

Absol Plush Tutorial

by maveeluv



Version 1

Preface

This tutorial is meant as a guide to help you put together your own Absol plush from my free Absol plush pattern! Feel free to alter the assembly order, materials and even the pattern itself however you like. This is not a sewing tutorial. I do provide occasional sewing tips, but I assume that you have at least some basic sewing skills. I hope this guide is comprehensive enough to help not only experts but also sewers with little experience to put the plush together. If you have never sewn anything before, however, you may want to tackle an easier project first. A sewing machine or embroidery machine is not strictly necessary, you can read more about [Machine Embroidery Alternatives](#) below.

Contact

If any questions arise during the making of your plush, you can contact me via Discord (maveeluv#4466) or DeviantArt ([deviantart.com/maveeluv](https://www.deviantart.com/maveeluv)). Please understand, that I may take up to two weeks to get back to you, although I try to be faster. If I haven't answered within two weeks, either assume I am dead, or write me another message to remind me I forgot you.

Using the Pattern and Tutorial

This pattern is completely free for you to use and alter however you like. However, please be aware I put lots of love and effort into the creation of the pattern and tutorial. Please link back to [deviantart.com/maveeluv](https://www.deviantart.com/maveeluv), when you post the pictures of your plush, to give me credit and others a chance to find and use the pattern themselves. Please don't claim you made the pattern yourself or publish the pattern and/or tutorial under your name. If you made changes to the pattern, state that you derived your pattern from mine.

Thank you!

Thanks to [Wyta-Wolf](#) for making the awesome, cute icons and the [Roadmap](#) for this tutorial!

Thanks to [FleeceFriendship](#), [Estrellianplush](#), [witchcraftyYT](#) and [Fox7XD](#) for providing examples and tips in the [Machine Embroidery Alternatives](#) section!

Content

Preface	2
Provided Files	4
Required Sewing Skills.....	5
Tools and Machines.....	6
Materials	7
Machine Embroidery	8
Machine Embroidery Alternatives.....	9
Assembly Roadmap	11
Pattern Symbol Explanation	12
Tracing and Cutting the Pattern Pieces	13
Section 1: Sewing the Paws	16
Section 2: Sewing the Front Legs.....	18
Section 3: Sewing the Hind Legs.....	20
Section 4: Sewing the Head	21
Section 5: Sewing the Main Body	23
Section 6: Poly Pellet Bags for the Paws [optional]	26
Section 7: Stuffing the Main Body	27
Section 8: Sewing the Mane	28
Section 9: Attaching the Mane	31
Section 10: Sewing and Attaching the Spikes	33
Section 11: Sewing and Attaching the Claws.....	35
Section 12: Sewing and Attaching Horn, Tail and Gem.....	37
Final Remarks	40

Provided Files

I provide files to make a 30 cm, 40 cm, or 50 cm high Absol plush. If you want another size, you need to scale the pattern and possibly edit the machine embroidery.

Pattern

Pattern Overview 30cm.svg	The whole pattern on a single page. Pattern pieces are loosely grouped by what will be sewn together to give you an overview.
Pattern Overview 40cm.svg	
Pattern Overview 50cm.svg	
Pattern Print 30cm.pdf (5 pages)	Ready to print A4 pdf files with a 1 cm border.
Pattern Print 40cm.pdf (9 pages)	
Pattern Print 50cm.pdf (13 pages)	

Embroidery

Embroidery Plan Full ##cm.svg	The design of the facial details of Absol in three different degrees of detail. Provided for all three sizes.
Embroidery Plan Simplified ##cm.svg	
Embroidery Plan Plain ##cm.svg	
Embroidery Full ##cm.svg	Derived from the embroidery plans, contain InkStitch embroidery parameters. Can be exported to actual machine embroidery files with InkStitch. Provided for all three sizes.
Embroidery Simplified ##cm.svg	
Embroidery Plain ##cm.svg	
Embroidery Full ##cm.*	The embroidery files are provided in all three sizes and the following filetypes (*): pes, vp3 and jef. Contact me if you have trouble with a file or need another format!
Embroidery Simplified ##cm.*	
Embroidery Plain ##cm.*	

Required Sewing Skills

You should be familiar with the following terms and techniques:

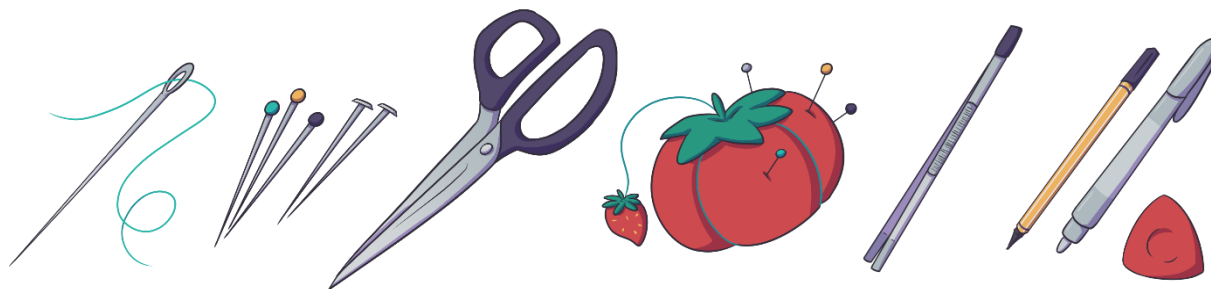
- fabric face (also called front, outside or right side)
- fabric back (also called inside or wrong side)
- seam allowance
- nap (also called fur direction)
- turning/stuffing hole
- running stitch and/or back stitch
- latter stitch
- darts

If these do not ring a bell, you may want to look them up before starting the project!

Tools and Machines

Tools

I recommend you have the following tools available:



Needles	Some parts require hand sewing.
Pins	Helpful to keep the fabric in place while sewing.
Fabric Scissors	Regular household scissors will likely not cut through fabric nicely.
Tomato Pincushion	Keeps your needles and pins from rolling all over the place.
(Large) Tweezers	Helpful for stuffing and turning.
Fabric Markers	Any pen that is suitable for marking the back of the fabric you will use.

Do I Need a Sewing Machine?

You do not need a sewing machine to assemble your Absol plush. In fact, there is a large portion of latter stitching involved, that has to be done by hand. However, depending on the size of your plush, a sewing machine may greatly speed up the process!

Do I Need an Embroidery Machine?

I assume lots of folks who want to try this tutorial do not have their own embroidery machine. Here are some alternatives to consider: Buying an embroidery patch from a (local) store, using printed cotton fusible patches, hand embroidery or applique. I will provide more information on these alternatives in the section about [Machine Embroidery Alternatives](#) below.

Materials

I use Shannon Cuddle 3 Minky fabric and Amann Isacord No. 40 embroidery thread. The fabric names and thread color codes below refer to the specific colors I used, but you can of course use suitable materials from other vendors!

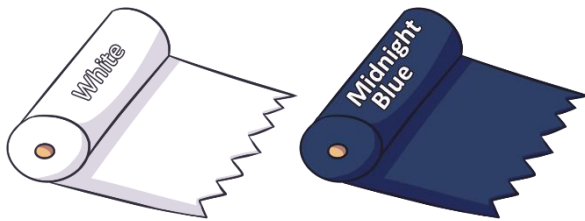
Basics

Thread You probably already have some thread at home! Apply a bit of tension to test if it snaps too easily. I use white and black thread for most of my projects. If you don't have an embroidery machine and plan on doing the details with hand applique, you need more thread colours. Please refer to [Machine Embroidery Alternatives](#) for more details.

Stuffing You can use fibre fill, the contents of an old pillow or something similar.



Fabric



Embroidery Thread



Note: Depending on whether you do machine embroidery or one of the [Machine Embroidery Alternatives](#), you may want to use hand embroidery yarn or fabric for applique instead. There is simpler versions of the [Embroidery](#), requiring fewer colors.

Other Materials

Foam Sheet Used to stabilize the tail and horn, can also be a felt sheet or something similar.

Teddy Bear Nose [optional] Alternatively, you can embroider, applique, or sew the nose.

