

Chapter 1 : Custom Stuffed Animals of Art, Custom Plush Dolls | Budsies

A good book for the beginning toymaker, but it could be more complete and a bit clearer in some of the descriptions. It is more of a guide on building the projects in the book than on general design of stuffed toys, but has a lot of good information.

How to Make Your Own Stuffed Animal Business by Daniel Ketchum - Updated September 26, Developing a stuffed animal business can be ideal for someone who is creative and loves to work with her hands. When considering starting your own stuffed animal business, you need to consider the source of your products. You can purchase stuffed animals in bulk and sell at a marked-up price or you can design and make your own stuffed animals. There are also several ways in which you can create a stuffed animal business presence. Evaluate the competition in the area. This means investigating how many nearby stores exclusively sell stuffed toys, as well as how many major retail chains in the area sell them as a part of their overall business. Since children are the major demographic in the stuffed toy business, determine how many are in the area. Create a business plan. Determine the type of stuffed animal business you want to develop. You may want to do just teddy bears, or you may want a wider range of products. If a number of local businesses sell stuffed toys, you may be able to create a niche market of higher-quality handmade toys. You should also take into account the funds you will need to rent a store or booth and to hire a web designer if you plan to sell products online. Apply for a loan if necessary to get your business off the ground. You will need to offer the loan officer compelling evidence based on your research. Include data showing the size of the stuffed toy market, proposed location information and customer demographics. You must also show how the funds will be spent, such as renting a space, buying merchandise and fixtures, advertising and any other operating costs. Rent a space or create a website. For a low-cost option, you can open an account with an online auction site such as eBay or open a store through a website such as Esty, where numerous artists and creators sell craft items, clothing and hand-made toys. Promote your business with magazine ads and online banners at sites that specialize in stuffed animals and toys. Later, he taught history and humanities. Ketchum is experienced in 2D and 3D graphic programs, including Photoshop, Poser and Hexagon and primarily writes on these topics. He is a contributor to sites like Renderosity and Animotions. Photo Credits stuffed bears image by Gale Distler from Fotolia.

Chapter 2 : How to Get Your Toy Made | Make:

It is more of a guide on building the projects in the book than on general design of stuffed toys, but has a lot of good information. Read more. 2 people found this.

Get it in the Maker Shed. The following five experts have found success with their toy creations, and have supplied their tips and advice to help smooth a successful toy-making pathway for you. Makies are currently fully 3D-printed, and customized by their owners, who choose and create their own facial features, skin color, eye color, hairstyle and color, clothing – even hand and foot poses. The idea began in I drew a few dolls, and sent some sketches to a talented 3D modeler that I found on the Shapeways forum. An inch, bald, eyeless marionette came back, and it cost me euros. That was enough to decide that this could one day be a business. We put Makies live in minimum viable product in mid We experimented with skin color by boiling all-white printed dolls in tea and coffee. We have Cubes and MakerBots in the office, and we prototype daily on them, printing shoes, jewelry, pets, and more. The team is now 16 people strong. Always validate your toy idea. Build the smallest, quickest thing you can, and test it with real users: Ideally, do this five times with five slightly or very different things. Always think about your target customers. Know how much they want to spend, why, and when. Know them and their motivations. Why will they care about your new and unknown product? Why would they choose your product over something else they know and trust already? Have answers to these questions. Do a business plan. Write down your general plan and have a working spreadsheet of numbers that you update and play with regularly. Plan to pivot; plan to evolve. Plan to be agile. Use the numbers as a toy – play with them to see where little changes now can mean big changes later on. Work out where the money to survive or disrupt will come from. They can afford to license expensive brands Star Wars, anyone? How do you compete with that? The toys introduce engineering concepts through storytelling and building, and kids build alongside Goldie, a girl engineer who solves problems by building simple machines. The first story follows Goldie as she builds a spinning machine to help her dog chase his tail. I wrote and illustrated it myself, and the prototype was made from wood and materials around my apartment. Once the idea was finalized, we put it on Kickstarter. Make your voice heard. Make as many connections as you can. Always make time for conversation, and constantly work on establishing new relationships. Look for people who believe in your mission as much as you do. Within four days of launching, we had 5, supporters. That initial fan base has continued to support us and help us grow. Listen to your customers. One piece of feedback we kept receiving from customers was that kids wanted more – they wanted more pieces to build bigger. Get comfortable with being uncomfortable. Learning the ins and outs of running a business takes time, so be open to criticism and change. Dino Construction Company – Bruce Lund Dino Construction Company came out of a conversation more than 20 years ago about favorite toys. Dinosaurs and construction vehicles were two of my most memorable. We wondered what it might look like if they were combined. We did a couple sketches, including one called TWrex, and showed them to a few companies. They elicited no interest. We stumbled back upon that sketch every few years and always loved the look. Many toy companies loved it, but no one needed such a thing. Our database indicates we showed it 57 times since , the first year we used a database to keep records. Then one day we had a meeting with a small educational toy company. Someone on our team thought to present them this product, and they loved the look. I probably never would have thought to show them that product. Always give a product a second chance if it is one that you still like whenever you encounter it. We took a sketch and turned it into an item because it was just so cool. We took an item and turned it into a line because the concept had so much potential. Always record your ideas in sketch format and file them where you may encounter them again in the future. Had we not made those original sketch illustrations, we would have forgotten the concept long ago. Always keep pitching; never give up. It may take five or 10 years, or more. I would never have thought that Educational Insights would love our concept and make a vehicle line. And I would have been wrong. But we did, they did, and kids love them. Always think bigger, how to make an item into a line of products. Blow up the concept and make it as big as you can. We turned a sketch into a model, and a single model into a line of related concepts. This slideshow requires

