more attacks. His species comes in a huge array of rainbow colors, each with different special abilities.

This version of Yoshi has the classic extra large nose, chubby body with stubby tail, big accent cheeks, tall eyes, and extra large boots.

SKILLS USED:

- Fusible web applique
- Curved sewing
- Ladder stitch
- Sewing small pieces
- Matching notches and points
- Needle sculpting
- Darts

DIFFICULTY:



The most difficult part of this plush is attaching all of the arms, legs, and shell. It can get a little tedious so give yourself plenty of time. This plush doesn't quite look like Yoshi until he gets his signature nose. So try to be patient and you'll be rewarded with a cute face to cheer you on!

MAKES:

About 10" tall from bottom of body to top of head, 7" wide from each side of feet, and 10" long from front of nose to tip of tail.



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MATERIALS & TOOLS:

- 1/3 yd. of green fabric for main body
- 1/2 yd. (or 17" x 18") of white fabric for belly, cheeks, and outer shell
- 1/8 yd. of orange fabric for shoes
- 1/8 yd. (or 5" x 5") of red fabric for shell
- 1/8 yd. (or 6" x 5") of yellow fabric for shoe soles
- 3" x 3" of white applique fabric for eye whites
- 3" x 3" of black applique fabric for pupils and nostrils
- 4" x 4" of light or heavy duty fusible web
- 6" x 8" of scrap fabric for poly pellet pouch
- poly pellets
- spoon or funnel for filly poly pellet pouch
- sewing thread to match main fabric and applique fabrics
- poly-fil stuffing
- basic sewing tools (sewing machine, scissors, iron, needles, pins, fabric marker, seam ripper)

FUSIBLE WEB:

- 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.



APPLIQUE FABRICS:

- Good applique fabrics include **flannel**, **cotton**, **felt**, **minky**, and **fleece**.
- Flannel and cotton are best for detailed applique with a lot of layers because they're thinner. Meanwhile felt, minky, and fleece are better for simpler applique like body markings.
- **Flannel** is used in the example instructions (page 7).



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fabric comparison:



SUGGESTED FABRICS:

MINKY OR FLEECE

Medium weight, plush fabrics with about 20%-30% stretch along the crosswise grain work best for this project. The varieties shown to the left are some good options and names to look for. Try to avoid heavyweight versions of fleece that are intended for outdoor apparel or they may cause trouble for the detailed areas.

You can also use non-stretch fabrics (such as felt), but be aware that the curves will be more difficult to sew and the result will look different. The plush will become more elongated and the edges will look sharper.

10" of minky
stretches to 13"
= 30% stretch



MINKY

VS.

FELT



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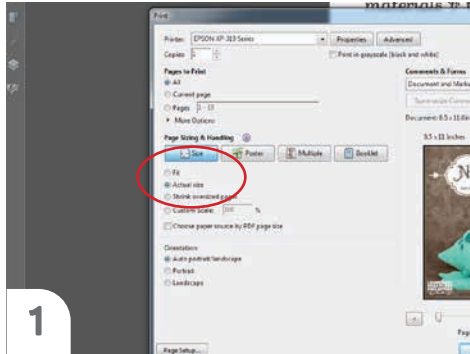
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PRINTING THE PATTERN:

Set your computer to print **PAGES 29-34.**

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

For the best results, use a .pdf reader like **ADOBE READER**. That's what is shown here and will give you the most control over the settings.



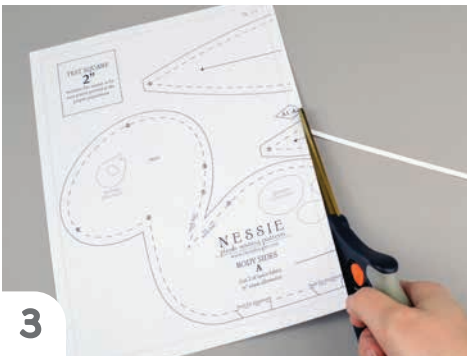
1

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.



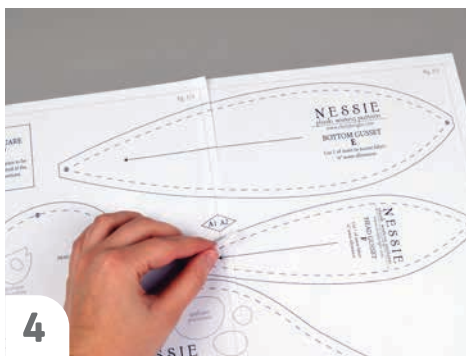
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Print the pages needed for the file. You might have one or more. Either way, be sure you have the full collection by noting the page numbers in the corner.



3

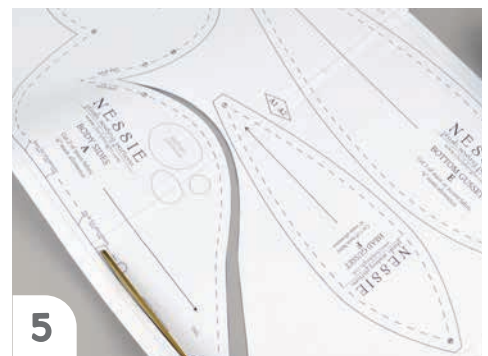
It's likely your printer will have a margin that ensures your image doesn't print to the very edge. Assembly will be easier if you trim off this blank margin edge. This will give you pages that overlap slightly during assembly. If you trim across the gray outline boxes, this will give you pages that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



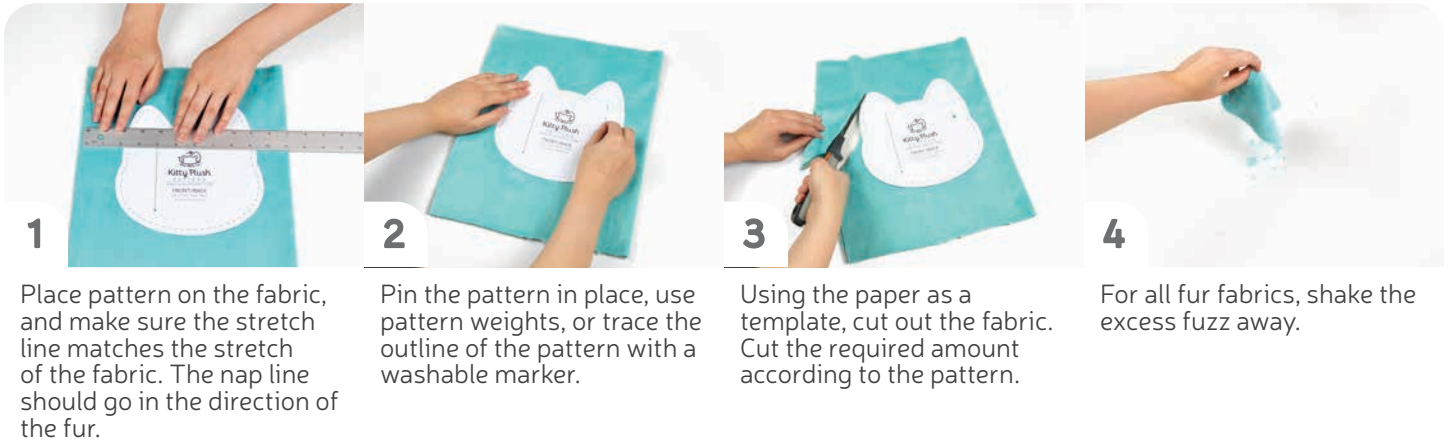
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You can trace the patterns onto a different paper, or you can also just cut them straight from the printer paper -- be sure that each piece is fully taped together along the joins so they don't fall apart when you cut them.

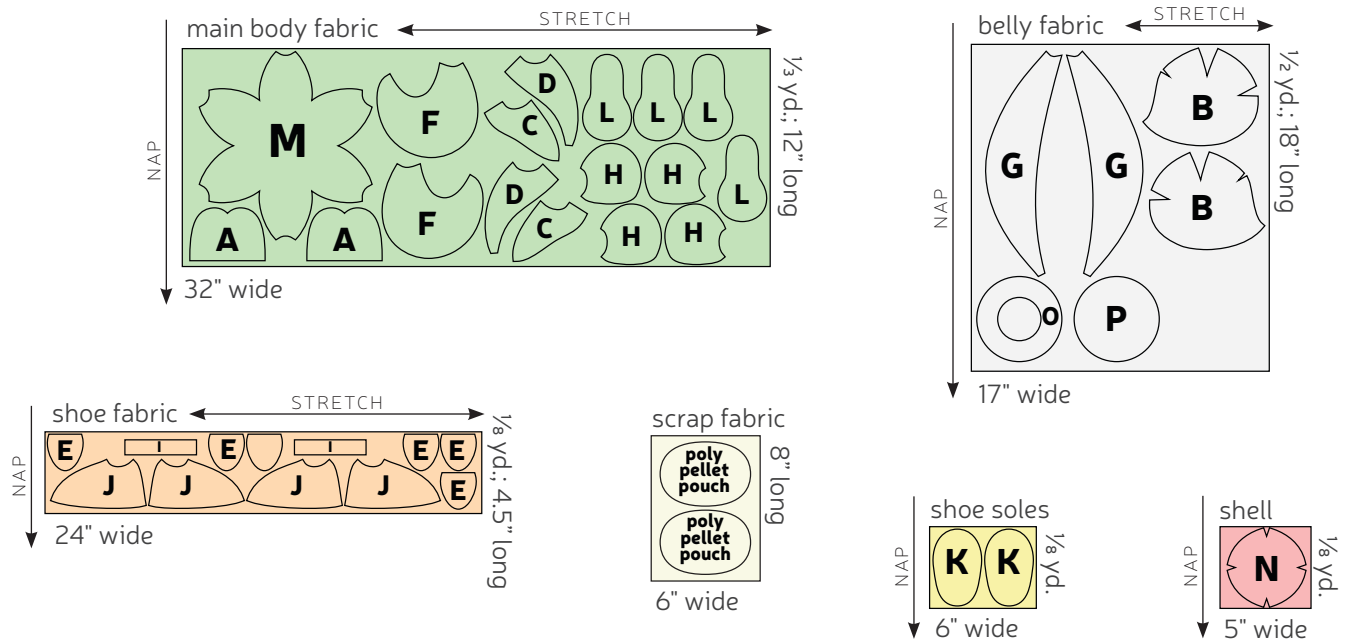
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CUTTING THE FABRIC:



CUTTING LAYOUT:



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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.
- Note that a ¼" seam allowance is used throughout the project, which is included in the pattern templates.

