

KERO & SUPPI



A FREE SEWING PATTERN BY



KERO & SUPPI PLUSH

These cute little hand-held animals are made to look like the feisty and loveable characters from Cardcaptor Sakura! This pattern goes over how to make either Keroberos or Spinell Sun with the same basic body pattern. Keroberos is a cute and gluttonous lion-cub looking creature with sweet white wings. Spinell resembles a black cat with big pointy ears and tiny butterfly wings.

DIFFICULTY:



The hardest part of this plush is likely sewing the edges of the ears into the head dart. You can also skip this and just fold the ears instead (see step 7).

Sewing the body pieces is also tricky, as there are a lot of parts that get in the way and make the area crowded. Taking things slowly, a few inches at a time, will be beneficial there.

MAKES:

One plush: about 8" tall, 4" wide, and 3" long (not including ears and tail)

SKILLS USED:

- Fusible web applique
- Curved sewing
- Basting
- Darts
- Ladder stitch
- Sewing curves
- Gathering, gathering stitch

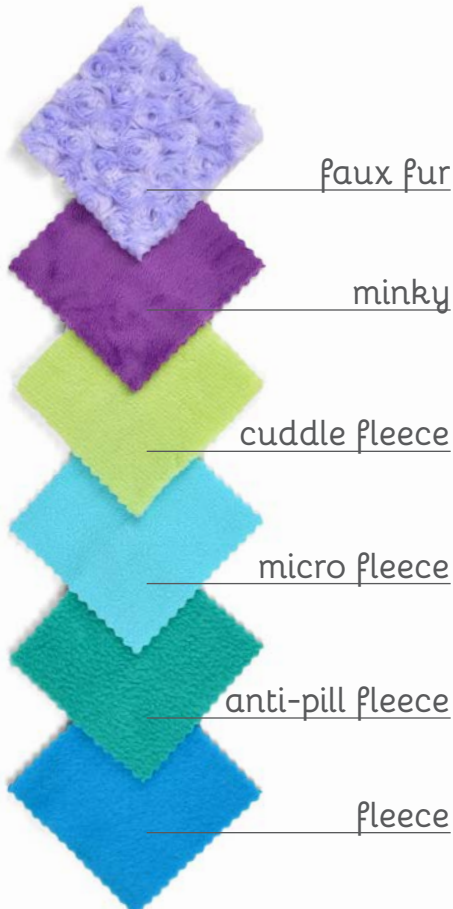


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materials & tools:

- ¼ yd. of fabric for main body
- ¼ yd. or 19" x 9" piece of fabric for wings
- **FOR KEROBEROS:** ⅛ yd. or 4" x 4" piece of light yellow fabric for inner ears
- 2" x 2" piece of black applique fabric (such as cotton, felt, or flannel) for eyes and mouth
- **FOR SPINELL:** 2" x 2" piece of turquoise applique fabric (such as cotton, felt, or flannel) for eyes
- **FOR SPINELL:** 6" long pipe cleaner for tail
- 7" x 4" piece of scrap fabric for bean pouch
- poly pellets, rice, or beans for weight
- 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)



SUGGESTED FABRICS:

Plush, stretchy fabrics such as fleece or minky are suggested. The variations of fleece and minky mentioned to the left would work well, but really any plushy fabric with a bit of stretch on the cross-wise grain would be well-suited.

Stretch fabrics like **FLEECE** or **MINKY** will create a more squat, round shape when stuffed.

Non-stretchy fabrics, like **FELT** or **COTTON**, won't stretch when stuffed so the resulting plush will look elongated as shown.

MINKY

VS.

FELT

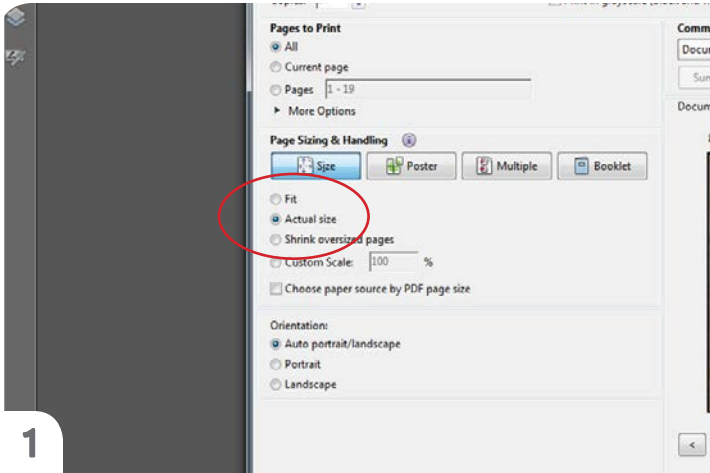


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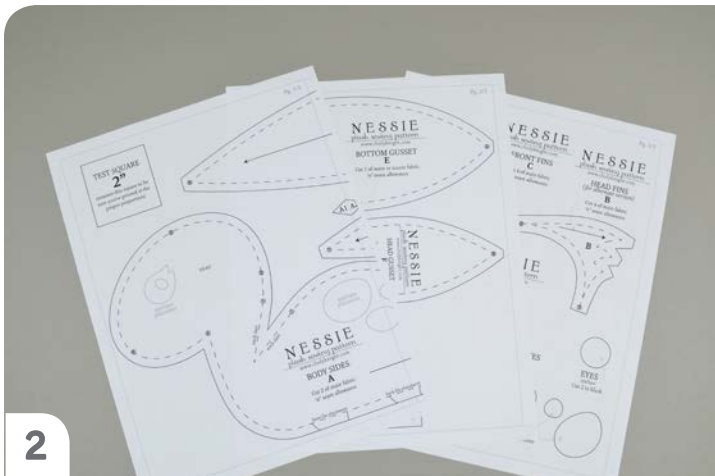
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printing the pattern:

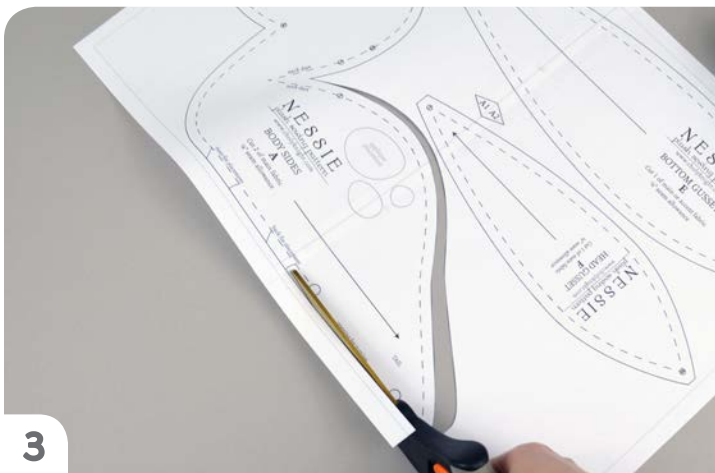
To print the pattern, set your computer to print **PAGES 21-23**. If you're unfamiliar with printing and assembling a .pdf pattern, read the steps below.



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.

