

GUNTER PLUSH



A SEWING PATTERN BY



GUNTER PLUSH

This project is a huggable little plush made to look like Gunter, the mischievous little penguin and the Ice King's buddy from Adventure Time. It features little wings and feet, a pointy beak, and adorable eyes.

DIFFICULTY: 

Pretty easy to handle except for some curved sewing and a good deal of hand sewing.

MAKES:

one plush that's about 6" long, 6" wide, and 9" tall

MATERIALS & TOOLS

- 1/3 yd. of black fleece
- 1/3 yd. or 12" x 12" scrap of white fleece
- 10" x 10" scrap of yellow fleece
- Batting
- Poly pellets (optional; see step 10)
- Appliqué supplies:
 - 5" x 2" scrap of white appliqué fabric
 - 2" x 3" scrap of black appliqué fabric
 - 4" x 3" scrap of light or heavy-weight fusible web
- Matching sewing thread
- Basic sewing tools (sewing machine, scissors, iron, needles, pins, fabric marker, seam ripper)

BEFORE YOU BEGIN:

1. Print out the project pattern, pages 11-14
2. Assemble the pattern pieces by lining up the page markings (A1 to A2, B3 to B4, and so on)
3. Lay out the pattern pieces on your fabric and cut them out
4. Mark the fabric pieces with the guidelines from the pattern



1

Like with most of my projects, first you start off with the appliqué. Trace the appliqué outlines onto your fusible web and fuse them to your appliqué fabric. Cut out the shapes, then fuse the fabric shapes to Gunter's face. Follow the guidelines shown in the paper pattern to get the right placement, then iron them. If you used lightweight fusible web you'll need to sew the pieces in place as well. I did a zigzag stitch around the edges. But if you used heavy duty fusible web you don't need to do any sewing.

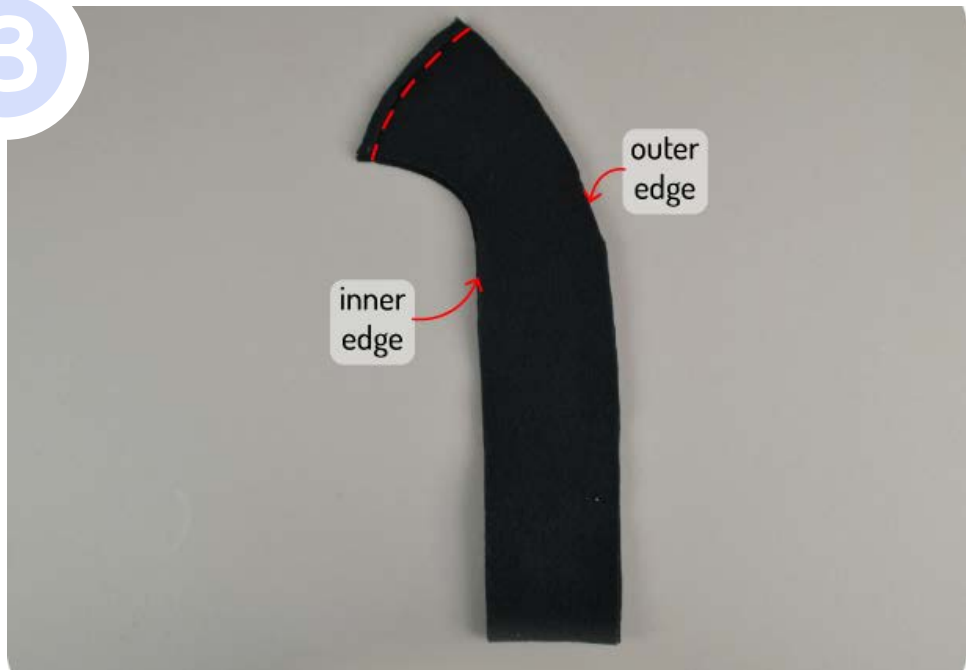


2

Next up is to sew the dart at the top of Gunter's head. Fold the face piece in half lengthwise to match up the diagonal lines that form the "legs" of the dart. Sew along this line to complete the dart.

To wrap around the top of Gunter's head we need the top front pieces. Align those together, matching up the short straight edge and sew them along this edge. Press the seam open when complete.