1. FUSE & SEW THE EYE APPLIQUE



- Grab your fusible web and applique templates. Trace the pieces for the eyes of your Yoshi. You should have:
 - **eye white** (1, white)
 - **pupils** (2, black)
 - **eye shine** (2, white)
- Fuse the bumpy (adhesive) side of the fusible web onto the applique fabrics.
- Cut out your applique pieces and grab your **EYES** piece (A). Grab the **eye white** applique piece. Set your paper pattern on top of the eyes piece. Align the applique piece on top where the placement markings are. Next, carefully pull the paper pattern away while holding the applique piece in place.

- Fuse the applique pieces with your iron. Use a press cloth, such as a scrap piece of cotton. This will help protect any polyester or fuzzy fabrics from melting or scorching.
- Add the **pupil** pieces next. Use the paper pattern and photos as a placement guide. Finish by adding the smallest pieces, the **eye shines**.



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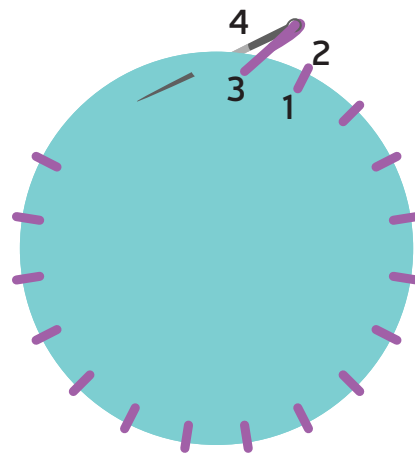
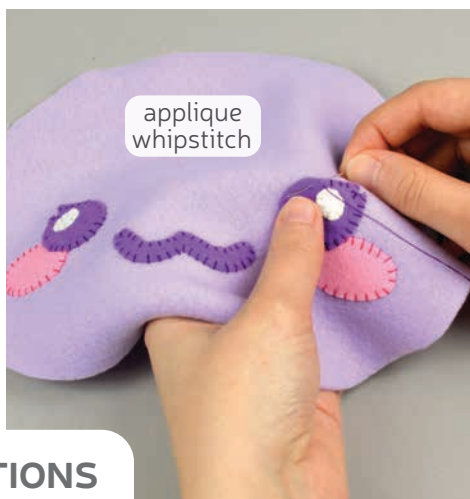
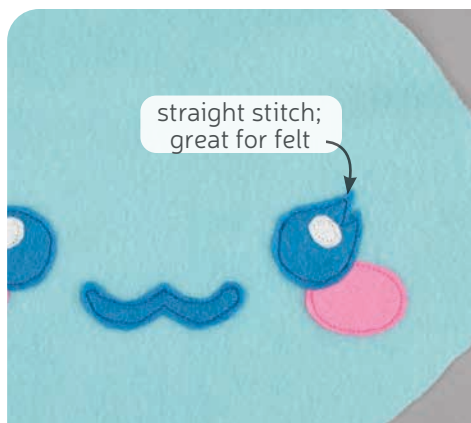
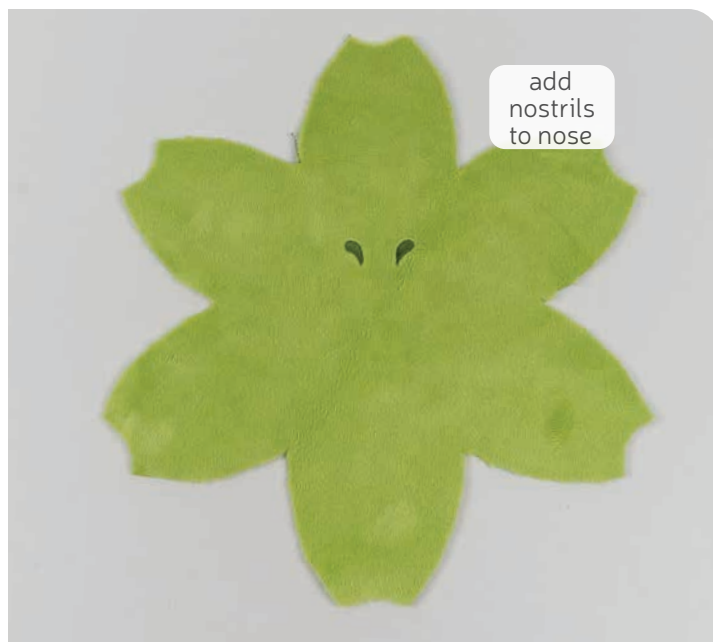
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2. APPLIQUE THE NOSTRILS

- a. Also take this time to applique the nostrils to your **NOSE** piece (M). Trace and fuse your nostril applique and fuse it to the nose using the photo and placement lines as a guide.

If you used heavy duty fusible web, you can keep the pieces fused without sewing, or you can sew them in place a number of ways. I've used a zigzag stitch here.

→ *Refer to the next step for some other applique options.*

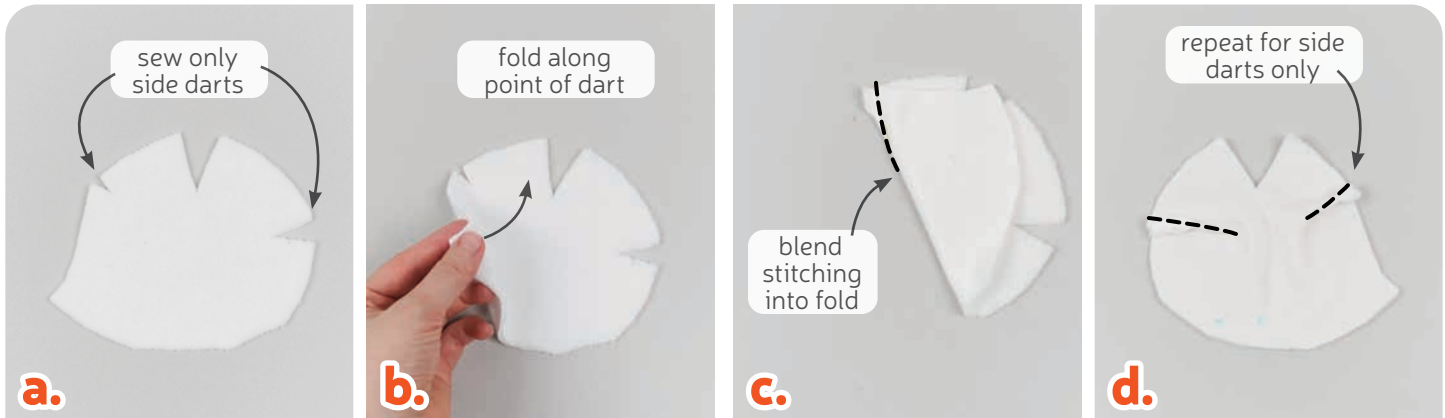


3. OTHER APPLIQUE OPTIONS

- a. Other good options for applique include a straight stitch, which involves sewing around the edge of the applique pieces with a straight stitch using matching thread -- about 1/8" in from the edge.
- b. You can also applique by hand; I prefer a whipstitch. Thread a hand-sewing needle with some matching thread and knot it. Bring the thread up from the back of the project; about 1/8" in from the edge of the applique shape. Bring it down perpendicular from the curve, just outside of the applique shape. This completes one stitch.
- c. For the next stitch, bring the needle back up about 1/8" away from the previous stitch and 1/8" in from the edge just as in the first stitch. Once again, bring it down just outside the applique shape. Continue this way until you've sewn around the shape.

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4. SEW THE CHEEK DARTS

- Grab your **CHEEKS** pieces (B). This piece has three **darts** along the upper edge. These are the small notches cut out of the edge of the piece. But we're only going to sew the two on the sides.
- Start with one of the side **darts** and fold it along the point of the **dart**. Make sure right sides are facing and match up the slanted edges.
- Sew from the opening of the **dart** into the fold of the fabric. Try to blend your stitching into the fold for a smooth transition and a rounder finish to the plush.
- Repeat this with the **dart** on the other side. Leave the **dart** in the middle open.

DARTS:

A wedge-shaped gap found in a pattern. When sewn in fabric, it creates a tuck in the fabric and develops a 3D shape. The diagonal sides of the wedge are the **LEGS**; these are matched up and sewn to the **POINT** of the dart.