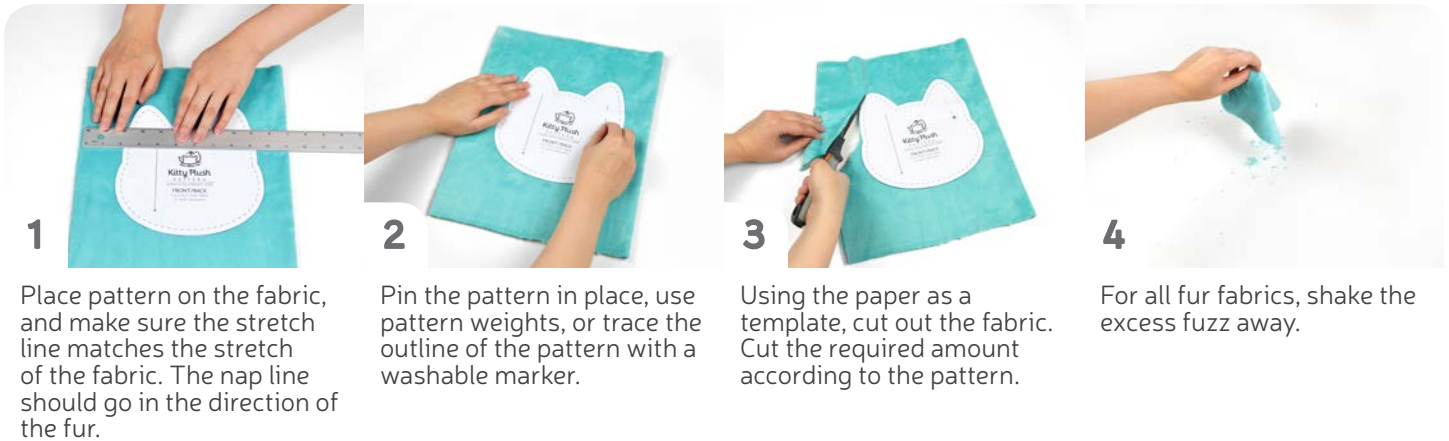


You can trace the patterns onto a different paper, or you can also just cut them straight from the printer paper. They might be a little hard to pin through, so you might want to use your longest pins. But you could also use pattern weights or trace the outlines onto the fabric with a washable marker and cut them out from there.

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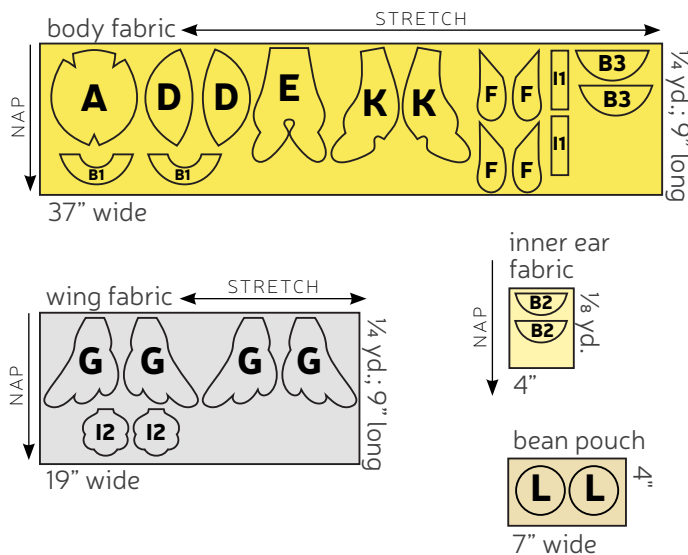
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cutting the fabric:

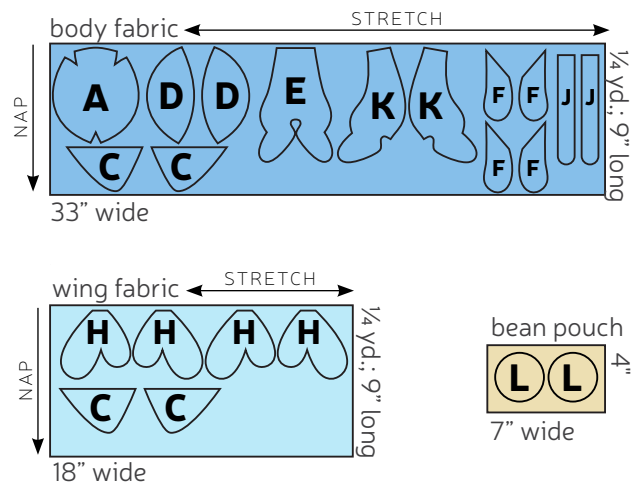


cutting layout:

keroberos:



spinell:



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 the seam allowance used is 1/4" throughout the project.

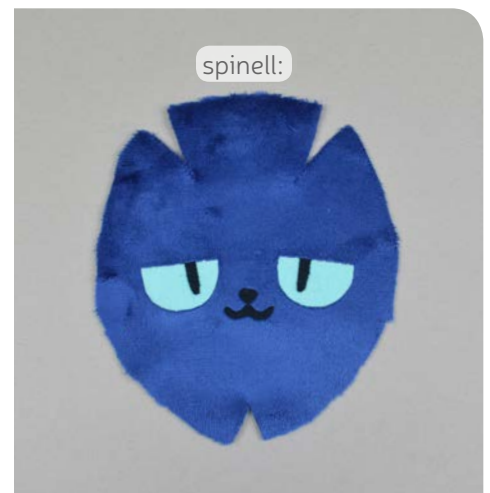
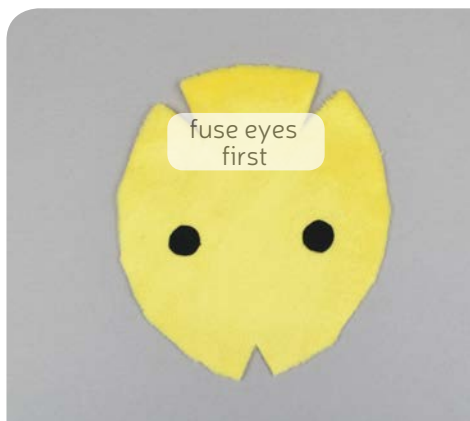
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1. PREPARE THE FACE APPLIQUE

- Take your fusible web and trace all of your applique pieces onto the smooth (paper) side. You should have two pupils, a mouth, and a nose. **FOR SPINELL:** you should also have two eyes.
- Fuse the bumpy (adhesive) side onto the wrong side of your applique fabric. The nose, mouth, and pupils go on black. Spinell's eyes go on blue.
- Cut out the eyes and arrange them on the **HEAD FRONT (A)** piece. Set your paper pattern on top of the fabric piece (right sides up). Align the eye piece on top where the placement markings are. Then carefully pull the paper pattern away while holding the applique piece in place.



2. FUSE THE APPLIQUE

- Fuse the eyes in place with your iron (use a press cloth -- such as a scrap piece of cotton -- if you're using a polyester or fur fabric like minky).
- Next, move onto the nose and mouth pieces. Fuse them much the same way as you did the eyes, using the paper pattern and photos 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.

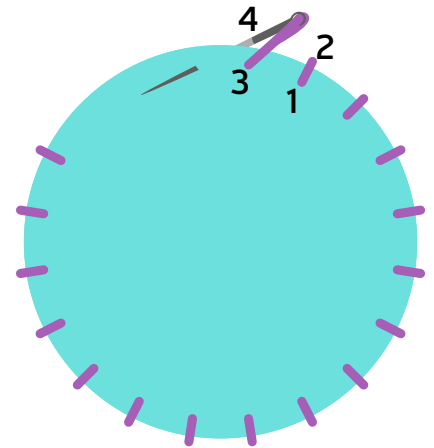
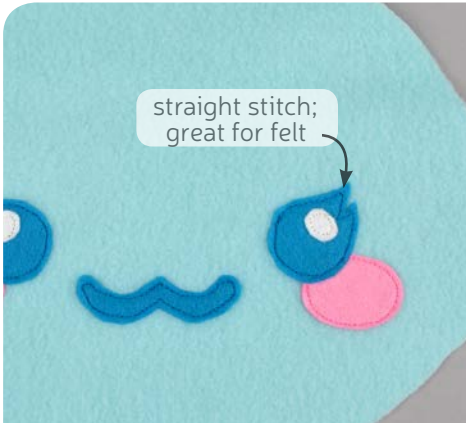
→ Refer to the next step for some other applique options.

TIP:

If these pieces are too tiny for you, you may want to use safety eyes and a nose for Keroberos. He does look just like a stuffed animal after all!

