



Tiny Tiny Minion Friends



Friendly Instructions **Teresa White de Roulet**

Everyone should have their own horde of minions. They can be worn in a shirt pocket, or as a pin on clothing or backpacks. A child can keep one in her/his pocket for fun and comfort. Sew a minion's shoes to a button and they can stand alone.

And, they can keep you company while you're studying or working. Minions can be arranged into hilarious scenes, improving morale. They also work for key chains, refrigerator magnets, cake decorations, favors, and gift embellishments.

Velcro self-stick dots make it easy to attach them to a computer or other nonmetallic surface.

Four different shapes are given, ranging from tall and narrow, short or medium height and medium width, and short and wide. There are endless combinations of eyes and haircuts: one eye vs. two eyes; bald, single tuft of hair, crew cut, buzz cut, and the oddly popular center-parted hair.

NOTE: Finishing the details for a minion takes about as much time as knitting it, so allow for that if you are on a deadline.

Also, after I had made several sets of minions, I noticed that many times when the design choice was between being proportional or awkward, the originators of the minions chose the awkward option. Many of my minions were shorter than in the movies. And short is cute. But when adorning them with some accessories, this became a problem, so I made an adjustment. Yet I still have friends who prefer the shorter minions, so both versions are presented here—the original (minions 1.0), and the slightly taller minions, 2.0.



Figure 1 Tall Minion 1.0 on the left and 2.0 on the right.

No sewing, other than weaving in ends, neatening up openings, and embroidery.

You can sell these minions, though it would be nice to credit me as the designer. Do not reproduce or sell the pattern.

CAUTION: Not for children three or younger, nor for children who might leave them out for a child three or under.

SKILLS: It helps to already be comfortable with circular knitting, working I-cord, knitting with assorted colors of yarn on the same row (that is, intarsia or stranded work), plus increasing and decreasing. Basic embroidery.

SUPPLIES

- Yarn: Fingering yarn, such as Baby Bee's Sweet Delight Baby Gold and Cobalt, 4 oz/115 g, 377 yds/345 m, washable acrylic-polyamide blend. The yellow should be intense, not pastel yellow. Baby Bee also has all the other colors needed, but others were used for the examples. For the mouths, split the plies to get the same effect as in the pictures, or use embroidery floss, 2 strands(preferred).
 - For the black parts, Serenity Sock Weight Black, 1.76 oz/50 g, 220 yds/210 m, superwash merino, rayon, bamboo and nylon blend was used.
 - For the gray goggles, Lang Jawoll Superwash color 83.0003, 50 g, 210 m, wool, nylon and acrylic blend.
 - For the white part of the eyes, Phildar Super Baby color
- Cygne, 0.88 oz/25 g, 117 yds/107 m acrylic and lamb's wool blend.
- Needles: 2.25 mm bamboo double pointed needles recommended. Bamboo is helpful when holding just a few stitches on a needle.
 - Tapestry Needle: The smaller size is easiest to use, which may say size 16 on the package, or the length, approximately 2" or 5 cm. The ones that are a little over 2 ½" or 7 cm are a bit too blunt, but can be used.
 - Stuffing: Poly-fil 100% polyester
 - Embroidery Thread: Black for the mouths, 2 strands, or a ply of the black yarn may be used.
 - Optional: 6 mm safety eyes. Although called safety eyes, not recommended for projects for children 3 or under (that is,

if you were planning on making these out of a larger yarn for a small child). Embroidered eyes are another possibility.

- Optional: Cloth-wrapped floral wire (preferred) for the arms, and/or pipe cleaners/chenille stems to make figures poseable. Not for projects for children 3 or under.
- Optional: Row counter, marker for front of figure.

ABBREVIATIONS

ea	each
k	knit
kfb	Knit into the front of the stitch as usual without dropping the old stitch, then knit into the back of the stitch to increase.
ndl	needle
rd(s)	round(s)
rep	repeat
st(s)	stitch(es)
k2tog	knit 2 stitches together
[]	Work the instructions inside the brackets as many times as indicated.

