

SONIC THE HEDGEHOG PLUSH



a free sewing pattern by



SONIC PLUSH

These instructions will show you how to make the classic video game character turned movie, Sonic the Hedgehog! This lightning fast hedgehog has been around for over 30 years and now has a bunch of movies to show for it. This version leans a little more toward the video game version, and has a large head, small body, skinny arms and legs, and big hands and feet. His head and back are covered with huge distinctive spikes. Altogether this results in a very ragdoll style plush that's floppy and a lot of fun to carry around.

DIFFICULTY:



Unfortunately unlike the character, this project does not go that quickly. He has a few tricky curves with his muzzle, but the rest of the construction is a bit more straightforward. The tough part is all the hand sewing involved, since many of his exaggerated shapes are attached by hand. Get settled in and turn on the Green Hill Zone theme to get through it.

SKILLS USED:

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

MAKES:

ONE PLUSH: about 15" tall from bottom of feet to top of head and 9" tall when sitting. About 5" wide from each side of head (or 9" wide if you count the spikes). About 11" long from tip of nose to back of head spikes.



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MATERIALS & TOOLS:

- 1/2 yd. of blue fabric for main body
- 1/8 yd. of beige fabric for muzzle and arms
- 1/8 yd. of white fabric for gloves and socks
- 1/8 yd. of red fabric for shoes
- 1/8 yd. (or 6" x 5") of gray fabric for shoe soles
- 1/8 yd. (or 4" x 3") of black fabric for nose
- 5" x 4" of yellow felt for shoe buckles
- 5" x 4" of white applique fabric for eye whites

- 3" x 3" of green applique fabric for irises
- 2" x 2" of black applique fabric for pupils and mouth
- 5" x 4" of beige applique fabric for inner ears
- 7" x 7" of light or heavy duty fusible web
- 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:



MINKY

VS.

FELT



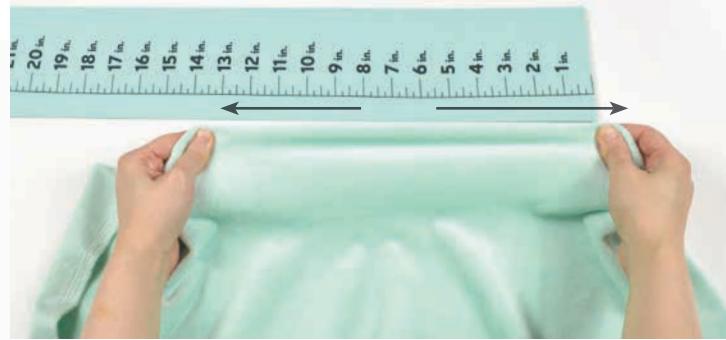
SUGGESTED MAIN FABRICS:

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.

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



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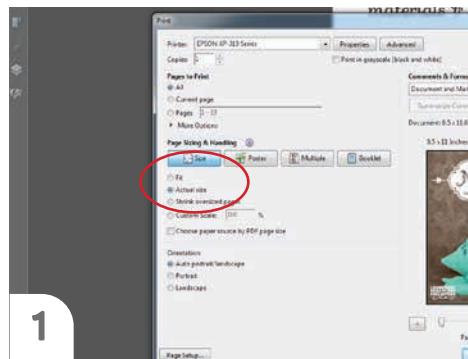
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PRINTING THE PATTERN:

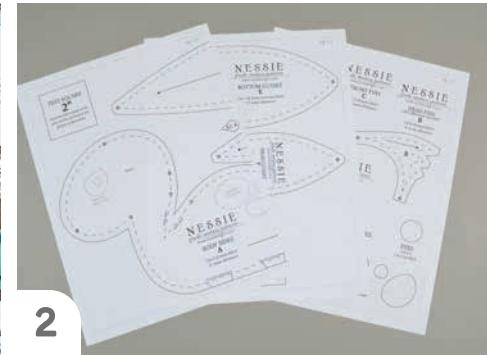
Set your computer to print **PAGES 35-40**.

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 **ADOBRE READER**. That's what is shown here and will give you the most control over the settings.



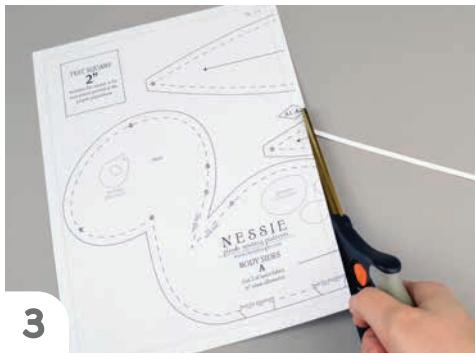
1



2

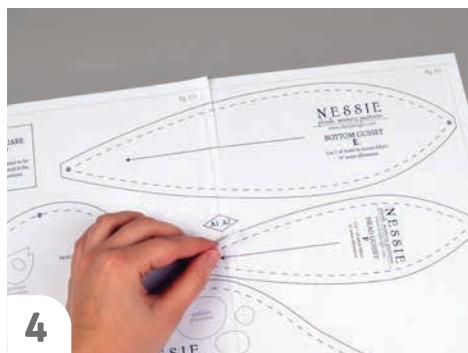
At the print dialog box, check the box that says print at "Actual Size" or 100%. Any other selection (such as "Fit to page") will distort the pattern so it's slightly larger or smaller and we don't want that.

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.



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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CUTTING THE FABRIC:

1



Place pattern on the fabric, and make sure the stretch line matches the stretch of the fabric. The nap line should go in the direction of the fur.

2



Pin the pattern in place, use pattern weights, or trace the outline of the pattern with a washable marker.

3



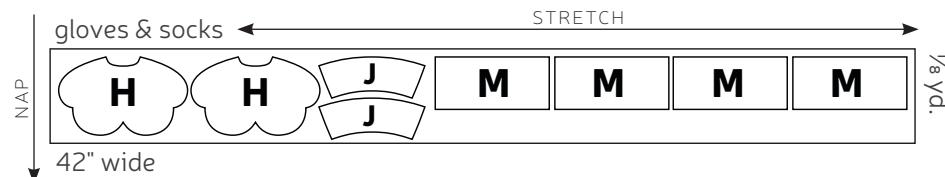
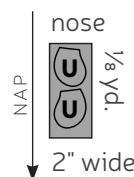
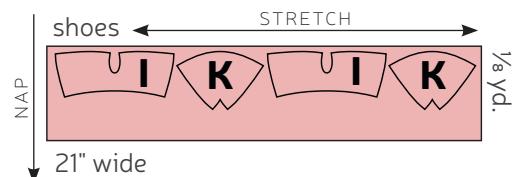
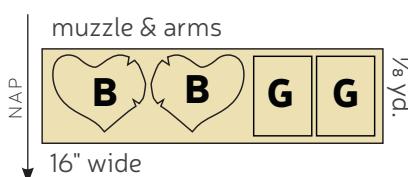
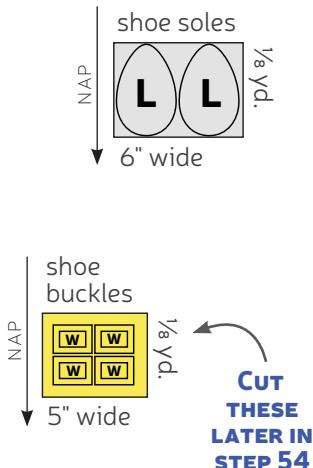
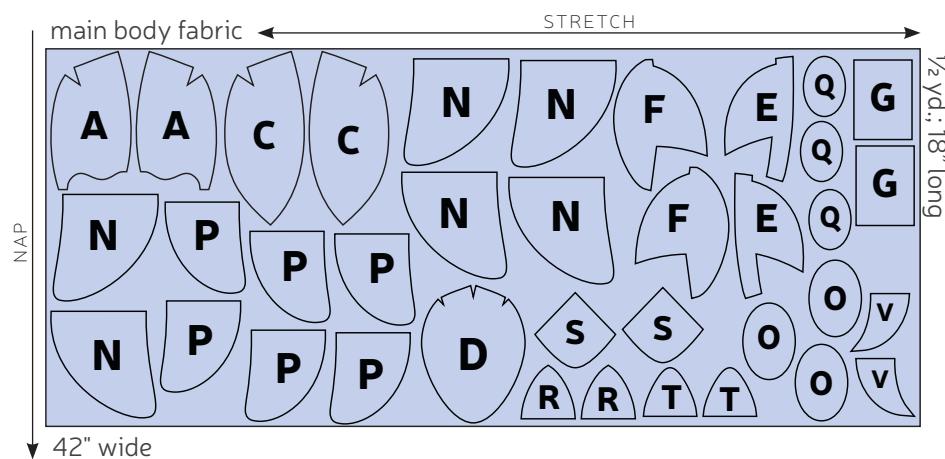
Using the paper as a template, cut out the fabric. Cut the required amount according to the pattern.

4



For all fur fabrics, shake the excess fuzz away.

CUTTING LAYOUT:

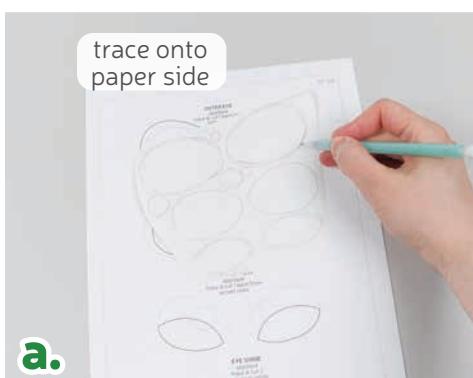


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BEFORE YOU BEGIN:

- 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 $\frac{1}{4}$ " seam allowance is used throughout the project, which is included in the pattern templates.

1. FUSE THE EYE APPLIQUE

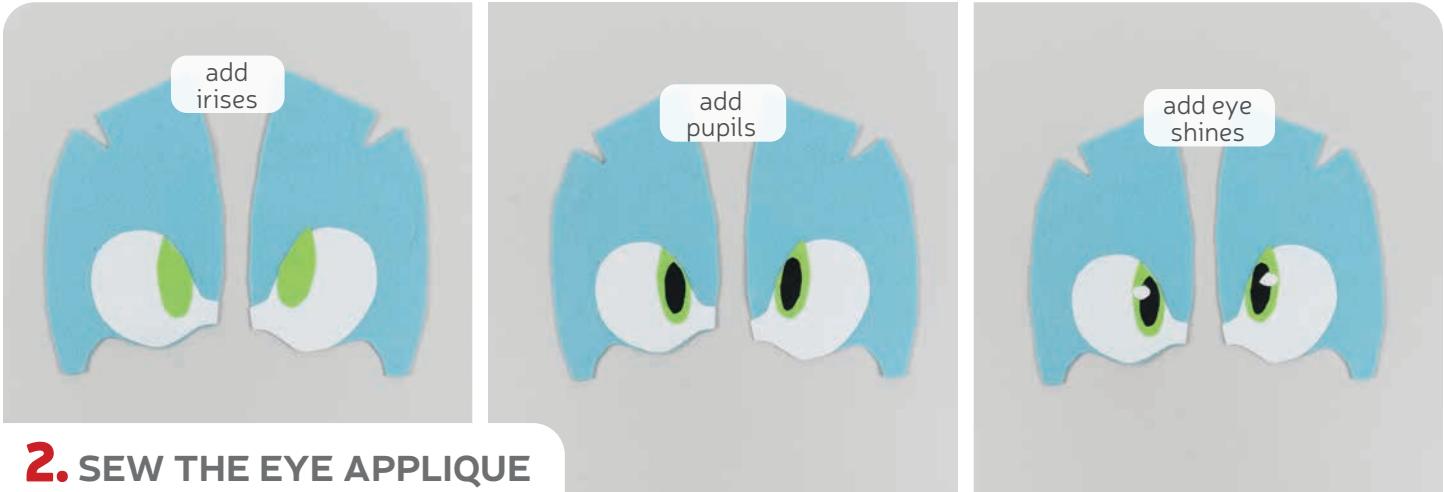


- Grab your fusible web and applique templates. Trace the pieces for the eyes. You should have:
 - **eyes** (2, white)
 - **irises** (2, green)
 - **pupils** (2, black)
 - **eye shines** (2, white)
- Fuse the bumpy (adhesive) side of the fusible web onto the applique fabrics.
- Cut out your applique pieces and grab your **EYE PANEL** pieces (A). Grab the **eye** applique piece. Set your paper pattern on top of the eye panel 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.



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2. SEW THE EYE APPLIQUE

- a. Add the **irises** pieces next. Use the paper pattern and photos as a placement guide.
- b. Next add the **pupils** on top of the **irises**.
- c. Lastly add the tiny **eye shines** on top of the **pupils**.