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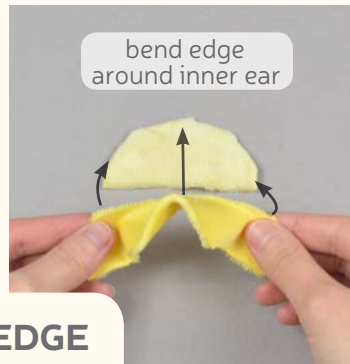
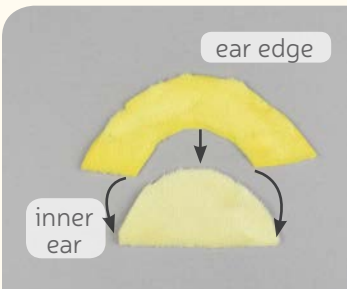
2a. OTHER APPLIQUE OPTIONS

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.

for keroberos:

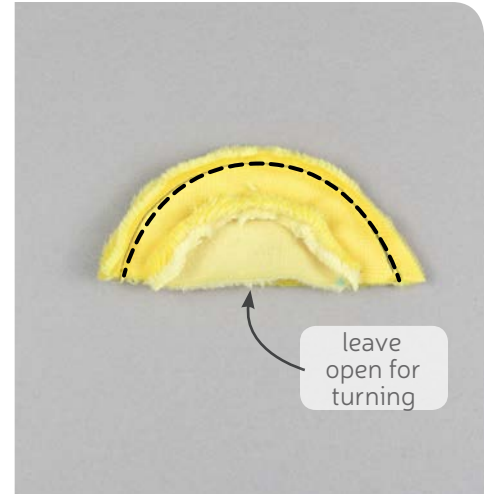
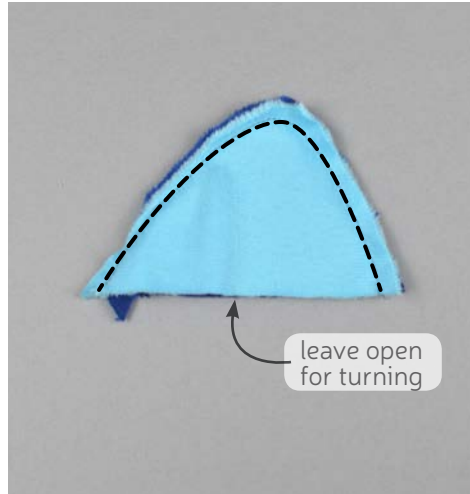


3. SEW THE EAR EDGE

- Grab your **INNER EAR** (B2) and **EAR EDGE** (B1) pieces. The shorter inner curve of the edge piece needs to be attached to the long outer curve of the inner ear.
- Stretch and bend the ear edge to fit around the outer ear as shown. Pin the fabrics together.
- Sew the edge to the inner ear along this section.
- Open up the pieces when complete. They should be relatively flat. If they're a little puckered, press them lightly with your iron.

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4. SEW THE EARS

- Take your **EAR** pieces (either B1/2 & B3 or C). Take one with inner ear fabric and one with outer ear fabric. Align them so right sides are facing and raw edges match up.
- Sew them together along the long curved edge. Leave the straight edge free for turning the ear right side out later.
Repeat with the remaining two ear pieces for two complete ears total.



5. CLIP THE EARS

- Turn the **EARS** right side out through the opening.
- FOR SPINELL:** Locate the **clipping line** found on the paper pattern for the ears. Use it as a guide to make a 1/4" clip into the seam allowance of the ear opening. Repeat with the other ear.
- FOR KEROBROS:** The clipping process is the same, but it's done right along the **EAR EDGE SEAM** (from step 3). Make a 1/4" clip right into the seam from before.
Repeat with the other ear, but be sure to clip on the opposite side.

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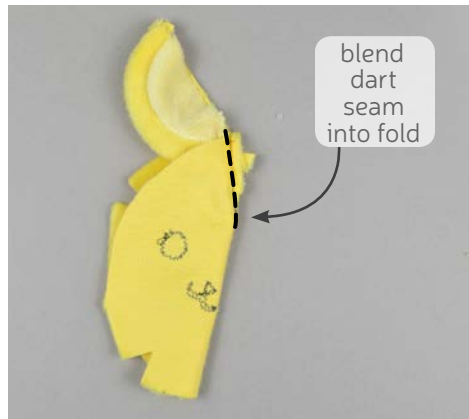
6. ALIGN THE EARS



a. Grab your **HEAD FRONT** piece (A) from before. The small open wedges found at the top are **darts**. Instead of sewing them like usual, the edges of the ears will be sewn into the darts for a more 3D finished look.

Place the clipped end of the ear along the edge of the dart with the inner ear fabric facing up.

b. Fold the rest of the ear out of the way (along the clipped part). This small section should be fully aligned within the dart, $\frac{1}{4}$ " away from the opening (for the seam allowance).



7. SEW THE EARS INTO THE HEAD DART

- Fold the rest of the **HEAD FRONT** over the edge of the **EAR**. This will sandwich the ear inside the dart. Match up the dart edges as you would with a typical dart.
- Sew the darts by starting at the opening and moving down to the point. When sewing the point, try to blend the seam in with the fold so it makes a smooth transition and a rounder finished plush.

Check your seam when complete to be sure the ear is secure and there are no holes.

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.

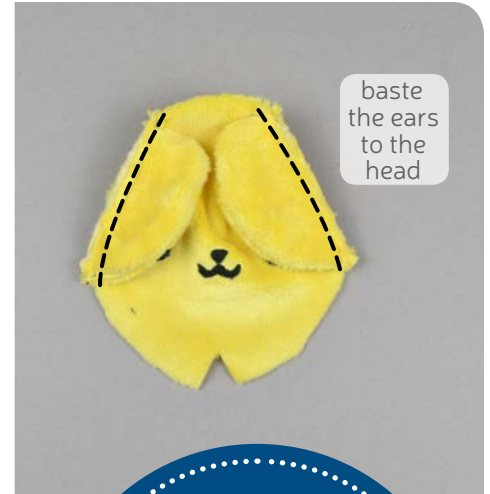
TIP:

If this step is too difficult for you, you can skip sewing the ear in the dart. Instead:

- Sew the darts as usual without the ear inside.
- Fold the ear along the clipping line instead of cutting it.
- Baste the folded ears to the top of the head, starting at the dart seam.

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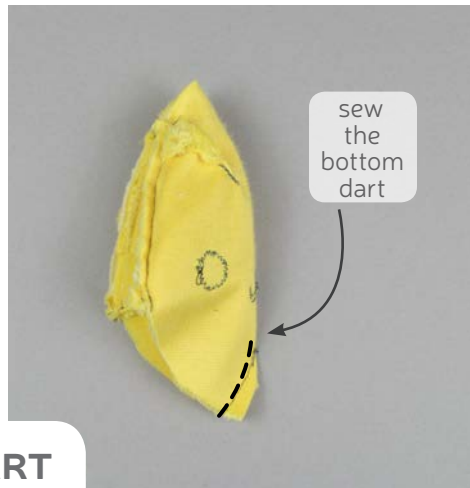


8. BASTE THE EARS

- Repeat step 7 with your remaining **EAR** piece and the other **head dart**. When complete both ears should be secured into the head through just the ends.
- Fold the free edge of the ear around the top of the **HEAD FRONT**. The open edge should align with the side of the head front.
- Baste the ear to the head front within the seam allowance to hold it for future steps.

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).

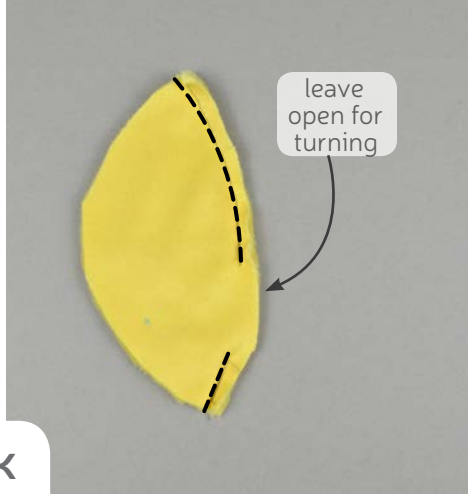
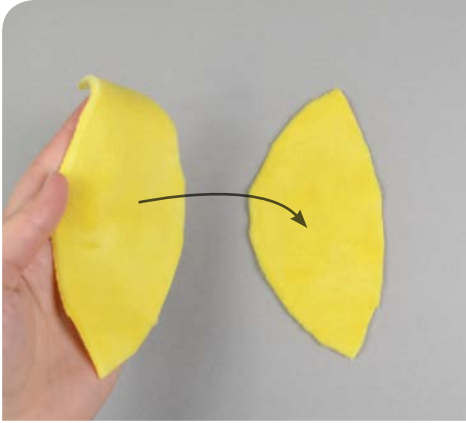


9. SEW THE BOTTOM DART

- Sew the last **dart** found at the bottom of the **HEAD FRONT**. Fold the head front in half with right sides facing. Match up the diagonal edges that form the bottom dart.
- Sew the dart the same as the previous ones. Start at the opening and go toward the point.
- When sewing the point, try to blend the seam in with the fold so it makes a smooth transition and a rounder finished plush.