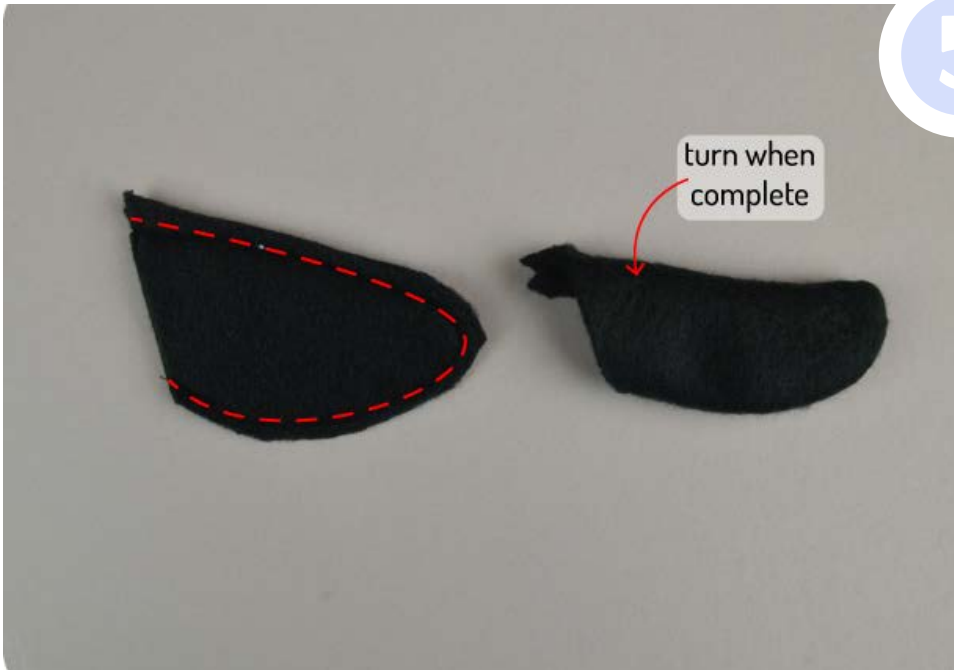
3



When you open up the top front pieces, you should see a nice little opening for Gunter's face to fit. Stretch that inner edge around the white piece, matching up the ends and the middle seam with the dart (as in step 2). When all pinned, sew the pieces together.

4





5

We're about to add the other side, but before that we need Gunter's wings. Align two of the wing pieces together with right sides facing, then sew around the shape leaving the straight edge open for turning right side out. Turn the wing right side out when finished.



6

Once the wings are done, baste them in place to Gunter's front where the guidelines indicate on the pattern.

Now for the back! To form the back piece, fold the back in half lengthwise with right sides together, matching up all the edges. The curved edge right above the fold is kind of like a large dart, we're going to sew that the same way as we did in step 2.