5. ATTACH THE HEAD FRONT

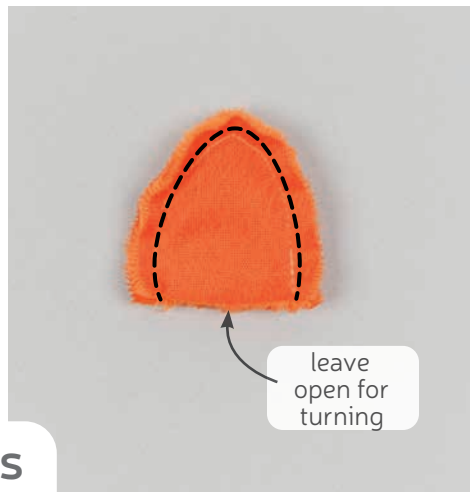
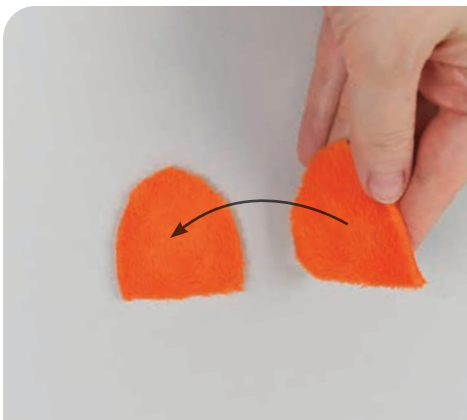
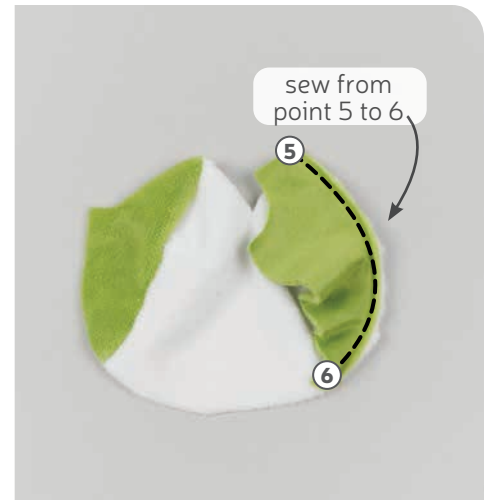
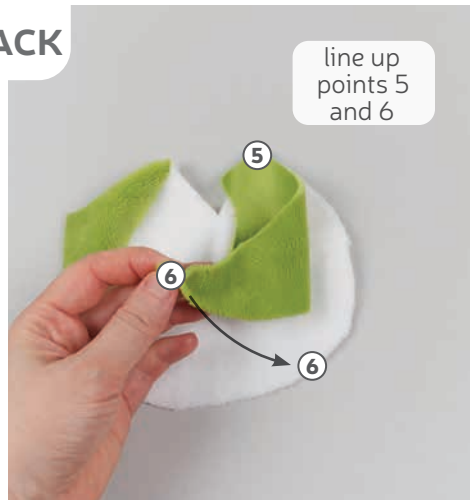
- Grab your **HEAD FRONT** and **BACK** pieces (C & D). These pieces will join go the sides of the cheeks on each side of the middle dart. But there are **numbered points** for help with alignment. Look out for **points 3-4 and 5-6**.
- Take your head front and align it with one side of the cheek so **points 3 and 4** match up and the raw edges align. Make sure right sides are facing and pin the fabrics together.
- Sew the head front to the cheek from **point 3 to 4**. Repeat this with your other head front and cheek pieces so you have both sides to the head.

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6. ATTACH THE HEAD BACK

- a. Grab your **HEAD BACK** piece (D). Align it with the other side of the cheek so **points 5 and 6** match up. Make sure right sides are facing and the raw edges align. Pin the fabrics together.
- b. Sew the head back to the cheek from **points 5 to 6**. Repeat this with your other head back and cheek pieces so you have both sides to the head.



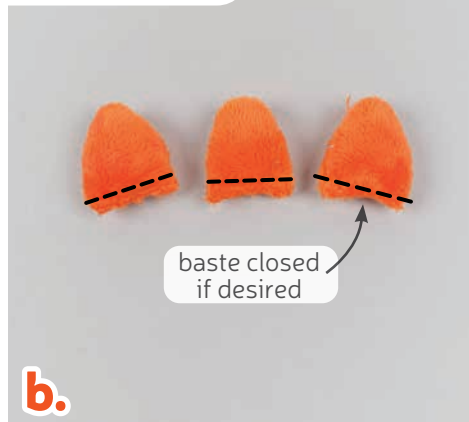
7. SEW THE HEAD SPIKES

- a. Grab your **HEAD SPIKES** (E). Take two of them and align them with right sides facing and the raw edges matching up.
- b. Sew the pieces together along the long curved edge. Leave the short straight edge free for turning the piece right side out later.
- c. Repeat this with your other head spike pieces so you have three sewn spikes total. Turn them all right side out through the openings.

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8. STUFF & BASTE THE HEAD SPIKES



- a. Stuff the spikes lightly with stuffing, just enough so they puff out and take shape.
- b. To make attaching them easier, you may want to baste them closed. This will keep the stuffing inside.
- c. Grab your head piece so far. If you haven't already, note the **head spike placement lines** found on the paper pattern for the head back. Align the open edge of the spikes within these lines so the raw edges match up.



BASTING:

A form of temporary sewing meant to hold pieces in place. A long stitch length is often used for this reason. The finished result is not meant to be seen and sometimes is even removed later (depending on your project).

- d. Now flip the spikes inward so they're facing the center of the cheek.
- e. Baste the spikes in place to hold them securely for future steps.

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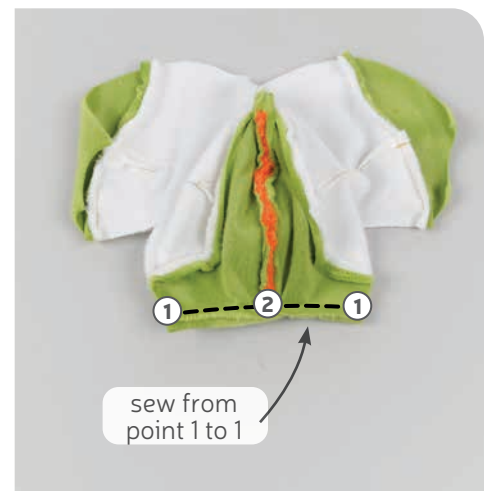
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9. SEW THE CENTER HEAD BACK

- a. Grab your other head side piece (the **CHEEK, HEAD FRONT, & HEAD BACK**). Align it over the current head side piece so right sides are facing and the center back edges match up. This is the edge that should secure the head spikes in between. Line up **points 2 and 6** and pin the fabrics together.



- b. If you haven't already, note the **opening for turning markings** found on the paper pattern for the cheek. Transfer these markings over to the wrong side of the fabrics you just stacked. Sew the head back pieces together from **point 2** to the **opening for turning** (a little past **point 6**). This should secure the head spikes inside the seam.



10. ATTACH THE BACK EYES

- a. Open up the head back seam and the **SPIKES** should be secured inside. The upper edge of the head back will also make an even line. Grab your blank **EYES** piece (A) -- the one without applique. This piece will be attached to the top of the head back pieces. There are also **numbered points** for help with alignment: **points 1 and 2**.
- b. Take your head back piece and flip it so now it's right sides facing with the eyes. Line up **points 1 and 2** at the edge and pin the fabrics together.
- c. Sew the head back pieces to the eyes from **point 1 to 1** with **point 2** in the middle.

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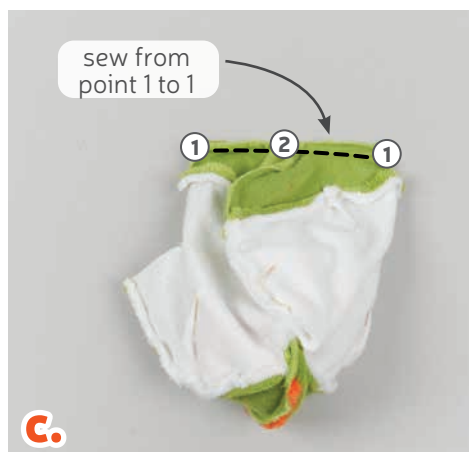
11. SEW THE CENTER HEAD FRONT

- Grab your **HEAD FRONT** pieces (C) and align them together with right sides facing. This will be similar to the head back from before. Align the edges from **point 2 to 4** and pin the fabrics together.
- Sew the head front pieces from **point 2**, down through **point 4**, and ending at the **opening for turning**.



12. ATTACH THE FRONT EYES

- Open up your head front pieces just like the head back from before. Grab your remaining **EYE** piece (the one with eyes applied). This piece will join to the top of the head front. Look out for **points 1 and 2** for help with alignment.
- Flip over your head front pieces so now they align with the eyes. Match up **points 1 and 2**. Make sure right sides are facing and pin the fabrics together.
- Sew the head front to the eyes from **point 1 to 1** with **point 2** in the middle.
- Open up the eyes and they should look something like photo D.



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13. SEW THE FRONT EYES TO THE BACK EYES

- Now take both of your eyes and align them with each other so right sides are facing and the raw edges match up. This should match up **point 1** at the eye seams.
- Sew the front to the back eyes by going around the curves of the eyes and sewing all the way down into the **cheek dart**. You may want to start at the center and go down each side. Try to blend your stitching into the fold of the dart so it makes a smooth transition and a rounder finish.
- Trim the excess seam allowance between the curves of the eyes to reduce bulk.
- Turn the head right side out through the opening in the bottom.



14. STUFF THE HEAD

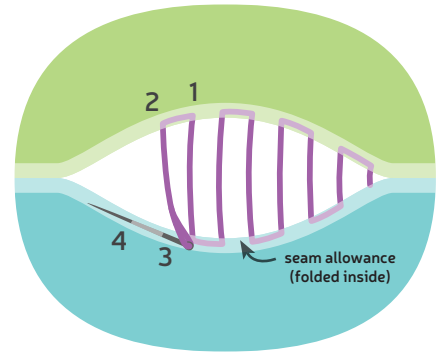
- Grab your head and begin stuffing it. Start by getting a good bit of stuffing in the eyes so the fabric no longer wrinkles.
- Stuff the rest of the head firmly with stuffing so there are no wrinkles in the fabric near the darts and other seams.



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15. CLOSE UP THE HEAD



- a. Once the head is stuffed, make sure the seam allowances in the opening are tucked inside and prepare to ladder stitch it closed. Thread a hand-sewing needle and knot it at the end. Insert the needle from the inside of the opening and out of the plush near one edge of the opening. This will leave the knot inside the plush.
- b. Continue from here doing a ladder stitch. Take a 1/8" stitch into the fold of one side of the opening, then go across and take another. Keep going down the opening until you reach the end.
- c. When you're finished, stitch a knot into the end of the seam. Then insert the needle near the finished knot. Bring the needle out about 1-2" away and pull it through.

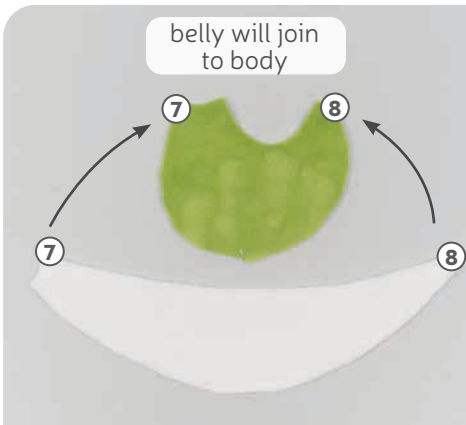
- d. Pull the thread taut while snipping the thread. The excess thread should sink back inside the plush -- all hidden! Set your head aside for a bit as we work on the body.