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10. SEW THE HEAD BACK

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



11. SEW THE HEAD

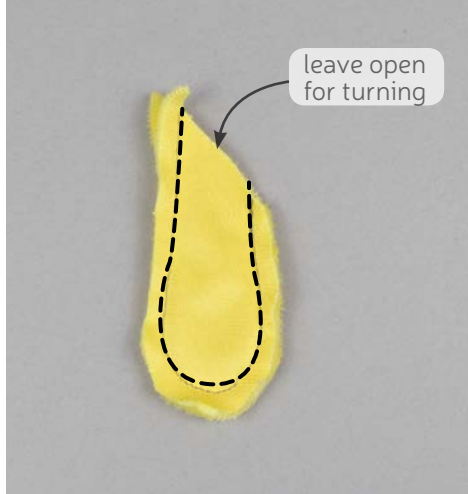
- Take your sewn **HEAD BACK** pieces and align them over the **HEAD FRONT** you have so far. The **head back seam** should align with the **bottom HEAD FRONT dart**. Also, the **opening for turning** should be near the bottom of the head.
- Sew around the perimeter of the head.
- Turn the head right side out through the opening you left earlier. Check the corners of the ears to be sure there are no holes or gaps.
 - Set the head aside while we work on the body.

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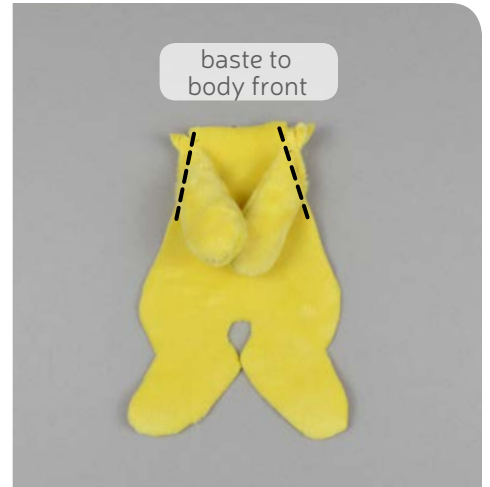
12. SEW THE ARMS



- Grab all of your **ARM** pieces (F). Take two of them and align them with right sides facing and raw edges matching up.
- Sew them together along the long curved edge. Leave the short straight edge free for turning the arm right side out.
- Turn the arm right side out. Repeat with the remaining two arm pieces for two complete arms total.



13. BASTE THE ARMS



- Stuff the arms lightly with stuffing. Leave the openings empty as we'll be attaching them to the body next.
- Grab your **BODY FRONT** piece (E). If you haven't already, locate the **arm placement lines** located on the paper pattern. Transfer them over to the right side of the fabric. Align the open end of the arms within these placement lines.
- Baste the arms to the body front within the seam allowance. This will hold them in place for future steps.
 - Set the body front aside for a bit while we work on the body back.

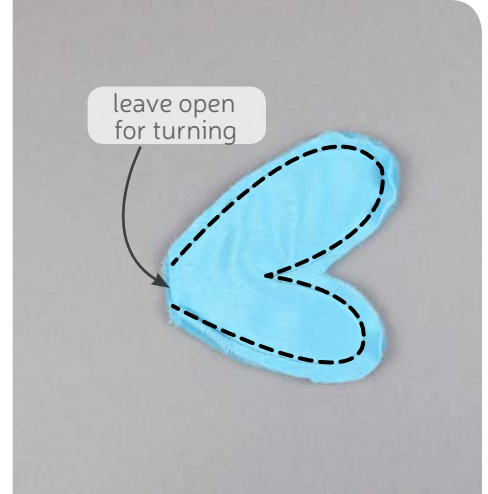
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14. SEW THE WINGS

- Grab your **WING** pieces (G or H). Take two of them and align them with right sides facing and raw edges matching up.
- Sew the wings together along the curved edge. Leave the short straight edge free for turning the wing right side out later.



15. TURN THE WINGS

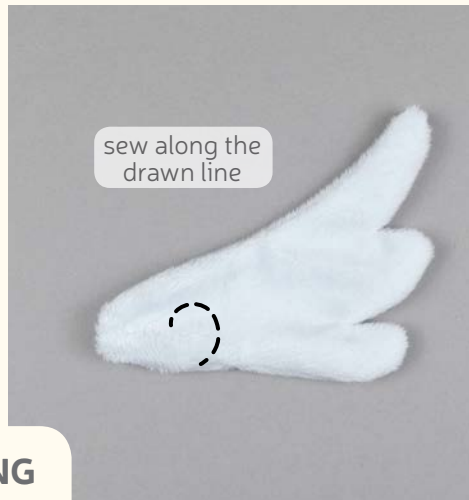
- Clip the seam allowances at the inner corners of the **WINGS**. Get as close as you can to the stitching without actually cutting it. This will increase flexibility when the wings are turned later.
- Turn the wings right side out through the opening. Define the tips with a chopstick or similar turning tool.
- Stuff the wings lightly with stuffing.



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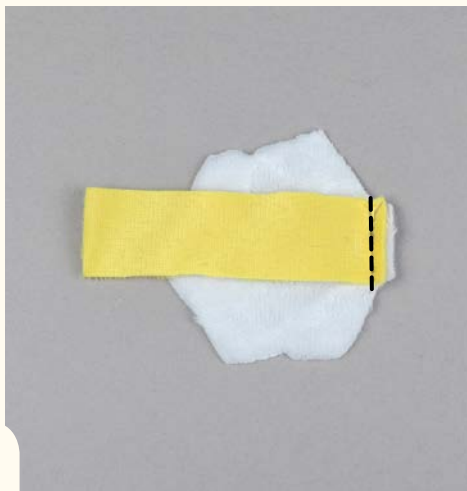
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for keroberos:



16. TOP STITCH THE WING

- For a little extra detail, Keroberos' wing has a bit of top stitching. Transfer over the **top stitching line** found on the paper pattern for the **WING (G)**. You can also freehand the line with a fabric marker.
- Stitch along the line through the stuffing to complete the look.



17. SEW THE TAIL BASE

- Grab your **TAIL** pieces (I1-2). Take one short end of the **TAIL BASE** (I1) and align it with the straight edge of the **TAIL TIP** (I2).
- Sew the base to the tip along this edge.
- When complete, open up the pieces and treat the tail base and tip as one piece. Repeat with the remaining tail pieces for two tail halves total.

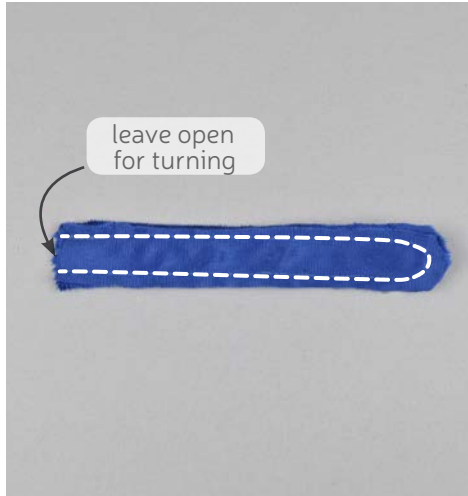
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18. SEW THE TAIL

- Take both of your **TAIL** pieces (I1/2 or J). Align them with right sides facing and raw edges matching.
- Sew them along the long curved edge. Leave the straight edge free for turning the tail right side out next.



