







DESIGNED BY AGF STUDIO





### FABRICS DESIGNED BY ALEXANDRA BORDALLO



DWM-45600 THE MEADOW FELLOWS



DWM-45601 DEW'S CLOTH-LINE



DWM-45602 JARS O' BUGS



DWM-45603



DWM-45604



DWM-45605



FSH-17410



DWM-45607



DWM-45608 DAISY BUTTON BUDS



DWM-45609 PHYSIOGNOMIES



DWM-45610 GNOMES' MUSHROOM HOMES



DWM-45611 BUGSY & POSY



FINISHED SIZE | 64" x 72"

# FABRIC REQUIREMENTS

Fabric A DWM-45603 FQ. Fabric B DWM-45607 FQ. Fabric C DWM-45601 FQ. Fabric D DWM-45611 ½ yd.

BACKING FABRIC

Fabric **D** (*Included*)

# **CUTTING DIRECTIONS**

One (1)  $6\frac{3}{4}$ " x  $4\frac{1}{4}$ " rectangle from fabric A

One (1)  $1\frac{3}{4}$ " x  $4\frac{1}{4}$ " strip from fabric A.

Four (4) 134" squares from fabric A

Two (2)  $3'' \times 13'''$  strip from fabric A.

Three (3) 21/8" squares from fabric A.

One (1) template a mushroom top from fabric A

Draft one door frame from fabric A based on template C.

One (1)  $4\frac{1}{4}$ " x 3" rectangle from fabric B

Two (2) 21/8" squares from fabric B.

One (1)  $4\frac{1}{4}$ " x 5" rectangle from fabric B.

Seven (7) template b dots from fabric B.

Two (2) 21/8" squares from fabric C.

Two (2) 13/4" squares from fabric C

One (1) template c door from fabric D

# CONSTRUCTION

Sew all rights sides together with 1/4" seam allowance.

• Make a diagonal cut on all the 21/8" squares to end up with two diagonal halves.

- Set aside.
- Start constructing the mushroom top, first Sew the left and right corners.
- For the corners take four 21/8" squares halves from fabric A, four 13/4" squares from fabric A and two 3" x 13/4" strip from fabric A.
- · Create two sets mirrowing each other for the right and left corners.
- Place the pieces, each on three rows as shown in the Diagram below.

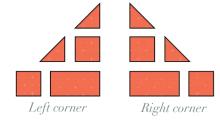


DIAGRAM 1

- Attach one 2½" square half to one 1¾" square for each corner.
- Attach one 134" square to one 3" x 134" strip for each corner.
- Press seams.

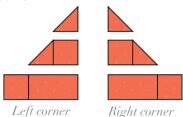


DIAGRAM 2

- Attach the three rows together for each corner.
- Press seams open.
- Set aside.

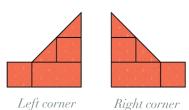


DIAGRAM 3

- Now, construct the mushroom top.
- Take two 2½" squares halves from fabric A, one 1¾" x 4¼" strip from fabric A and template a mushroom top from fabric A.
- Place the pieces as shown in the diagram below.



DIAGRAM 3

- Attach the  $2\frac{1}{8}$ " squares halves on each side of the  $1\frac{3}{4}$ " x  $4\frac{1}{4}$ " strip.
- Press seams.



DIAGRAM 4

- Attach template a on top.
- Press seams open.

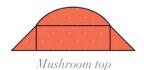


DIAGRAM 5

- Bring the left and right corners and the  $6\frac{3}{4}$ " x  $4\frac{1}{4}$ " rectangle from fabric A.
- Arrange the pieces as shown in the Diagram below.



DIAGRAM 6

- Sew the mushroom top to the  $6\frac{3}{4}$ " x  $4\frac{1}{4}$ " rectangle top,
- Press seams.



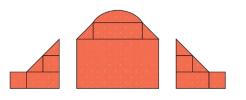


DIAGRAM 7

- Then sew each corner piece on their corresponding side,
- Press seams open.
- Set aside.

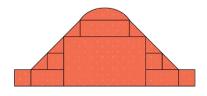


DIAGRAM 8

- Now, start constructing the mushroom gills and stem.
- For the gills and stem take four 2½" squares halves from fabric B and C, two 1¾" squares from fabric C, one 4½" x 3" rectangle from fabric B and one One (1) 4½" x 5" rectangle from fabric B.
- For the gills create two sets mirrowing each other one for the right gills and one for the left gills.
- Place the pieces, each on two rows as shown in the Diagram below.



DIAGRAM 9

- Attach one 2½" square half to one 1¾" square and one BC HST for each right and left gills.
- Press seams.

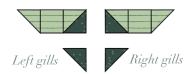


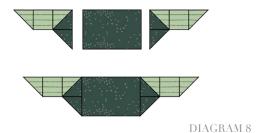
DIAGRAM 10

- Attach one 21/8" square half to the bottom corner of each gills side as shown in the diagram below.
- Press seams open.



DIAGRAM 7

- Bring the  $4\frac{1}{4}$ " x 3" rectangle from fabric B.
- Sew each gills piece on their corresponding side,
- Press seams open.



- Bring the  $4\frac{1}{4}$ " x 5" rectangle for the stem.
- Sew the rectangle on the bottom of the previous sewn piece.
- Press seams.

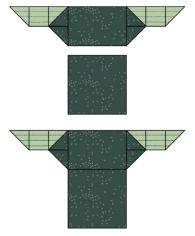
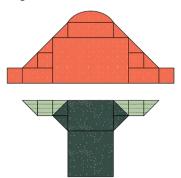


DIAGRAM 9

- Bring the mushroom top and sew it on top of the gills and stem piece.
- Make sure to align it to center before you attach the pieces together.



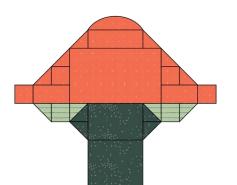


DIAGRAM 10

- Draft the mushroom sides.
- Trim it.

DIAGRAM 11

- Use Steam-A-Seam for applique.
- Place the template c door from fabric D on top of the mushroom stem, Iron the door with the Steam-A-Seam.
- Secure it with your stitch of choice.
- Repeat the previous steps for the template b dots from fabric B and door frame draft from fabric A.



- It is recommended to use batting for the front of the Plushie.
- Use the Mushroom plushie to cut the batting piece you would need.
- Place the MUSHROOM PLUSHIE wrong side up. stretch it with masking tape agains that surface.
- Place BATTING on top of the mushroom plushie.
- Smooth away wrinkles using your hands.
- Pin all layers together and baste with basting thread, using long stitches. You can also use safety pins to join the layers.
- Machine or hand quilt starting at the center and working towards the corners. Remember that quilting motifs are a matter of personal preference. Have fun choosing yours!

# CREATE THE PILLOW BACK

- Use the Mushroom plushie to trace the mushroom silhouette on your backing fabric.
- Place the Mushroom plushie on top of the backing fabric, right sides of fabrics together.
- Sew around at 1/4" from the edge leaving a gap in the bottom,
- Turn the plushie to the right side, use some pillow fill to structure it and handstitch the gap.

# Congratulations & enjoy



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NOTE: While all possible care has been taken to ensure the accuracy of this pattern. We are not responsible for printing errors or the way in which individual work varies. Please read instructions carefully before starting the construction of this quilt. If desired, wash and iron your fabrics before starting to cut.

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