→ **NOTE:** right now your plush might not look much like Yoshi, but don't worry! He'll definitely come to life when you add his nose later.



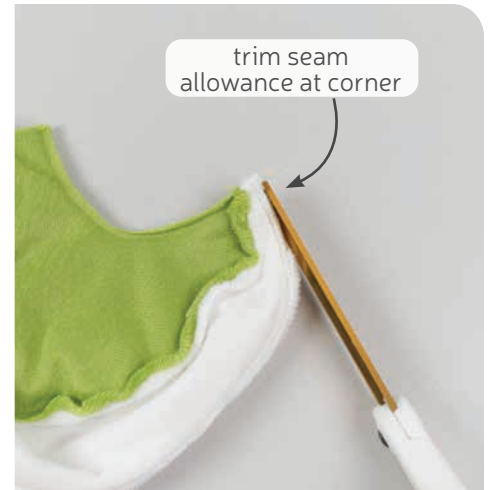
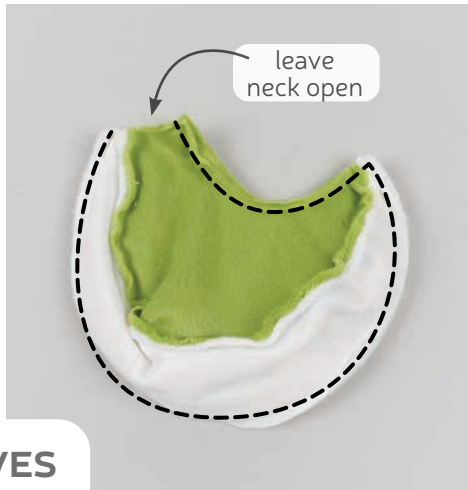
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16. SEW THE BELLY TO THE BODY

- Grab your **BODY** and **BELLY** pieces (F & G). The large outer curve of the body will join to the long inner curve of the belly, but there are also **numbered points** to help with alignment. Look for **points 7 and 8**.
- Align one of the belly pieces with one of the body pieces so **points 7 and 8** match up. You'll have to bend the belly around the body for it to fit.
- Sew the belly to the body from **point 7 to 8**. Repeat this again with your other body and belly pieces so you have two sides.

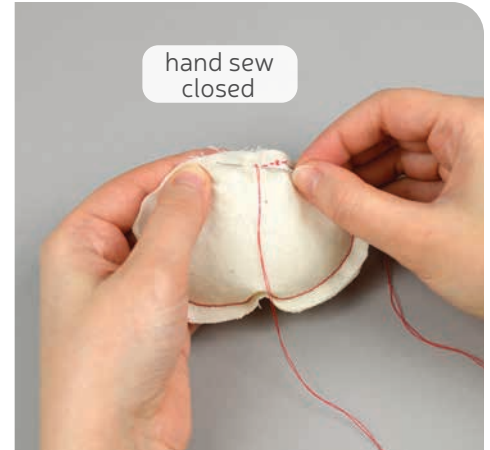
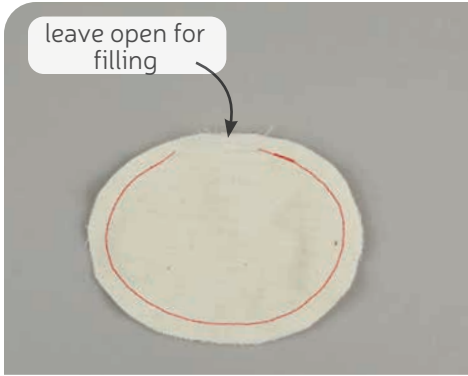


17. SEW THE BODY HALVES

- Take both of your body halves and align them with right sides facing and the raw edges matching up.
- Sew the pieces together all around the back and belly. Leave the neck edge at the top open. This is the short curved edge with **point 7** at the top.
- Trim the excess seam allowance at the tip of the tail to reduce bulk.

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18. SEW THE POLY PELLETT POUCH

- Grab your **POLY PELLETT POUCH** pieces. If you haven't already, transfer the opening for filling markings found on the paper pattern for the pellet pouch. Take two matching pieces and align them together (either way facing; doesn't matter). Sew around the perimeter of the piece, leaving an opening as indicated by the markings.
- Fill the pouch with poly pellets. I like to use a spoon for this, but some people prefer a funnel.
- Once you've finished, thread a hand sewing needle and stitch the opening closed with a whip stitch or back stitch. You can also sew it by machine, but go very slowly or just use the hand wheel. Sewing over a pellet will very likely break a needle.



19. BEGIN STUFFING THE BODY

- Grab your body from before and turn it right side out.
- Begin stuffing the body by getting small bits of stuffing in the tail so it stays looking pointy and doesn't deflate later.
- Next, insert the poly pellet pouch into the plush through the neck opening.
- Nestle the pouch into the back of the plush, near the tip of the tail. This will help balance the plush and insure that it sits upright.



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20. ATTACH THE HEAD



- a.** Finish stuffing the rest of the plush. Work the stuffing around the poly pellet pouch and work your way up to the neck. Be sure to stuff firmly so there are no wrinkles near the seams and it looks round and not lumpy.
- b.** Make sure you've stuffed your body all the way up to the neck with stuffing. This will ensure that the head isn't floppy. Grab a hand sewing needle and knot the end. Sew a gathering stitch around the opening of the neck.
- c.** Pull at the thread to tuck in the edges of the neck so you have a flatter surface to attach the head.

GATHERING:

The process of shortening the length of a piece of fabric by sewing long stitches through it. When the thread is pulled, it forms small folds that ruffle the fabric.

GATHERING STITCH:

A long version of the running stitch, which is a stitch done by weaving the needle in and out of a length of fabric going along a line. The long stitches (about 1/4"-1/2" long) gather the fabric when pulled later.



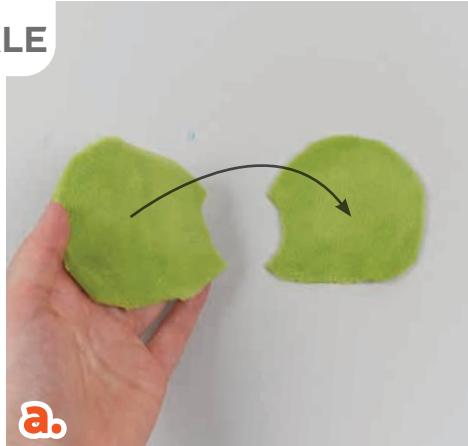
- d.** Grab your head from before and align it onto the neck. The **opening for turning** is centered over the neck. Make sure the head is facing forward and prepare to attach it.
- e.** Secure the head to the neck first with a long ladder stitch. Take a stitch into the center back seam of the head, then take another into the center back seam on the body. Continue taking 1/2" long stitches from the head to the body all the way around the neck. When complete, check that you like the placement and it hasn't become crooked or twisted.
- f.** When you like the result, sew around the head again with tinier, neater stitches the second time for a stronger finish.

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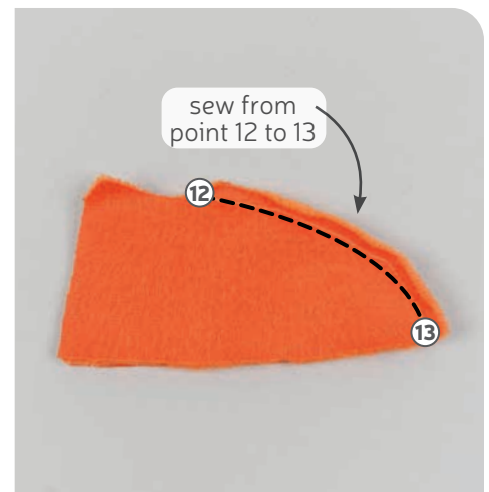
21. SEW THE LEG & ANKLE

- a. Grab your **LEG** pieces (H). Take two of them and align them with right sides facing and the raw edges matching up.
- b. Sew the pieces together along the top edge for now (we'll finish the seam later). Look for the **numbered points** for help. Start at **point 10** and stop about 2" away.
- c. Now grab your **ANKLE** piece (I). Open up the leg pieces and the curved edge with the seam will now line up with the ankle. You can also follow **points 9 and 10** on the paper pattern for help. Make sure right sides are facing and pin the fabrics together.
- d. Sew the leg to the ankle from **point 9 to 9** with **point 10** in the middle. Repeat with your other ankle and leg pieces for two legs total.



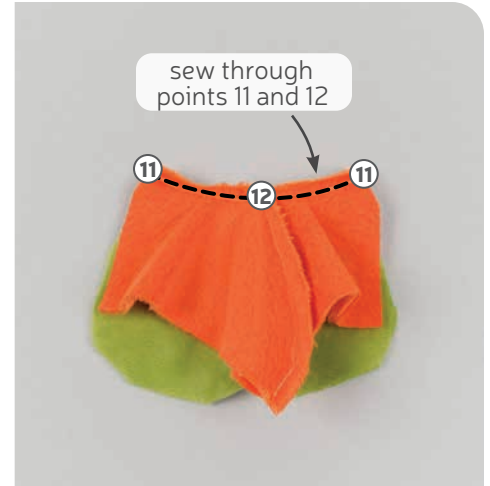
22. SEW THE SHOE

- a. Grab your **SHOE** pieces (J). Take two and align them with right sides facing and the raw edges matching up.
- b. Sew the pieces together along the front curved edge. This is the edge marked with **points 12 and 13** on the paper pattern. Repeat this with your other shoe pieces for two total.