- FOR KEROBEROS' TAIL:** trim the excess seam allowance along the curved edges. This will reduce bulk and increase flexibility for when the tail is turned.
- Turn the tail right side out. For especially skinny pieces like these, a straw helps. Insert the straw into the tail all the way to the end.
- Stick a chopstick, pencil, or other similar narrow tool into the straw. This will push the fabric inside, beginning to turn the piece right side out.
- Keep pushing the chopstick into the fabric, allowing the straw to slide out. Continue until it the piece is fully turned.

19. TURN THE TAIL



a.



c.



d.

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20. BASTE THE TAIL

- FOR SPINELL'S TAIL:** insert your pipe cleaner into the tail all the way to the end.
- FOR KEROBEROS' TAIL:** stuff the tail lightly with stuffing, especially toward the end.
- Grab one of your **BODY BACK** pieces (K). If you haven't already, locate the **wing and tail placement lines** printed on the paper pattern. Transfer them over to the right side of the fabric. Place the open end of the wings and tail within these lines. The wings should be stacked one on top of the other. Baste the wings and tail to the edge of the body back as shown. *Sew very carefully over the pipe cleaner -- use only the hand wheel if necessary to avoid a broken/bent needle.*



21. SEW THE BACK

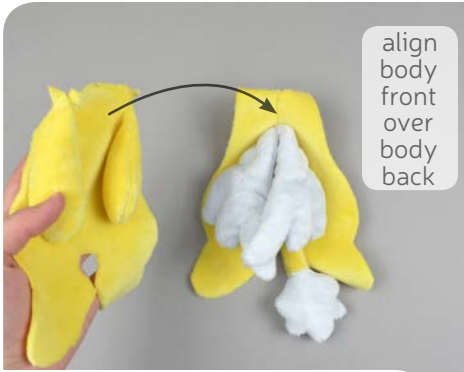
- Retrieve your remaining **BODY BACK** piece (K). Align it over the first one with right sides facing and raw edges matching up.
- Sew the back pieces together along the edge with the tail and wings only.
FOR SPINELL: *be sure to sew slowly and carefully over the pipe cleaner to avoid a broken/bent needle.*
- When complete, open up the back pieces. The tail and wings should be completely secured inside.

TIP:

If your machine has trouble sewing through all the layers in part B, try lowering the top thread tension on your machine. Lowering the presser foot pressure also helps (if your machine has that option). In either case, sewing slowly is always a good solution.

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22. SEW THE BODY

- With the **BODY BACK** complete, retrieve your **BODY FRONT (E)** from before.
For both sides, make sure all the extra pieces are tucked toward the middle -- including the arms, wings, and tail.
Align the body front over the body back with right sides facing and raw edges matching up.
- Sew the body front to the back around the sides and legs. Leave the top straight edge open for the neck.
- Once sewn, clip the seam allowance at the inner curves and corners. This will increase flexibility when the body is turned later.

TIP:

It's very difficult to get all the bits crammed into the body when sewing this part.

It helps to pin and sew only one half of the body so the arms/wings/tail can be moved out of the way. Then for the second half, shove what you can out of the neck (as shown) to make room.



23. SEW THE BEAN POUCH

- Grab your **BEAN POUCH** pieces (L) from your scrap fabric. Align the two pieces together with either side facing (doesn't matter). Sew the pieces together around the edge, leaving a 1-2" opening (also marked on the paper pattern) for filling the pouch.
- Get your poly pellets and a funnel (I prefer a spoon, but both work). Fill the pouch with poly pellets until it's not quite full.
- Stitch the pouch closed by hand using a back stitch for extra safety, or take it to your machine. Stitch it closed very slowly, using only the hand wheel if necessary. Sewing over a pellet will very likely break a needle.

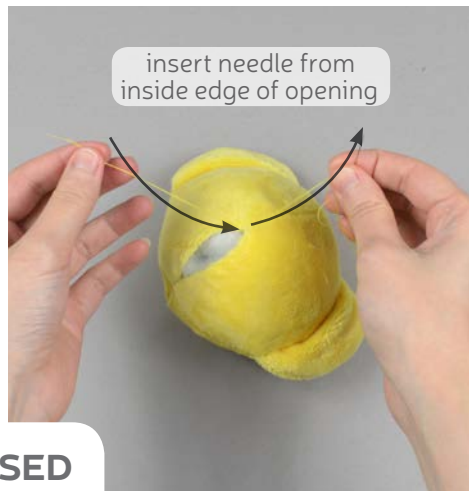
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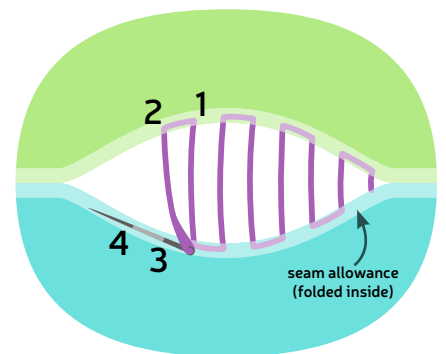
24. STUFF THE BODY

- Turn the body right side out and begin stuffing it. Start by stuffing the feet semi-firmly. Keep the legs light on stuffing if you'd like your plush to be more floppy.
- Take your finished **BEAN POUCH** (L) and put it into the rear of the plush.
- Finally, stuff the rest of the body up to the neck.



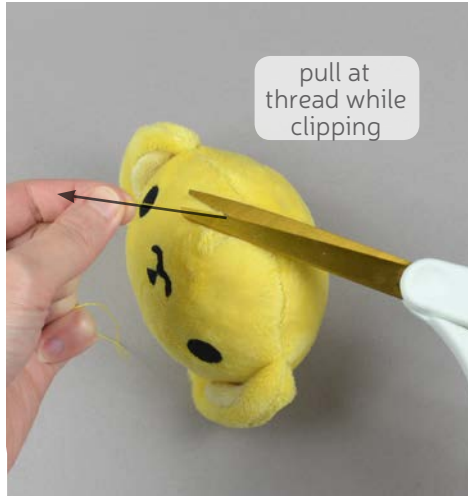
25. SEW THE HEAD CLOSED

- Stuff the head as well. Make sure there's plenty in the face so there are no wrinkles or points left by the darts.
- Once the plush is stuffed, make sure the seam allowances in the head 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.
- 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.



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- a. When you're finished, stitch a knot into the end of the seam. Then insert the needle near the finished knot and out of the plush about 1-2" away.
- b. Pull the thread through and hold it taut while snipping the thread. The excess thread should sink back inside the plush -- all hidden!

26. TRIM THE THREAD



27. CLOSE UP THE NECK

- a. Thread a hand sewing needle with thread and knot the end. Sew a long gathering stitch around the opening of the neck, about 1/4" away from the edge.
- b. Once finished, pull at the thread to gather the fabric and cinch up the opening. Sew a few knots at this opening to hold it closed. If you have a lot of thread left, consider leaving it attached for adding to 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.

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- a. Align the head over the body so they're both facing forward. The back seam of the head should also match up with the back seam on the body.
- b. Ladder stitch the head to the body, going around the opening in the neck. Stitch a wide circle to ensure the neck is secure and not wobbly.

→ **TIP:** take big basting stitches for the first pass to make sure the head placement is right. Then go around again with neater, tinier stitches for the second pass.