3. ADD THE REMAINING APPLIQUE

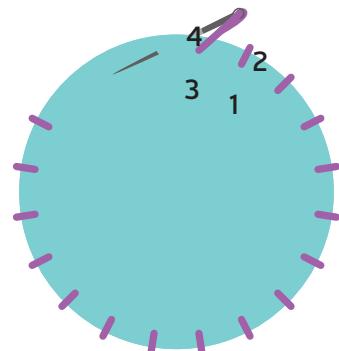
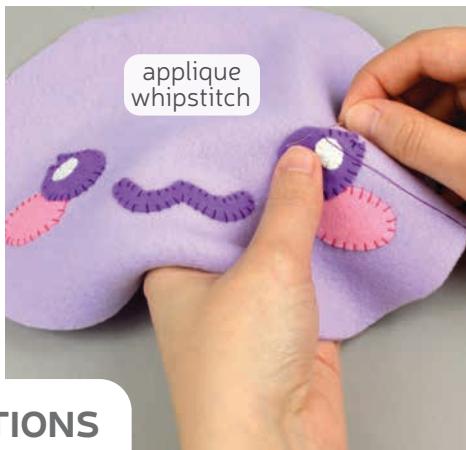
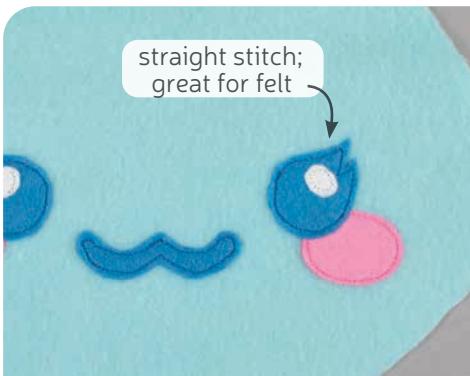
- a. You'll also want to take this time to add the **inner belly** to your **BELLY** piece (D).
- b. Add a **smile** or **frown** to one of your **MUZZLE** pieces (B).
- c. And add **inner ears** to your **EAR FRONT** pieces (R).

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.*

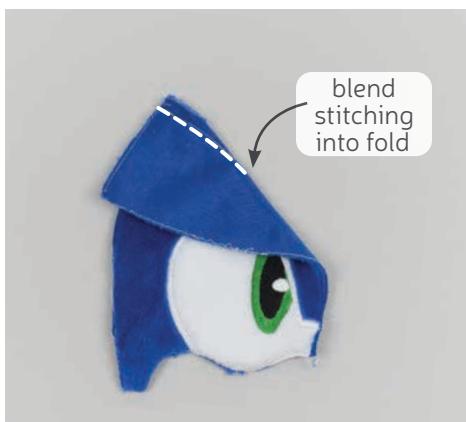
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4. OTHER APPLIQUE OPTIONS

- 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.
- 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.
- 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.



5. SEW THE EYE PANEL DART

- Grab your **EYE PANEL** pieces (A). These pieces have **darts** in the upper corner. This is the small wedge shape labeled on the paper pattern. To sew the **dart**, start by folding it along the point so the slanted edges match up. Make sure right sides are facing and pin the fabrics together.
- Sew from the opening of the **dart** down to the fold of the fabric. Try to blend your stitching into the fold for a smooth transition and a rounder finish to the plush.

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**.

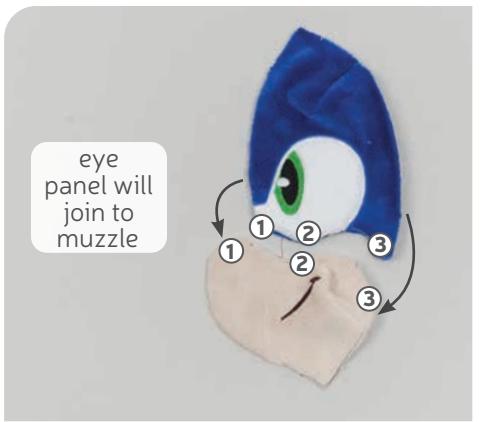
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6. SEW THE MUZZLE DARTS

- Grab your **MUZZLE** pieces (B). These pieces also have **darts** just like the eye panel from before. Sew them the same way by folding the fabric along the point of the **dart** so the slanted edges match up.
- Sew from the opening of the **dart** into the fold of the fabric.
- Repeat this with both **darts** along the side of the muzzle. This will make the puffy cheek later. Then repeat this again with your other muzzle piece so you have four sewn **darts** total.



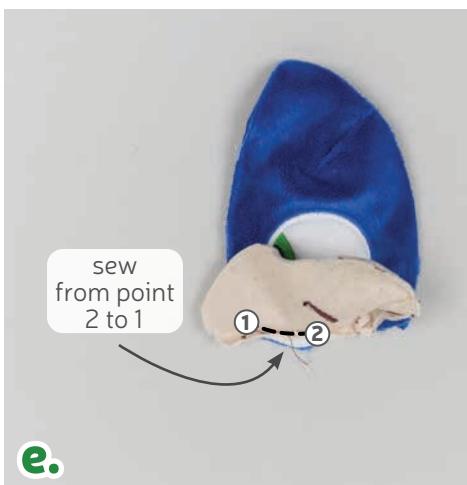
7. PREP THE EYE PANEL & MUZZLE

- Grab your **EYE PANEL** (A) and **MUZZLE** pieces (B). These pieces will join together along the curved edges. But you can also look for the **numbered points** for help with alignment. Look for **points 1, 2, and 3**. Advanced sewers could do this all in one go, but we're going to break it down further over the next few steps.
- It will help a lot to mark the **numbered points**, especially on your muzzle piece. **Point 1** is not located on the corner like you might think. This leaves room for the nose much later.
- It will also help a lot to clip the inner curves of the eye panel fabric between **points 2 and 3**. Make small clips into the seam allowance of the eye panel about $1/8"$ long and $1/4"$ apart. This will help the fabric stretch and bend better when we attach it to the muzzle.

8. ATTACH THE EYE PANEL TO THE MUZZLE



- Now grab your **EYE PANEL** piece (A) and flip it over so it's right sides facing with the **MUZZLE** (B). Align **points 2 and 3** along the cheek area. Stretch the eye panel fabric around the curve and pin the fabrics together.
- Sew the eye panel to the muzzle from **point 2 to 3**.
- When complete it should look something like photo C.



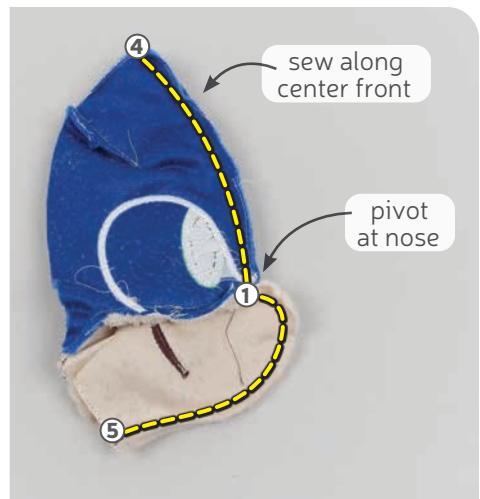
- Now grab your muzzle piece and align it with the eye panel so **point 1** matches up at the corner of the eye. Make sure right sides are facing and pin the fabrics together.
- Sew the muzzle to the eye panel from **point 2 to 1**.
- This should completely attach the muzzle to the eye panel.
- Photo G shows what this looks like from the right side of the fabric.



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both head front pieces



9. SEW THE HEAD FRONT

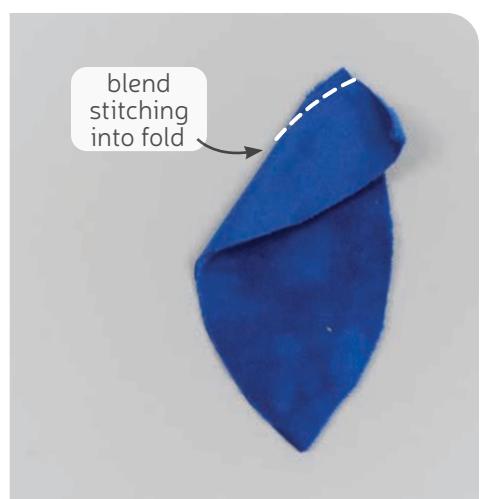
- Repeat step 8 with your other eye panel piece and other muzzle piece. You should have a left and right side that makes up the head front.
- Align the two head front pieces together so right sides are facing and the raw edges match up. Line up the center front edge. This should match up **point 4** at the top corner, **point 1** at the eyes, and **point 5** down at the bottom corner. Pin the fabrics together.
- Sew the head front pieces together starting at **point 4**, pivot at **point 1**, go around the nose, and stop at **point 5**.

10. SEW THE HEAD BACK DARTS

- Grab your **HEAD BACK** pieces (C). These pieces also have **darts** similar to the eye panels from before. We're going to sew them the same way, starting by folding the fabric along the point of the **dart**. Align the slanted edges of the dart. Make sure right sides are facing and pin the fabrics together.



fold along point of dart

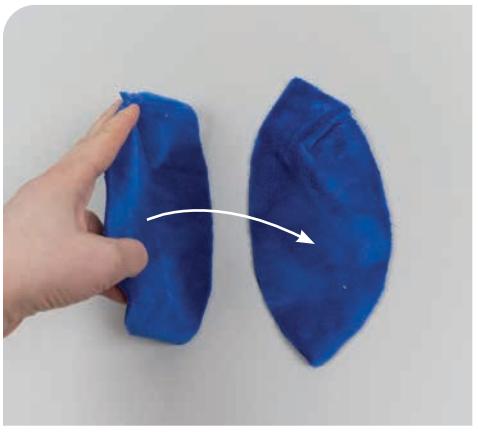


blend stitching into fold

- 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. Repeat this with both head back pieces so you have two darts total.

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11. SEW THE HEAD BACK

- Grab your two **HEAD BACK** pieces (C). Align them with right sides facing and the raw edges matching up. Pin the fabrics together along the center back edge.
- If you haven't already, note the **opening for turning markings** found on the paper pattern for the head back. Transfer these markings to the wrong side of the fabrics you've just pinned. Sew the head back pieces together along this edge, going from **point 4 to 5**. Skip over the **opening for turning marking** that you made.
- Open up the pieces when complete.

12. ATTACH THE HEAD BACK

- Grab your head front so far as well as your head back. Align them with right sides facing and the raw edges matching up. You can also use the **numbered points** to help align them. **Point 4** should match up at the center top and **point 5** will match up at the center bottom. Pin the fabrics together all the way around.



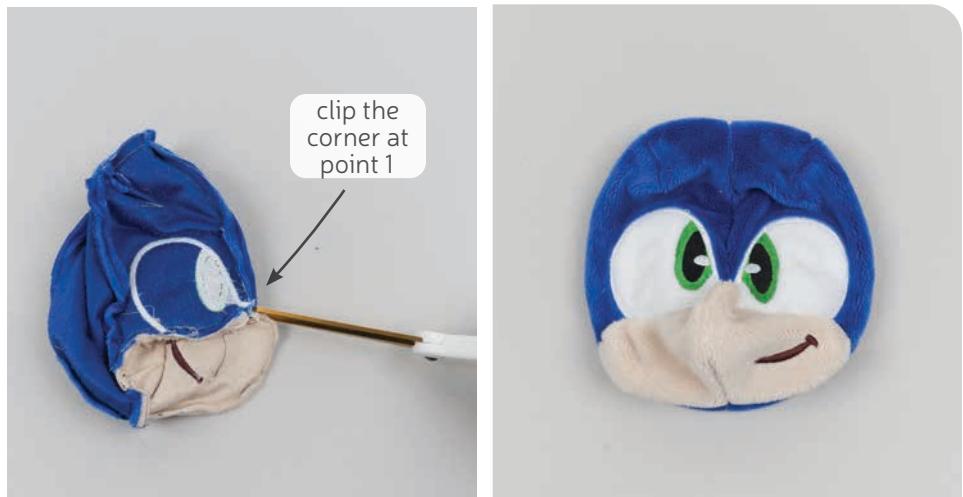
- Sew around the entire head to complete.

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13. TURN THE HEAD

- a. Before turning the head, make sure to clip into the corner at **point 1**. Clip as close as you can to your sewing without actually cutting the thread. This will allow that corner to turn more cleanly. Then trim around the curve of the nose to reduce bulk.
- b. Turn the head right side out through the opening in the back of the head, then poke out the nose.



14. STUFF THE HEAD

- a. Begin stuffing the head with stuffing. It helps to fill the head about halfway, then sneak extra stuffing into the muzzle.
- b. Focus a good bit of stuffing into the cheeks and nose so they puff out. When there is some stuffing already in the head, the extra bits in the cheeks and nose will be less likely to pop back out. Continue filling the head so the cheeks and nose are nice and round and the rest of the head is firm without any wrinkles.
- c. 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.

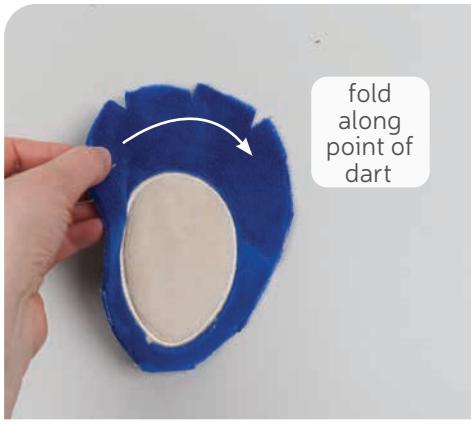
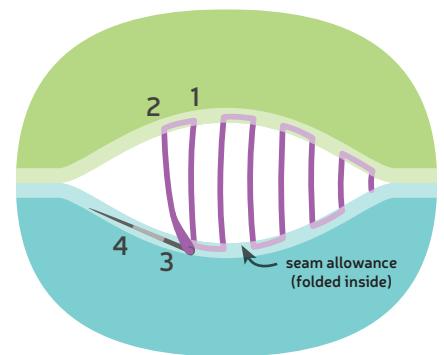
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15. CLOSE UP THE HEAD

- a. Ladder stitch the head closed. 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.
- b. 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.
- c. 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 moment while we make the body.