JavaScript. It was born on a lazy weekend last year when I was trying to think of something fun and different to do with my 4-year-old twins. My kids loved it, so I told friends who thought the game was a great idea. I upgraded to photo paper and a laminator and shared copies with coworkers at Google. Finally I decided to see if there was enough interest on Kickstarter to warrant a real production run. Robot Turtles became the bestselling board game in Kickstarter history and is now available in stores. Sell before you buy. Remember the landfill full of Atari E. Crowdfunding lets you collect the money first and place your manufacturing order second. It was something new. Do the work up front. People bankrupt themselves with successful “ but poorly planned “ crowdfunding campaigns. Whether your sales numbers are or ,, every person who supports you is sharing your dream. Appreciate the people who are passionate about what you do. We live in an amazing time, where the world can bring our ideas to life. We are lucky makers! Once while listening to a droning lecture my mind wandered. Is there any use for these boring sounds? Maybe I could get the vibration of a sound to make something move. Model train layouts have featured cows that move by vibration and Tudor Games sells vibrating electric football platforms. Could I use the vibration from just the sound of your voice to power a game? I wrote the idea down and made a few sketches while I was thinking about it. Later, I did some quick plans to work out the design, then went right to a prototype. I built wooden forms, heated plastic in my kitchen oven, and used a Shop-Vac to vacuum-form some plastic parts. I assembled the parts into a quick prototype, and it worked. My business partner and I showed the idea to several toy companies “ and got rejected. Hog Holler was on the shelves in toy stores and on TV with a cute commercial. Look for the random connection anywhere. One idea can lead you to another. Even a boring lecture hall can be an inspiration. Write down and sketch your ideas. Make a quick prototype of your idea. Fail early and often.

Chapter 3 : Custom Plush Toy Manufacturer | Happy Worker Toys & Collectibles

Budsies turns art into custom stuffed animals, makes custom plush dolls of people, large stuffed animals, and plushies for brands, authors, & more. Ships Worldwide. JavaScript seems to be disabled in your browser.

