STARDEW VALLEY CHICKEN

CHICKEN & ROOSTER PLUSH SEWING PATTERN HACK



a free sewing pattern by











STARDEW VALLEY CHICKEN PLUSH PATTERN HACK

This pattern hack is meant to work alongside my **CHICKEN & ROOSTER PLUSH SEWING PATTERN**. It is a set of extra templates that replaces the **CHICKEN** beak, comb, wings, and tail feathers from the original pattern. And all together you can make a chicken that more resembles the ones from Stardew Valley, the adorable country living and farming RPG. Inside you'll find a guide for sewing the new beak, comb, wings, and tail and how they're incorporated into the original pattern.



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DIFFICULTY:



This variation of the **CHICKEN & ROOSTER PLUSH** takes about the same amount of time as the original. It is perhaps a little faster because these chickens don't have wattles.

SKILLS USED:

- Fusible web applique
- Curved sewing
- Ladder stitch
- Sewing small pieces
- Matching notches and points
- Darts
- Gathering; gathering stitch

MAKES:

ONE PLUSH: about 8" tall, 7" long (not including beak), and 6" wide from each side of body.

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.

MATERIALS & TOOLS:

- ½ yd. of main fabric
- 1/8 yd. of accent fabric for feet and beak
- 1/8 yd. (or 3" x 4") of accent fabric for comb
- 6" x 10" of scrap fabric for poly pellet pouch
- 3" x 3" of light or heavy duty fusible web
- BASIC CHICKEN EYES:
 - 2" x 2" of brown or black applique fabric for eyes
 - 2" x 2" of white applique fabric for eye shines
- VOID CHICKEN EYES:
 - 2" x 2" of red applique fabric for eyes
- 2" x 2" of black applique fabric for eyebrows
- sewing thread to match main fabric and applique fabrics
- poly-fil stuffing
- poly pellets
- spoon or funnel for filling poly pellets
- basic sewing tools (sewing machine, scissors, iron, needles, pins, fabric marker, seam ripper)

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 CUTTING GUIDE:

Follow the cutting guide below for what colors to cut from the **CHICKEN** pattern pieces from the original **CHICKEN** & **ROOSTER PLUSH PATTERN**. First are the original pieces, then down below are the new pattern hack pieces for the new beak, comb, wings, and tail feathers.

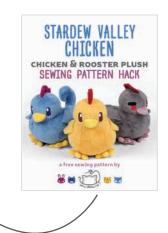
The new pieces have the same letter as the original, but a new prefix: **SD FOR STARDEW**. For example the **wing (E)** has been changed to **SD-E FOR STARDEW**.

PATTERN LABEL	NAME	WHITE, BROWN, OR GOLD CHICKEN	BLUE CHICKEN	VOID CHICKEN	
	ORIGINAL	PATTERN	PIECES		
A	HEAD FRONT	WHITE, BROWN OR GOLD	BLUE	DARK GRAY	
В	HEAD BACK	WHITE, BROWN OR GOLD	BLUE	DARK GRAY	
С	BODY SIDE	WHITE, BROWN OR GOLD	BLUE	DARK GRAY	
D	UPPER SIDE	WHITE, BROWN OR GOLD	BLUE	DARK GRAY	
F	BELLY	WHITE, BROWN OR GOLD	BLUE	DARK GRAY	
G	UPPER FOOT	YELLOW	GOLDENROD	DUSTY ROSE	
Н	LOWER FOOT	YELLOW	GOLDENROD	DUSTY ROSE	
	POLY PELLET POUCH	SCRAP FABRIC	SCRAP FABRIC	SCRAP FABRIC	
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PATTERN HACK PIECES

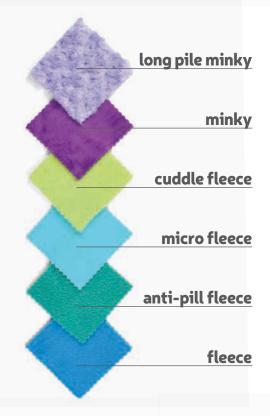
SD-E	WING	WHITE, BROWN OR GOLD	BLUE	DARK GRAY
SD-J	BEAK	YELLOW	GOLDENROD	DUSTY ROSE
SD-K	СОМВ	RED	MAGENTA	DARK RED
SD-L1	FLAT TAIL FEATHER	WHITE, BROWN OR GOLD		DARK GRAY
SD-L2	CURLED TAIL FEATHER		BLUE	



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fabric comparison:





SUGGESTED MAIN 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.





VS.

FELT

MINKY

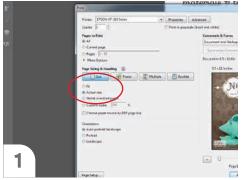
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PRINTING THE PATTERN:

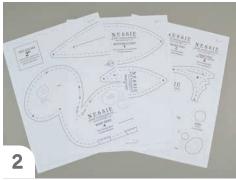
Set your computer to print **PAGES 16-17.**

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.