KNITTING NOTES

I prefer to use just 3 double-pointed needles for knitting most tiny

projects. First, I arrange the stitches on 2 needles, making the front and back, respectively, and work one side at a time. The work is so small, that it's quite practical to do, and doesn't appear to leave large stitches on the edges. I probably unconsciously knit the first 2 stitches of each needle a little more tightly than the rest.

These knitted items are so small that even a small change in gauge from day to day may cause you to have to make adjustments. For example, some days my I-cord is tighter and so I need a few extra rounds to make the arms the right length.

Making minions poseable: I have not had great luck with floral wrapped wire, as it tends to work its way out of the arms or legs, though I do use it for the arms at times. The end of the wire is folded down to make a U-shape, then a tapestry needle is threaded through to the bend and worked through the I-cord. Pipe cleaners can be used through the center of the head, body, and one or both legs to make the figure poseable, also by folding each end into a small U-shape. I have also shaved some of the fuzz off of pipe cleaners, or used thin pipe cleaners for the arms.

About knots in toymaking: Knots are okay in toymaking. When making

clothing, it's generally desirable to avoid knots that may be felt or work out of the fabric. With toys, however, there are many situations in which a knot will not be felt and will hold things quickly and securely. There's no inherent virtue in going knotless.

TALL, NARROW MINIONS

There are slight variations in the heights of all the minions.

Tim (there may be more than one Tim) is tall, with two eyes and a single tuft of hair pointing straight up from the top of his head. He is disguised as the father on the shopping trip to get a replacement unicorn toy for Agnes in the first movie.

SHORT AND MEDIUM MINIONS

The short and medium height minions are all the same width; however, the short ones will look wider.

Examples of short minions: Stuart is the shortest minion, one-eyed, with fine hair parted in the middle. In the first *Despicable Me* movie, he is turned into a glow stick while Gru and other minions are sneaking around in a ventilator shaft.

Phil looks like Stuart, and is the one who was disguised as a baby on the trip to the store in the first movie. Kevin also looks like Stuart; he's the one who gets shrunk by the shrink ray in the first movie. And at the end of the movie during the credits, Jon, who also looks like Stuart, makes shadow puppets.

Examples of medium height minions:

Dave, who has two eyes and thin hair parted in the middle. He was the one who accidentally fired a bazooka into the minion crowd during Gru's early talk in the first *Despicable Me* movie.

In the first movie, Jerry is the one who said, "Whaaaaaat?" when caught making a mess with a group of others playing with toilet paper. He has two eyes and spiky short hairs over the top of his head.

Mark has two eyes and thin hair parted in the middle. He was dressed in disguise as a mother and sang karaoke at the store in the first movie.

Bob has a teddy bear in the *Minions* movie. He has 2 eyes and no hair. He is also briefly king in the *Minions* movie.

WIDE MINIONS

Wide minions are average in height.

Example: Jorge, who is making photocopies of his bottom in the first movie. He has two eyes and a short buzz cut, with the hairs all the same height across the top.

Specific instructions for particular minions will be color-coded:

Narrow tall minions

Medium-width, medium height minions

Medium-width short minions

Wide medium-height minions

INSTRUCTIONS

FEET AND LEGS OF FIGURES (All)

Note: If planning on making a minion showing more skin, such as a hula-dancing minion, see adjustments as you go.

Starting at the feet, with black cast on 4 sts using long tail cast on onto 1 ndl. Do not cast on loosely. Use yellow for naked or barefoot minions.

Rd 1: Work as for I-cord.

For naked or speedo-wearing minion: Do 3 rds of Baby Gold before going on

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to Body section. Change colors as desired.

Rds 2-3: Change color to Cobalt. Work as for I-cord.