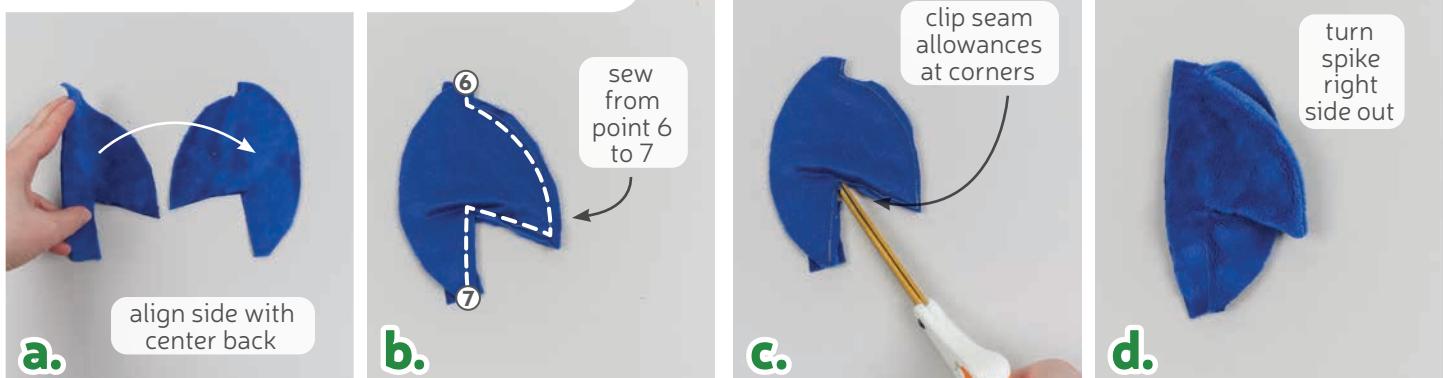
16. SEW THE BELLY DARTS

- a. Grab your **BELLY** piece (D). This piece also has several **darts** just like the eye panels and muzzle from before. We're going to sew them the same way, starting by folding the fabric along the point of the **dart**. Make sure right sides are facing and match up the slanted edges.
- 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.
- c. Repeat this with the other **darts** found along the top of the belly. There should be three **darts** total.

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17. SEW THE BACK BODY SPIKES



- Grab your **SIDE BACK** (F) and **CENTER BACK** pieces (E). These pieces will make up the back side of the body and create the back spikes. Take one of your side and center back pieces and line them up so right sides are facing and the big spike edges match up. This should align **points 6 and 7** at the top and bottom corners.
- Sew the center back piece to the side along the edge with the big spike. Start at **point 6** and pivot at the corner. Go around the spike, pivot again, and end at **point 7** at the bottom corner.
- Trim the excess seam allowance around the tip of the spike, then clip the seam allowance at the inner corner. This will both reduce bulk and increase flexibility in that corner so the edges look cleaner.
- Turn the spike right side out and define the spike point with a chopstick or similar turning tool. Repeat this once more with your other side and center back pieces so you have both sides to the body back.



18. SEW THE CENTER BODY BACK

- Grab your two **BODY BACK** pieces and align them with right sides facing and the raw edges matching up. Pin the fabrics together along the center back edge. This is the edge going from **point 8 to 9**.
- If you haven't already, note the **opening for turning markings** found on the paper pattern for the center back. Transfer these markings onto the wrong side of the fabrics you've just pinned. Sew the pieces together along this edge, but leave the **opening for turning** that you marked.
- Open up the pieces when complete.

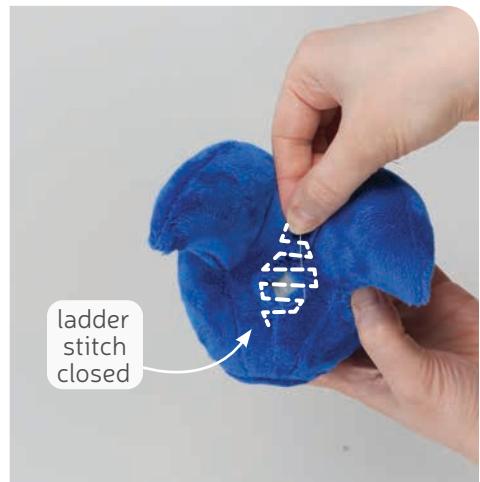
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19. SEW THE BODY

- Grab your **BELLY** (D) and your sewn **BODY BACK** pieces (E & F). Align these pieces together with right sides facing and the outer edges matching up. You can also use the **numbered points** for help with alignment. The center top will match up at **point 8** and the center bottom will match up at **point 9**.
- Sew the belly to the body back all the way around the shape, going through **points 8 and 9**.
- Turn the body right side out when complete.

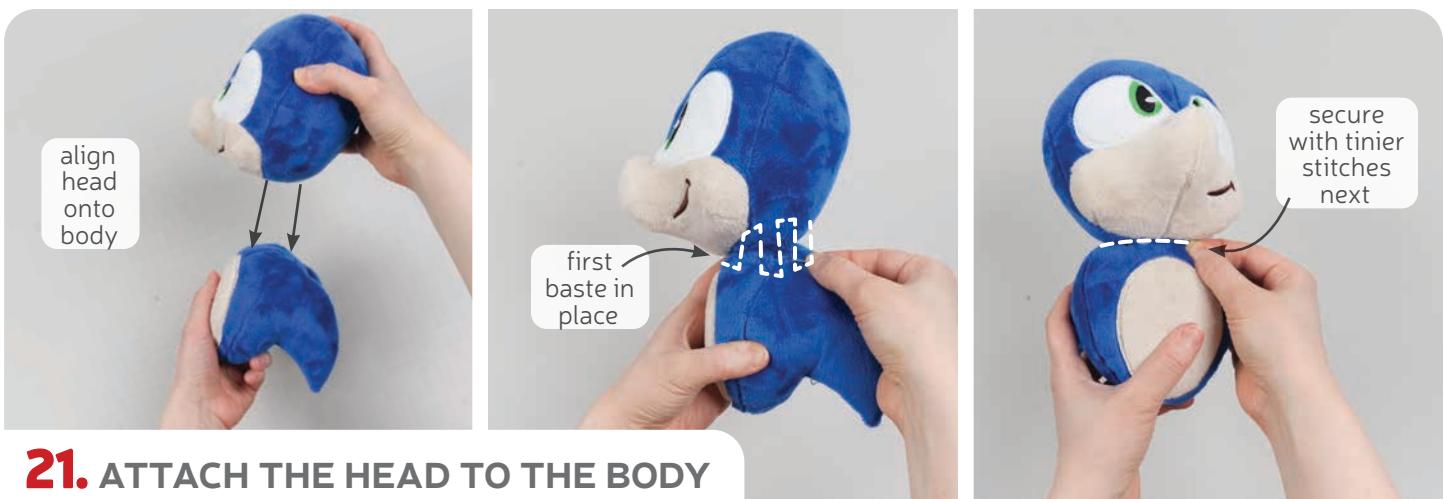


20. STUFF & CLOSE THE BODY

- Take your sewn body and stuff the back spikes firmly so they stay looking pointy and don't flatten and deflate later.
- Stuff the center of the body a little more lightly. The shape of the spikes can cause the body to distort, so it helps to keep the stuffing light in the center so it doesn't stretch out of shape.
- Tuck in the seam allowances in the body and ladder stitch it closed.

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21. ATTACH THE HEAD TO THE BODY

- a. Grab your stuffed head as well as the body. We're going to attach the head to the body to create the neck. In this example, the area just behind the **MUZZLE** is attached to the area just in front of top of the body. You can also look for the **placement guides** found on the **HEAD BACK** (C) and **BELLY** (D). You can use these guides as a starting point and then adjust the placement as you prefer.
- b. To attach the head, start by taking a stitch into the **stitching guide** on the head, then go across and take a stitch onto the body. Go around the **stitching guide** in this manner. It helps to use long basting stitches at first. Check that you like the placement of the head and it isn't twisted or tilted.
- c. If you like the placement, go around the neck again with tinier, neater stitches for a more secure result.

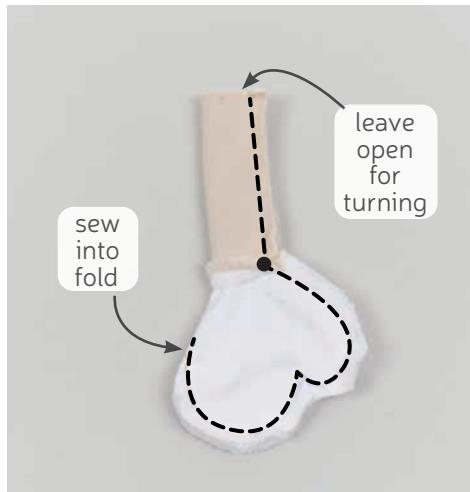


22. ATTACH THE GLOVE

- a. Grab your two beige **ARM** pieces (G) and both of your **GLOVE** pieces (H). We're going to attach the glove to the arm along the inner curve as shown. But you can also look out for the **placement markings** for help with alignment. Look for the **filled circle markings** found on the paper pattern.
- b. Now flip over your glove piece so it's right sides facing with the arm. Align it with the straight edge of the arm so the **circle markings** match up. Bend the curve of the glove to fit along the straight edge of the arm. Pin the fabrics together along this edge.
- c. Sew the glove to the arm along this edge, going from one **circle marking** to the other. Repeat this with your other glove piece and one more arm piece for two arms total.

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23. SEW THE ARM

- Now take your entire **ARM** and fold it in half lengthwise to make it even skinnier. This should line up the straight edges of the arm, the **circle markings** at the glove seam, and the curves of the glove going around the thumb. Make sure right sides are facing and pin the fabrics together.
- Sew from the top corner of the arm, down to the **circle marking** at the seam. Then sew around the thumb, pivot, and go around the rest of the glove. When you reach the end, blend your stitching into the fold of the fabric for a round finish.
- Trim the excess seam allowance at the corner between the thumb and the rest of the glove. This will allow this corner to turn more cleanly when the piece is flipped. Repeat this with your other arm for two arms total.

24. STUFF THE ARM

- Turn the arm right side out through the opening at the top, then define the thumb with a chopstick or similar turning tool.
- Stuff the arm semi-firmly with stuffing. Get the glove fairly full so it keeps its nice round shape. The arm doesn't need to be quite as firm. It will help the arm move more freely later. Repeat this once more with your other arm so you have two arms total.



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25. SEW THE GLOVE & SOCK FOLDS

- Grab your **GLOVE & SOCK FOLD** pieces (M). Take one of them and fold it in half lengthwise so it makes an even skinnier strip. Align the long edges, make sure right sides are facing, and pin the edges together.
- Sew the pieces together along the long edge, but start and stop about 1" short of the corners. You can follow the **circle marking guides** found on the paper pattern for help.
- When complete, turn the piece right side out. This should leave the ends open so you can spread them out to make an even edge as shown in the last photo.



26. JOIN THE FOLD INTO A RING

- Take the ends of your **GLOVE & SOCK FOLD** piece (M) and line them up with right sides facing. Pin the fabrics together.
- Sew these ends of the piece together so now it makes a ring.
- Open up the pieces after the seam is sewn. The fabric should now create a ring with an opening in the middle.

Repeat this with your remaining glove & sock fold pieces so you have four total. We'll use two in the next step for the gloves. Save the last two for the shoes later.

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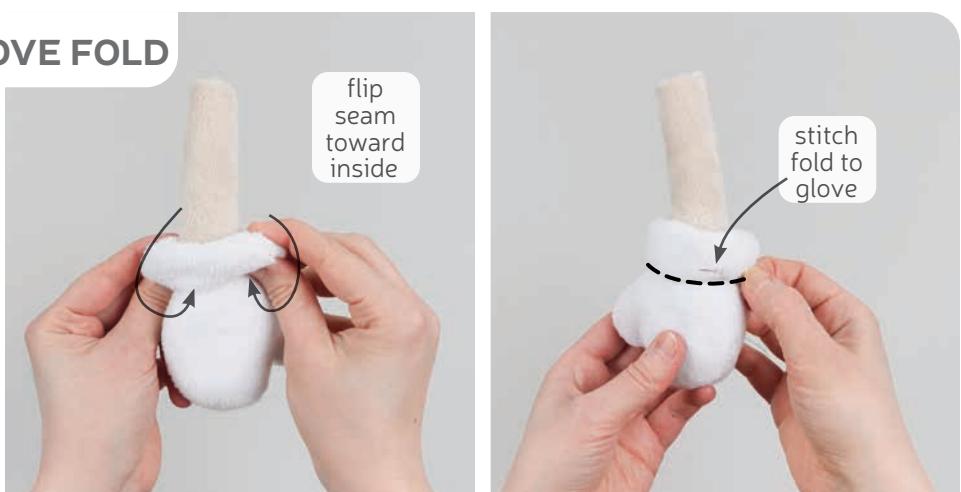
27. STUFF & CLOSE THE GLOVE FOLD

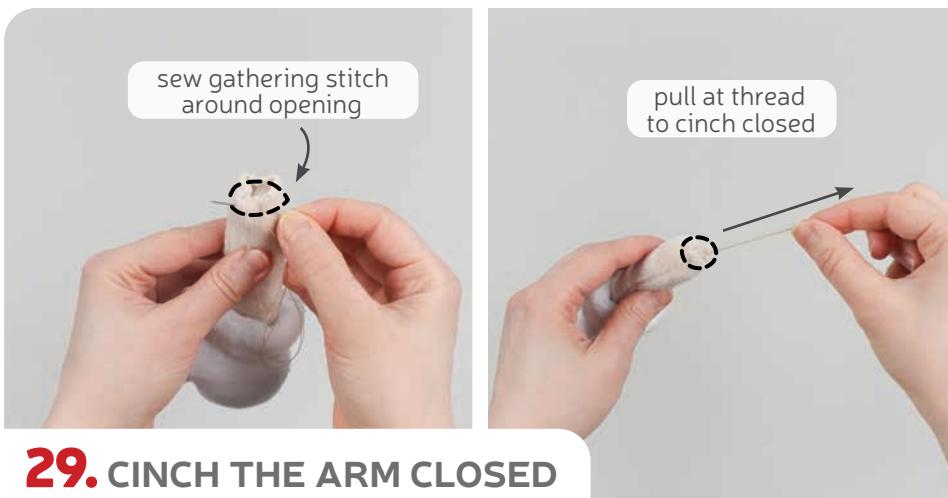
- Grab your **ARMS** from before as well as your sewn **GLOVE FOLD** (M). Slip the arm into the ring of the glove fold so the arm is inside the ring now.
- Take some stuffing and stuff the glove fold lightly so it puffs up a little.
- Tuck in the seam allowances at the opening of the glove fold and ladder stitch it closed.