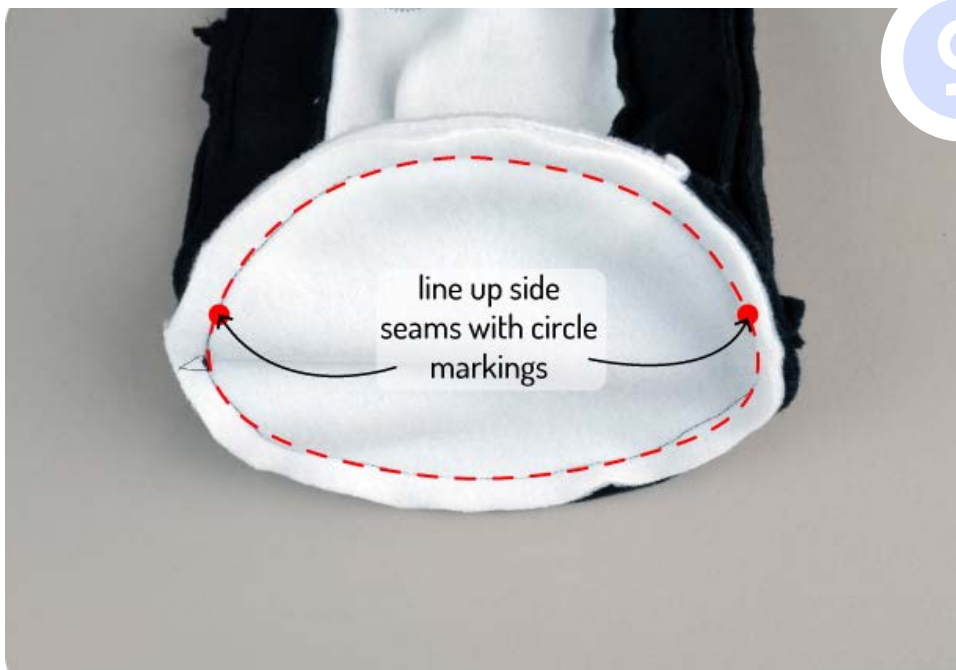
7



Now we can finally attach the back to the front. Line up the two pieces matching up the curved raw edges and pin them together. The bottom corners and middle seams should match up, ideally. When it's all pinned, sew the two pieces in place. Be sure to leave an opening near the bottom (beneath the wing) for turning right side out later.

8





9

Now to add the bottom. To make sure it's rightly aligned on the oval, you'll want to make sure the side seams (where the front meets the back) line up where the circle markings are on the paper pattern. Other than that, pin it in place all the way around and then sew. The stretchiness of the fleece should help you get around the curves without any puckers.



10

Turn Gunter right side out and now we can finally stuff him up! I wanted some insurance to be sure that he stood up on his own, so I put a few spoonfuls of plastic pellets in his bottom and then filled the rest with batting. Be sure to stuff him really firmly with batting to get a nice round shape and make the most of the stretchiness of the fleece.

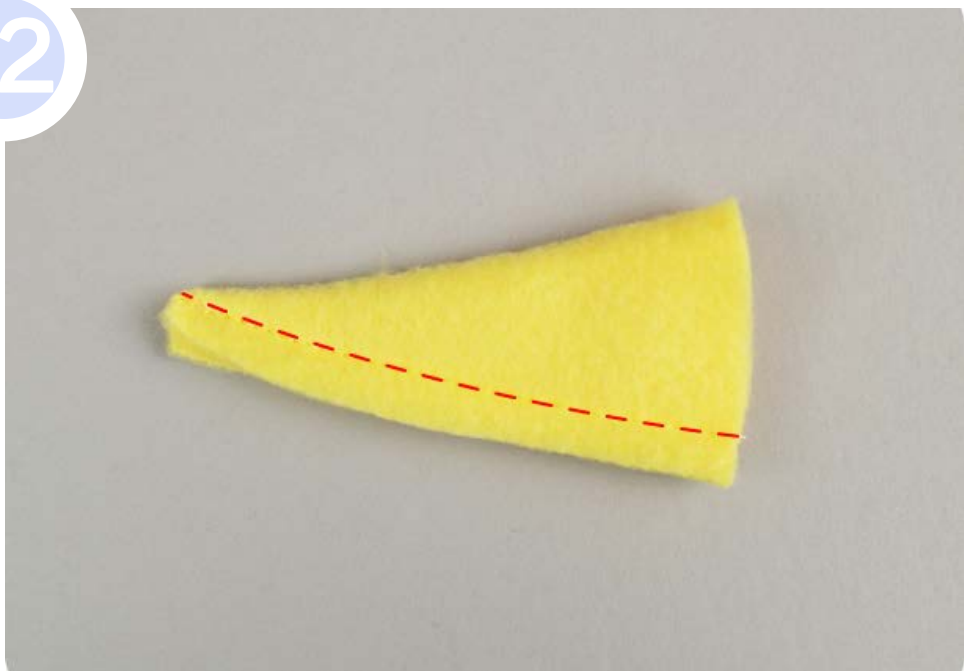
When he's all stuffed, sew Gunter up by tucking in the seam allowances in the opening and sewing it closed with a ladder stitch.