28. ATTACH THE HEAD

for spinell:



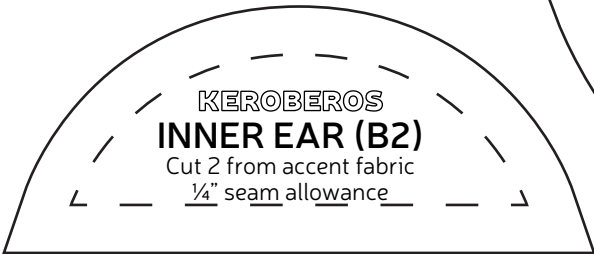
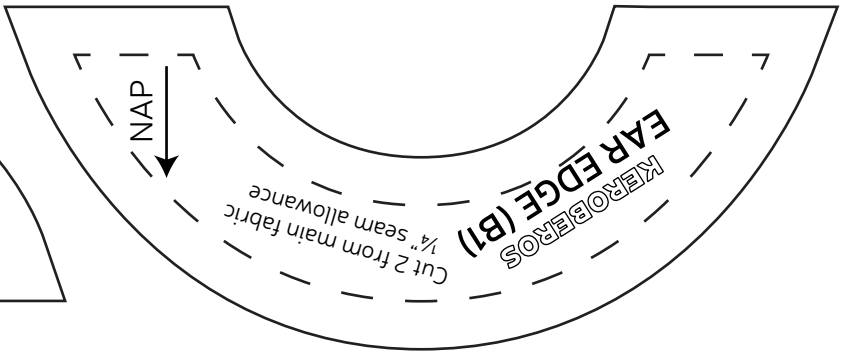
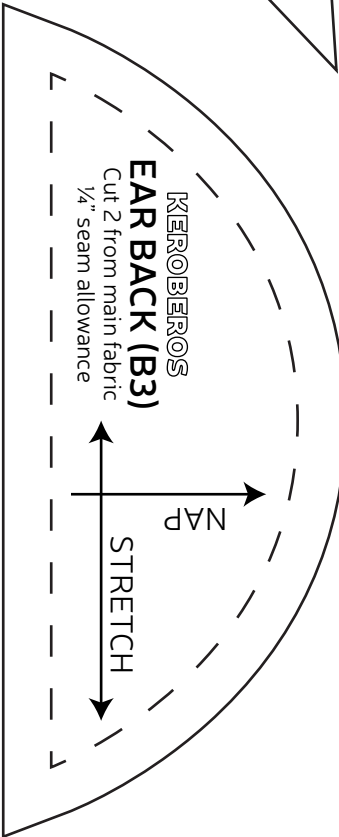
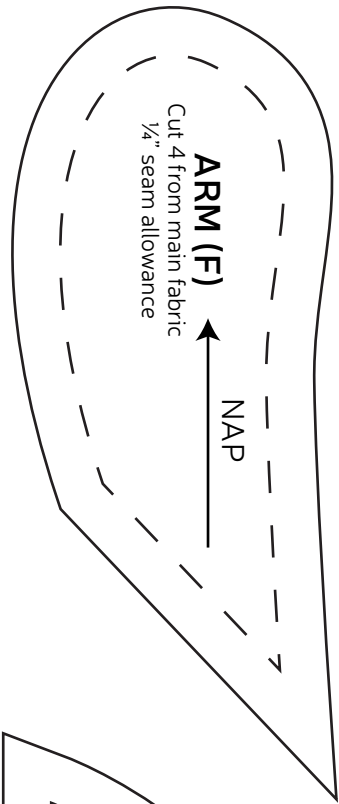
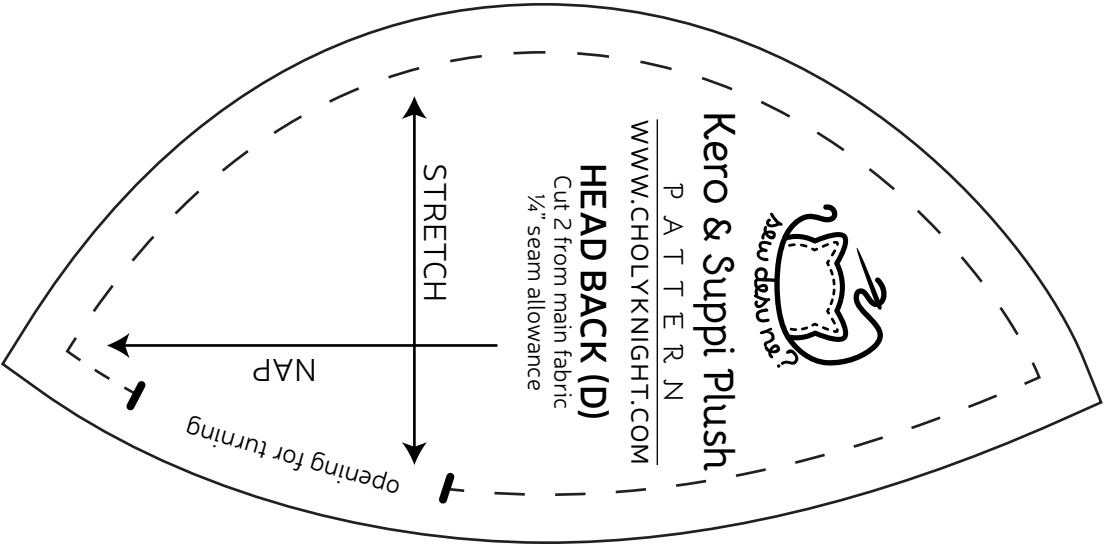
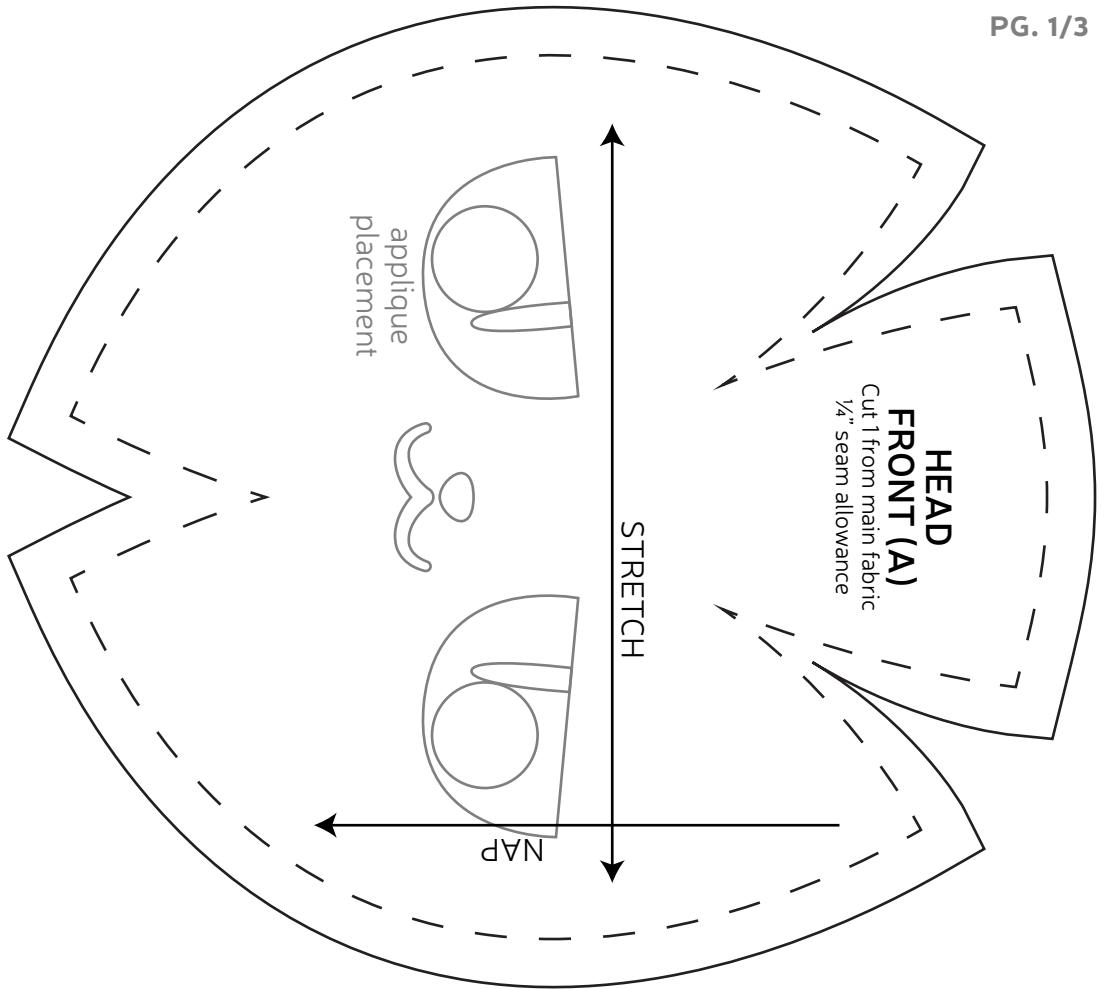
29. TWIRL THE TAIL