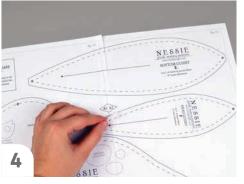
At the print dialog box, check the box that says print at "Actual Size" or 100%. Any other selection (such as "Fit to page") will distort the pattern so it's slightly larger or smaller and we don't want that.



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.



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.



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.



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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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.



a.

Use the new applique templates found on page 17 to replace the **eyes** from the original **CHICKEN & ROOSTER PLUSH PATTERN**.

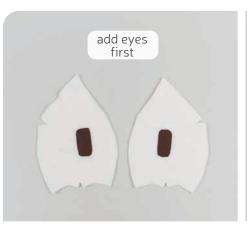


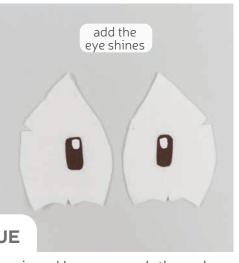




- **a.** Grab your fusible web and applique templates. Trace the pieces for the eyes of your chicken. You have your choice of the **BASIC EYES** or **VOID CHICKEN EYES**. Here we're building the **BASIC EYES**. You should have:
 - eyes (2, black or brown)
- eye shines (2, white)
- **b.** Fuse the bumpy (adhesive) side of the fusible web onto the applique fabrics.
- **c.** Cut out your applique pieces and grab your **HEAD FRONT** piece (A). Grab the **eye** applique piece. Set your paper pattern on top of the head front 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.

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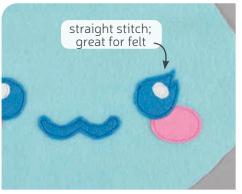


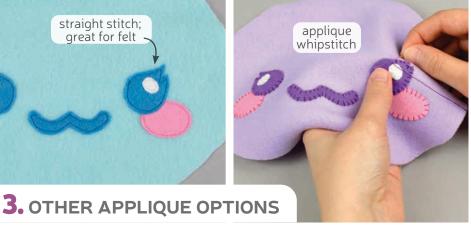
2. SEW THE EYE APPLIQUE

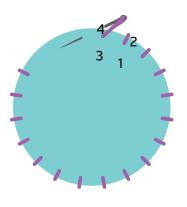
- a. Fuse the applique pieces with your iron. Use a press cloth, such as a scrap piece of cotton. This will help protect any polyester or fuzzy fabrics from melting or scorching.
- **b.** Add the **eye highlight** pieces next. Use the paper pattern and photos as a placement guide.
- **c.** If you're making the **VOID CHICKEN** eyes, they should look something like the third photo.

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.







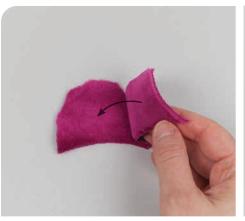
- a. Other good options for applique include a straight stitch, which involves sewing around the edge of the applique pieces with a straight stitch using matching thread -- about 1/8" in from the edge.
- **b.** You can also applique by hand; I prefer a whipstitch. Thread a hand-sewing needle with some 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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Refer to steps 4-5 from the original **CHICKEN & ROOSTER PLUSH PATTERN** to sew the head darts and side seams. Refer to the original for more detailed instructions, but here is a brief overview:

- **STEP 4:** sew the **HEAD FRONT** (A) side and bottom darts.
- **STEP 5:** sew the **HEAD BACK** (B) side and bottom darts. Then attach the head front to the back at the sides.
- Stop here to sew and baste the new **COMB** (SD-K). This will replace steps 6-7.







4. SEW & BASTE THE NEW COMB

- **a.** Grab your **COMB** pieces (SD-K). Align them with right sides facing and the raw edges matching up.
- **b.** Sew the comb pieces together along the rounded edges. Leave the slightly curved edge free for turning the piece right side out later.

 Trim the excess seam allowance around the inner corners and outer curves. This will help the piece turn more cleanly.
- **c.** Follow the instructions from step 7 of the original **CHICKEN & ROOSTER PLUSH PATTERN** for help with basting the new comb to the head side.

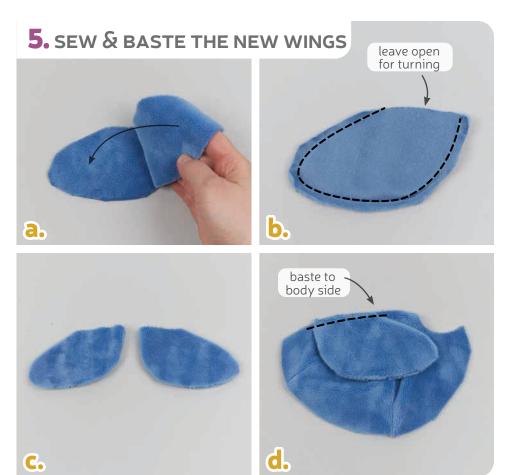


- Continue with step 8 from the original **CHICKEN & ROOSTER PLUSH PATTERN** to finish sewing the head.
- Continue with step 9 to sew the body darts.
- Stop here to sew the new **wings** (SD-E). This will replace step 10.