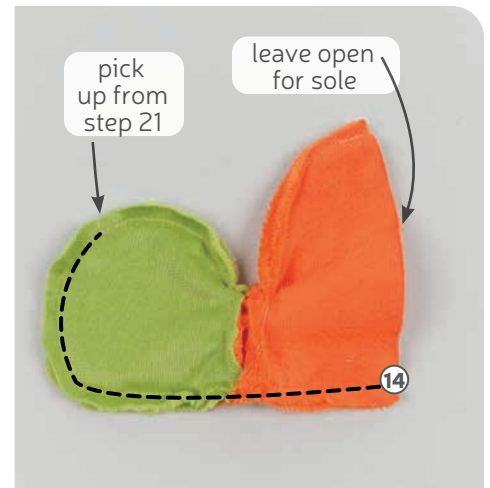
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23. ATTACH THE SHOE

- Grab your shoes as well as your leg/ankle from before. We're going to attach the ankle to the inner curve of the shoe. But you can also line up the **numbered points** for help with alignment. Look for **points 11 and 12**.
- Bend the curve of the shoe to fit around the straight edge of the ankle. Make sure right sides are facing and **points 11 and 12** match up. Pin the fabrics together.
- Sew the shoe to the ankle from **point 11 to 11** with **point 12** in the middle. Repeat this another time with your other leg and shoe pieces for two total.



24. FINISH THE LEG

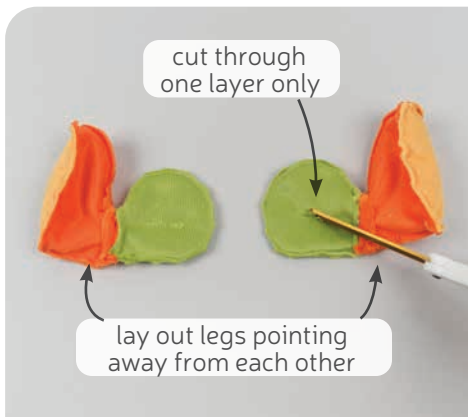
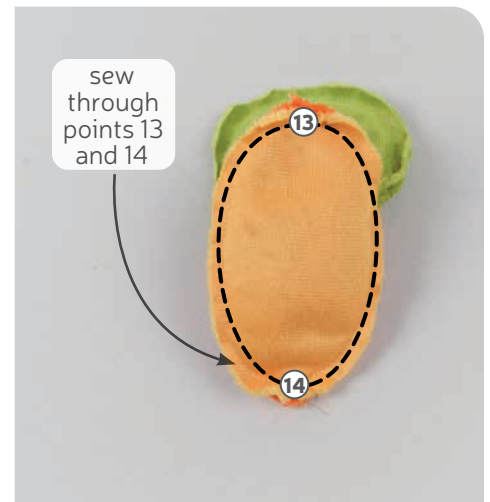
- Open up the seam from the previous step and now the shoe, ankle, and leg should all be attached.
- Align the right sides of the leg once again and also line up the shoe. The outer edges of the leg, ankle, and shoe should match up.
- Pick up where you left off sewing the leg in step 21. Then sew around the leg and down the shoe. Stop at the bottom corner at **point 14**. This should leave the end of the shoe open for the sole later. Repeat this once more with your other leg for two total.

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25. ATTACH THE SOLE

- Grab your **SHOE SOLE** pieces (K). The open end of the shoe and leg from the previous step will join around the sole. But you can also look out for the **numbered points** for help with alignment. Find **points 13 and 14**. Match up **points 13 and 14** with the raw edges aligned. Make sure right sides are facing and pin the fabrics together.
- Sew the shoe to the sole around the shape through **points 13 and 14**.



26. TURN & STUFF THE LEGS

- To turn the legs, cut a short slit into the **LEG** piece in the middle. Make sure you cut through one layer of the fabric only. You can find a **cutting guide** on the paper pattern for extra help. Also make sure to cut the opening on opposite sides for each leg. It helps to have them both in front of you and pointing in opposite directions when you make the cuts.
- Turn the legs right side out through the openings you cut.
- Stuff the legs semi-firmly with stuffing. The shoes usually need a lot so they look firm and round. The legs won't need quite as much since they'll be attached to the body next.

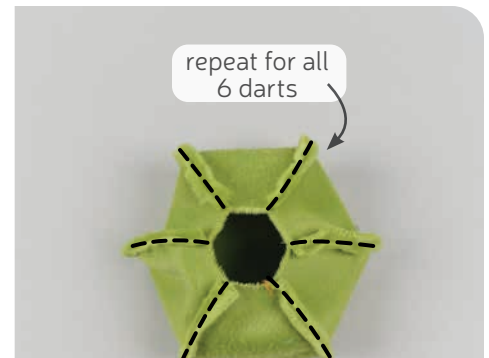
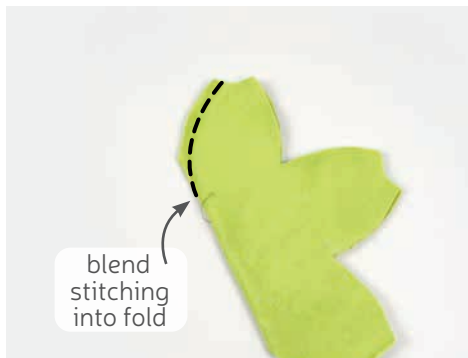
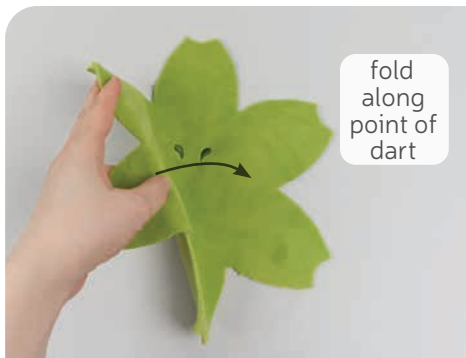
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27. ATTACH THE LEGS



- a.** Grab your legs and align them on the sides of your body. Make sure the cut sides are facing the body. You can use the **stitching guides** found on the paper pattern for joining them together.
- b.** It helps to check from the side to make sure the legs and shoes even with the bottom of the body. That way your Yoshi will sit nice and flat.
- c.** Ladder stitch the legs in place by taking a stitch into the guide on the body then going across and taking a stitch into the guide on the leg. Along the top, it helps to stitch just outside of the leg seam from step 24.
- d.** When you get near the belly, you'll be stitching on the inside of the leg. Repeat this for both legs -- one on each side of the body.

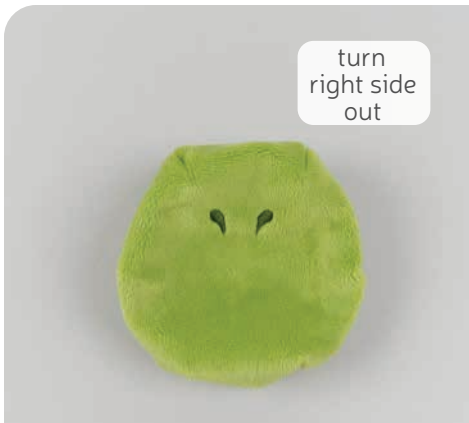


28. SEW THE NOSE DARTS

- a.** Grab your **NOSE** piece (M). This piece has several **darts** all around the outside. We're going to sew it similar to previous **darts**. Start by folding the fabric along the point of the **dart** so the slanted edges match up.
- b.** Sew from the opening of the **dart** into the fold of the fabric. Try to blend your stitching into the fold for a smooth transition and a rounder finish to the plush.
- c.** Repeat this with all six **darts** around the nose. When complete, they should make something like a sphere with an opening in the back.

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29. ATTACH THE NOSE

- Turn your **NOSE** (M) right side out. Stuff it firmly with stuffing, making sure there are no wrinkles near the **darts**.
If your fabric is very stretchy, the nose opening might get very wide. For insurance you can use a gathering stitch like back in step 20 to close it up a little.
- Take your stuffed nose and align it over the face of your Yoshi. The opening of the nose is placed about $\frac{1}{4}$ " beneath the eye seam, but you can also use the **placement guides** on the paper pattern on the **HEAD FRONT** (C) for extra help. Make sure the nose is placed so the nostrils are centered along the top.
- When placed correctly, the nose should partially obscure the bottom of the eyes so they look like they're peeking out from behind the nose.
Ladder stitch the opening of the nose to the head front using the **placement guides**.



30. SEW THE ARMS

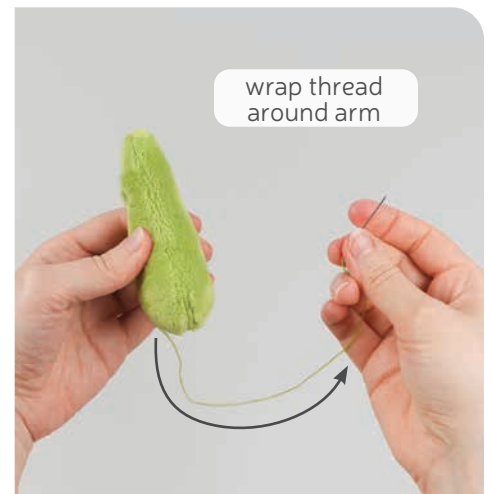
- Grab your **ARMS** (L). Take two of them and align them with right sides facing and the raw edges matching up.
- Sew the pieces together all the way around the piece.
- Trim the excess seam allowance around the curves of the arms to reduce bulk. Repeat this once more with your other arm pieces for two total.

sew desu ne?

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31. CLIP & TURN THE ARMS

- a. To turn the arms, cut a short slit into the back of the arm near the shoulder area. But you can also find a **cutting guide** on the paper pattern for extra help. Be sure to cut through one layer of the arm fabric only.
- b. Turn the arm right side out through the opening you've cut. Repeat once again with your other arm for two total. Stuff the arms semi-firmly with stuffing using the opening you cut.



32. START THE ARM NEEDLE SCULPTING

→ Next, we're going to use needle sculpting to create the fingers. These are lines hand-stitched into the outside of the arm. Grab the longest hand sewing needle you have. Thread it with heavy duty thread. If you don't have heavy duty thread, you can also double-over your all-purpose thread. Knot the end of the thread.

- a. Begin by transferring the **stitching lines** onto the arm. Follow the **stitching lines** found on the paper pattern for the arm and transfer them onto both sides.
- b. Take your needle and insert it into the opening of the arm, then bring the needle out at the top of one of the **stitching lines**.
- c. Pull the needle out and pull the thread through. Now bring your needle and thread to the other side of the arm so the thread loops around the end of the hand.