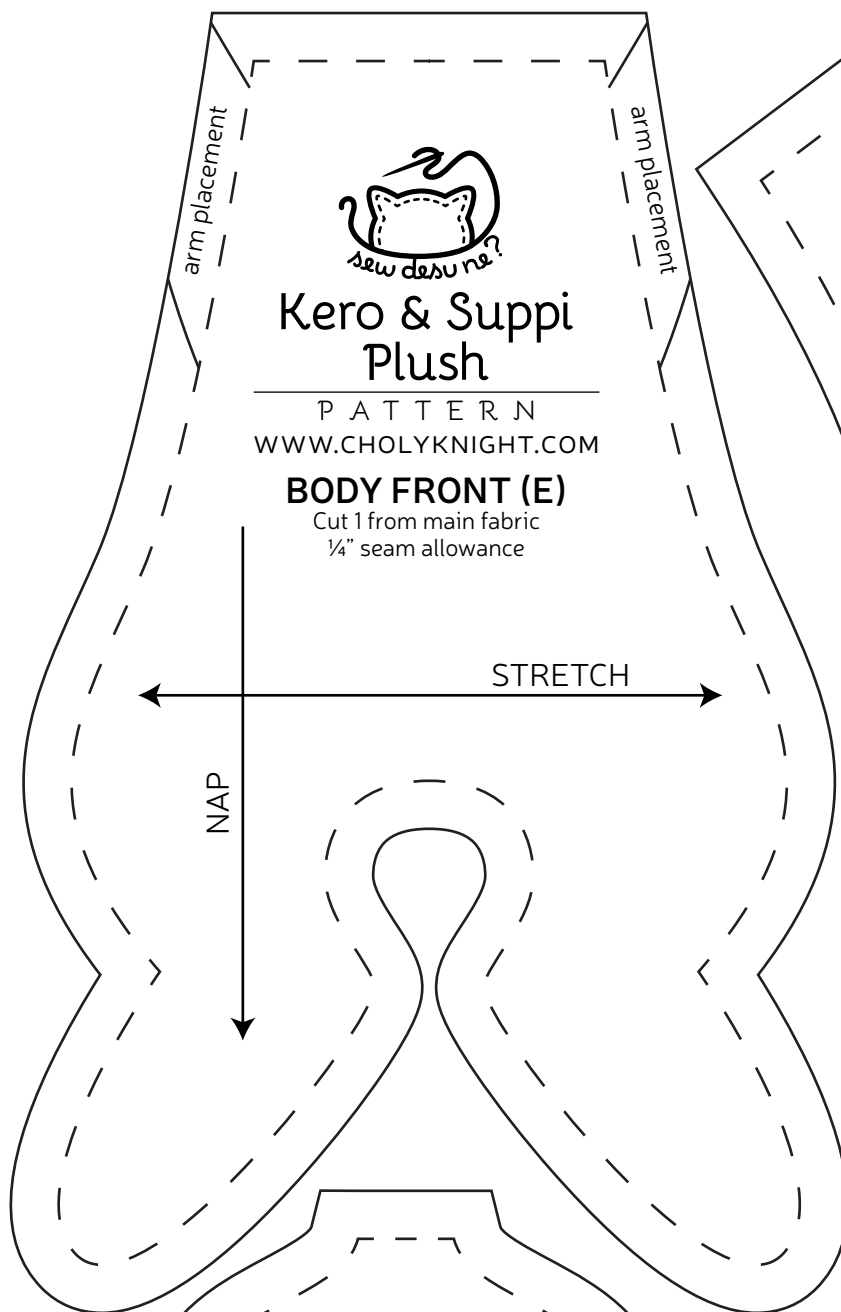
- a. Take the end of the tail and twirl it around a pencil or your finger for a little twist!

congrats!
this completes
your plush! Now
give it a big
hug!

sew desu ne?

| WWW.CHOLYKNIGHT

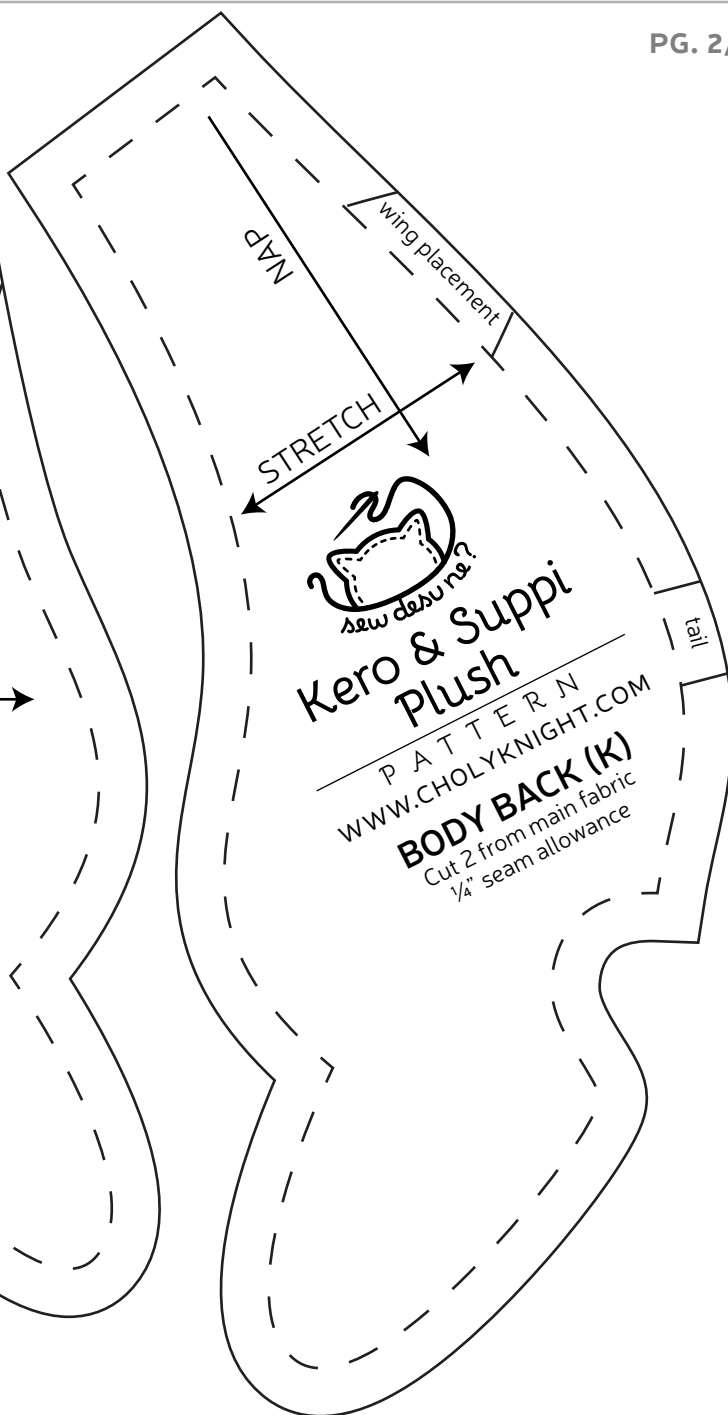




Kero & Suppi Plush

P A T T E R N
WWW.CHOLYKNIGHT.COM

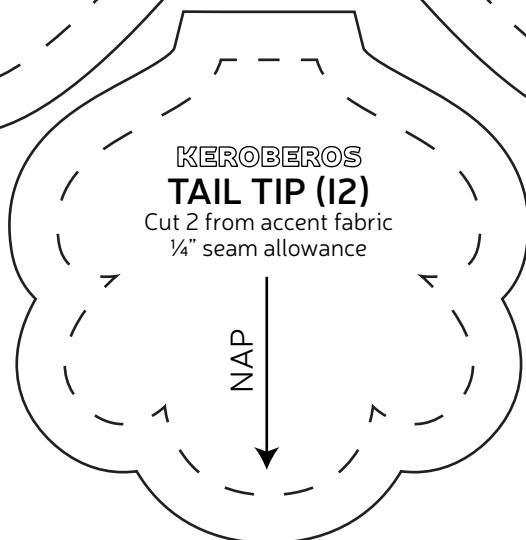
BODY FRONT (E)
Cut 1 from main fabric
1/4" seam allowance