28. FLIP & JOIN THE GLOVE FOLD

- Take your closed **GLOVE FOLD** (M) and flip it so the seam is now facing the inside.
- Make sure the glove fold is nestled at the top of the glove, then ladder stitch it to the glove all the way around to hold it in place. Repeat this once more with your other arm and another glove fold piece for two arms total.

Repeat this once more with your other arm and another glove fold piece for two arms total.





29. CINCH THE ARM CLOSED

- Grab a hand sewing needle and thread it. Sew a gathering stitch around the opening of the arm, about $\frac{1}{4}$ " away from the edge.
- Pull at the thread to cinch the opening closed. Then sew a few knots into the center to hold it closed. You can leave the thread attached for securing the arm to the body next.

30. ATTACH THE ARMS

a. Grab your cinched arm and align it onto the side of the body. It's about even with the top of the **inner belly marking**, but you can also refer to the **stitching guides** on the paper pattern for extra help. You can use these as a starting point and then adjust the arm so it's to your liking. Make sure the cinched end of the arm is facing the body and that the thumb is facing forward.

b. Ladder stitch the arm to the body all the way around the cinched end. Repeat this with your other arm on the other side of the body for two arms total.



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 $\frac{1}{4}$ " - $\frac{1}{2}$ " long) gather the fabric when pulled later.

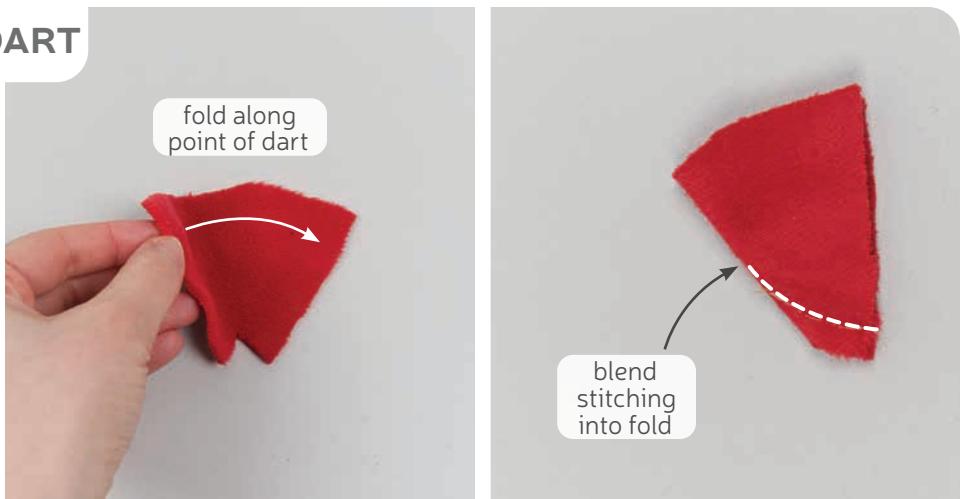
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31. SEW THE SHOE TIP DART

a. Grab your **SHOE TIP** pieces (K). These pieces also have a **dart** at the tip of the shoe just like previous pieces like the head and belly. Sew them the same way starting by folding the fabric along the point of the **dart**. Line up the slanted edges and pin the fabrics together.

b. Sew the **dart** from the opening into the fold of the fabric. Try to blend your stitching into the fold for a rounder finish. Repeat this for both shoe tips.



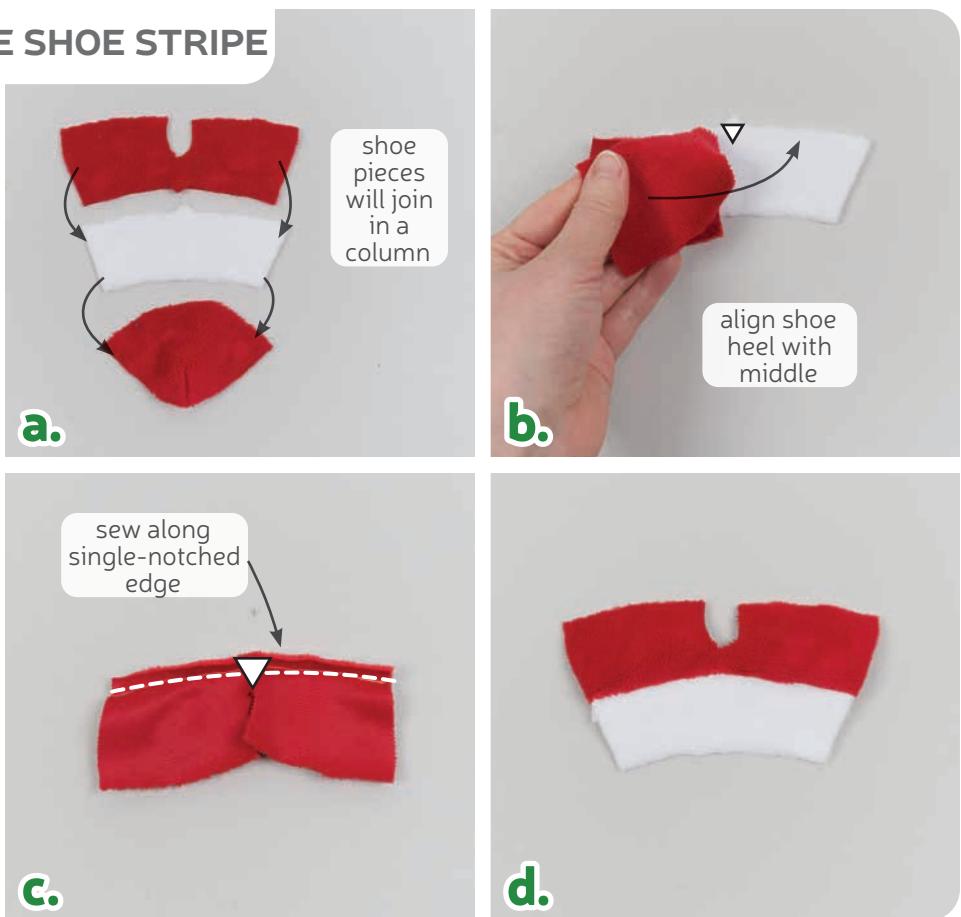
32. ATTACH THE MIDDLE SHOE STRIPE

a. Grab your other shoe top pieces, the **HEEL** (I), **MIDDLE** (J), and **TIP** (K). These pieces will be joined in a column as shown in photo A. But you can use the **notch markings** for help with alignment. Make note of the **single** and **double notches**.

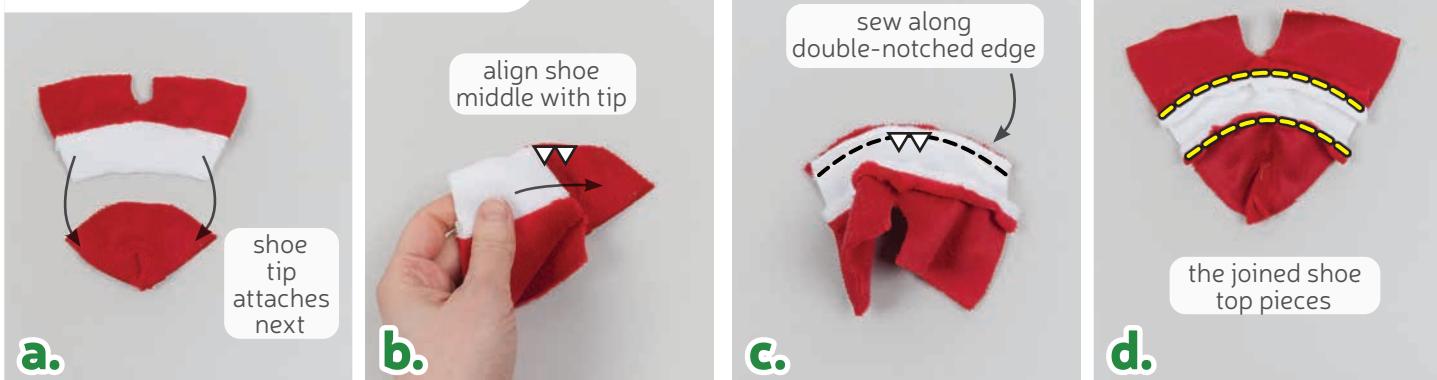
b. First take your heel piece and align it with the middle so the **single notches** match up. Make sure right sides are facing and pin the fabrics together.

c. Sew the heel to the middle along the **single notched edge**.

d. Open up the pieces when complete.



33. ATTACH THE SHOE TIP



- a.** Now grab your **SHOE TIP** pieces (K). We'll attach this to the rest of the shoe.
- b.** Take your shoe middle section and align it with the shoe tip so right sides are facing. Match up the **double-notched edges**. Pin the fabrics together along this edge.
- c.** Sew the shoe middle to the tip along the **double-notched edge**.
- d.** Open up the pieces when complete.

Repeat steps 32-33 once more so you have two shoes.

34. ATTACH THE SHOE TO THE LEG



- a.** Grab your two blue **LEG** pieces (G). We're going to attach the shoe to the leg along the inner curve. This is very similar to how the glove was attached to the arm. So look out for the **filled circle markings** found on the shoe **HEEL** (I) and leg.
- b.** The inner curve of the shoe heel is very tight, so it helps to make some clips into the seam allowance at the inner curve. This will help this curved edge stretch into a straighter line, then you can align it with the leg much more easily.
- c.** Align the curve of the heel with the straight edge of the leg. Make sure right sides are facing and the **circle markings** match up.
- d.** Sew the heel to the leg along the edge with the **circle markings**. Repeat this once more with your other shoe and leg pieces.

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35. SEW THE LEG & HEEL

- Open up your **SHOE** and **LEG** pieces after attaching them. They should look something like the first photo.
- Now fold your leg in half lengthwise so it becomes even skinnier. Also match up the straight edge of the heel along the back. All together this should be the edge that starts at the top corner of the leg, goes through the **circle marking** at the bottom of the leg, then stops at the bottom corner of the heel at **point 11**. Make sure right sides are facing and pin the fabrics together.
- Sew the leg and shoe heel together along this edge, going from the top of the leg down to **point 11** at the bottom of the heel. Repeat this for both legs.



36. ATTACH THE SOLE

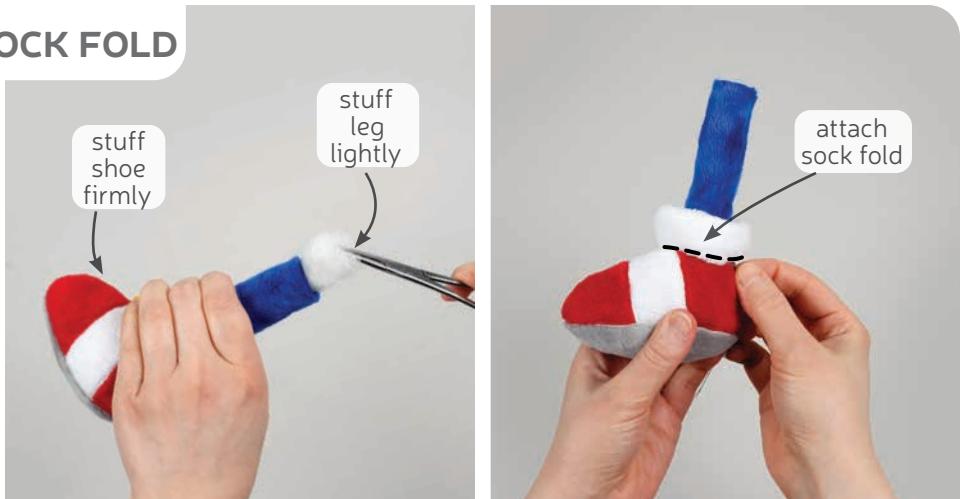
- Grab your **SHOE SOLE** pieces (L). Take your shoe and find the open edge. Align this open edge around the sole. You can also refer to the **numbered points** for extra help. **Point 10** will line up at the tip of the shoe and **point 11** will line up at the center of the heel. Make sure right sides are facing and pin the fabrics together.
- Sew the shoe to the sole all the way around.
- You can now turn the shoe and leg right side out through the opening in the top of the leg. Repeat this for both legs so you have two legs total.

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37. STUFF & ADD THE SOCK FOLD

a. Stuff the leg semi-firmly with stuffing. Get the shoe fairly full so it keeps its nice pointed shape at the toe. The leg doesn't need to be quite as firm. Keep it lighter and the leg will be able to move more freely.
Repeat this once more with your other leg so you have two legs total.



b. Grab your remaining **SOCK FOLD** pieces (M) from before. Repeat steps 27-28 for the leg. Slip the leg through the sock fold, then stuff and close the sock fold piece. Flip the sock fold piece so the seams are pointing inward, then ladder stitch the piece to the shoe. Repeat this with your other leg for two legs total.