NEEDLE SCULPTING:

A form of shaping on a finished plush using thread to pull in and contour areas of an otherwise smooth surface. Because it is done from the outside, it counteracts the outward force of the stuffing inside the plush.

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33. FINISH THE ARM NEEDLE SCULPTING



- Insert the needle into the top of the **stitching line** on the other side of the arm.
- Bring the needle out of the arm on the first side, in the same spot you brought it out in step 32. Pull the thread through and allow the thread to wrap around the arm.
- Pull at the thread gently so it squeezes the arm and creates a line for the finger. Don't try to pull too tightly and risk breaking your thread. Repeat the stitch 1-2 more times, pushing the needle through the arm until you have the definition you like.
- To move onto the next finger, stick the needle into the top of the sculpting line as before, but instead bring it out at the top of the other **stitching line**. Repeat as before to needle sculpt the finger. Repeat this all once more for both arms.

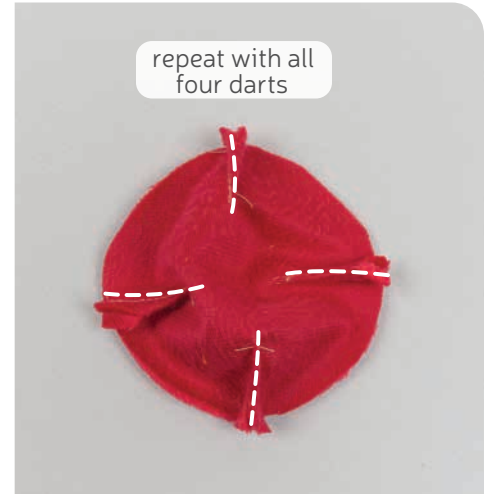
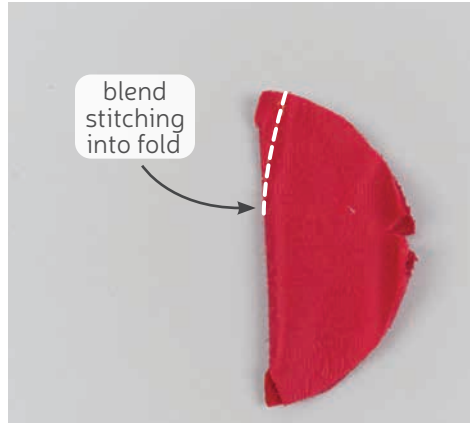


34. ATTACH THE ARM

- Take your **ARM** and align it onto the body of your plush. Here it's placed about 1" above the **LEG** and right below the neck seam. It just barely overlaps the belly and body seam. There's also a **placement guide** on the paper pattern for extra help.
- Ladder stitch the arm to the body. Along the top shoulder area, you'll want to sew just outside of the arm seam (from step 30).
- For the underside of the arm, you'll have to flip it up and sew underneath. Sew around the cut you made back in step 31. Repeat this for both of your arms so they're both secured.

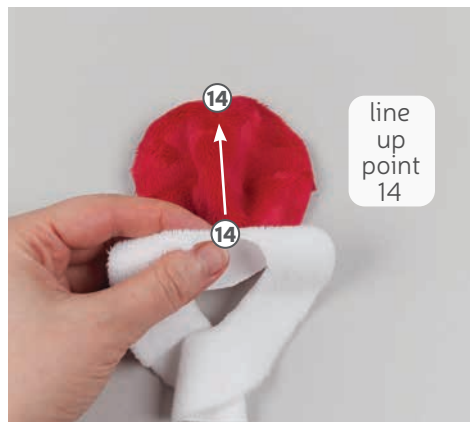
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35. SEW THE SHELL DARTS

- Grab your **SHELL** piece (N). This piece has several **darts** all around the outside just like the cheeks and nose from before. We're going to sew them the same way, starting by folding the fabric along the point of the **dart** so the slanted edges match up.
- Sew the **dart** from the opening into the fold of the fabric so it makes a smooth transition and a rounder finish to the plush.
- Repeat this with the other three **darts** so you have four total for the shell.



36. ATTACH THE OUTER SHELL

- Grab your outer **SHELL** piece (O). We're going to attach the inner opening of the outer shell around the outer edge of the shell piece.
- To get it started, take the inner edge of the shell at **point 14**. Line it up with **point 14** on the shell so right sides are facing and pin the fabrics together. Repeat this on the other side, lining up **point 15** in the same manner. Then line up the edges the rest of the way all the way around.
- Sew the shell to the outer shell all the way around the edge.

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37. ATTACH THE BACK OF THE SHELL

- Open up your shell pieces and they should look something like the first photo.
- Grab your **SHELL BOTTOM** piece (P). Align it with the shell you have so far so the right sides are facing and the outer edges match up.
- Sew the shell bottom to the outer shell all the way around the circle.

38. TURN & TOP STITCH THE SHELL

- To turn the shell right side out, cut a short slit into the **BOTTOM** fabric only (P). Make sure to cut it in the center right beneath the **SHELL** fabric. But you can also find a **cutting guide** on the paper pattern for extra help.
- Turn the shell right side out through the opening you've cut.
Secure the outer shell and bottom by sewing through the layers right into the outer shell seam.
When complete, the outer edges of the shell should be secured together, and the middle of the shell will have an open area for stuffing.



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39. ATTACH THE SHELL

- a.** Stuff your shell through the opening in the back. Stuff it semi-firmly, enough so that it looks nice and round and there are no wrinkles near the darts.

Align the shell over the back of your Yoshi. It should center very nicely in the curve of the back, but there are also **shell placement lines** you can find on the

body paper pattern for extra help.

- b.** Ladder stitch the shell to the back by folding up the edge of the outer edge of the shell and ladder stitching it to the back. Use the **stitching line** from step 38 as a guide.



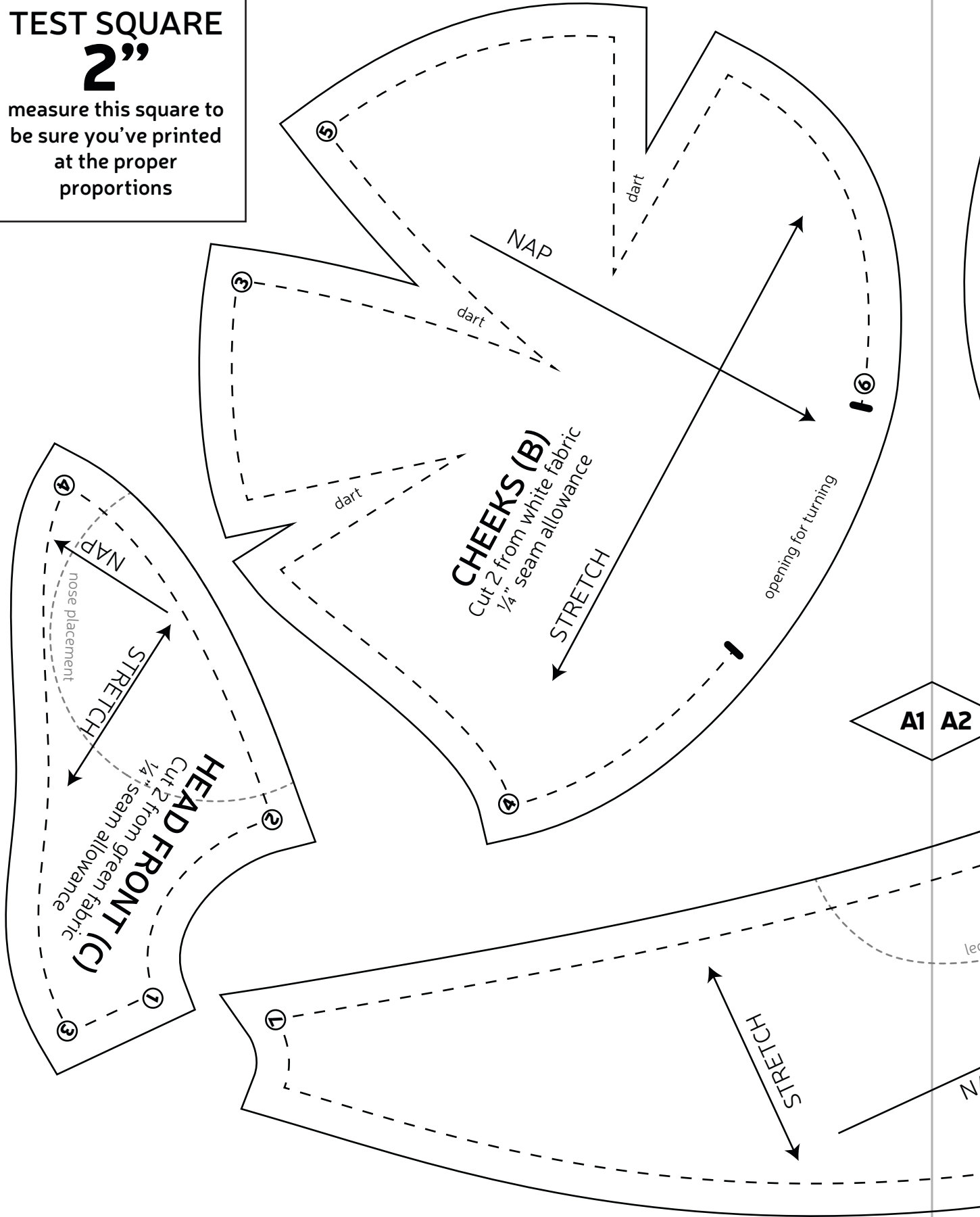
CONGRATS!
This completes
your plush! Now
give it a big hug!