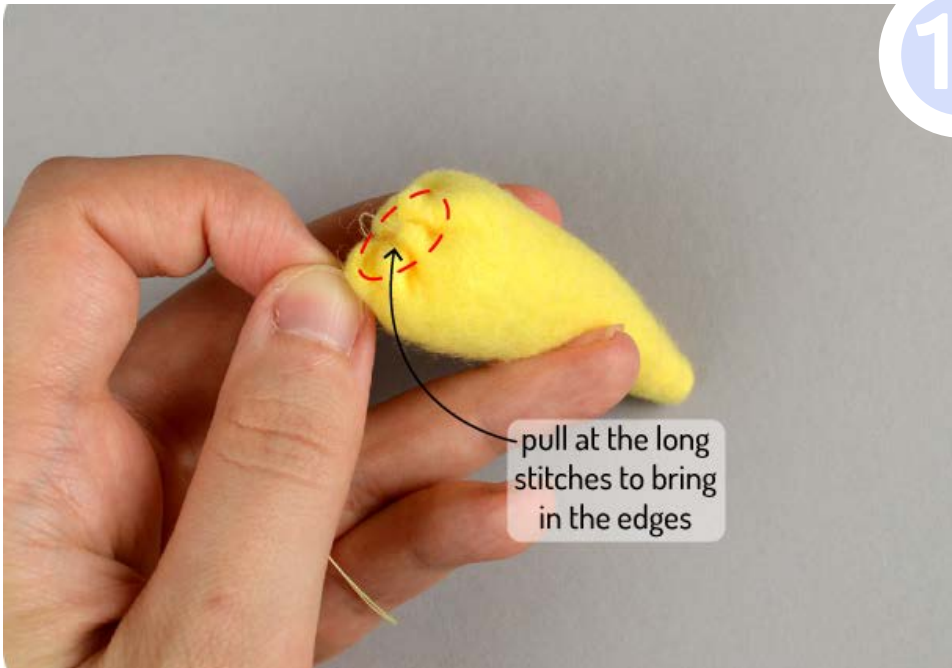
11



Now he needs a nose. Take the beak piece and fold it in half, matching up the diagonal edges. Sew down this triangle shape to start the beak. Turn the piece right side out and poke the end with a chopstick or something similar so it looks nice and sharp.

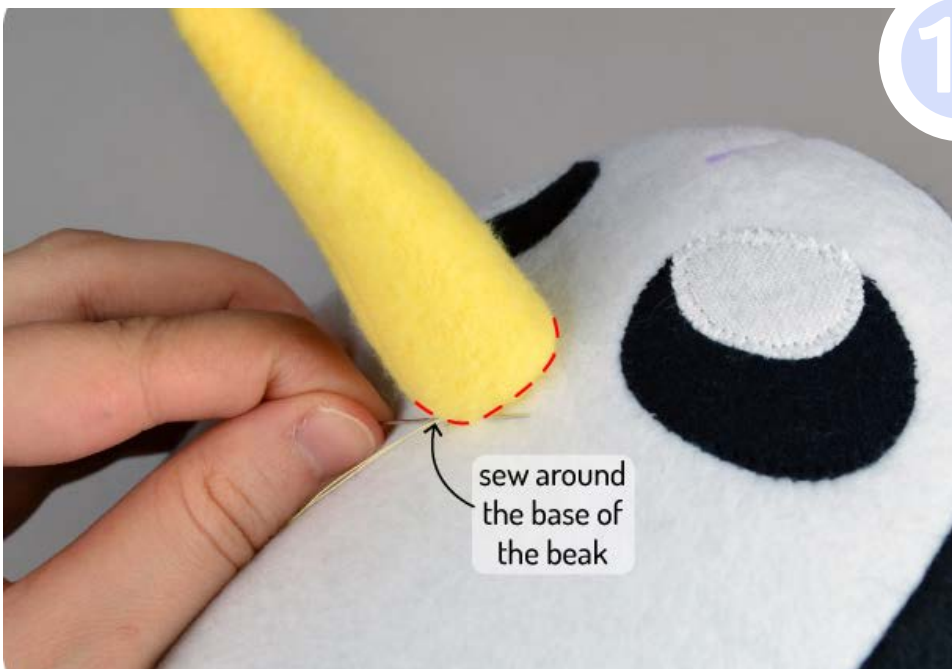
12





13

Stuff the beak lightly so it retains its conical shape. Run a hand-sewn gathering stitch around the opening of the beak and cinch it up to bring in the edges.