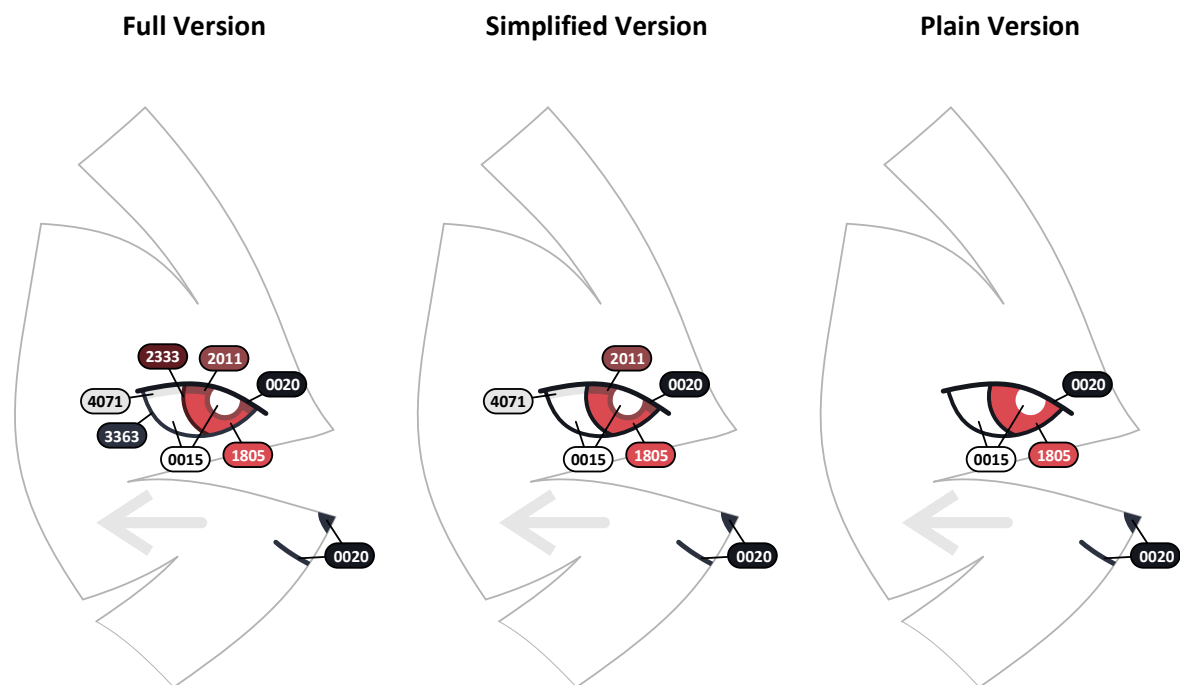
Poly Pellets [optional] In case you want to add some weight to the feet.

Organza Fabric [optional] Well suited for sewing poly pellet bags, but you can use your regular fabric as well.

Machine Embroidery

I use [InkStitch](#), a free plugin for the vector graphics program [InkScape](#), to create embroidery from vector graphics. There are three different versions of the face embroidery with a varying degree of detail. An embroidery for the nose is included, in case you do not have a teddy bear nose simply prefer the embroidered version.

Face Embroidery Plan



Choose your version depending on whether you use machine embroidery or one of the [Machine Embroidery Alternatives](#) below.

Remarks

Note: If you have an embroidery machine yourself, I assume you have some experience with embroidering. A detailed tutorial on machine embroidery is currently not included in this guide.

The nose is the last thing to be machine embroidered in the files. If you don't want the nose embroidery, please stop the embroidery machine after it embroidered the mouth or use InkScape and InkStitch to edit the file and reexport it without the nose.

The embroidery file contains only one face half, so it fits in small hoops as well. It must be embroidered twice, with the second embroidery being mirrored. If your embroidery machine does not feature mirroring, use InkScape and InkStitch to mirror and reexport the file for the other face half.

Please pay attention to the nap direction when embroidering! The nap should face from the eye/mouth side of the embroidery to the eye. In my files, this is horizontally from right to left, as seen above. If you mirror the file vertically, the nap direction remains the same. If you want to embroider both face halves in the same hoop, you must mirror the embroidery vertically!

The files do not have pull compensation, so if you use minky fabric or something with similar stretch, please use a good stabilizer!

Machine Embroidery Alternatives

If you do not have an embroidery machine, consider the following alternatives:

Let a Store do the Machine Embroidery

You can ask a store to embroider the face details for you, although this is probably pricy. Make sure they know that the nap of the fabric you provide must align with the nap direction of the embroidery, as described in the [Machine Embroidery Remarks](#) above.

Alternatively, you can have the store embroider patches (of the eyes and possibly nose), which you then sew onto your actual face pieces. In that case, refer to the other alternatives below on how to mouth.

You can either provide one of my embroidery files to the store, or have the store digitize the embroidery plan themselves. They may prefer the latter solution.

Printed Patches

There is the possibility to iron printed patches made from Cotton Fusible Fabric onto your plush.

Tip by [FleeceFriendship](#): It's a cotton fusible fabric. I put what I want to print into a word document and print it out of my printer just like I would print anything else. Then I use fabric scissors to cut out the eyes and other details. Last, I use an iron on its highest setting for about 30 seconds to fuse it to the plush. It is basically just following the directions included in the product package!

If you are interested in this method, you ought to do some research yourself! I recommend testing this method first, with the fabric you will be using.

View examples: deviantart.com/fleecefriendship



Hand Embroidery

If you do not have a sewing machine, you can embroider all the details by hand using hand embroidery yarn. Hand embroidery yarn is much thicker than machine embroidery yarn, so significantly fewer stitches are required.

Tip by [Estrellianplush](#): The method I use is like a stencil. It helps keep things more symmetrical and consistent if you use the pattern multiple times. Placing things and getting them the same by eye is quite hard. Here is an example of an eye embroidery. These are the pieces and the plush I made with them.

Again, you will have to look up tutorials if you want to go with this method.

View examples: deviantart.com/estrellianplush, deviantart.com/dot-doll ([tutorials](#))



Applique

You can cut out the different parts of the eye (sklera, iris, pupil, light reflection) and applique them onto the plush by hand (e.g. with a running stitch or zigzag stitch), with a sewing machine satin stitch or using fabric glue. For the first two methods, you will want to buy thread in a color similar to the applied piece.

Tip by [fox7xd](#): My technique is best for medium or large eyes made of fabric. Sometimes you can layer each color on top of one another, but if you want it less bulky you can always stitch together pieces, kinda like a jigsaw puzzle. I stitch the eye pieces first then attach them to the plush. For this use as many pins as you'd like, the more the better! While this is great with fleece, be sure to practice with other materials as each type of fabric may have different results.



View examples: [deviantart.com/witchcraftyyt](https://www.deviantart.com/witchcraftyyt), [deviantart.com/fox7xd](https://www.deviantart.com/fox7xd)

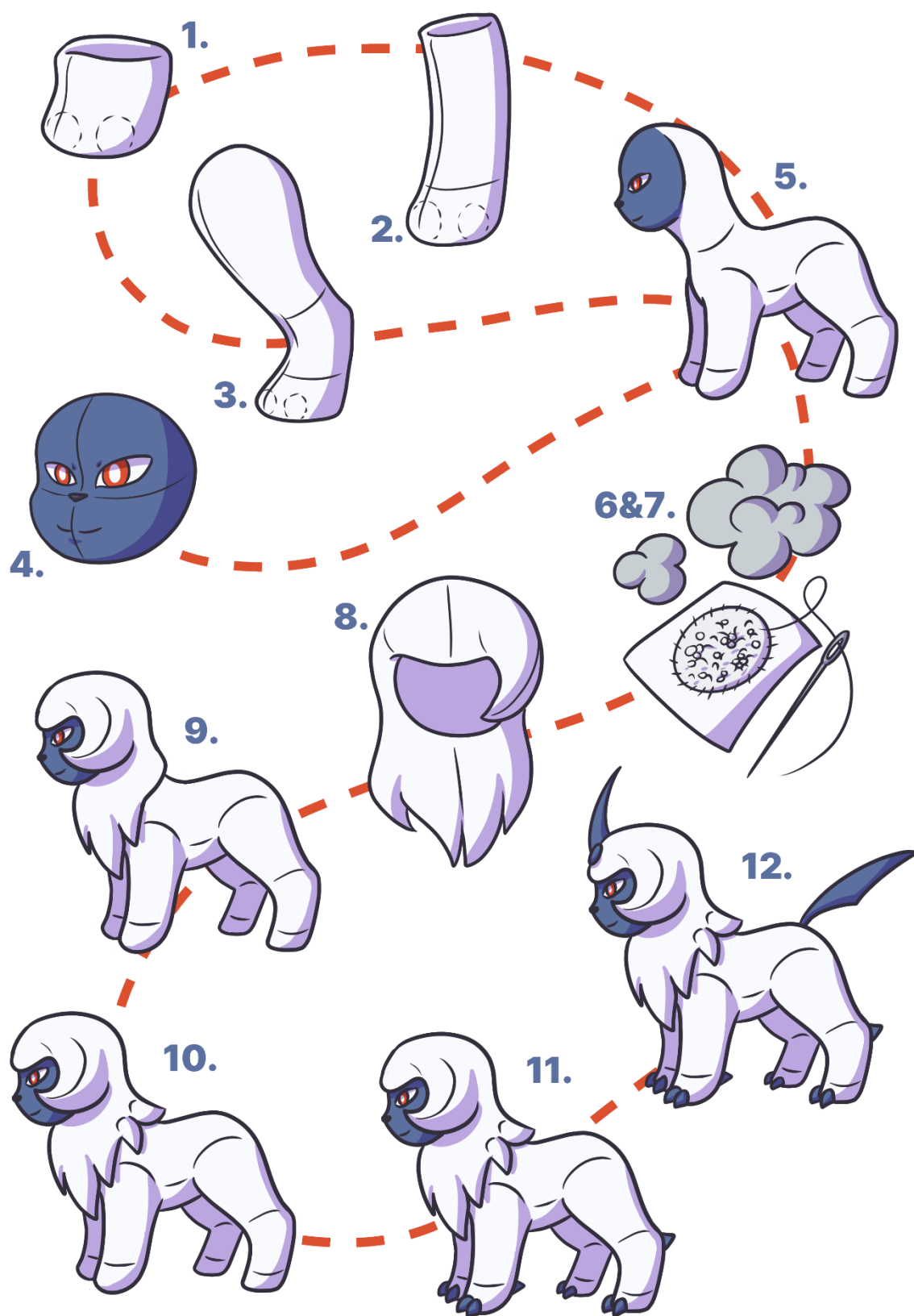
Satin Stitches

If you have a sewing machine, you can also use satin stitches for various details like the mouth.