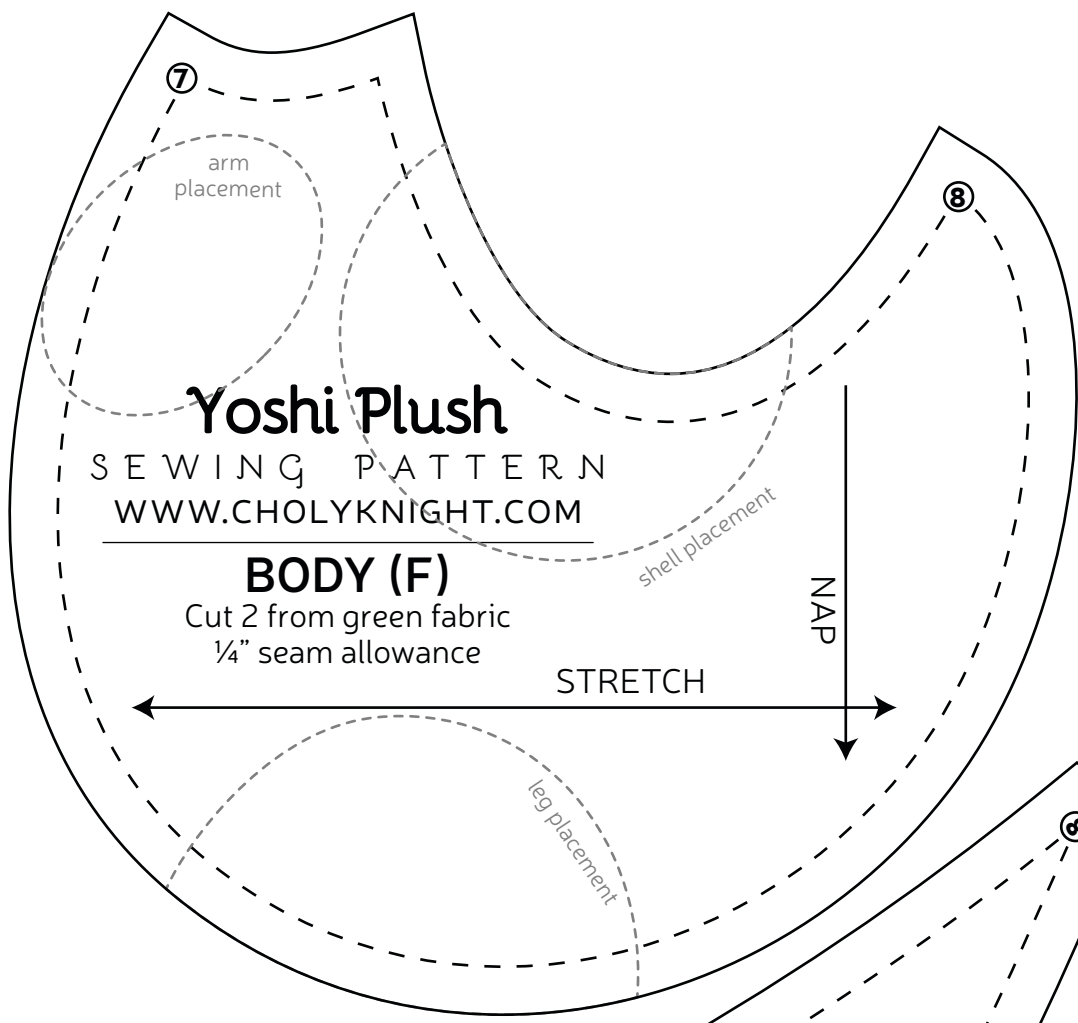
sew desu ne?

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TEST SQUARE 2"

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





Yoshi Plush

SEWING PATTERN
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BODY (F)

Cut 2 from green fabric
1/4" seam allowance

STRETCH

NAP

arm placement

shell placement

leg placement

A1 A2

Yoshi Plush

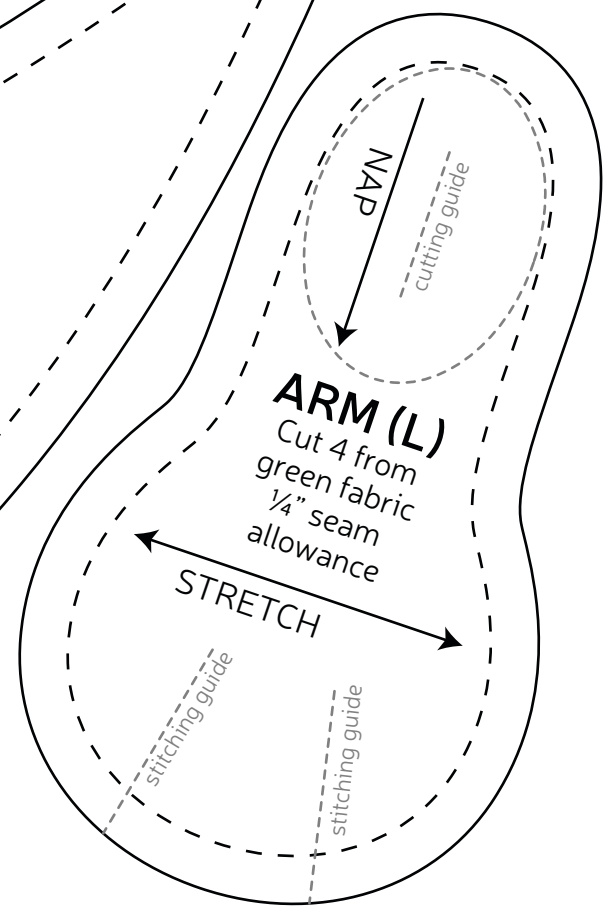
SEWING PATTERN
WWW.CHOLYKNIGHT.COM

BELLY (G)

Cut 2 from white fabric
1/4" seam allowance

leg placement

NAP



ARM (L)

Cut 4 from green fabric
1/4" seam allowance

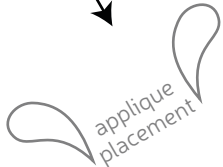
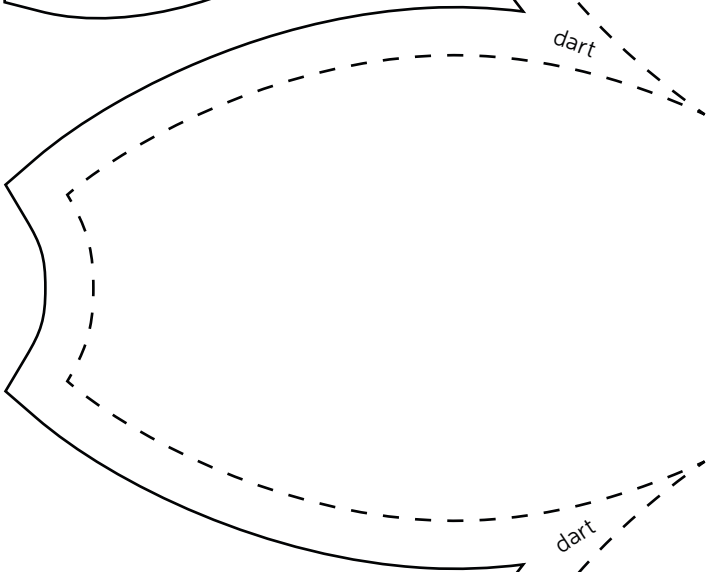
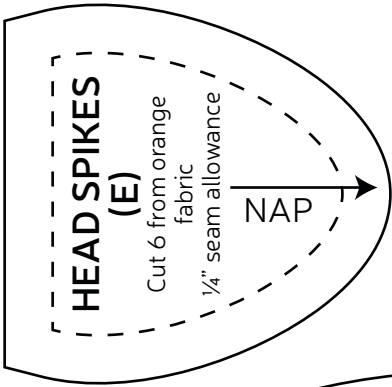
STRETCH

NAP

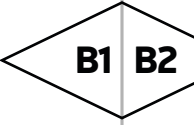
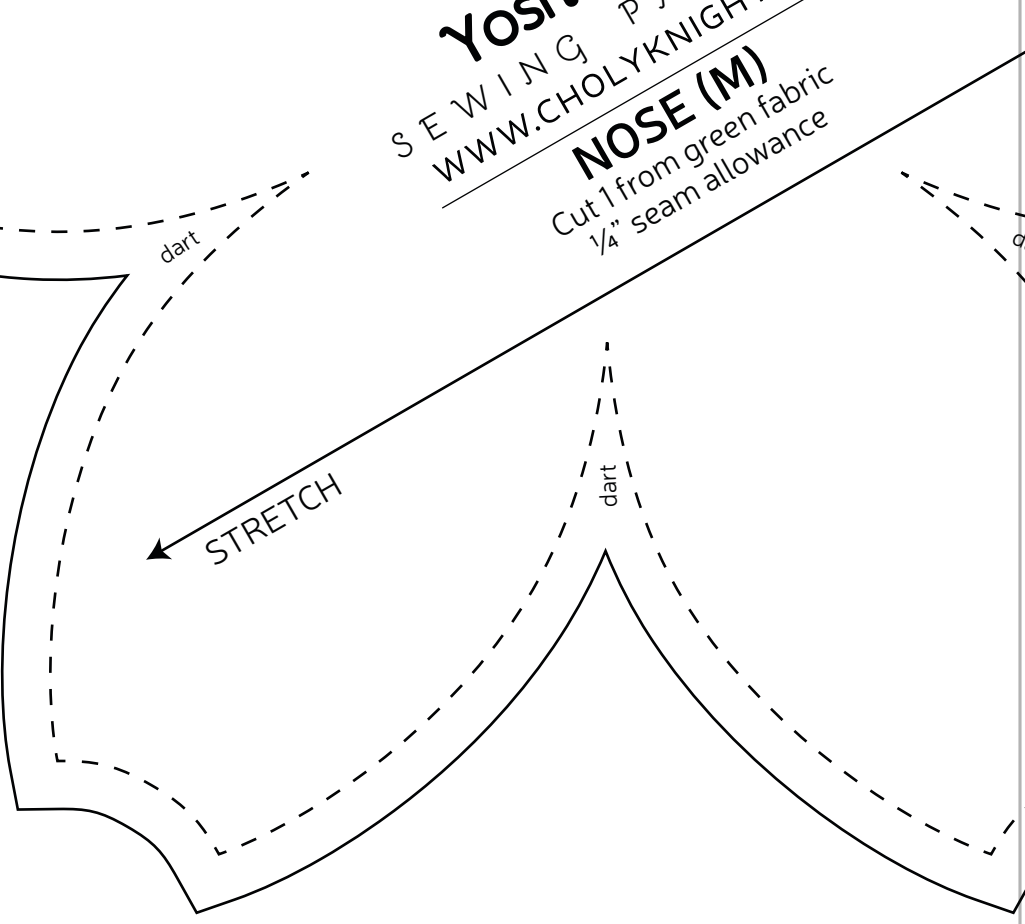
cutting guide