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- a. Grab your **WING** pieces (SD-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 curved edge. Leave the straight edge free for turning the piece right side out later.
- c. Turn the wing right side out then repeat the process with your other wing pieces for two total.
- d. Center the wing onto
 the body side and baste
 it in place. Refer to the
 instructions from step 11
 of the original CHICKEN &
 ROOSTER PLUSH PATTERN
 for help with basting the new
 wing to the body side.





- Continue with steps 12-13 from the original CHICKEN & ROOSTER PLUSH PATTERN to sew the UPPER SIDE (D) and join the tail ends.
- Stop here if you're using the new **FLAT TAIL FEATHERS** (SD-L1). The next steps will replace step 14.

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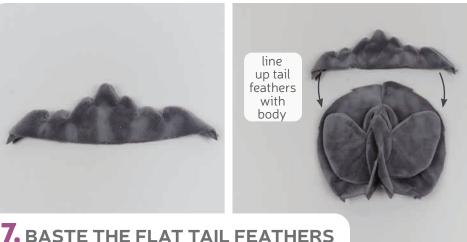






- a. Take your two **TAIL FEATHER** pieces (SD-L1) and align them with right sides facing and the raw edges matching up.
- **b.** Sew the pieces together along the curved edges. Leave the straight edge free for turning the piece right side out.
- c. Clip the seam allowances around any tight corners and curves of the tail feathers. Trimming around the outer corners and curves will help reduce bulk. Meanwhile clipping the seam allowance at the inner corners and curves will help increase flexibility in those areas and the piece will turn more cleanly.







- a. Turn the tail feathers right side out and define the points with a chopstick or similar turning tool.
- b. Refer back to step 15 from the original CHICKEN & ROOSTER PLUSH SEWING PATTERN. This will show how to line up the tail feathers with the body.
- c. Line up the tail feathers with the body and pin the fabrics together. Baste the tail feathers to the body within the seam allowance.

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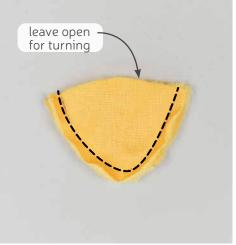


Continue with **STEPS 16 THROUGH 22** from the original **CHICKEN & ROOSTER PLUSH PATTERN** to sew the body and join it to the head. Refer to the original for more detailed instructions, but here is a brief overview:

- **STEP 16:** Sew the belly darts.
- **STEPS 17-18:** Attach the belly to the body.
- **STEPS 19-20:** Attach the head and sew the back.
- **STEPS 21-22:** Stuff and close the body.
- The following steps will replace step 24 from the original pattern.









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

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- a. To close up the beak, use a long ladder stitch to lightly secure it. Take a stitch from one side of the beak then go across and take a stitch on the other side. Continue in this manner all the way down the beak. You can use long basting stitches for this part since the result won't be seen.
 - Closing up the beak this way will give it a flatter shape instead of a round one.
- **b.** Take your beak and align it onto the front of your chicken's face. Align it horizontally between the two eyes, centered near the bottom of the eyes.
- **c.** Ladder stitch the beak to the face along the base. Stitch all the way around the beak.



- Continue with STEPS 25 AND 28 from the original CHICKEN & ROOSTER PLUSH PATTERN to sew and attach the TUCKED FEET.
- Move onto the next step if you're using the CURLED TAIL FEATHERS (SD-L2).

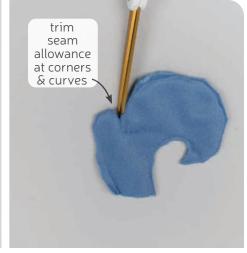
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stardew valley chicken plush



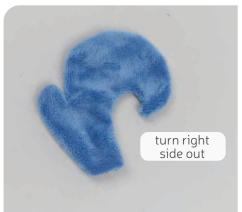






10. SEW THE CURLED TAIL FEATHERS

- **a.** Grab your **TAIL FEATHER** pieces (SD-L2) and align them with right sides facing and the raw edges matching up.
- **b.** Sew the pieces together along the curved edges. Leave the shorter slightly curved edge free for turning the piece right side out.
- c. Clip the seam allowances around any tight corners and curves of the tail feathers. This will help the piece turn more cleanly.







a. Turn the tail feathers right side out and define the points with a chopstick or similar turning tool.

- **b.** Stuff the tail feathers lightly with stuffing. Be sure to get small bits in the tips of the tail so it stays looking pointy and doesn't deflate later.
- c. Grab a hand sewing needle and thread it. Sew a gathering stitch around the opening of the tail all the way around.

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.

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- a. Pull at the thread to cinch the tail closed. Sew a few knots into the center of the tail to hold it closed.
- b. Align the tail onto the back end of your plush so far. The cinched end should be facing the plush and the curled end should point upward.
- **c.** Ladder stitch the cinched end of the tail to the body all the way around to secure.