Mixing Techniques

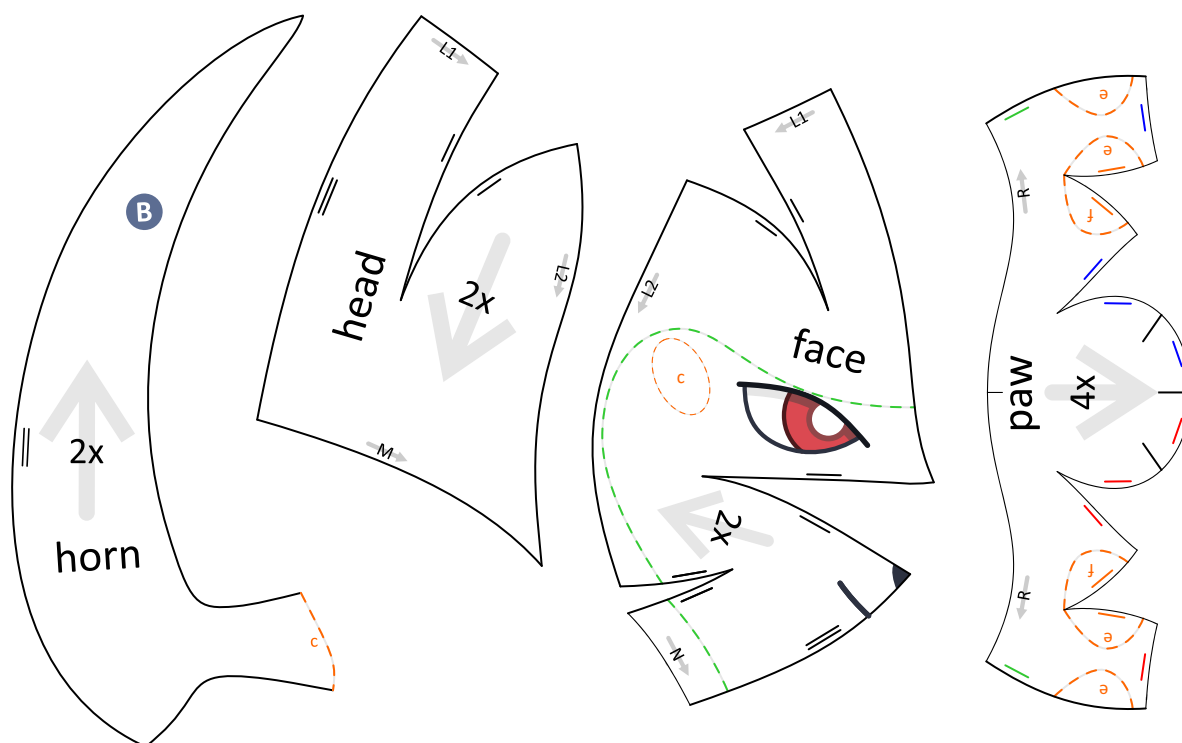
You can of course freely mix the techniques above like combining hand applique and hand embroidery, or machine applique and satin stitches, if you have a sewing machine.

Assembly Roadmap



Roadmap by @WytArtsy

Pattern Symbol Explanation



General		
paw	Name	Most pieces have a name.
B	Color	Indicates the color of this piece. White is omitted, since most pieces are white.
4x	Direction	The arrow shows the direction the nap should go on this piece.
	Amount	The number implies how often this piece is needed. Half of the pieces must be mirrored. More about this in section Tracing and Cutting Pattern Pieces below.
	Marker	Show interesting positions on a seam, e.g. the center of a symmetric seam (see paw).
	Embroidery	Where and which embroidered details go on this piece.
Seams		
	Seam (other)	This piece must be sewn together with <i>another piece</i> with the same seam (e.g. L1, see head and face). The arrows show the direction in which to sew the two pieces together.
	Dart	This piece is connected to <i>itself</i> . Most of the times, this is in the form of darts. If not, colors are used to show which seams belong together (see paw).
	Seam (mirrored self)	This piece must be connected to <i>the mirrored version of itself</i> along this seam (see horn).
Latter Stitch Markings		
	Inner Latter Stitch Marking	The latter stitch seam is inside the border of the piece. That means, there is another piece with an outer latter stitch marking of the same color (and letter) that will be attached to this piece via latter stitch (see face and horn).
	Outer Latter Stitch Marking	The latter stitch seam is part of the border. That means, this piece will be latter stitched onto another piece along an inner latter stitch marking with the same color and possibly letter (see face and horn).

Tracing and Cutting the Pattern Pieces

When to Trace and Cut the Pattern Pieces?

Each assembly section has a list of required pattern pieces in the beginning. You can trace and cut all pattern pieces at once at the beginning of the project or you can only trace and cut the necessary pattern pieces for each of the twelve assembly sections. Both alternatives have advantages and disadvantages:

Optimal Layout: It is easier to save fabric, when you layout all pieces at once, as optimally as possible.

Piece Confusion: You are less prone to confusing the pattern pieces, when you only cut the pieces you need for the current assembly section.

How to Trace and Cut the Pattern Pieces?

The pattern pieces are produced by tracing the templates from the pattern files onto the back of the fabric and then cutting around them. If the following is confusing, there is an example on the next page!

Nap: You need to layout the templates such that the arrow indicating the fur direction aligns with the nap of your fabric. It doesn't have to be 100% accurate, you can vary it by a few degrees! Since the nap is not visible on the back of the fabric, you may want to put a little arrow on the fabric back indicating the nap direction.

Embroidery: If a template piece features embroidery, it must be aligned with the embroidery rather than the nap before you trace it onto the fabric! The embroidery in turn should have been correctly aligned with the nap during embroidering. Cut out the embroidery markings on the template pieces and place them over the embroidery on the back of your fabric for alignment.

Amount & Mirroring: Each pattern piece has a number implying how many of this piece are needed. If the number is even, half of the pieces must be mirrored. That means, you trace half of them onto the back fabric with the printed side of the template facing up and the other half with the printed side facing down. If the number is one, then you only need this pattern piece once and you **trace it with the printed side of the template facing down**.

Latter Stitch Markings: If a piece has inner latter stitch attachment markings, these have to be copied onto the fabric as well. For markings that are completely inside the piece, simply cut a hole and trace it onto the fabric. Sometimes an inner latter stitch marking goes from one border to another. In this case, trace the outline of all pieces first, then cut off one half of the template along the latter stitch marking and trace the latter stitch marking onto all pieces.