Since Mitch has never existed in 3-D, and all I had was this single three-quarter view of him, I needed to start with an intermediate 2-D step, an orthographic projection. Orthographic Drawings Orthographic drawings or projections are a series of 2-D views that give you a complete sense of a 3-D object when taken all together. At minimum, you need to draw your character from the front, side, and top. Since Mitch is not my creation, I was lucky enough to get this set of sketches from original artist Reuben Rude. When you make or in my case, print your orthographic views, you want to make sure that the dimensions all match up. The height of the front and side views should be the same C , as should the width of the front and top views A , and the depth of the top and side views B. You can leave small details like surface decoration out of these. You just need them for the general shape. Foam Block My pre-visualization skills are not the most developed, so I drape my plush pieces like garments. I made mine from regular density cushion foam I used the Airtex brand , which you can get in sheets or by the yard from most craft or fabric stores. Measure the widest point of your side-view drawing B to find out how many layers to glue together. Next, measure the height and width of your front view drawing C and A. This is the size of the rectangle each layer will be. Foam Model In order to make my foam block look more like Mitch, I needed to do some carving. I taped the orthographic drawings to each side of the block and traced around them. For the side view drawing, I traced it on one side, flipped it over and then traced it again on the other side. Maybe someone can post something in the comments. I decided to add on the arms as separate pieces with straight pins rather than try to carve them out of the block with the body. Depending on the number of appendages your character has, you may also want to carve and add these to your model separately. Draping To me, this is the most fun part of making a 3-D plush, but it can also be kind of tricky. Cut a large piece of light-colored fabric similar to what you ultimately want to make your plush with. It should wrap all the way around your plush at least times. For Mitch, this was his belly. Working your way outward from that first center pin, continue pinning the fabric to your model. Start wrapping it around the sides, top, and bottom of your model, keeping it as smooth as possible. At some point, your fabric will start to gather in folds. Any place there is a fold in your fabric, there will have to be a seam, so take care in deciding where you want the folds to fall. I made sure my folds landed in the least visible places on Mitch: Pinch the folds tightly together and pin them as close to the model as possible safety pins may be helpful for this. You can also see the drape wrapping around his right arm: Once you have your fabric tightly wrapped around your entire model, cut away any excess, leaving an even seam allowance. Here is a simple, finished drape of just the eye model side, top and bottom views: And here is a finished drape of the whole monster, with his eye pieces on top. When I first draped the monster form, I tried to include his eyelids and his body in the same piece of fabric. This made too many folds to be workable, so I marked where the eyelids ended and undid the drape. Using those marks I then cut a new piece of fabric to become the eyelids and re-draped the body, this time under the the eye piece. You can see the neatly wrapped and trimmed body and eye here, along with the new eyelid fabric: Drawing arrows or cut lines in place is also helpful. Now the excitement begins! Un-pin your drape s so that the fabric lays flat. Remove it from the model and spread it out onto a large piece of paper or several taped together. Then you will know the reverse order in which to sew your plush together. Refinement Now that you have your general pattern, you can make some adjustments with your pencil. You can smooth out lines or fold your pattern in half to make sure things line up correctly. This is what I did, which is why my pattern is sliced up. It was too big to scan all at once so I had to cut it into a few pieces. Test To test the accuracy of your pattern, cut out the paper pattern pieces and trace them onto a new piece of fabric. Cut the fabric pieces out right on the line and sew them together in order see step 5 tip , leaving your normal seam allowance. Cut off any exterior corners, then snip into interior corners and clip into the seam allowance along any tight curves. This will allow your seams to remain smooth and eliminate bunching inside your plush when you turn it inside out. Open up a inch hole in a central seam with a seam ripper and turn your plush

inside out. Poke out any tight spots or corners with a chop stick, a capped pen or a high gauge knitting needle. Stuff your plush with your desired material and take a look. Use smaller pieces of stuffing for narrow sections like arms and stuff them tighter than the main body. Use larger, looser chunks of stuffing for bigger spaces to keep things cuddly. Sew up the opening with a ladder stitch and rejoice! [Video here](#) If you have additional pieces, you can drape them onto the finished body. I just sewed those on by hand, again using a ladder stitch. In this case, you have a couple of options. It also lets him sit upright without support, which is great for something that will live on a shelf. Then I printed it out and sewed it up into Mitch 2. The Neon Monster crew really liked Mitch 2 enough that he traveled to toy fairs all over Asia , but they also wanted to try out a version with longer arms and more eyelid folds. I made another copy of the pattern and added those changes. So were most of the folds of his lower lid. Thus was born Mitch 4, the ultimate Mitch. Here is Mitch 4, gazing pensively out my window. For more photos, you can see my earlier post celebrating his creation. He is due to be released this October, in time for the holidays. To cuddle Mitch 3 in person or to sign up for the release, you can visit Neon Monster at Castro Street on the corner of 22nd in the Noe Valley neighborhood of San Francisco. Thanks to anyone who made it all the way through this massive tutorial! I will post any photos you send me with your permission. Also, please feel free to post any questions or comments below. I promise to respond to all of them.

Chapter 4 : How to Make and Design Stuffed Toys by Rudi Sarigny | eBay

You should already have an idea of the stuffed animal you want to make. For example a teddy bear or a cat. If this is your first stuffed animal you design yourself, it would be better for you to start with an easier and more classic shape.

Claudia has been writing about crafts online for many years. She is an avid crafter who has been creating for most of her life. She loves to draw little characters and give them to me as mementos. Over the years, I have accumulated quite a few and they are quite special to me. It turned out to be a fun and simple project that anyone with some basic sewing skills can do. Follow these step by step instructions, and you too can turn a drawing into a stuffed toy.

Step 1 - Pick out a drawing Pick out the doodle that you want to turn into a stuffed animal. I chose "Rockie" down in the lower right-hand corner. Source Whether it is large or small, black and white or full of color, choose the drawing you want for your stuffed toy. Use care as some drawings are going to be more difficult to put together than others. For example, "Pricles" on the bottom left of the photo, with all of his sharp points, would be difficult to do. Choose a drawing that is relatively simple. Unless you like adding lots of embellishments, do not choose a doodle with lots of eyeballs, arms, hair and other things.