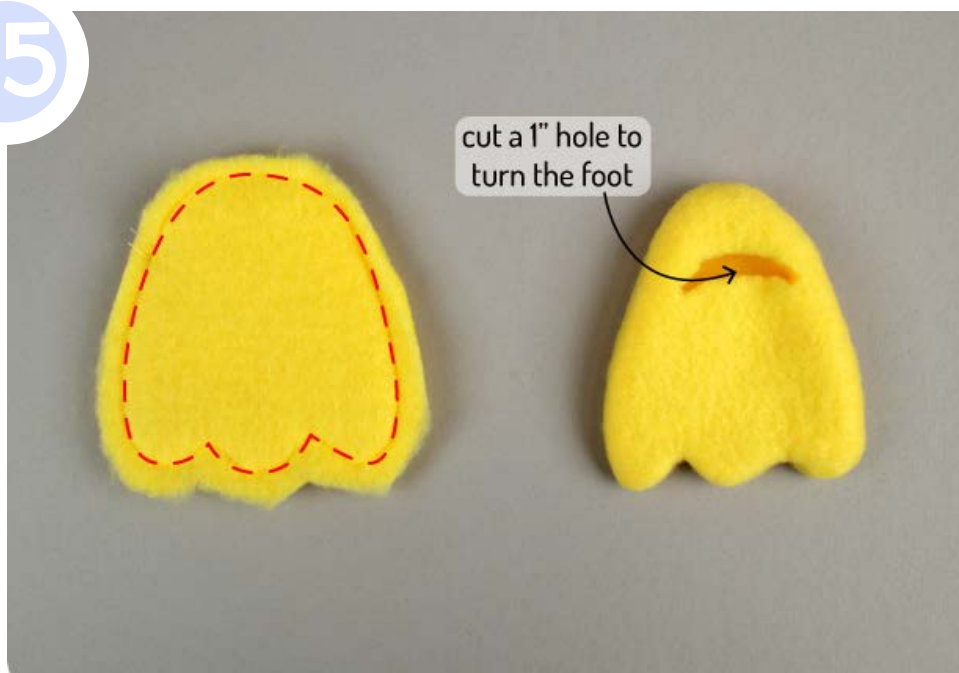


14

While the edges are tucked in like that, sew the beak to the front of Gunter where the pattern guidelines indicate using a ladder stitch.

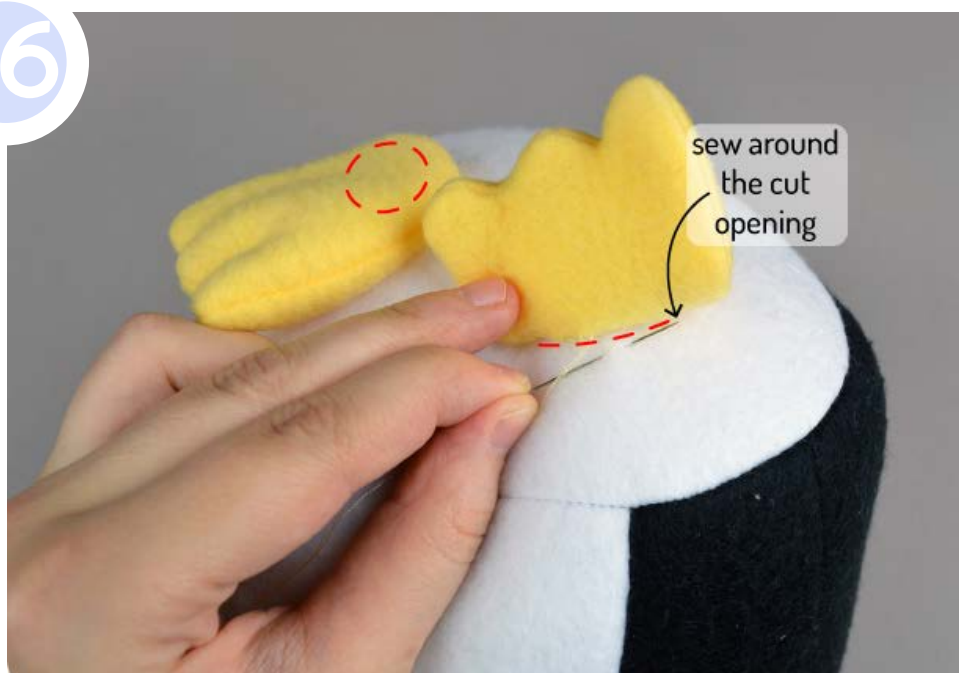
Onto the feet! To make these, sew two feet pieces together with right sides facing, all the way around the perimeter. To turn the pieces, cut a small 1" or so hole around the heel area. Clip and trim the curves (especially near the toes) and turn the feet right side out.