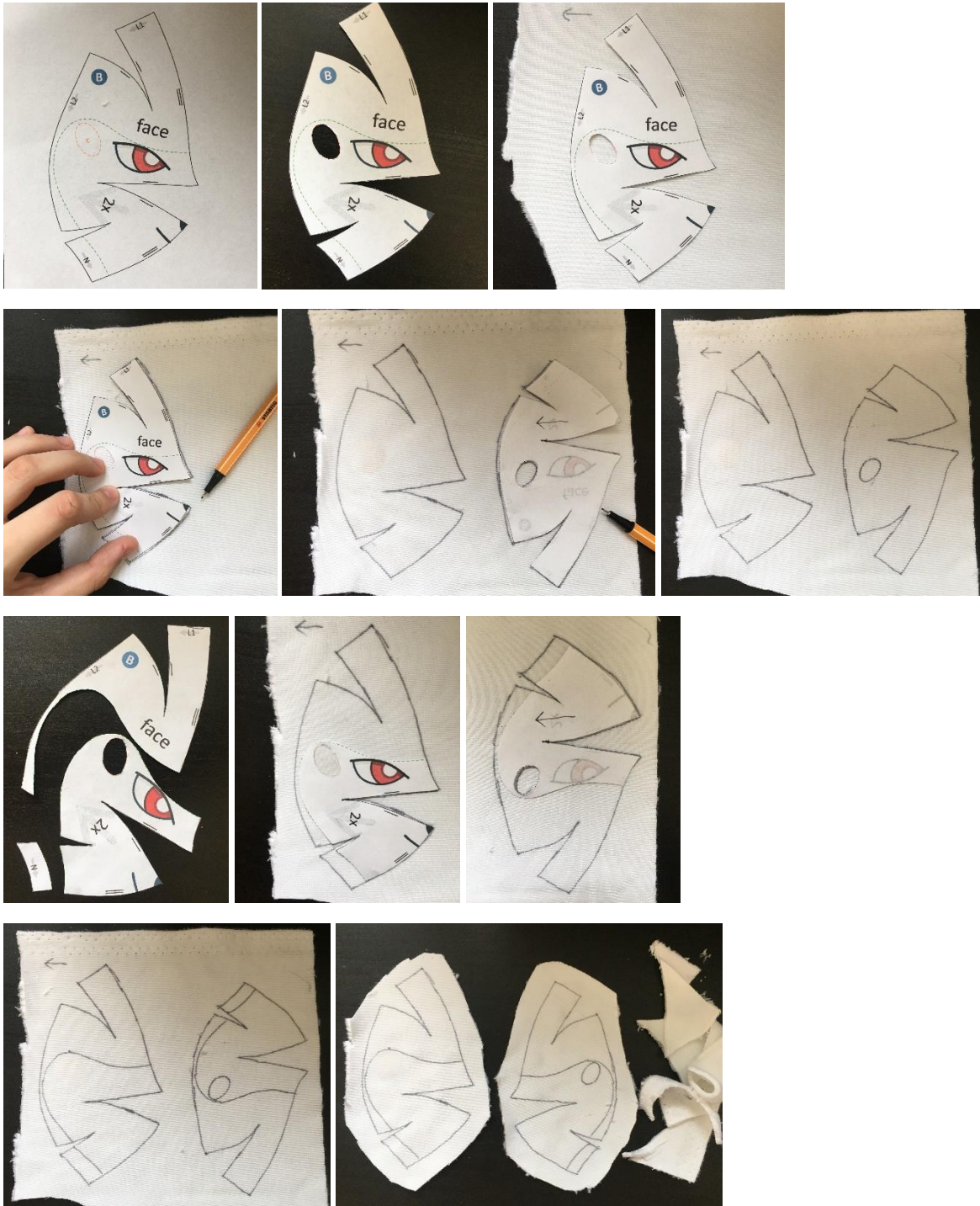
Additional Symbols: It will be helpful to also copy over the markers which mark interesting positions on the seam. You can also copy over the seam names and directions if you need them. Generally, you can put as many markings as you need on your pattern pieces. I recommend putting all extra markings on the seam allowance, so they do not shine through the final plush.

Seam Allowance: When you cut the pieces out leave around 10mm to 20mm of seam allowance - however much seam allowance you prefer to work with. You can always cut away the seam allowance after sewing the pieces together. You can vary seam allowance for different pattern pieces. I prefer to have more initial seam allowance for machine sewn pieces and less for small hand sewn details.

Example

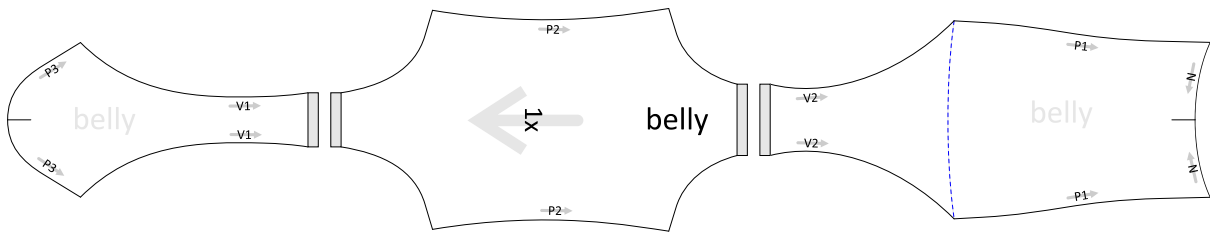
Note: In this example, the face piece is used. If machine embroidery was used, the fabric should already be embroidered. Since I added this chapter after Absol was already finished, I left out the embroidery here. If the fabric were embroidered, I would cut out the eyes and mouth on the template piece, too, to align the template with the embroidery rather than the nap arrow.

*Note: Since only one side of Absol's face has a horn, I trace the **latter stitch marking c** on his right face half only.*

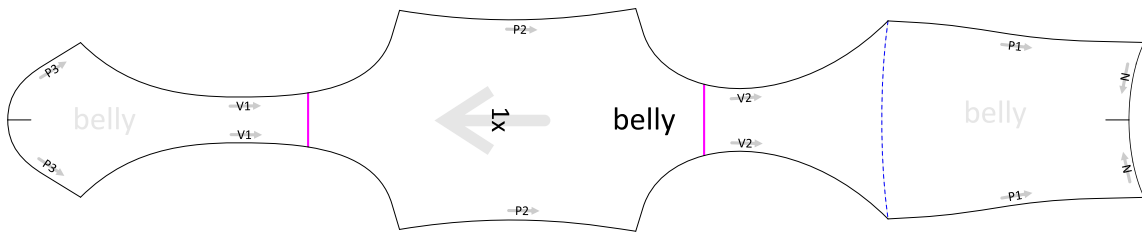


Cutting the Template Pieces

In the pdf files containing the ready to print pattern, some template pieces had to be split into two or more parts to fit on A4 sheets and need to be put back together.



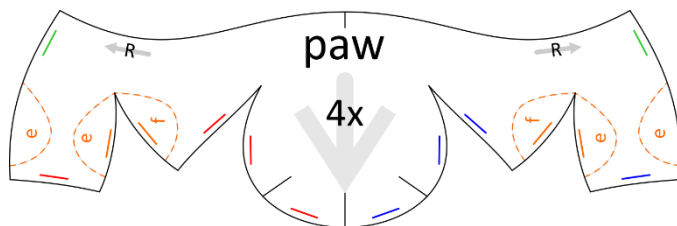
All parts have the same name and the grey stripes indicate the places where the parts belong together. The grey stripes are not part of the pattern piece! You can however use them to glue the two pieces together or cut them off completely and use tape.



Section 1: Sewing the Paws

Let's start with something easy!

You need:



Step 1.1

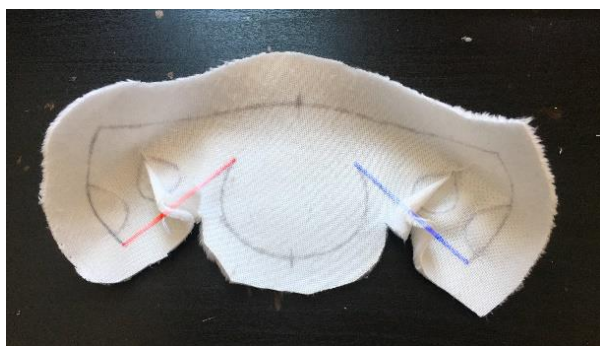
Trace all **latter stitch markings e** and **f** onto the front of the fabric. This is where the claws will be attached later, after turning the plush right side out.

Tipp: I trace latter stitch markings onto the outside, by sewing over them with my sewing machine. This can be done by hand sewing, too.



Step 1.2

Sew the two **orange darts** together. The straight parts of the **red dart** and **blue dart** are now connected.



Step 1.3

Sew the **red dart** and **blue dart** together.



Step 1.4

Sew the **green dart** together. This seam is at the front of the paw.

Step 1.5

Repeat the process, resulting in four identical, symmetric paws.

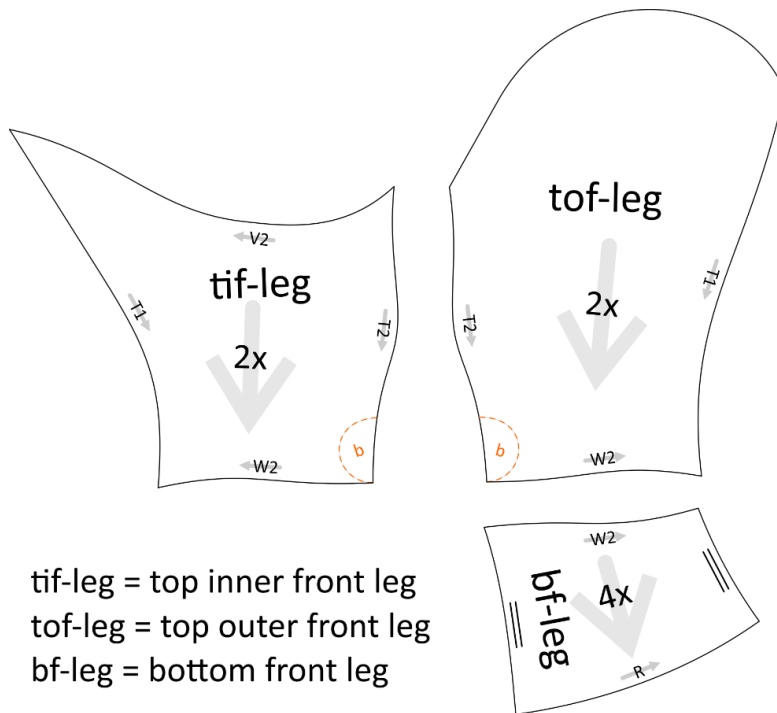


Section 2: Sewing the Front Legs

This part is also pretty easy!