stitching guide

stitching guide



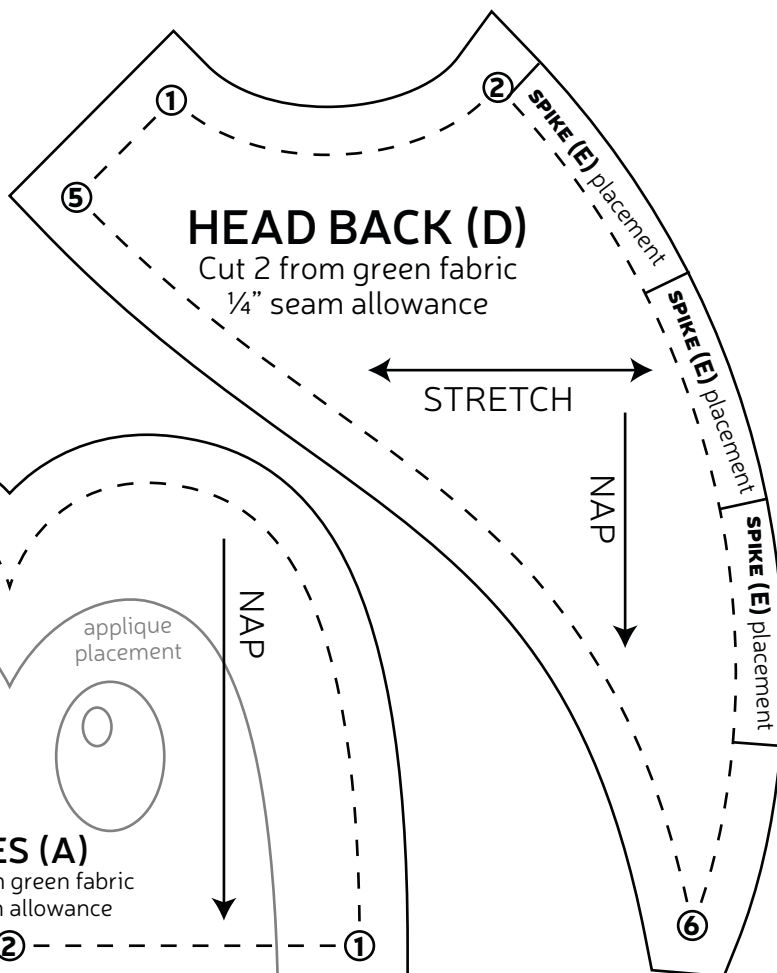
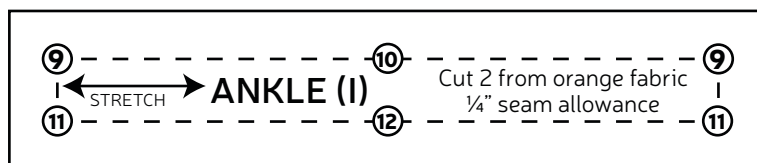
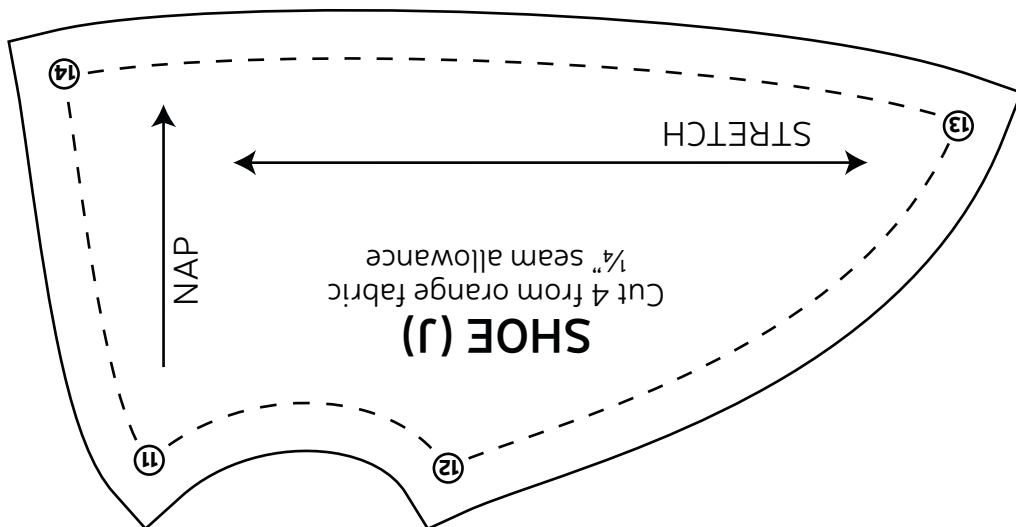
Yoshi Plush
SEWING PATTERN
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NOSE (M)
Cut 1 from green fabric
1/4" seam allowance



B1 B2

dart

dart



Yoshi Plush

SEWING PATTERN
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cutting guide

SHELL BOTTOM (P)

Cut 1 from white fabric
1/4" seam allowance

NAP

STRETCH

SOLE (K)

Cut 2 from yellow fabric
1/4" seam allowance

NAP

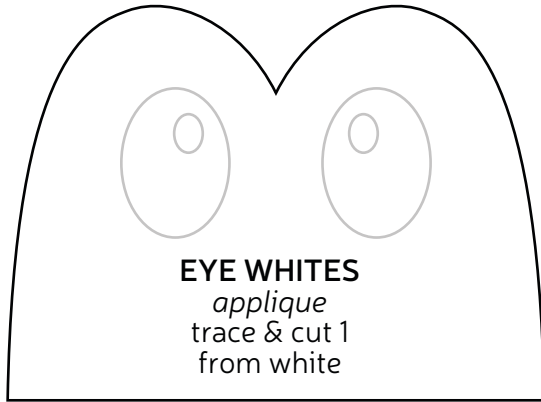
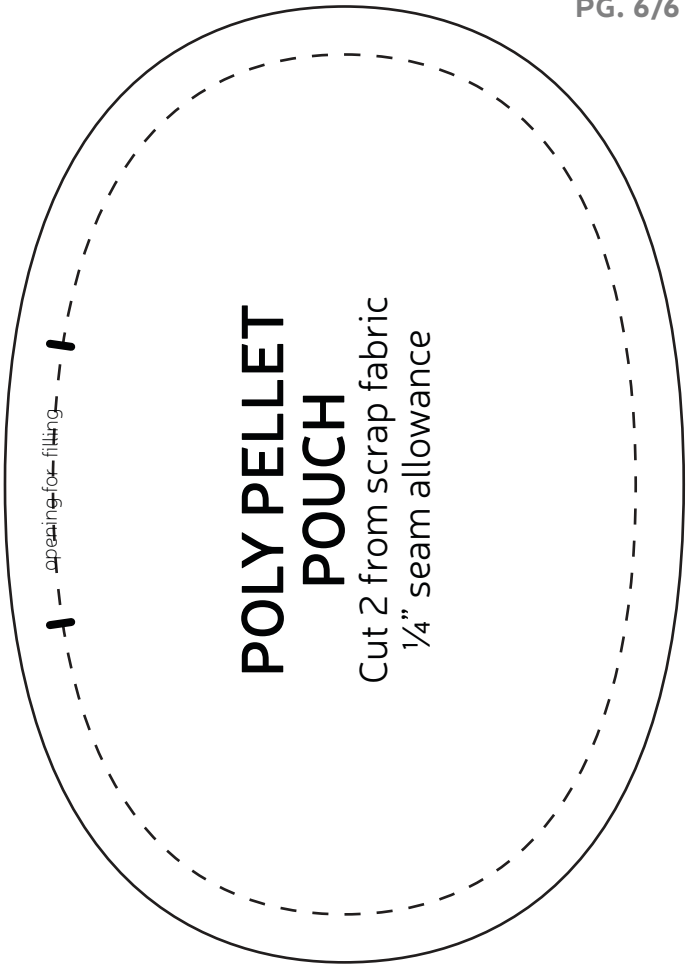
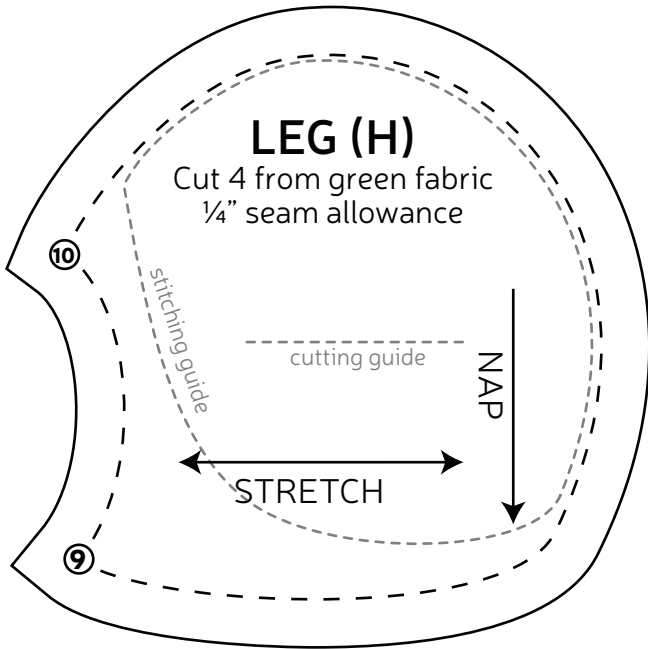
STRETCH

OUTER SHELL (O)

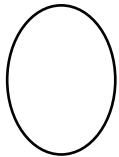
Cut 1 from white fabric
1/4" seam allowance

NAP

STRETCH



PUPILS
applique
trace & cut 2
from black



EYE SHINES
applique
trace & cut 2
from white



NOSTRILS
applique
trace & cut 1 each
from black