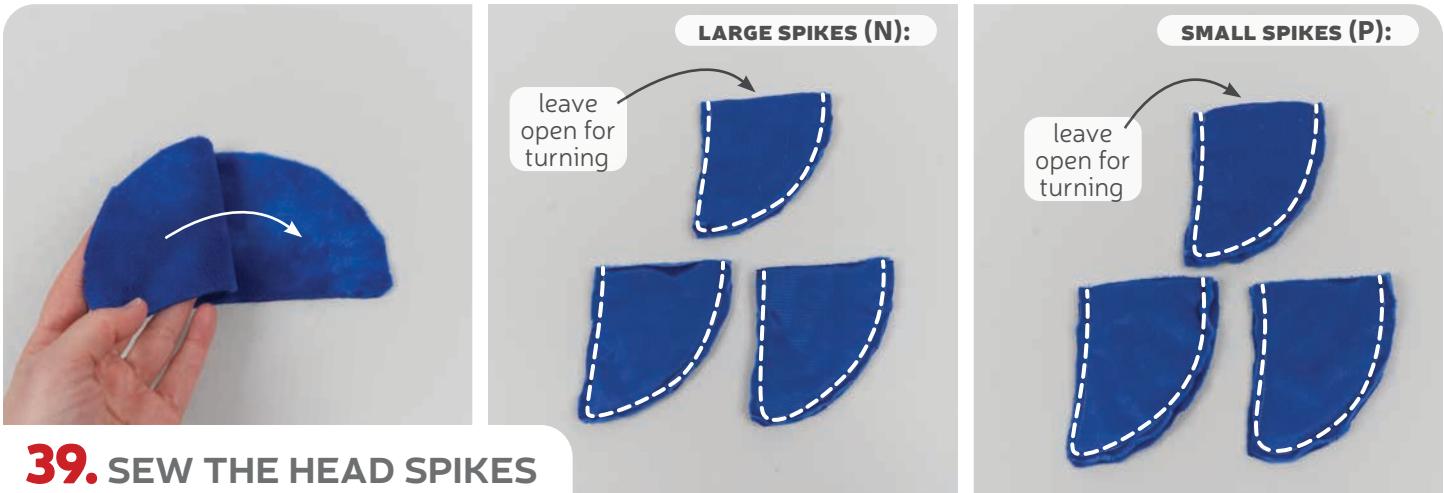


38. ATTACH THE LEGS

a. Grab a hand sewing needle and thread it. Sew a gathering stitch around the opening of the **LEG** to cinch it closed. Sew a few knots into the center to hold it closed. Leave the thread joined so you can use it to attach the leg to the body.

b. Grab your cinched leg and align it onto the bottom of the body. It's about $\frac{1}{2}$ " away from the center bottom, but you can also refer to the **stitching guides** on the paper pattern for extra help. You can use these as a starting point and then adjust the leg so it's to your liking.
Make sure the cinched end of the leg is facing the body and that the toe is facing forward.

c. Ladder stitch the leg to the body all the way around the cinched end. Repeat this with your other leg on the other side of the body for two legs total.



39. SEW THE HEAD SPIKES

- Grab your **HEAD SPIKE** pieces (N & P). Take two matching ones and align them with right sides facing and the raw edges aligning.
- Sew the pieces together along the curved edge. Leave the straight edge free for attaching the base piece next.
Do this for all six of your spikes. You should have three large spikes and three small spikes.



40. ATTACH THE SPIKE BASE

- Grab your **SPIKE BASE** pieces (O & Q). Take one of your large spikes and align the open edge with the large base. You can use the **pattern markings** to help with alignment. The **filled circle markings** should match up at the center top and bottom. Make sure right sides are facing and pin the fabrics together.
- Sew the spike piece to the base piece all the way around the base.
- To turn the spike right side out, cut a short slit into the center of the base piece only. Repeat this five more times so you have six spikes total. For the small spikes, you'll be matching up the **open circle markings**.

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41. TURN & STUFF THE SPIKES

- Turn the spikes right side out through the opening that you cut. Define the tip of the spikes with a chopstick or similar turning tool.
- Stuff the spikes as lightly as you can while still using enough to hold their shape. It helps to use small bits in the tip and around the edges, but leave the middle light.

→ *The spikes are stuffed lightly that way Sonic's head doesn't get too heavy.*



42. ATTACH THE CENTER LARGE SPIKE

- Grab your body so far as well as your stuffed **LARGE HEAD SPIKES** (N). Take one and align the base end onto the center back of Sonic's head. Hold the spike so the tip of the spike is curving downward.

Find the top point of the spike base (at the **circle marking**) and align it with the center top of Sonic's head. Align the rest of the base down over the center back head seam.

You can also refer to the **stitching guides** found on the paper pattern for more help with placement. You can use the guides as a starting point then adjust to your liking.

- Hold the spike in place by sticking pins through the base piece and into the head. Ladder stitch the spike to the head all the way around the base.



43. ATTACH THE SIDE LARGE SPIKES

a. Grab your other two **LARGE SPIKES** (N) and add these onto each side of the center spike. They're placed right beside the center spike with the top aligned with the head seam.

However you can use the **placement guide** on the **HEAD BACK** (C) paper pattern for help with placement. Use it as a starting point then adjust the spike to your liking.

b. Ladder stitch the spike in place around the base, then repeat with the last large spike on the other side. You should have three spikes total attached along the top of the head.



44. ATTACH THE SMALL HEAD SPIKES

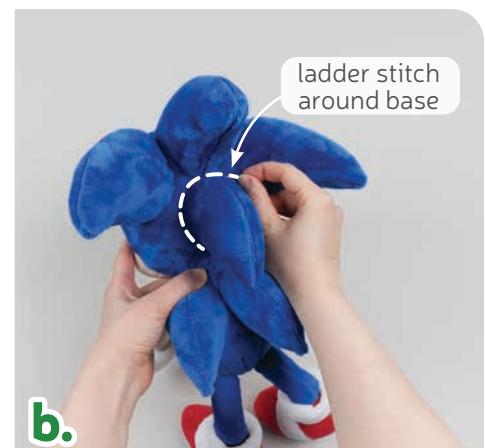
a. Repeat the previous step but with the **SMALL HEAD SPIKES** (P). Take one and align it onto the center back of the head, right beneath the large spike. Use the **placement guide** on the paper pattern if you need help.

b. Ladder stitch the center spike in place all around the base.

c. Take another small spike and align it beside the center spike.

d. Ladder stitch this side spike in place around the base. Then repeat on the other side for the last spike.

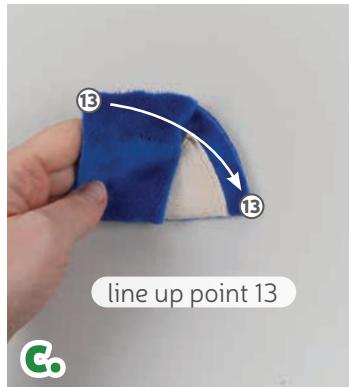
All together, you should have three large spikes and three small spikes attached.



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45. ATTACH THE EAR BACK



- Grab your **EAR FRONT** (R) and **EAR BACK** pieces (S). The ears are constructed a little like a triangular pyramid. Start by grabbing one front and one back piece. The straight sides of the back piece will join to the straight sides of the front. But you can also watch for the **numbered points** to help with alignment. Look for **points 12 and 13** on the paper pattern.
Align one straight edge from **point 12 to 13**.
- Sew the ear back to the front from **point 12 to 13**.
- Grab the other side of the ear back and align it with the front so **point 13** matches at the bottom corner.
- Sew the ear back to the front from **point 12 to 13**.

46. ATTACH THE EAR BASE



- Grab your **EAR BASE** piece (T). Take your ear front and back so far and line up the open edge with the base. Start by lining up the front edge from **point 13 to 13**. Make sure right sides are facing and pin the fabrics together.
- Sew the ear front to the base from **point 13 to 13**.
- Now grab the ear back and line up **point 14** at the corner of the base piece. Make sure right sides are facing and pin the ear back to the base.
- Sew the ear back to the base starting at **point 13**, go around and through **point 14**, and stop at the other **point 13**.

Repeat steps 45-46 once more for both ears.

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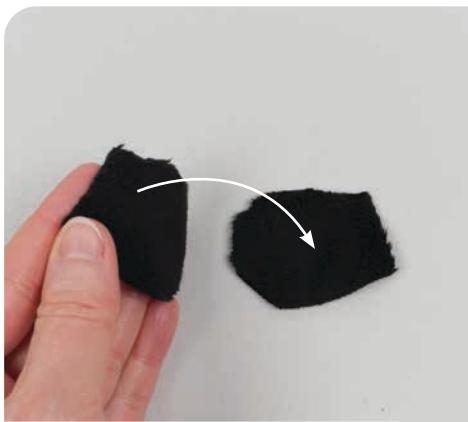
47. TURN THE EAR

- Trim the excess seam allowance around the corners of the ear. This will reduce bulk for when the ear is turned and the corners will look more pointy.
- To turn the ear, cut a short slit into the **BASE** piece only (T).
- Turn the ear right side out through the opening that you cut. Define the points with a chopstick or similar turning tool. Repeat this with your other ear piece for two total.



48. ATTACH THE EARS

- Stuff the **EARS** semi-firmly with stuffing. Be sure to get enough in each corner so the tips of the ears stay looking pointy and full.
- Take your stuffed ear and align it onto the head of your plush. It's placed about in line with the outside edge of the eye and about $\frac{1}{4}$ " up from the eye. The back of the ear will barely touch the **SPIKES**. However you can also refer to the **ear placement guide** found on the paper pattern for the **EYE PANEL** (A) for more help.
Place the cut side of the ear facing down and make sure the inner ears are facing forward.
- Ladder stitch the ear to the head all the way around the base. Repeat this with your other ear for two total.



49. SEW THE NOSE

- Grab your **NOSE** pieces (U). Align them with right sides facing and the raw edges matching up.
- Sew the pieces together around the long curved edge. Leave the straight edge free for turning the piece right side out.
- Turn the nose right side out through the opening.

50. ATTACH THE NOSE

- Take your nose and stuff it lightly with stuffing.
- Grab a hand sewing needle and thread it. Sew a gathering stitch around the open edge of the nose. Pull at the gathering stitch to cinch the nose closed. Sew a few knots into the center of the cinching to hold it closed.
- Take your cinched nose and align it onto the muzzle of your plush. Align it about $\frac{3}{4}$ " down from the eyes so the cinched end is facing the muzzle.
- Ladder stitch the nose in place around the cinched end.

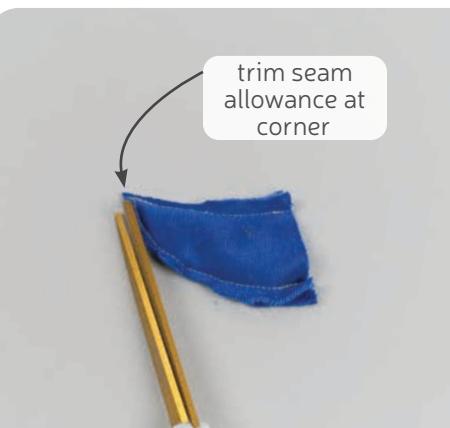
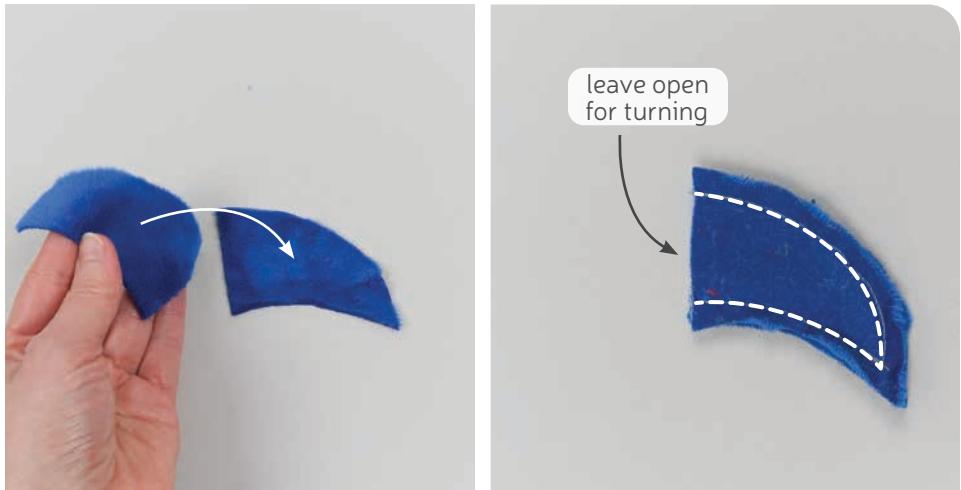


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51. SEW THE TAIL

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



52. TURN & STUFF THE TAIL

- a. Trim the excess seam allowance at the tip of the tail to reduce bulk for when the tail is turned later.
- b. Turn the tail right side out through the opening that you left. Define the point with a chopstick or similar turning tool.
- c. Stuff the tail semi-firmly with stuffing. Be sure to get small bits in the tip of the tail so it doesn't deflate later with use.
Sew a gathering stitch around the opening of the tail, then pull at the thread to cinch it closed. Sew a few knots into the center to hold it closed.