You need:

2x paw (from [Section 1](#))



Step 2.1

Trace the **latter stitch markings b** onto the front of the fabric. This is where the front dew claws will be attached later, after turning the plush right side out.

Step 2.2

Sew together the two upper parts of the leg (top outer front leg and top inner front leg) and the corresponding lower parts (bottom front leg) along the **seams W2**. The direction of **seam W2** helps you identify the correct bottom piece for each top piece.



Step 2.3

Sew together the inner and outer leg piece along the **seams T1, T2** and **||**.



Step 2.4

Attach the paw to the leg along **seam R**. Pay attention, that the paw is facing the right direction (the **green dart** faces to the front).

Tip: Make sure the paw faces into the right direction, then turn it right side out and put it into the leg, until the two parts of the seam overlap. Secure it with pins and sew it together.

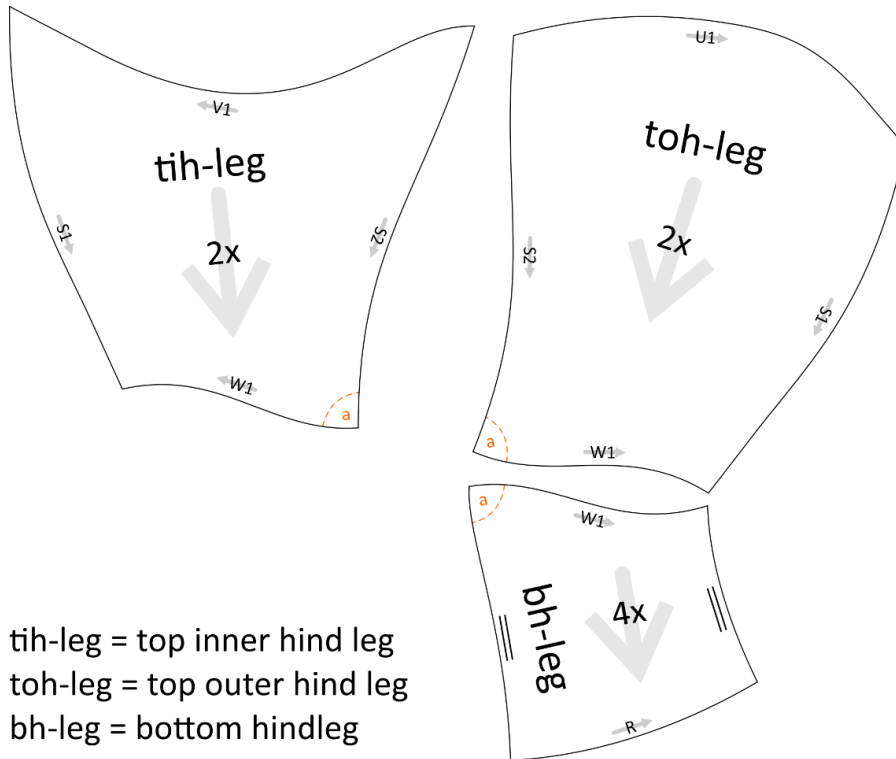


Section 3: Sewing the Hind Legs

The hind legs are sewn analogous to the front legs.

You need:

2x paw (from [Section 1](#))



tih-leg = top inner hind leg
toh-leg = top outer hind leg
bh-leg = bottom hind leg

Step 3.1

Trace the **latter stitch markings a** onto the front of the fabric. This is where the hind dew claws will be attached later, after turning the plush right side out.

Step 3.2

Sew together the two upper parts of the leg (top outer hind leg and top inner hind leg) and the corresponding lower parts (bottom hind leg) along the **seams W1**. Again, the direction of **seam W1** helps you identify the correct bottom piece for each top piece.

Step 3.3

Sew together the inner and outer leg piece along the **seams S1, S2** and **||**.

Step 3.4

Attach the paw to the leg along **seam R**. Pay attention, that the paw is facing the right direction (the **green dart** faces to the front).

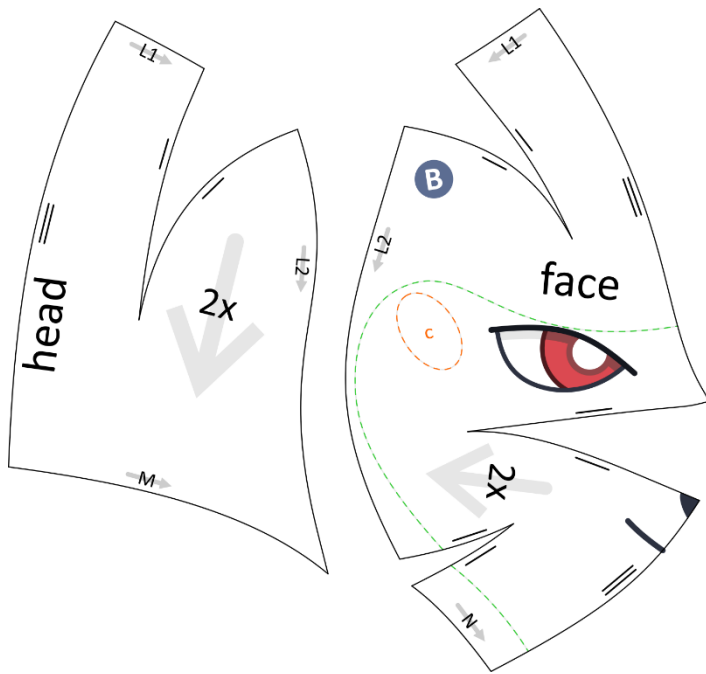
Tipp: Use the technique described in [Section 2](#) to attach the paws!

Section 4: Sewing the Head

Again, very easy. We'll get to the difficult parts soon enough!

You need:

1x teddy bear nose



(the face pieces must be embroidered (or alternative method) at this point)

Step 4.1

Trace the **latter stitch marking c** and the **green latter stitch marking** onto the front of the fabric. This is where the horn and mane will be attached, respectively, after turning the plush right side out. Beware that only the right face piece has the **latter stitch marking c** where the horn is attached.

Step 4.2

Sew together the three **black darts** of the face piece and the **black dart** of the head piece.



Step 4.3

Connect the face and head pieces along **seam L1** and **L2**.



Step 4.4

Sew together the two halves of the face and head along **seam ||**. If you use a teddy bear nose, leave a small hole, where the nose will be. The size of the hole is determined by the kind of dog nose you will use.

Note: You can leave the stuffing hole at the back of the head, instead of the neck in Part 5.

Step 4.5

Attach the teddy bear nose. I used a safety nose, so I put the front part through the hole from the outside, then turned it inside out again, to secure it with.



Section 5: Sewing the Main Body

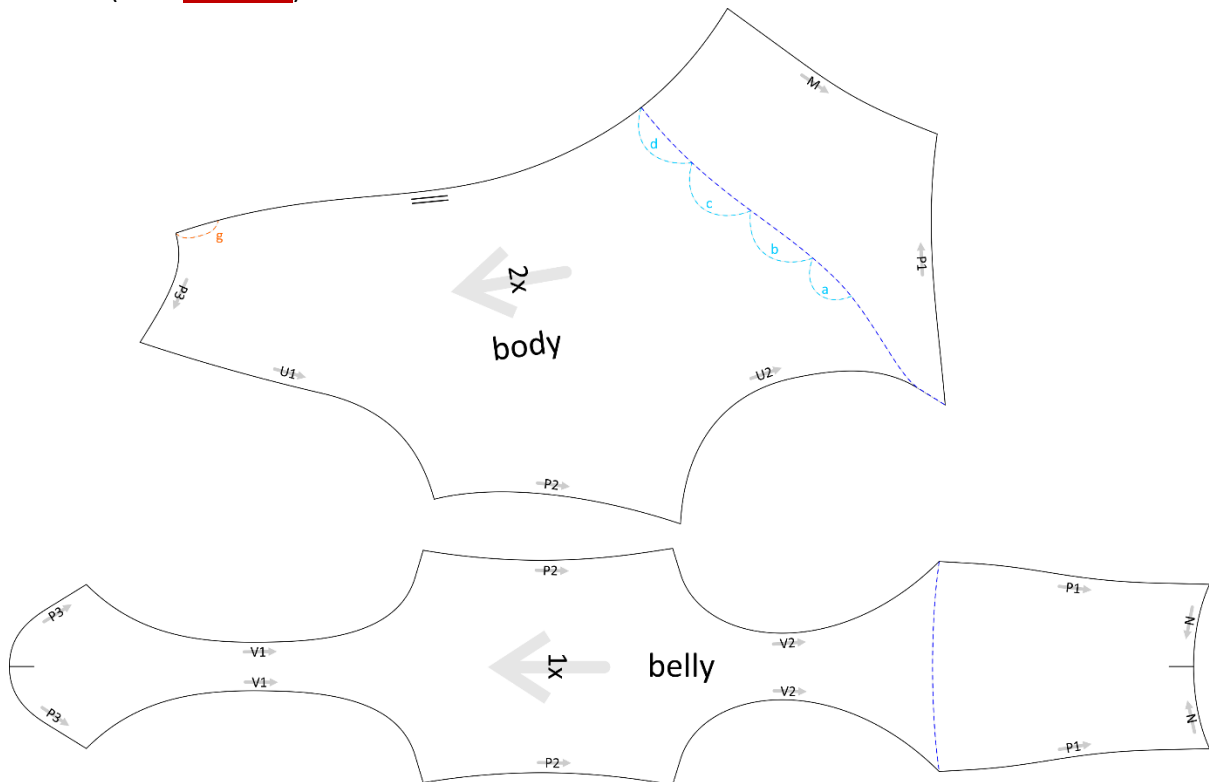
Now it all comes together! If you had no trouble with the previous steps, this should also be a piece of cake. What if I did have trouble, you are wondering? Take as much time as you need and maybe copy over some additional markings like the seam directions and names to help you puzzle everything together.

