

How to make cross stitched standing figures (and other stitched wonders on plastic canvas)

blackmageheart

You will need:

Plastic canvas (I use 14ct but any would work just as well)

Threads

Cross stitch / tapestry needle

Hot glue gun and glue sticks (or other strong glue)

Coins or other slightly weighted item to use as a base

STAGE ONE – Sprites and Patterns

First, decide on the character or item you want to make into your standee. There are options here. You can choose a sprite that doesn't have a back (as in, you never see the back of the character/item in-game) and either mirror it for your back piece, or edit a sprite to create a custom back. You could opt to get a front and back sprite from games that do have them (an example of this would be the Link sprite from A Link to The Past). Even with this option, some modification may be necessary.

Whatever sprite you go for, you will need patterns for two sprites – one for the front and one for the back of the standee. The outline of one sprite must exactly mirror the other, or it could look weird when it comes to putting them together.

For the purposes of this guide, I'll be using these two sprites  provided for me by m4pl3g1r!

STAGE TWO – Stitching, cutting out and washing

OK, so you have your two sprites and you've made a pattern. Now it's time to grab your plastic canvas and a cross stitch needle. I'm using 14ct plastic canvas here, and I'll be stitching with two threads.

If your sprites have an outline, like my Black Mage here, I'd recommend stitching that in first. It'll need to stay relatively tidy, so try to stay away from using knots, and also keep any tails from peeking out the edges of the sprites' outlines.

Fill in the colours of the sprite next. It doesn't matter if this part is messy, but do avoid knots if possible!

Alright, so I have my sprites stitched.



Now to cut them out. I cut one hole away from the stitched part, all the way around the edge of the sprites. I also keep to what I'd describe as the inner edge of the holes, that way I don't end up with a bumpy line along the edge.

This part does require some care and attention, as for the best effect you will want to cut straight and not snip any of the stitching.

So, let me just cut out my sprites...



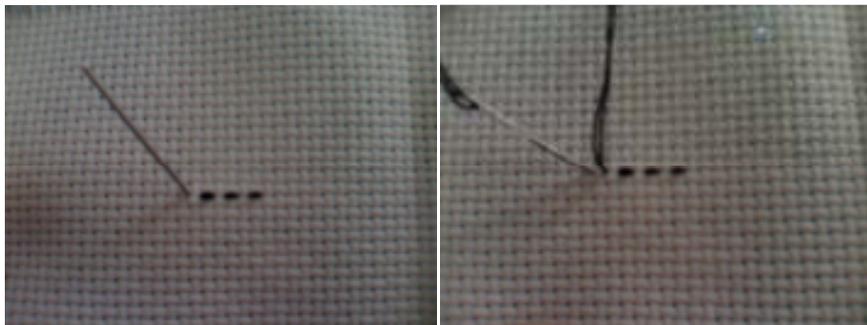
The edges might need a little bit of tidying up, but I can do that at a later stage. This is the point where I usually wash my plastic canvas stitchings (before I put felt backs on them, or

attach them to something). You can wait until after you've put the two sides together, but they take a bit longer to dry out properly.
I'm just going to give them a quick wash now and let them dry flat on a towel.

STAGE THREE – Putting the sides together

This part is really simple, and quite fun. We're going to sew our sprites together using a double running stitch, or Holbein stitch. It's one of the easiest sewing stitches and very useful for tasks like this. For those that don't know what this stitch is, I'll try and explain now!

First, we stitch a row of running stitches, all spaced out evenly (use the aida holes as a guide for this)



When we reach the end of the line we have made, we make a return journey and fill in the spaces we missed. Like so:

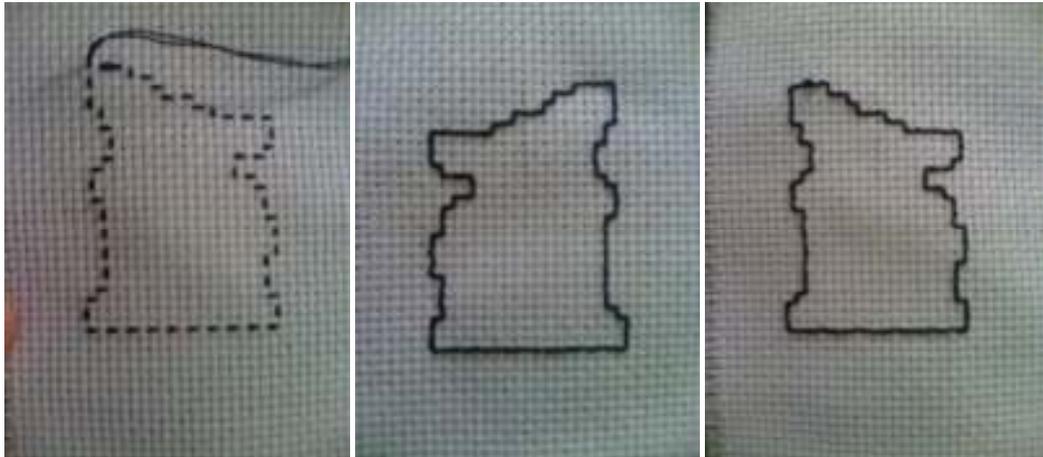


And we end up with a neat line on both sides of the fabric.



So, if we use this stitch to do an outline, it will be the same on both sides.

I will stitch Black Mage's outline to demonstrate:



And that is the double running stitch, very useful for jobs like this!

Back to the sprites – time to sew them together!



Now, this is a Mage! He's ready to find a base to stand on!

STAGE FOUR – Attaching a Base

Depending on the size of your sprite, you will have to find an appropriate base. Slightly weighted objects are best as they provide good balance for the stitching. For small sprites, I have found coins to be quite good. I will be using a British 2 pence coin, but it's not necessary for you to rush out and try to get British currency! Anything of a similar size and weight would be just as good. Or if you are handy with other materials, perhaps you can make a custom base – such as wood or plastic or Perspex.



Here is my 2p coin, which I have painted with black acrylic. This step isn't necessary, but since many sprites have a small circular shadow it works quite well. The coin isn't quite as wide as Black Mage's bottom row, but once glued on it will be fine. So, time to get my hot glue gun out!

You can do gluing one of two ways: bead glue along the bottom of your sprite, or directly on to the base. If you're using hot glue and you mess up, let it cool and it will peel off easily with no damage. If you're using another glue you may have to be more careful. I do not recommend any form of cyanoacrylate as if it touches the cotton it may produce a reaction and you could have a serious accident! So please, stay away from super glues for this kind of work!

Anyway, I've got my hot glue gun and I've carefully put a line of glue on my coin. This part has to be done very quickly, as hot glue cools rapidly and can become useless if you're too slow to get your sprite on the base. But, no problem – here we are!



And that is how to make a standing stitched figure! The applications aren't just limited to character sprites. Any stitched image could be used, as long as the base is stable and affixed correctly.

I hope you have enjoyed this tutorial and find it useful!

If you have any questions, please either contact me through PM @ Sprite Stitch Forums or email me at miragedance@hotmail.com. ☺