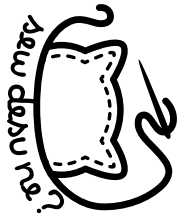
15



Align the feet around the bottom of Gunter according to the pattern guidelines. Ladder stitch them in place around the heel area, going around the cut you made in the previous step. This is so that his toes remain free and floppy :B

16





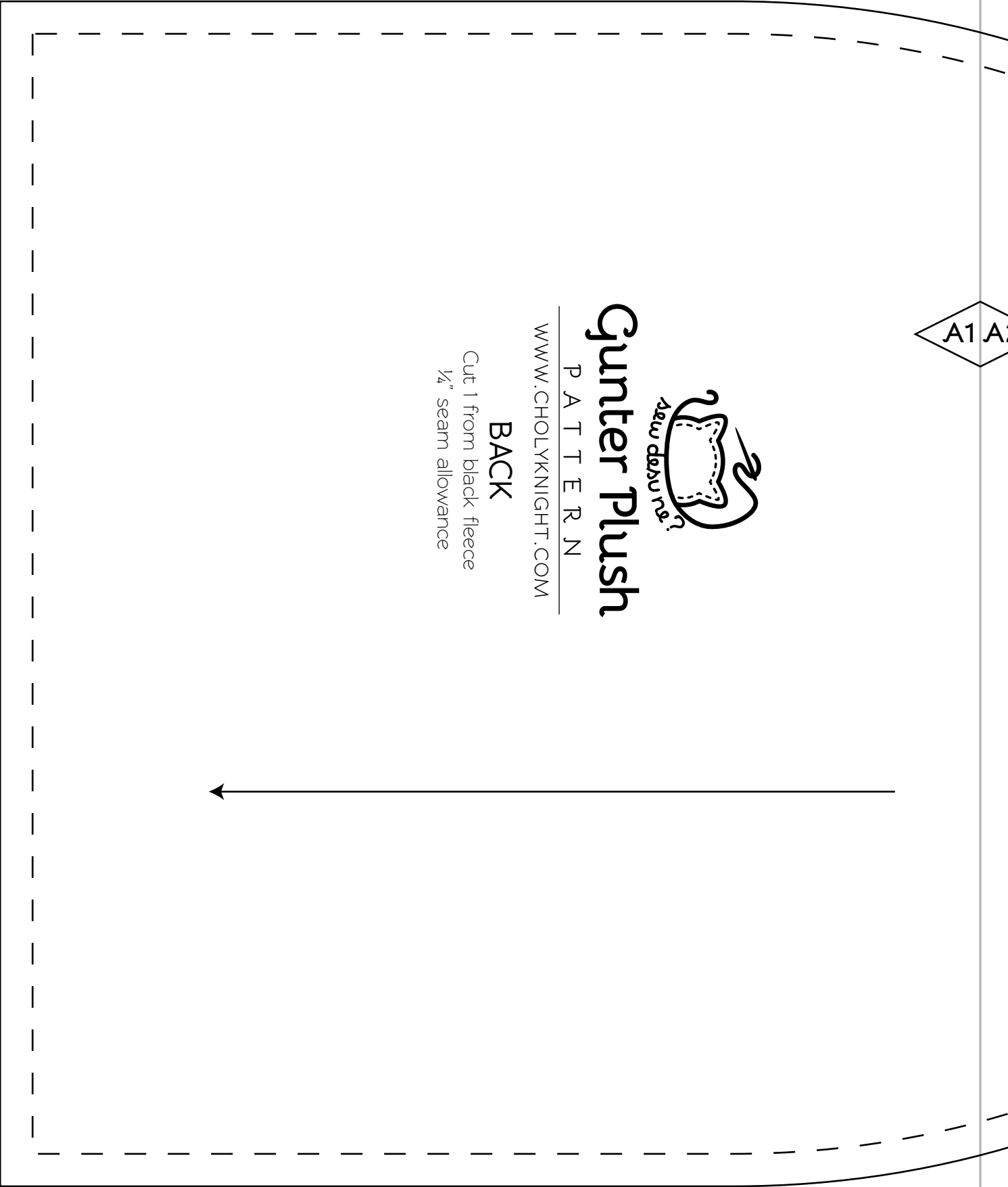
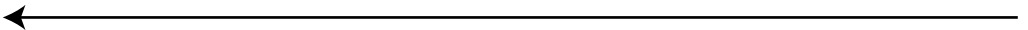
Quilter Plush