You need:

2x front legs (from [Section 2](#))

2x hind legs (from [Section 3](#))

1x head (from [Section 4](#))



Step 5.1

Trace **latter stitch marking g** (where the tail will be attached) the **blue latter stitch markings** (where the mane will be attached around the neck) and **latter-stitch-markings a, b, c and d** (where the mane spikes will be attached) onto the front of the fabric.

Step 5.2

Sew the two body pieces together along **seam ||**. Leave a hole where the tail will be attached, this will help add stability to the tail in [Section 12](#). Leave a stuffing hole that is large enough to turn the plush right side out later. If you leave the opening close to the head (or put it onto the head in [Section 4](#)), it will be covered by the mane.

Note: I forgot the stuffing hole and had to add it later, which is why it is not visible in the pictures.

Step 5.3

Now connect the belly piece to the upper part of the body along **seams P1, P2 and P3**. All parts you have sewn so far are now ready to be put together!



Step 5.4

Attach the head to the body.

Tipp: Use the technique from [Section 2](#): Make sure the head is facing the right direction, then turn it right side out and put it into the opening of the body. Secure it with pins and sew it together.



Step 5.5

Attach all four legs to the body. The legs are symmetric, so it does not matter which goes left and which goes right. Do pay attention which are the front, and which are the hind legs. Make sure all legs are facing in the right direction!

Tipp: Again, use the technique from [Section 2](#): Make sure the leg is facing the right direction, then turn it right side out and put it into the corresponding leg opening of the body. Secure it with pins and sew it together.



Step 5.6

Turn the plush right side out!



Section 6: Poly Pellet Bags for the Paws [optional]

You need:

organza fabric
poly pellets

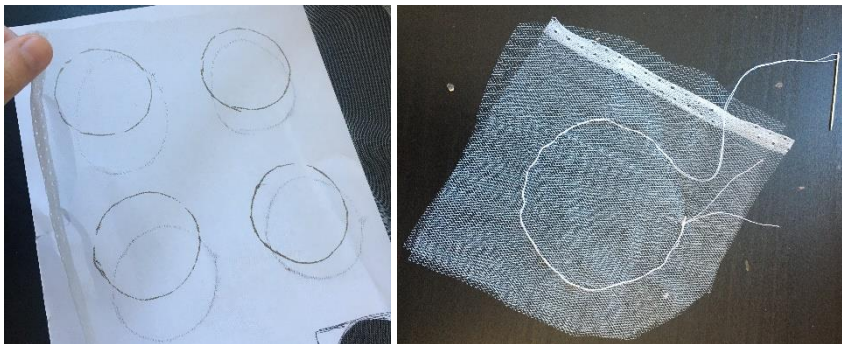
Step 6.1

Put the organza fabric on a piece of paper and trace 4 circles (see pattern for recommended size) onto it. Cut them and leave seam allowance.

Tipp: Put a piece of paper below the organza fabric, so you don't draw on your desk.

Step 6.2

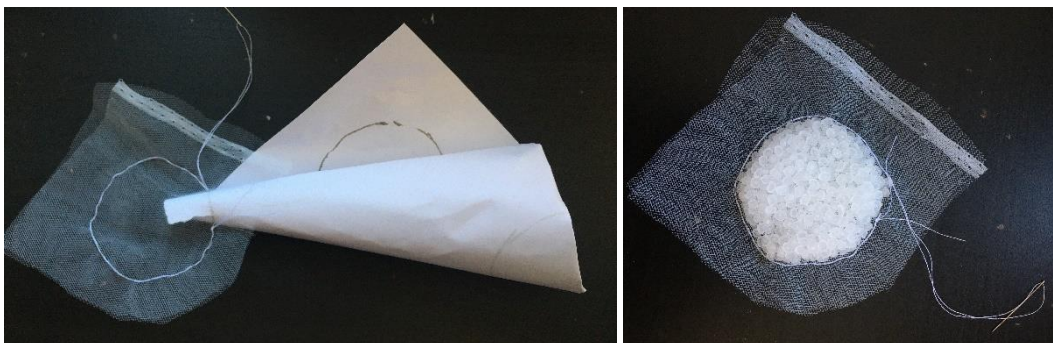
Take a circle and another piece of organza of similar size and sew them together. The second piece does not need a circle marking. Place the stitches sufficiently close, so the poly pellets cannot escape. Don't sew all the way to the end yet.



Step 6.3

Loosely fill the bag with poly pellets, then close it up.

Tipp: Use a funnel crafted from a piece of paper!



Step 6.3

Make a total of 4 bags, one for each paw! Make sure the bags contain the same amount of poly pellets.

Section 7: Stuffing the Main Body

You need:

1x main body (from [Section 5](#))
4x poly pellet bag (from [Section 6](#)) [optional]
stuffing

Step 7.1 [optional]

If you want to use poly pellet bags in the paws, insert them now. You may want put a bit of stuffing first, so the bag is surrounded with a thin layer of stuffing.

Step 7.2

Stuff your plush as dense or loosely as you wish through the opening you left in [Section 5](#) or [Section 4](#).

Tip: I usually start by stuffing whatever body part is farthest from the stuffing hole. In this case, I started with the legs and head and then stuffed the main body. I first insert some stuffing into the plush and then redistribute it inside the plush, with my fingers, tweezers, or other stuffing devices.

Tip: The amount of stuffing together with the size of the plush determine how well it will stand.

Tip: You can stuff different body parts with different densities! I gave the legs a dense stuffing because the weight of the whole plush rests on them.

Step 7.3

Close up the stuffing opening.

Tip: Use a lather stitch. After making a knot at the end, insert the needle into the plush close to the knot and let it come out a few centimeters away from the knot. Then carefully pull the thread and cut it off. The thread ending now vanishes into the plush.