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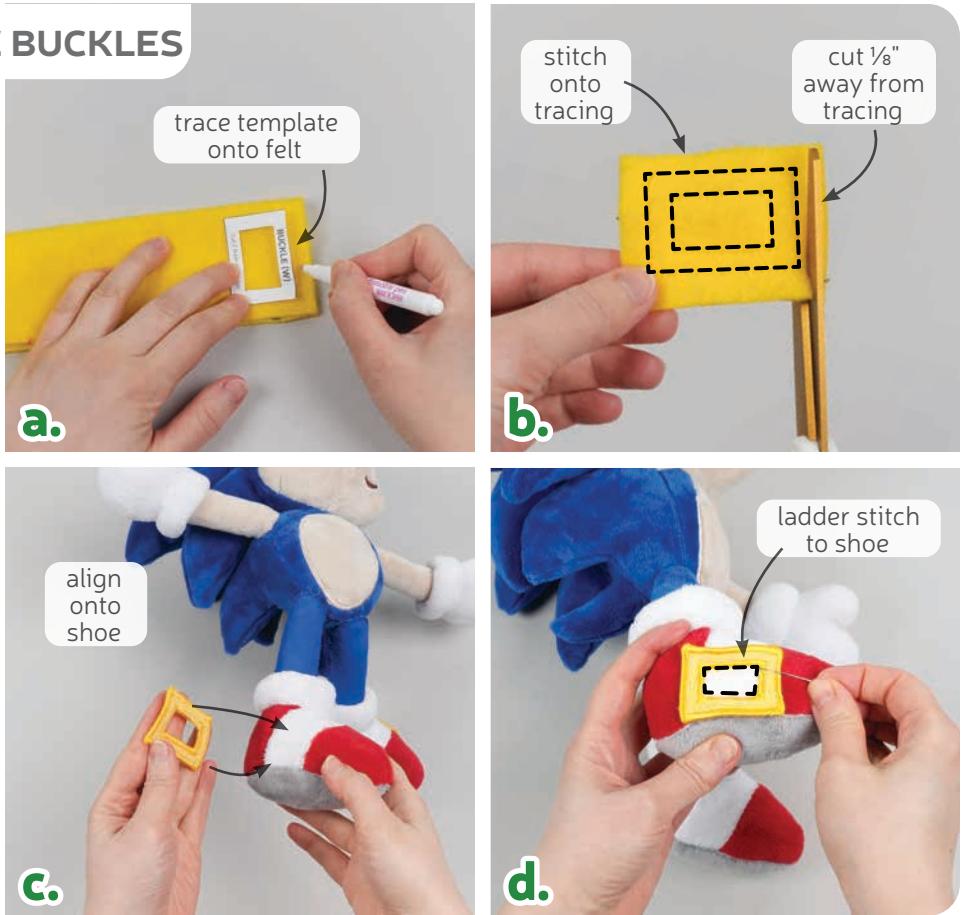
53. ATTACH THE TAIL

- Grab your cinched tail and align it onto the back end of Sonic's body. On this sample it's about 3/4" up from the center bottom of the body. Make sure the tail tip is pointing up and the cinched end is facing the body.
- Ladder stitch the tail to the body all the way around the base.



54. SEW & ATTACH THE BUCKLES

- Grab your **BUCKLE** felt fabric (W). Fold the fabric so you have two layers, then trace the template using a fabric marker onto the fabric.
- Sew along the traced lines, then cut just outside of the stitching, about $\frac{1}{8}$ " away. Repeat this so you have two buckles.
- Take your sewn buckles and align them onto Sonic's shoes. Center them on the white middle shoe section where it meets the sole. It should be on the edge of the shoe facing out.
- Ladder stitch the buckle in place. You can stitch along just the inner edge and leave the outer edge free for a more 3D look. Repeat for both buckles.

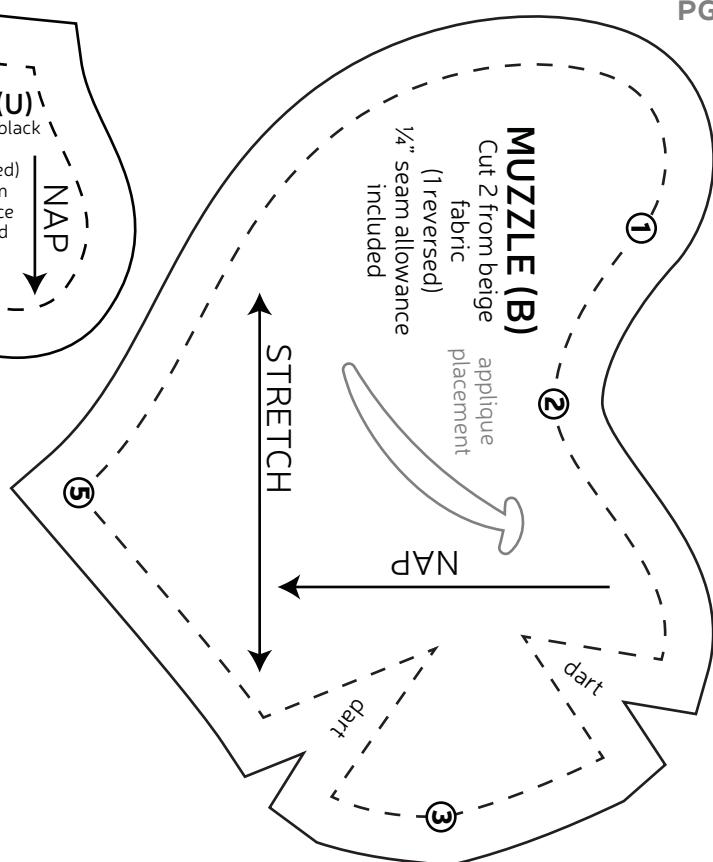
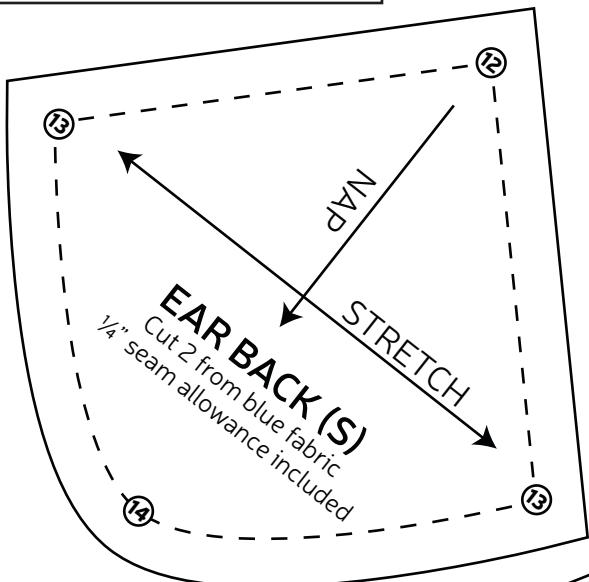
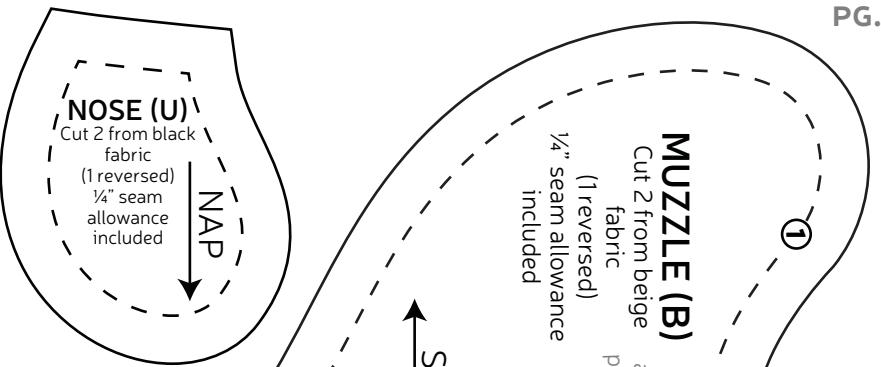


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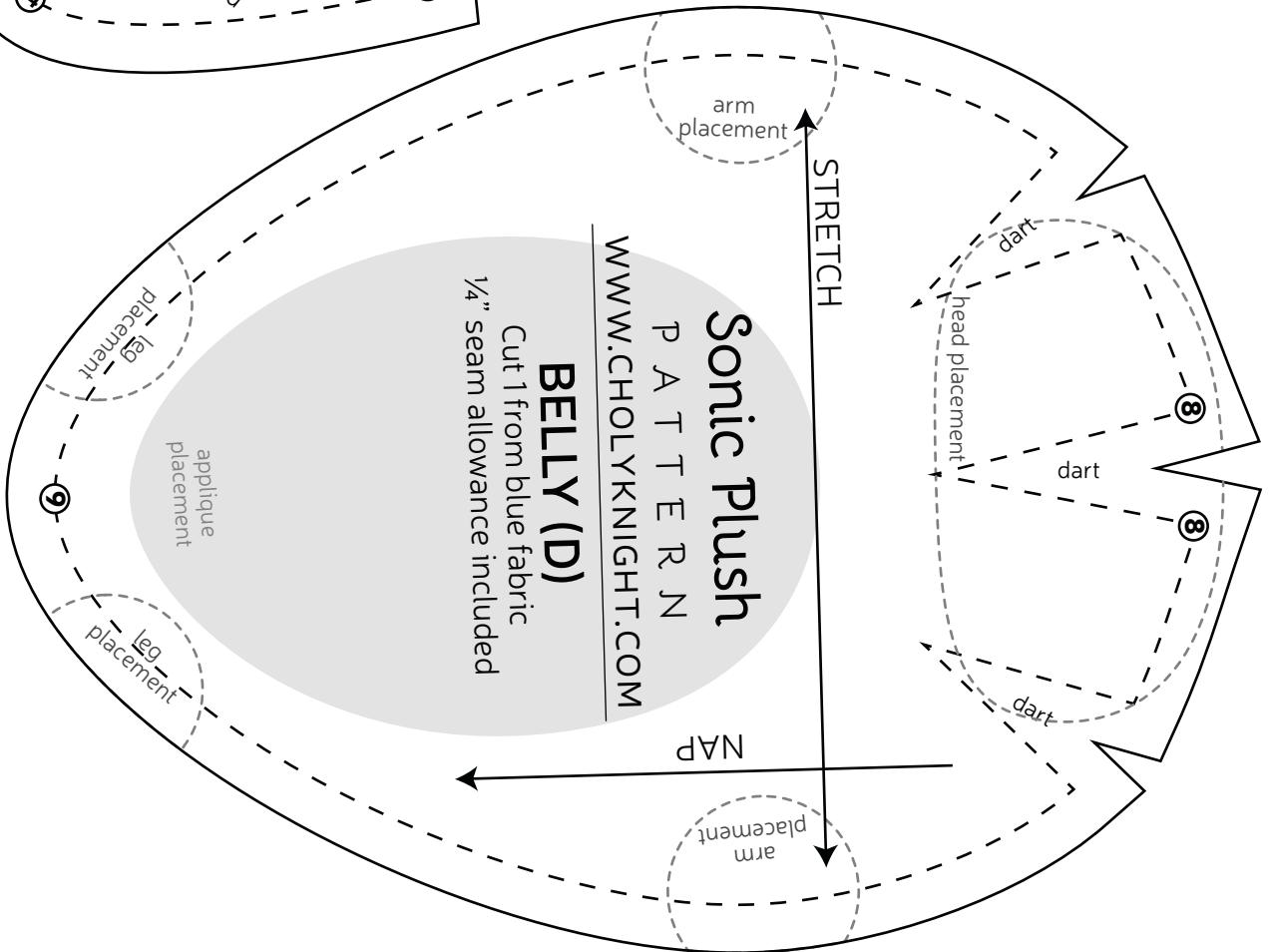
TEST SQUARE 2"