Step 2 - Enlarge and trace the doodle Click thumbnail to view full-size 1. Using a copier, enlarge the drawing as much as possible. The original doodle is about 3 inches high. Using tracing paper, trace the copy version, making it even larger if desired. Source Chances are high that the original doodle is too small to make into a toy. That means you will have to enlarge the drawing. Use a copier and make the drawing as large as you would like it to be. Trace the large version of the drawing onto tracing paper. If you want the toy to be larger than the copier version, and as shown in the second photo above, make the tracing larger than the copier version. This takes a little time to get right, but it is worth it.

Step 3 - Create the pattern pieces and pin them to the fabric Click thumbnail to view full-size 1. Part of the pattern pinned to fabric. Guidelines marked on the pattern for ease of assembly later. Label all pattern pieces to aide in assembly. Pattern pieces pinned to desired fabrics. Source Using tracing paper, trace the individual pieces that will be made out of fabric. Do not cut out the pieces from the original tracing. You never know if you will need to retrace a piece. If needed, add some simple guidelines to help match up the body with other pieces. In the photo, the guidelines show where the felt hair will be placed. Label the pattern pieces. Pin all of the pattern pieces on the fabric s of your choice.

Step 4 - Cut out the pattern pieces and pin them in place Click thumbnail to view full-size 1. Cut out all of the individual pattern pieces. Leave paper patterns pinned to their respective fabric pieces. This helps when positioning them. Pin the pattern pieces to the right side of the toy body. Note the hash mark at the top of the nose that matches up with the bottom of the eyeglasses. Source Cut all fabric pattern pieces out, using the tracings as your guide. Do not remove the paper pattern until you are ready to sew. With the exception of any legs, arms or other items that will be sticking out from the body, pin the pieces into place on the main body of the toy. Any pieces that will be sticking out of the body will be placed on later. Use your markings to help position items in the right place. Source Pieces sewn onto front of body. Source Preparing to add decorative stitching for teeth. Source Fabric embellishments, like a nose or eyes, can be added by hand sewing them or by sewing them on with a machine. Sewing them on by machine will ensure that the toy is more durable and there is less of a chance that they will get torn or fall off. With very few exceptions, remove the tracing paper pattern pieces before sewing. If you need guidelines, like the teeth in the photos above, sew through the pattern and then remove it. Tracing paper can be removed fairly easily. Use care so the stitching does not pull out. If small paper pieces remain, use tweezers to remove them. Use a different color thread to add definition or other interest to the toy. Always begin and end with 2 - 3 backstitches. This will help ensure that the sewing does not pull out.

Step 6 - Add external parts Click thumbnail to view full-size Add hair that will be sticking out of the top of the head. Source Add arms and legs that will be sticking out of the sides of the body. Source Adding parts, like arms and legs, that will be sticking out of the body of the toy is handled differently than adding embellishments to the toy body. For any part of the toy that is sticking out, it needs to be pinned facing the inside of the body so that when the pieces are sewn together, they stick out when the toy is flipped inside out. Using the hash marks you drew earlier, pin the pieces to the inside of the body as shown. To make sure that they will be in the correct

position when the sewing is done, test them by flipping them up. Pin the pieces in place. Step 7 - Sew the front of the toy body to the back Click thumbnail to view full-size 1. Pin the front of the body to the back, right sides together. Use small pins to mark where pieces are that will be sticking out, like legs and arms. Leave an opening so that the toy can be stuffed. Backstitch on both sides of the opening to ensure that the seam does not pull open. Wherever something like a leg or arm will be sticking out, backstitch to give it more security. Source With right sides together, pin the front to the back, using your markings as guides. Wherever there is a piece that will be sticking out, like a leg or hair, use mini pins to mark where it is. Determine where the opening for the stuffing will be. Begin and end with back stitching. Whenever you come to a place where there is an extremity, back stitch for extra security. Step 8 - Turn the toy inside out and then stuff Click thumbnail to view full-size 1. Flip the toy inside out. Note how the extremities are correctly placed. Stuff the toy with fiberfill. Use your judgement to determine how much filling to use. Source Flip the toy inside out and lay flat. Using the stuffing of your choice, stuff the toy. Fill until you are happy with the look. Before stuffing, run your finger around the inside seam to make sure it has been smoothed out. Use an adequate amount of stuffing. Too little and the toy will be floppy and lay flat. Too much and it will be extremely difficult to sew closed. Use the eraser end of a pencil to get stuffing into small nooks and crannies. Step 9 - Finish sewing the seam closed Click thumbnail to view full-size 1. Using mini pins, fold the edges inward and pin to keep the folds in place. Pin the two edges together along the seam. Using a matching thread color, whip stitch tightly along the edge, removing pins as needed. Source To finish the seam follow these steps: Fold in the edges and pin, using small pins. Join the two sides together and pin, using larger pins. The more you use, the smoother the seam will be. Using a whip stitch and thread that blends with the fabric, sew together the two sides. Use a tight whip stitch so that no stuffing can come out.