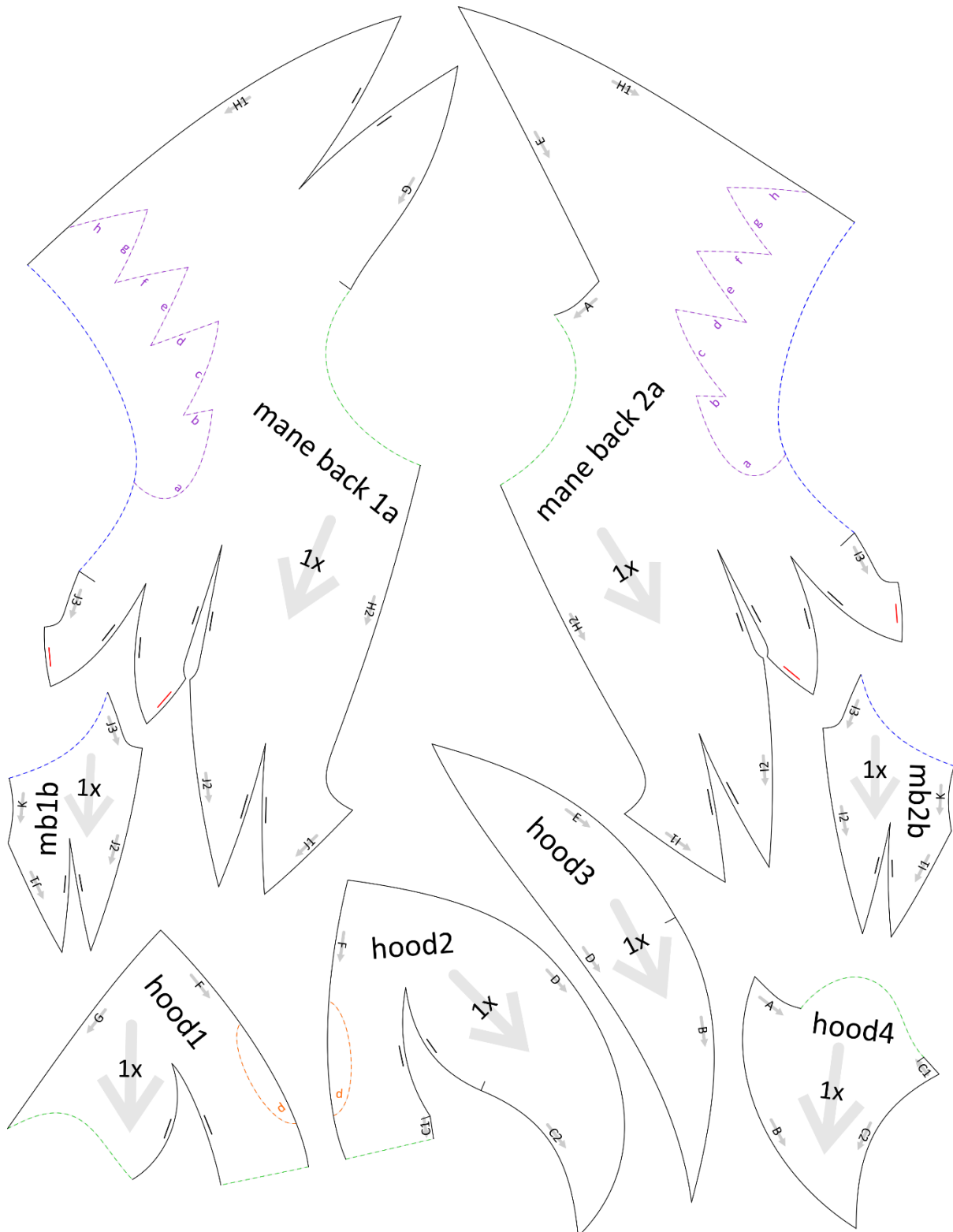


Congrats! You now have a very bland looking, mane-less Absol plush!

Section 8: Sewing the Mane

This is a lot trickier than all the previous parts because it's not as obvious which parts go where. Take your time and refer to the pattern as often as you need to. Again, you may want to add additional markings, to help you see what goes where.

You need:



Important

When you trace and cut the mane pattern pieces, the printed side of the paper template must face down! This makes it difficult to trace the various seam markings onto the fabric because you can't see them. To circumvent this, hold the paper template against a window and copy the important markings onto the back first. This problem will be fixed in a future revision of the pattern in 2023.

Step 8.1

Prepare the hood pieces: Trace the two **latter stitch markings d** (where the gem will be attached) and the **green latter stitch markings** (where the mane will be attached to the face) onto the front of the fabric.

Step 8.2

Sew all **black darts** on the hood pieces hood1 and hood2.

Step 8.3

Prepare the mane back pieces: Trace the **green latter stitch markings** (where the mane will be attached to the bottom of the face), **blue latter stitch markings** (where the mane will be attached around the neck) and **latter stitch markings a to h** (where the spikes will be attached) onto the front of the fabric.

Step 8.4

Sew all **black darts** on the mane back pieces. Lastly, sew the **red darts** on the mane back 1a and mane back 2a.



Step 8.5

Sew together mane back 1a and mane back 2a along the **seams h1** and **h2**.

Step 8.6

Attach mb1b to mane back 1a along the **seams J1, J2** and **J3**. Then attach mb2b to mane back 2a along the **seams I1, I2** and **I3**.

Step 8.7

Sew together mb1b and mb2b along **seam K**.



Step 8.8

Put together hood1, hood2 and hood3 along **seam D** and **F**.



Step 8.9

Next, attach hood4 to the other hood parts along seams **B**, **C1** and **C2**.

*Tip: I had problems with **seam C2**. If in doubt, put the direction of the seams on the two fabric pieces, so you sew them together correctly. This also applies to **seam A** of the next step.*



Step 8.10

Now sew together the two parts of the mane along **seams G**, **E** and **A**.

Section 9: Attaching the Mane

This part is one crazy latter stitching hell. Brace yourself.

You need:

1x stuffed main body (from [Section 7](#))

1x mane (from [Section 8](#))

Step 9.1

Turn the mane right side out and put it over the base body.

Tip: Cut the seam allowance around the tip of all spikes to allow for better turning!

Step 9.2

Attach the mane to the face along the two **green latter stitch markings** on the head and mane, which should both be visible on the outside of the fabric, since you traced them over in the previous sections! Make sure none of these latter stitch markings will show on the outside of the plush!

While attaching the mane, continuously add stuffing to parts that won't be (easily) accessible anymore, when you continue. The stuffing defines the final curvature of the mane, so distribute it to your liking!

Tip: I didn't sew the whole distance in one go, to avoid having a super long thread to work with. I started at the top center of the face and latter stitched down only halfway to the bottom center. Then I repeated the process for the other half.

Tip: When starting a latter stitching pass, first make a knot on the inside of the hood, where you want to start the attachment process. Then, poke the needle through the outside of the fabric close to the knot and start latter sewing.

Tip: When latter stitching, I alternate between making a few stitches and gently pulling them together.



Step 9.3

Attach the mane to the neck along the two **blue latter stitch markings**, which also should be visible on the outside of the body and the mane. Make sure, that the **light blue latter stitch markings a to d** on the body and the **purple latter stitch markings a to h** on the mane line up nicely! Again, stuff the mane as you go, as the different parts become inaccessible.

Tipp: I sewed this part in two passes as well, starting from the bottom, sewing up to the back.



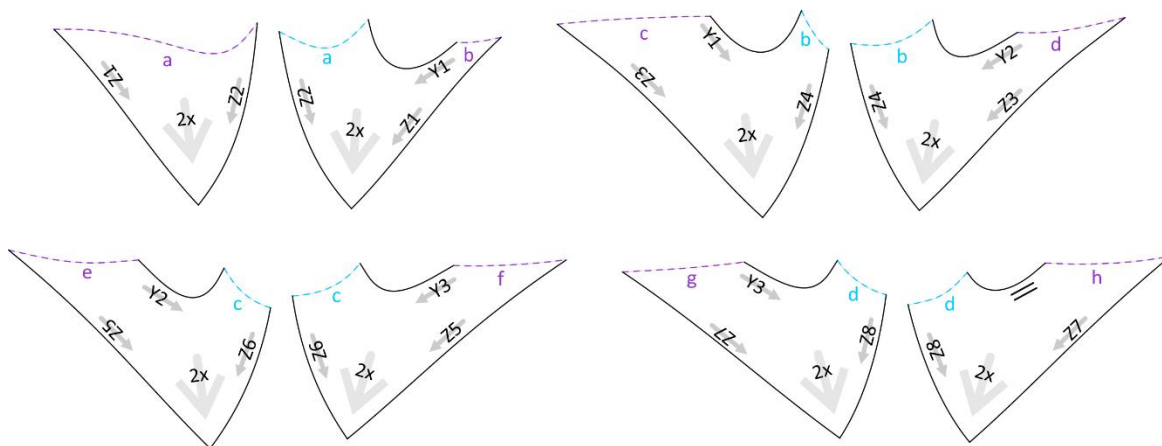
Section 10: Sewing and Attaching the Spikes

We are not through latter stitching hell yet, but we did leave the two most difficult parts behind. There is plenty of similar looking pieces in this part, so be careful to not mix them up!

Tip: Mark the mirrored pieces with a dot, so you don't confuse the two groups of spikes (left and right spikes). Put the name of the seam (e.g. Z3 or Y1) next to each seam, so you know which pieces belong together and which spikes are neighbors.

You need:

1x main body (from [Section 9](#))



Step 10.1

Prepare all the pieces, by tracing the **light blue** and **purple latter stitch markings** onto the outside of the fabric. This is where the spikes will be attached to the body!

Step 10.2

Now sort the spikes into eight pairs, according to the pattern. Each spike consists of two pieces. There is two versions of each spike, one for each side of the back.

Sew together all the spikes along **seams Z1 and Z2, Z3 and Z4, Z5 and Z6**, and for the last spike **seams Z7 and Z8**.

Step 10.3

Keep the sorting of the previous step. Lay out the spikes the way they ought to go on the back. Now sew together a chain of spikes along the **seams Y1, Y2, Y3** and **||**. **Seam ||** is where the left row of spikes and the right row of spikes meet!

Tip: Cut down seam allowance around the spike tips before turning the spikes!



Step 10.4

Use a latter stitch to attach the spikes to the base body along the **light blue** (bottom) and **purple latter stitch markings** (top). As in the previous part, stuff the spikes to your liking, before they become inaccessible.