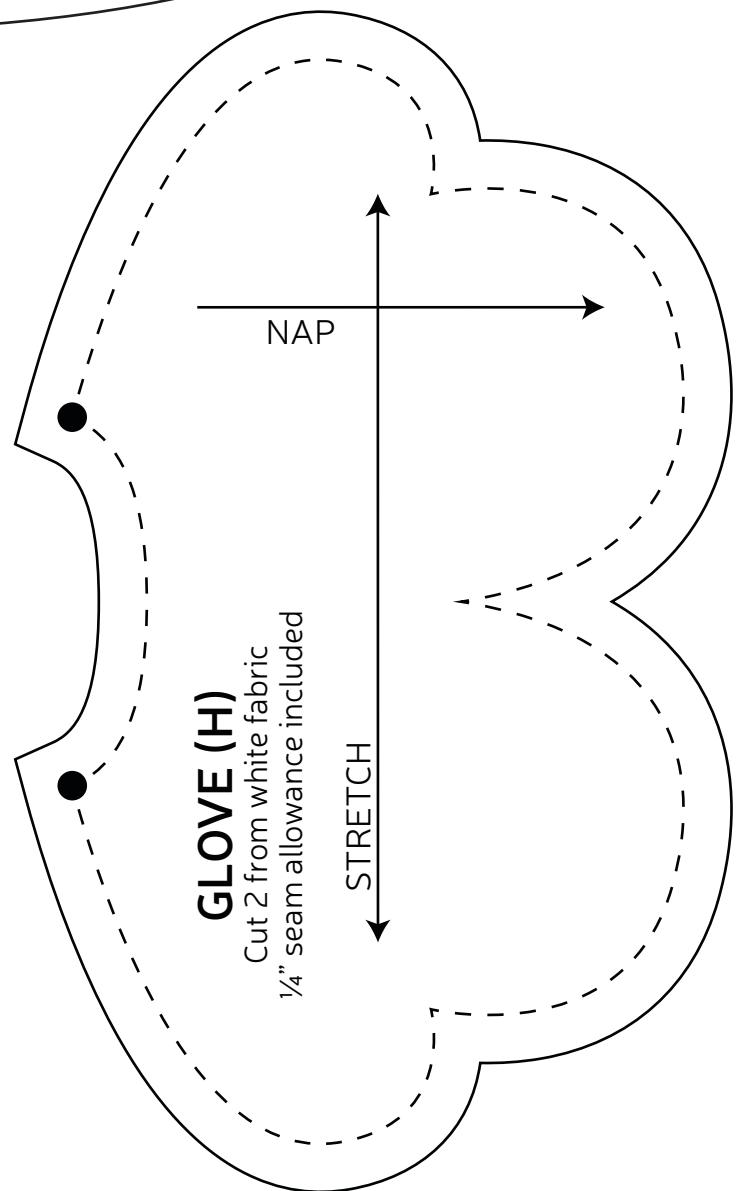
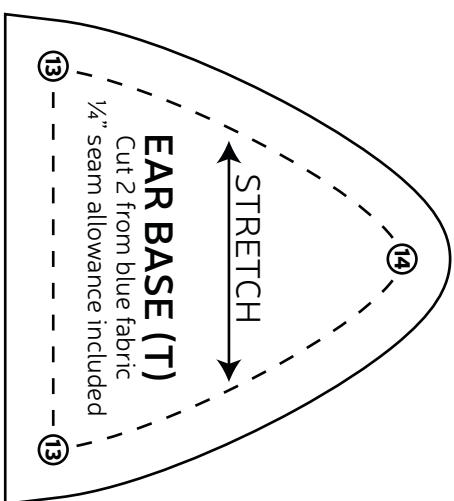
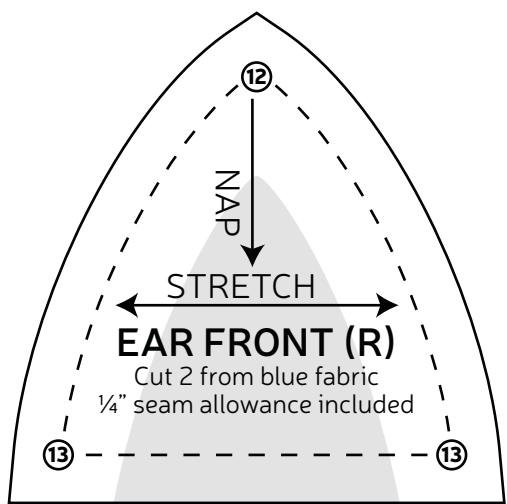
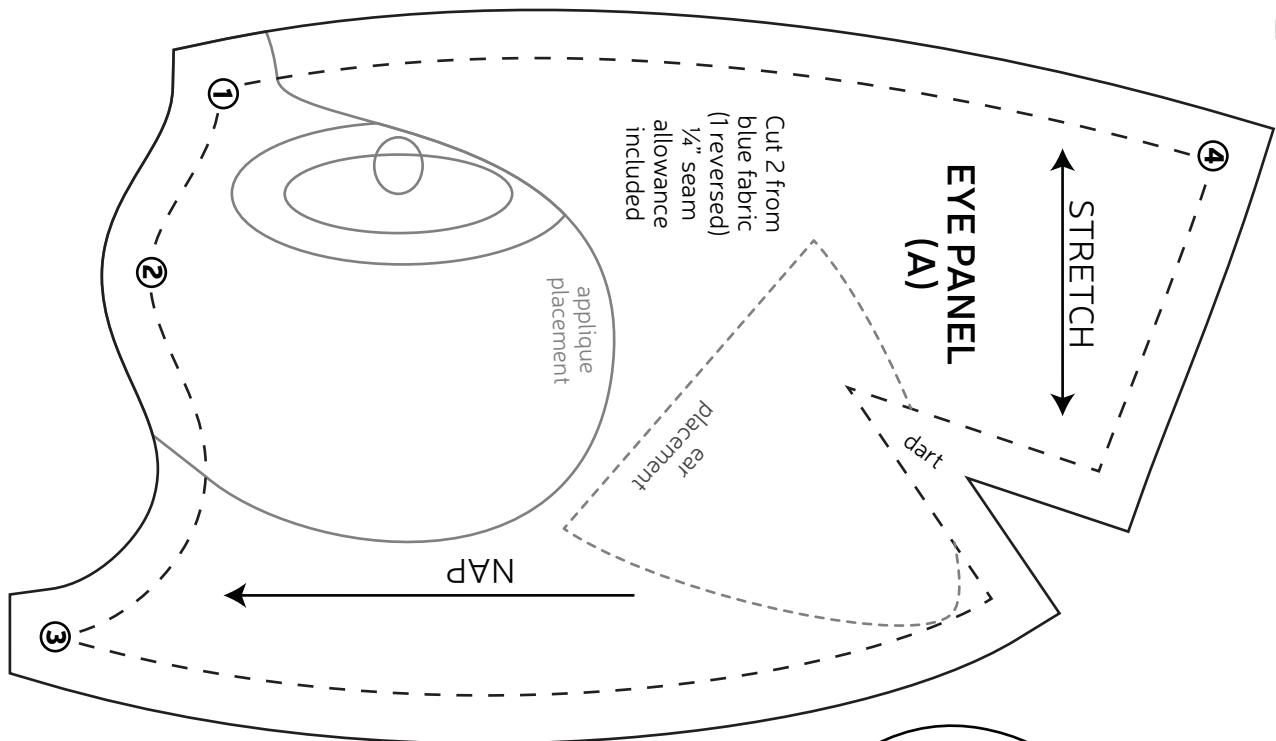
measure this square to
be sure you've printed
at the proper
proportions

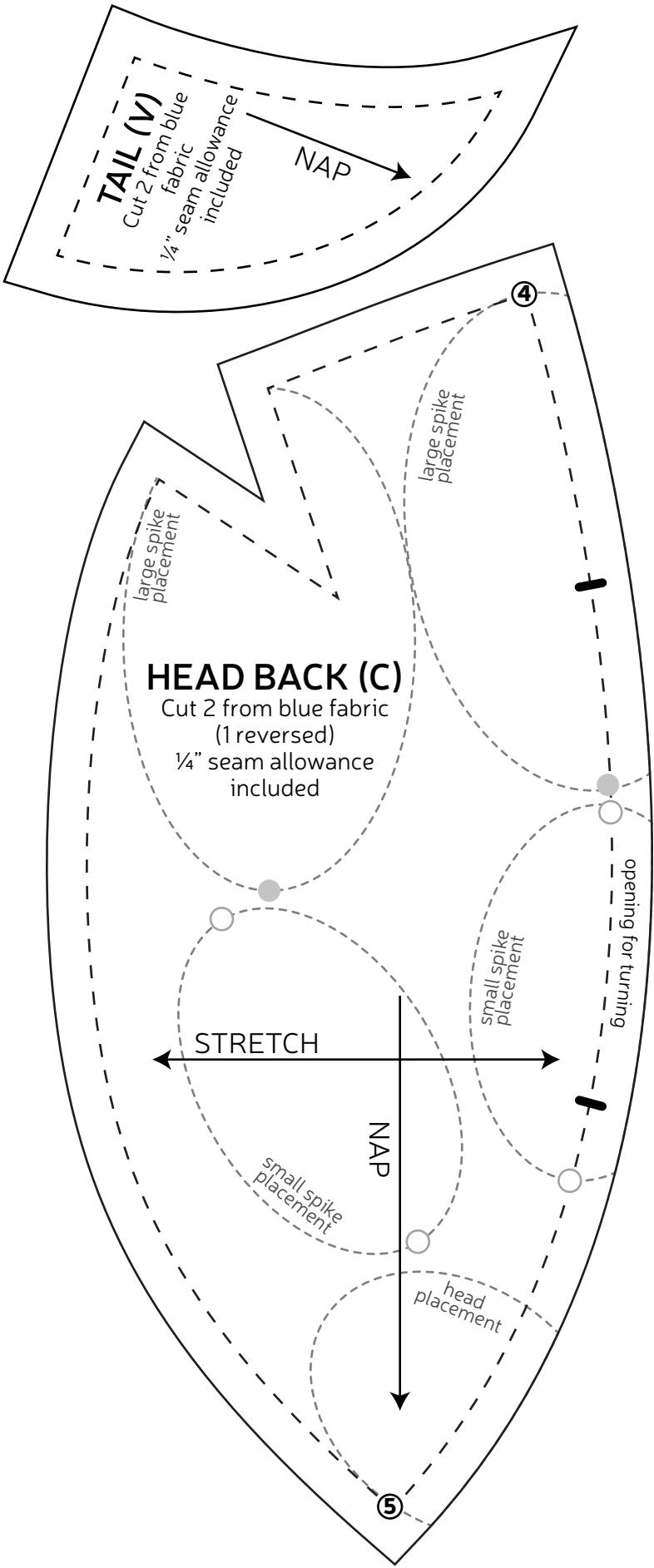


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BELLY (D)
Cut 1 from blue fabric
1/4" seam allowance included

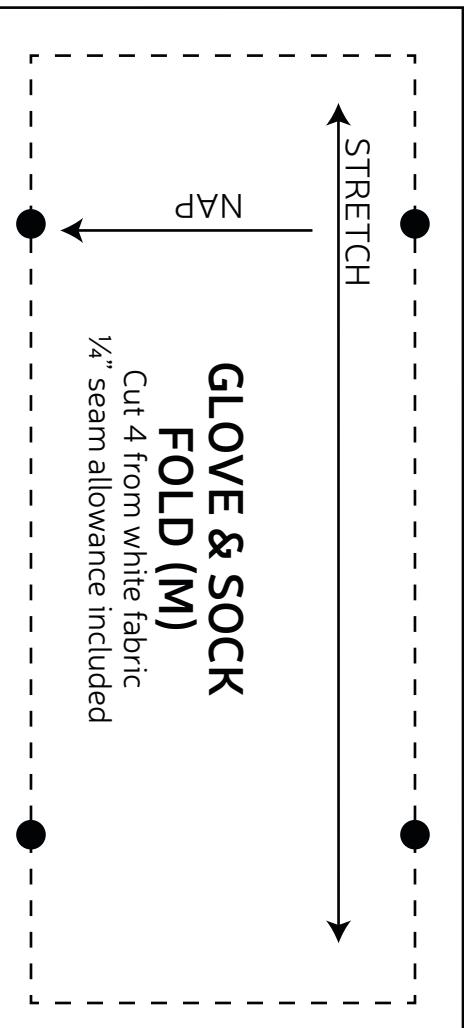






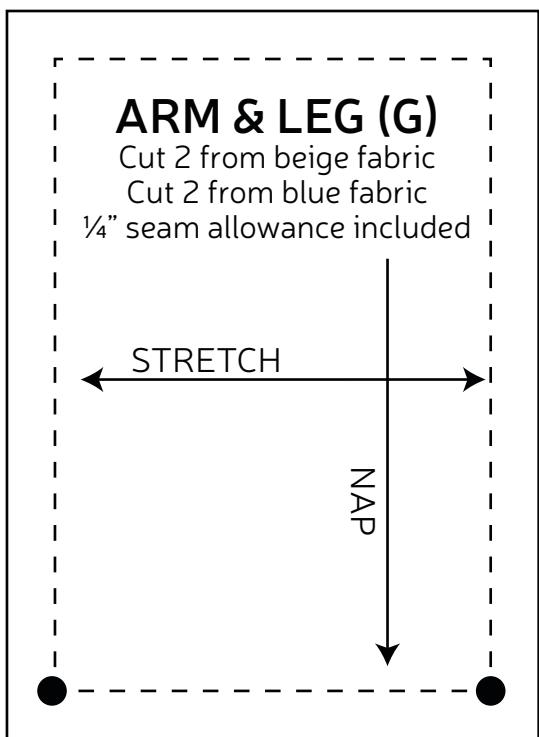
GLOVE & SOCK FOLD (M)