P A T T E R N

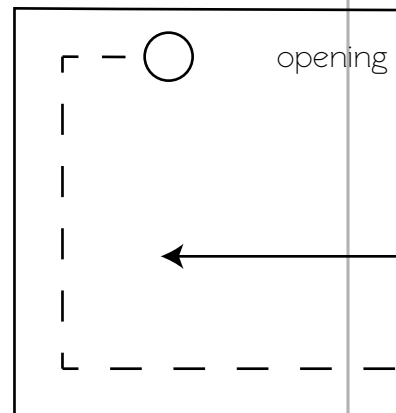
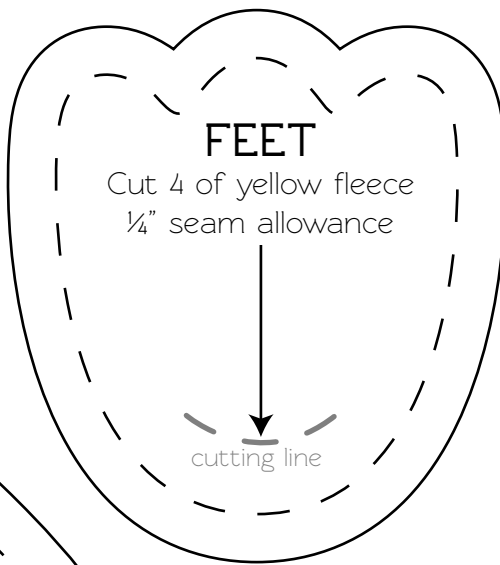
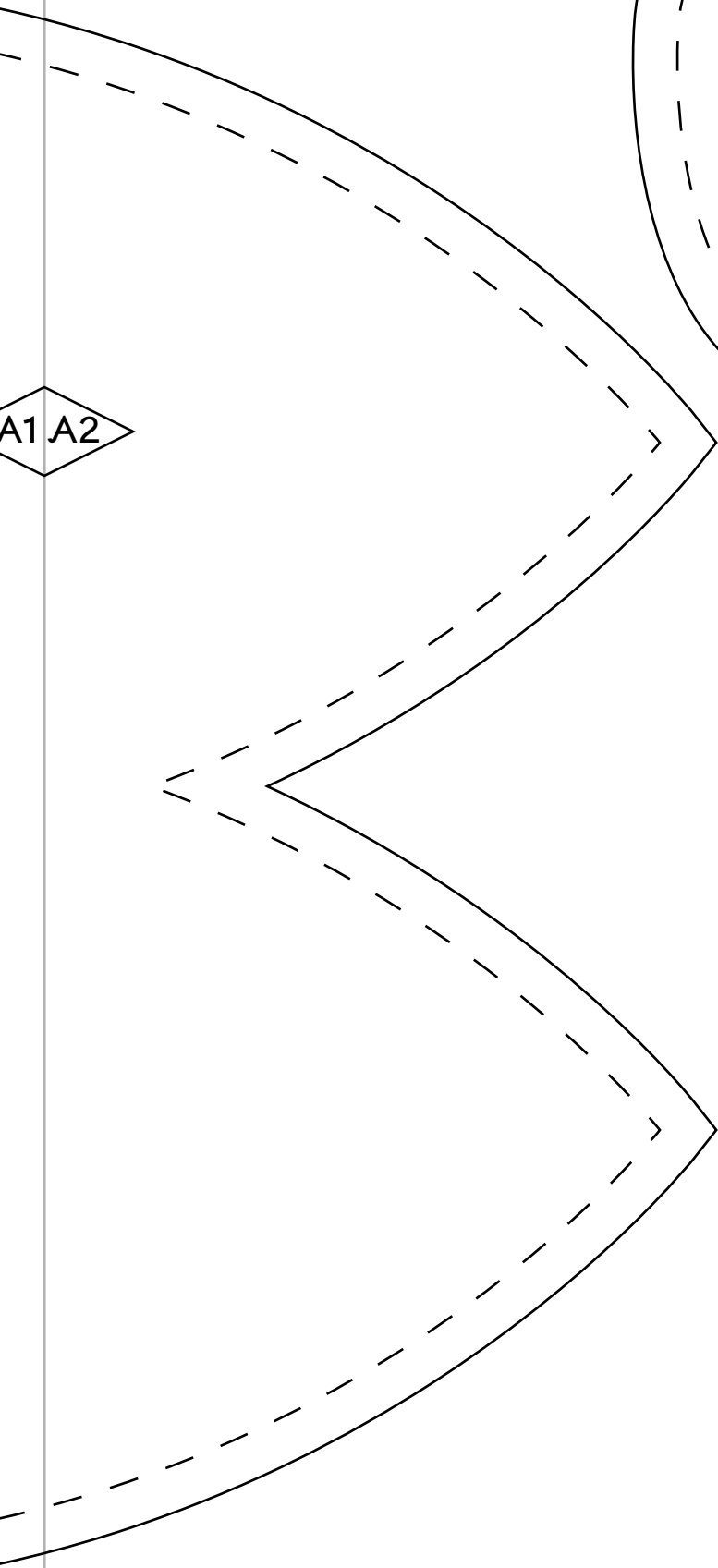
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BACK