Kero & Suppi Plush

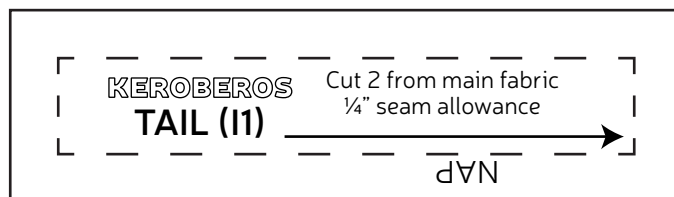
P A T T E R N
WWW.CHOLYKNIGHT.COM

BODY BACK (K)
Cut 2 from main fabric
1/4" seam allowance



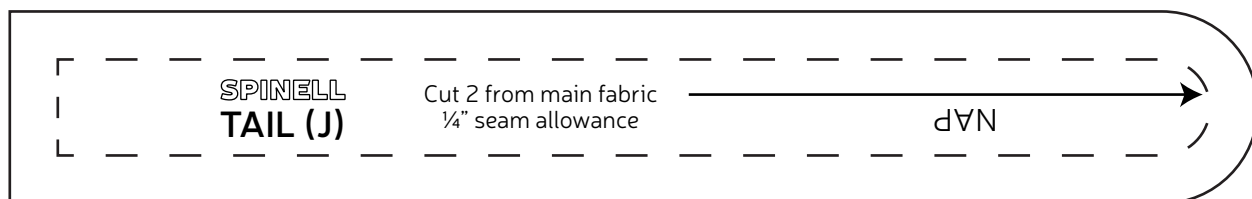
KEROBEROS TAIL TIP (I2)

Cut 2 from accent fabric
1/4" seam allowance



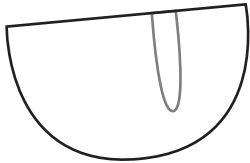
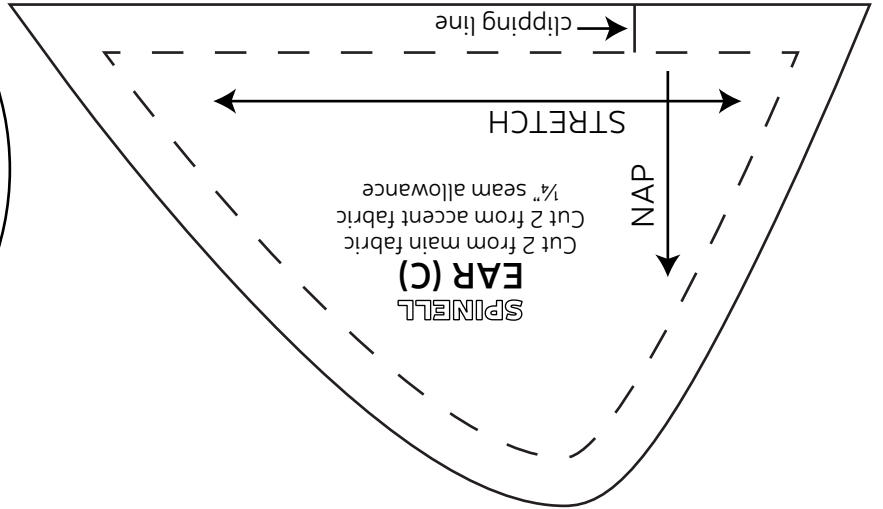
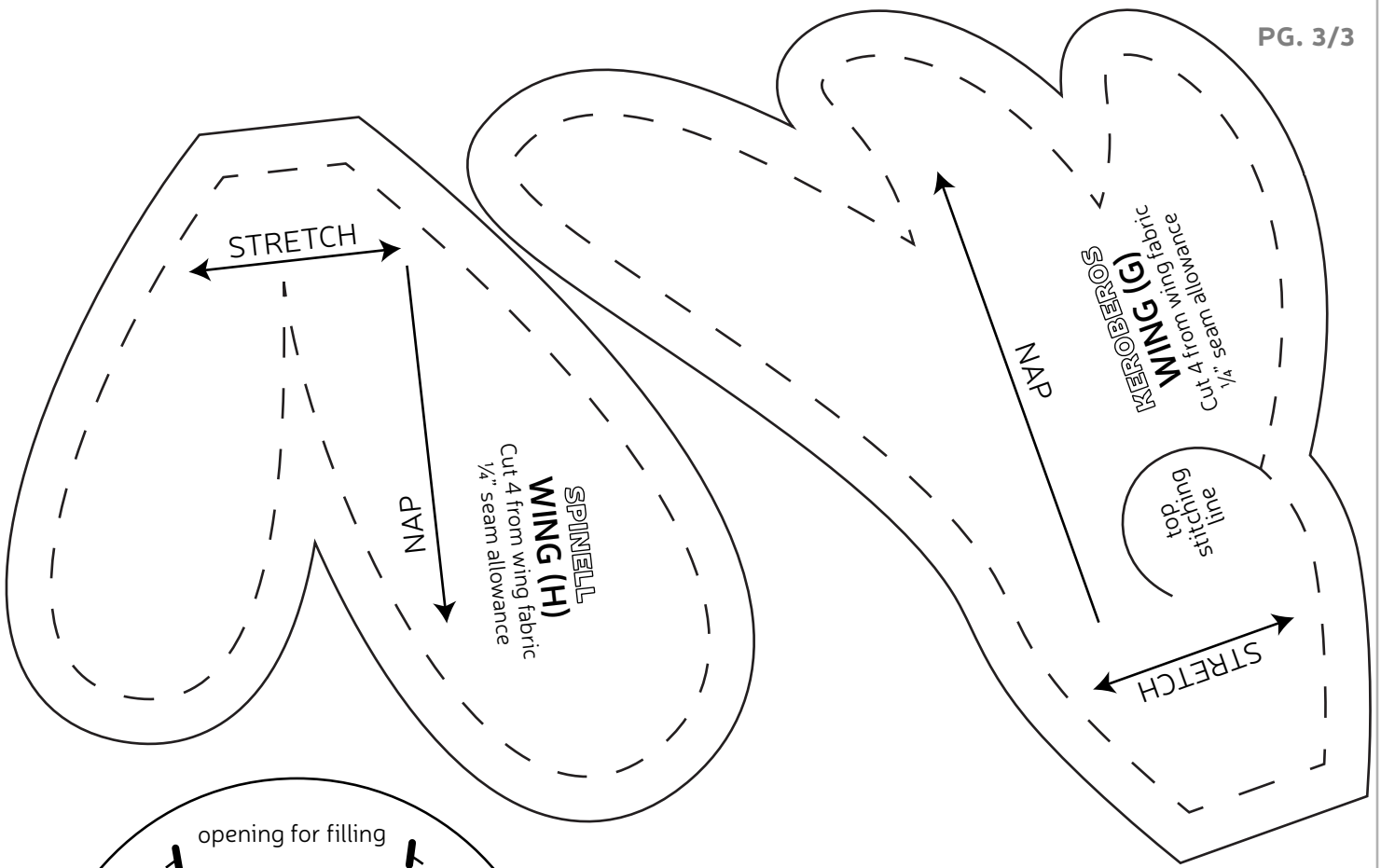
KEROBEROS TAIL (I1)

Cut 2 from main fabric
1/4" seam allowance



SPINELL TAIL (J)

Cut 2 from main fabric
1/4" seam allowance



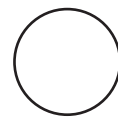
SPINELL EYE
applique
trace & cut
2 of turquoise



SPINELL PUPIL
applique
trace & cut
2 of black



NOSE
applique
trace & cut
1 of black



KEROBEROS EYE
applique
trace & cut
2 of black



SMILE
applique
trace & cut
1 of black