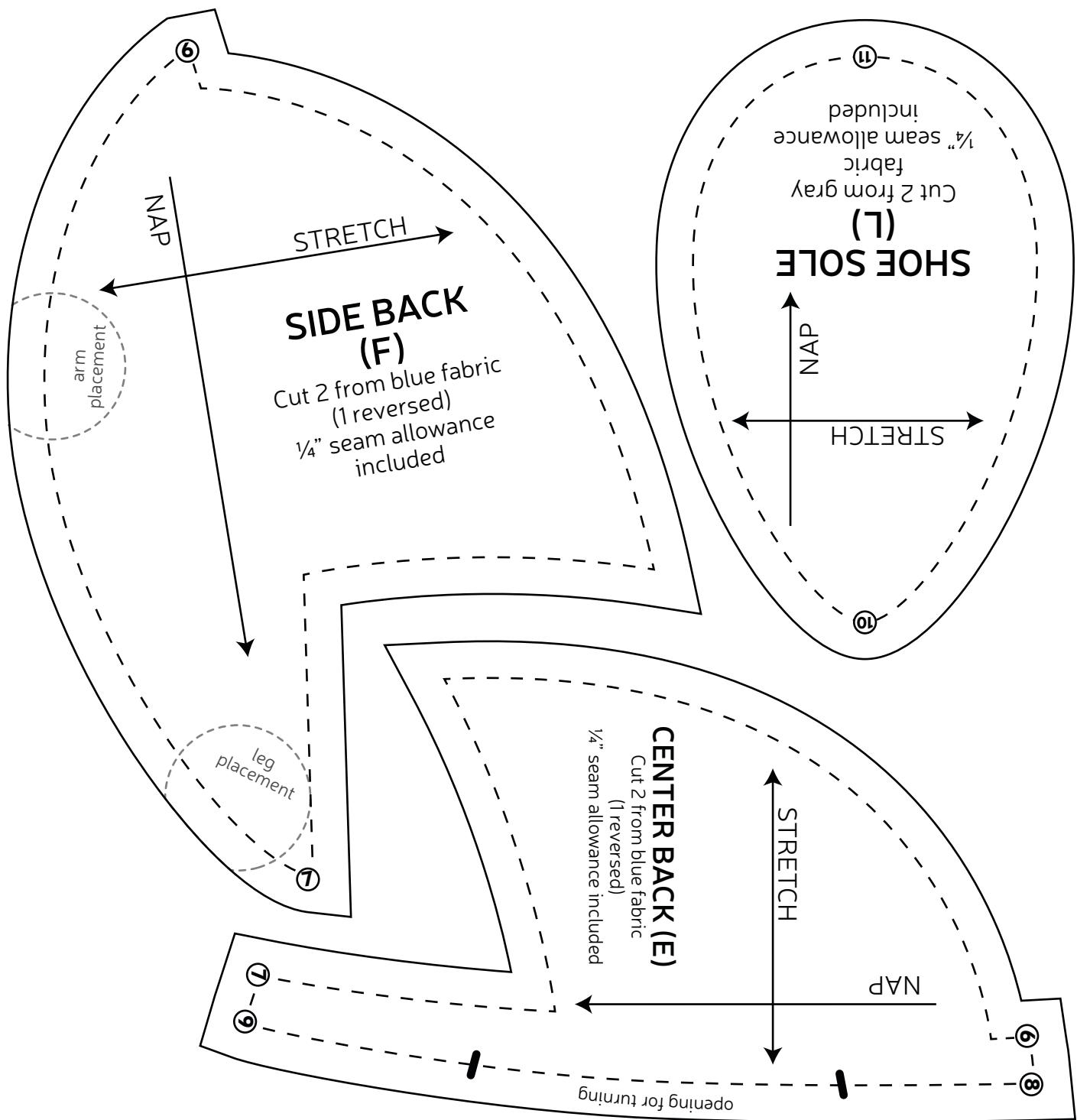
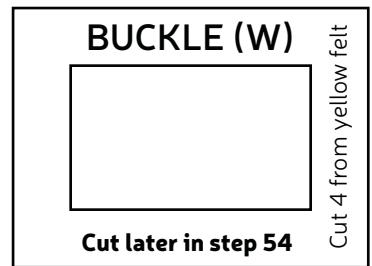
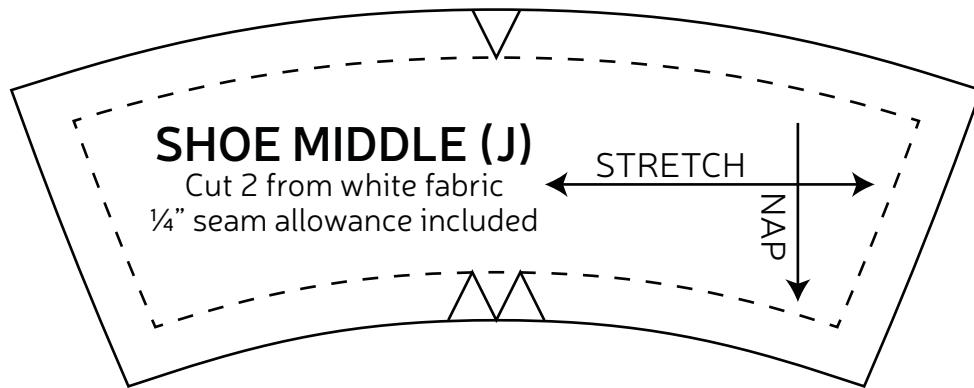
Cut 4 from white fabric
1/4" seam allowance included

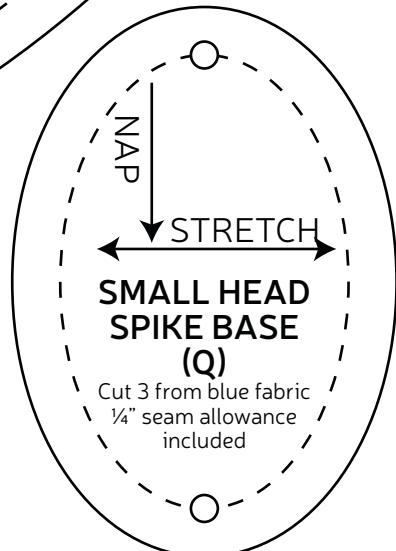
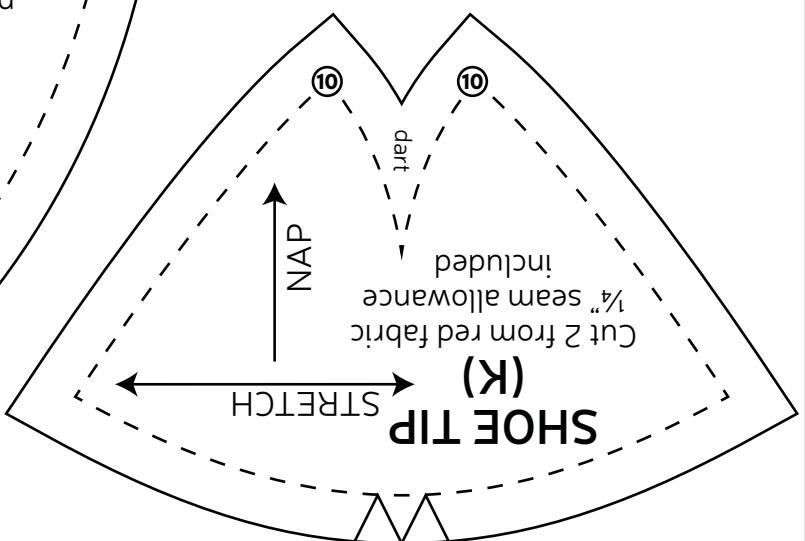
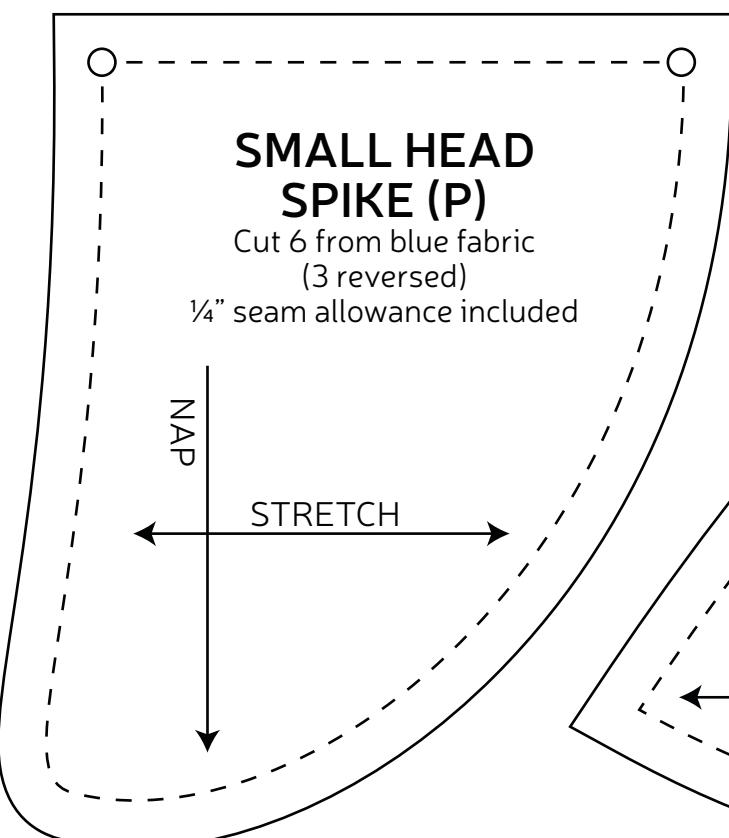
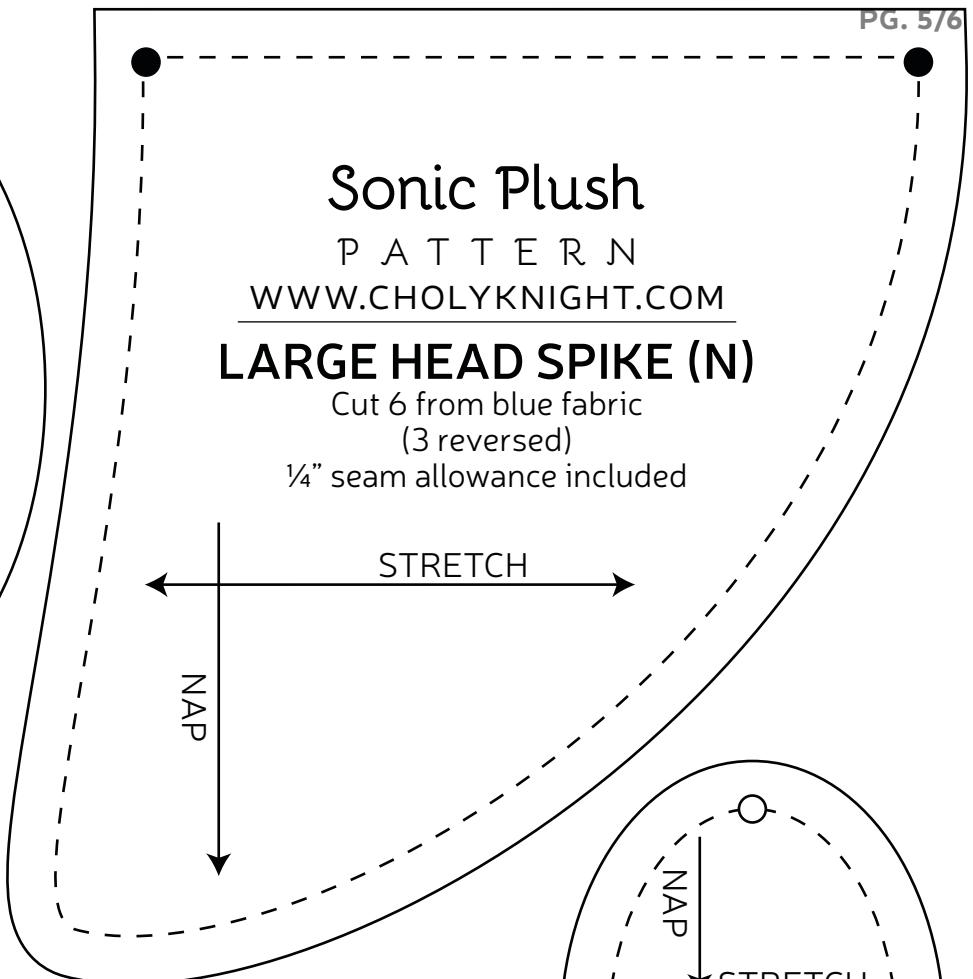
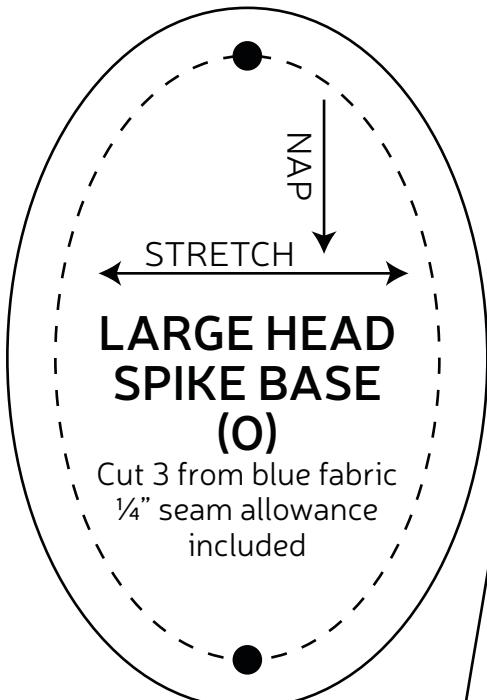


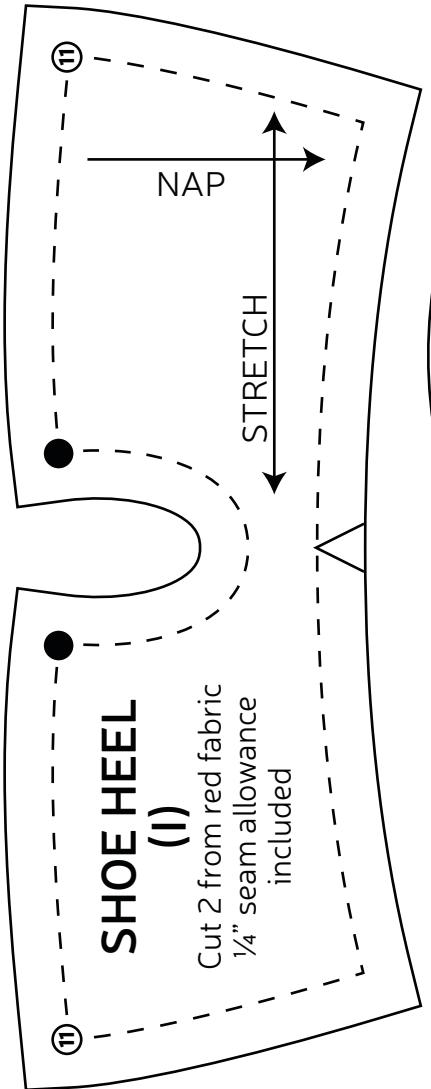
ARM & LEG (G)

Cut 2 from beige fabric
Cut 2 from blue fabric
1/4" seam allowance included









INNER BELLY
applique
trace & cut 1
from beige

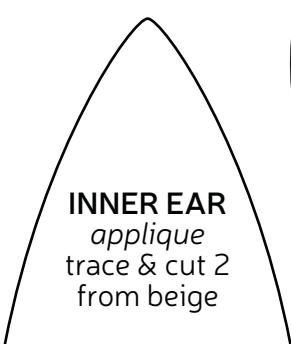
SMILE
applique
trace & cut 1
from black

FROWN
applique
trace & cut 1
from black

IRISES
applique
trace & cut 1 each
from green

PUPILS
applique
trace & cut 2
from black

EYE SHINES
applique
trace & cut 2
from white



EYE WHITES
applique
trace & cut 1 each
from white