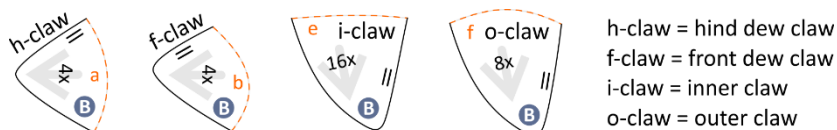


Section 11: Sewing and Attaching the Claws

This part is easy but a bit fiddly (depending on the size of your Absol). Again, put enough markings on the claw pieces, to not confuse them, since they all look so similar.

You need:

1x main body



Step 11.1

Trace the **latter stitch markings a, b, e and f** onto all claw pieces. Group them by type and mirrored or not mirrored.



Step 11.2

Start with sewing together the dew claws. Sew together two h-claw pieces (one mirrored, one normal) for a hind dew claw and two f-claw pieces (one mirrored, one normal) for a front dew claw.

Step 11.3

Attach them to the corresponding **latter stitch markings a and b** on the legs of the base body!

The dew claws are symmetric, so it does not matter which goes on the left and which goes on the right leg. Do pay attention to the upper side (has the **|| marking**) and bottom side (has the **Ⓟ marking**) of the claw, though! Don't forget to stuff them before fully closing the latter stitch.

Step 11.4

Next, sew the "normal" claws.

Each paw has three claws. The middle claw is made from two i-claw pieces (one mirrored, one not mirrored). The left and right claw are made from one i-claw and one o-claw piece, with the i-claw piece facing inward to the middle claw and the o-claw piece facing outward. One claw has a mirrored o and normal i, the other has a normal o and mirrored i.

Step 11.5

Attach the claws to the paws and again, stuff them before closing up the latter stitch. The shorter side of the claw (with the || marking) is the bottom side.

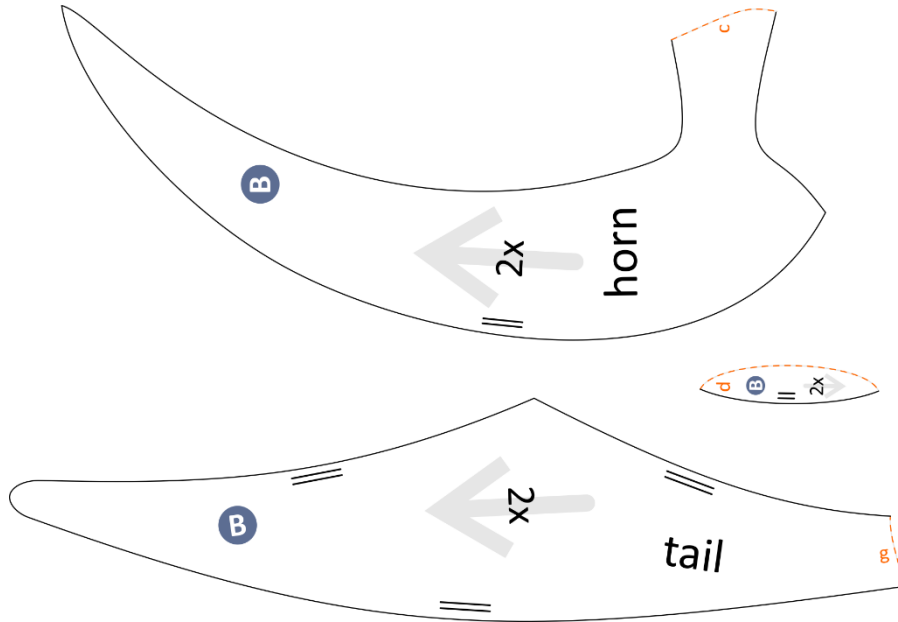


Section 12: Sewing and Attaching Horn, Tail and Gem

Now, the last few details!

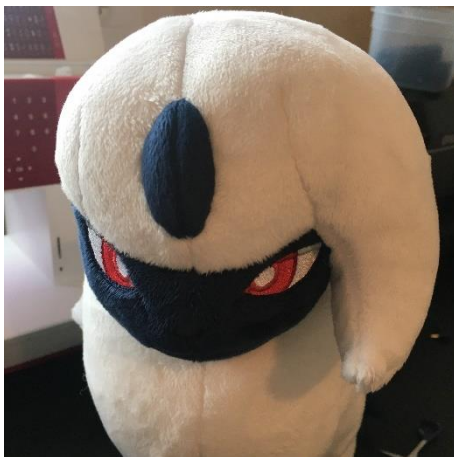
You need:

1x base body
foam sheet



Step 12.1

The gem is fairly straight forward. Trace **latter stitch marking d** onto the front of the fabric. Sew together the two pieces along **seam ||**, then attach it to the head at **latter stitch marking d**. Pay attention that the fur direction matches the fur direction of the head!



Step 12.2

Now sew the horn. First, trace the **latter stitch markings g** onto the front of the fabric. Sew together the two halves of the horn along **seam ||**. Cut away the seam allowance along the **seam ||**, but leave enough next to **latter stitch markings g**, so you can fold it inward later.

Step 12.3

Cut two more horns from your stabilizing material. Put them on both sides of the horn and loosely attach them with a few stitches, so they won't slip out of place, when you turn the horn right side out.

Note: Depending on your stabilizing material, you may want to vary the process of getting the stabilizer into the horn.



Step 12.4

Turn it right side out and add some stuffing at the base of the horn.

Step 12.5

Stuff the seam allowance into the horn and attach it to the head with a latter stitch.



Step 12.6

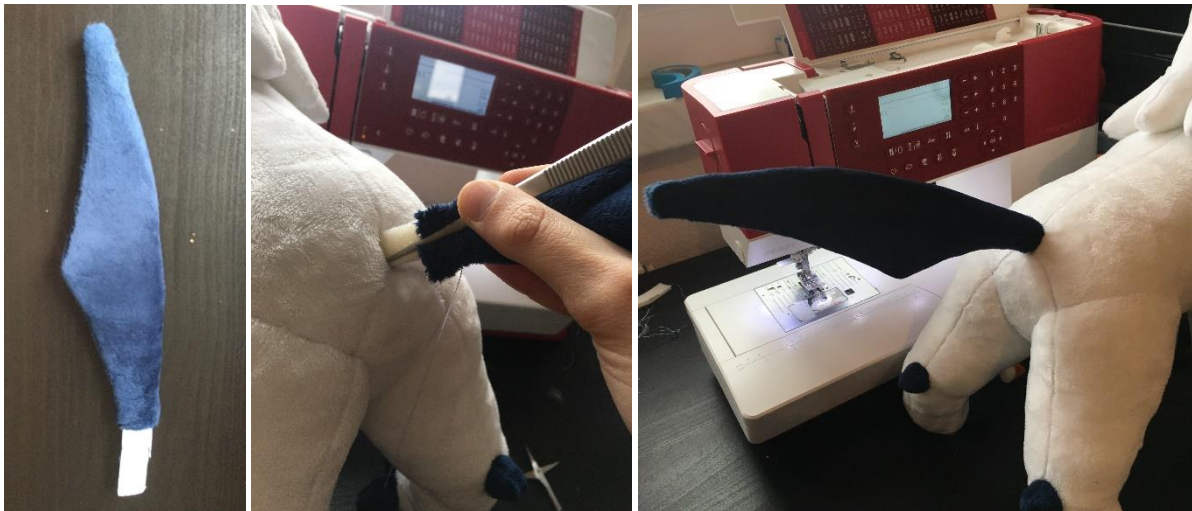
The tail is made analogous to the horn. Trace the **latter stitch markings c** onto the front of the fabric. Sew together the two halves and cut away the seam allowance, except for the seam allowance next to the **latter stitch markings c**.

Step 12.7

Cut out two more tails from your stabilizing material and attach them to both sides of the tail. To help stabilize the tail, make the stabilizing material a bit longer at the base of the tail, so it sticks out of the tail a few centimeters.

Step 12.8

Insert the protruding stabilizing material at the base of the tail into the hole you left between the **latter stitch markings c** on Absols but. Then use a latter stitch to attach the tail.



Final Remarks

And you are done!



I can think of two reasons you are reading this section. Three actually.

You randomly decided to read the final section first.

→ How bold!

You plan on sewing Absol and read the tutorial first to get an overview.

→ I hope you are motivated to tackle the project! Don't forget, if any questions arise during the making, you can [contact](#) me via DeviantArt or Discord.

You assembled your Absol plush!

→ Congratulations!

I would love to see pictures of the final result!! Shoot me a message or even better post them in the comments section [here](#).

Feedback is also greatly appreciated. Did you find any grammatical errors or misspellings? English is not my native language; I would love to know and correct the mistake. Do you have criticism, improvement suggestions, anything I should consider in future tutorials? Let me hear it - [contact](#) me or leave your feedback in the comments section [here](#).