Chapter 5 : Custom Toy Manufacturers

Plush Toy Making From Design to Production. Designing and manufacturing plush toys and stuffed creatures is, as you'd expect, a fun process.

Happy Worker can also handle larger orders in the hundreds of thousands or more. A note about personalized one-off toys. Most custom stuffed toys take 24 – 28 weeks to design, prototype, manufacture and deliver. For complex designs it can sometimes take over 28 weeks. Contact us to discuss your schedule. The budget for your project will depend on your plush character and the nitty-gritty details that go into your plush. Plush budgets depend on: Character design and pattern complexity Toy size Detailing embroidery, printing, plastic parts, etc. Tags and packaging Quantity Happy Worker specializes in collector quality designer plush. Our focus is on great design and making custom plush toys that our clients and their fans will love. Give us a call to discuss your plush goals. We break the budget for stuffed plush into three parts: Shipping Shipping costs are additional and depend on the size of the plush, the order quantity, and the destination. Plush Toy Making Below we provide some info on all the decisions we make together with our clients. We make designer plush, retail quality and collector quality plush toys. Plush Character Concepts First, the right concept and character is chosen for the custom stuffed toys. In some cases, clients come to Happy Worker with finished designs, and we convert the character into the most authentic plush version for a hand sewn fabric toy. Other times, our clients might have just a general feel for the character, or in some cases, no idea at all. Our creative teams will collaborate to co-conceive, develop and illustrate the character designs with toys in mind, working from rough concepts to finished designs. As a design-focused custom plush toy maker, Happy Worker enjoys pushing new boundaries in toy design. There are few limits when it comes to conceptualization of plush pieces – all sorts of people, things and strange critters can be fashioned into well executed toys, and all styles and types of plushies can be created from mini plush and finger puppets to plush with sound chips and giant plush. Or hopefully in the future as medicine advances, ages 0 to Different ages and recipients look for different things in their plush. Children want to play, hug, uncover, and spend time with a plush-sized friend. Grown ups enjoy plush toy hugs too, but their toys also become office toys and soft designer art pieces to collect and display. So before we begin making toys, we first make a plan. At the beginning of each plush toy project, we draft a design and development plan. This includes a detailed project schedule with all the nitty-gritty steps and review stages. Often occurring in sync with the concept development, a number of creative decisions are made, including size, branding, seam locations and materials. Sizing Up Your Custom Plush Toy Stuffed toys can be designed from a miniature size as small as an inch or two 5 – 10 cm to giant jumbo sized creatures standing 3 feet 1 m or taller. Best Size for Desk Friendly Plush Toys If your plush creation is meant for business types, desk-friendly sizes for corporate plush toys are commonly 8 – 10 inches 20 – 25 cm tall and 4 – 5 inches 10 – 13 cm wide. Plush over 12 inches 30 cm tall usually have a larger footprint, and are not as suitable for easy desktop or office display.

Chapter 6 : Drawings into Custom Stuffed Animals | Budsies

I have a stuffed animal design that I'm thinking about having manufactured, since the demand for it outstrips the time I have for sewing. I'm in an unusual situation for having a toy made, I think, since rather than submitting sketches it will be pictures of the finished product that I have made!

Chapter 7 : Custom Plush Toy Manufacturers - Make My Toy

I've made some 2-D plush monsters in the past. They can have a lot of character (like Aristocrates here and his little buddy Proteg ). They're also the best place to start if you are new to making plush.

Chapter 8 : 3 Ways to Make a Stuffed Animal - wikiHow

When considering starting your own stuffed animal business, you need to consider the source of your products. You can purchase stuffed animals in bulk and sell at a marked-up price or you can design and make your own stuffed animals.

Chapter 9 : Plush Toy Design Software | Make:

All kinds of stuffed toy filled the room, so they always shout at you "Mom, there is no place to play games in my room!" However, the room is obviously big enough, it is the stuffed toys that take over your kids bedroom and play area.