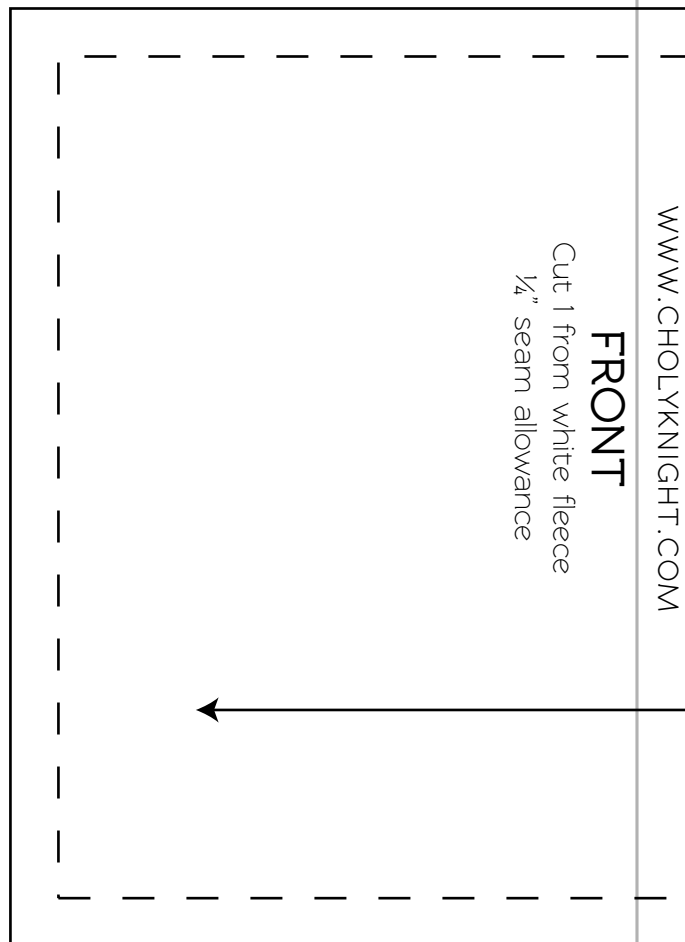
Cut 1 from black fleece
1/4" seam allowance



A1 A2



A3 A4



opening for turning

wing placement



Gunter Plush

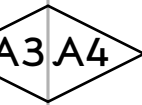
P A T T E R N

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SIDE

Cut 2 of black fleece

1/4" seam allowance

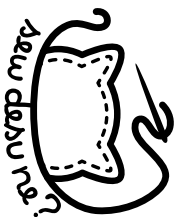


FRONT

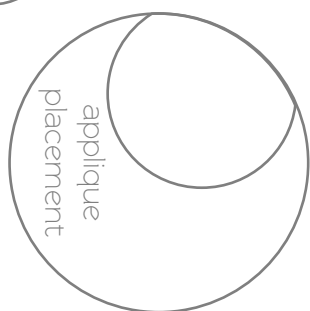
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beak placement



applique placement

A5 A6