For tall minions: Work an additional rd of Cobalt for each leg.

Cut yarns, leaving the Cobalt about 6"/15 cm long for neatening up crotch later.

Rep for second leg, but keep Cobalt yarn connected.



Figure 2 How to Hold Legs when Joining

The figure above shows how to arrange the 4 sts from each leg. The yarn is coming from the back right-most st, ready to start a rd. The

longer blue strand in the middle will be for neatening up the crotch.

BODY OF FIGURES

Rd 1: Kfb around. Skip second rd. 16 sts.

Tall figures: Rd 2: Kfb, k7, kfb, k7. 18 sts.

Short-medium and medium-medium width figures: Rd 2: Kfb, k6, kfb 2 times, k6, kfb. 20 sts.

Wide figures: Rd 2: Kfb 3 times, k2, kfb 6 times, k2, kfb 3 times. 28 sts.

Rd 3: K around.

For **tall**, **short-medium**, and **medium-medium width minions:** Rds 4-6: Picking up Baby Gold, k2, switch back to Cobalt, k to the last 2 sts of the ndl, stranding yarn as you go; switch to Baby Gold, k4, switch to Cobalt, k to last 2 sts of rd, switch to Baby Gold, k2.

For **wide minions:** Rds 4-6: Picking up Baby Gold, k3, switch to Cobalt, k8, stranding yarn as you go, switch to Baby Gold, K6, switch to Cobalt, k8, switch to Baby Gold, k3.

For **tall** minions: Rd 7: Rep rd 6.

For **short** and **medium** minions: Rd 7: Using Baby Gold only, k around.

Work feet and pant yarn tails into the figure. With tapestry ndl, sew a few sts of mattress st to close up crotch with Cobalt, as needed. Stuff figure with some of the fiberfill.

For **tall** minions: Version 1.0, slightly smaller, Rds 8-24.

Version 2.0, slightly larger, Rds 8-26: K.

For **short** minions: Rds 8-17: K.

For **medium** and **wide** minions: Rds 8-22: K.

Apply safety eyes, if using, about 2 sts apart, about 5 rds from top of work. See next instructions for your minion as to how many total rds there will be. They don't have to be locked in yet if you're not sure of the positioning—you can knit to the last rd, assess, then adjust the position of the eyes before locking. Stuff gently, with a little extra for the last few rds.

For **tall** minions: For original 1.0 version, there's 1 last rd: K2tog around.

For version 2.0, slightly larger, there are 2 rds to go: [K2tog, K1], rep around for 1 rd, then k2tog around for last rd.

For **short** and **medium** minions: There are 2 more rds: K2tog around each rd.

For **wide** minions: Three more rds to go: [K2tog, K1], rep around for 1 rd, then k2tog around last 2 rds.

Cut yarn, leaving a tail to insert into tapestry ndl. Run yarn through the last rd of sts, pulling tightly. Tie off and hide yarn inside top center of head.

ARMS

The arms are made as one long I-cord, threaded through the figure. With black, cast on 3 sts using long tail cast onto one ndl. Do not cast on loosely.

Rd 1: Work as for I-cord.

For **tall** minions:

Rds 2-32: Change color to Baby Gold. Work as for I-cord.

For **short** minions:

Rds 2-27: Change color to Baby Gold. Work as for I-cord.

For **medium** minions:

Rds 2-29: Change color to Baby Gold. Work as for I-cord.

For **wide** minions:

Rds 2-31: Change color to Baby Gold. Work as for I-cord.

Lay the arm(s) over the figure, estimating the final length. When in position, the black-gloved hands hang down and curve around the hips.

Final 2 rds, all types: Change color to black. Work as for I-cord. Run yarn through the last rd of sts, pulling tightly. Tie off and hide yarn inside center of end.

Optional. Measure wrapped floral wire to same length as the “arm(s).” Fold each end over at the tip to avoid sharp points, and work it through the inside of the I-cord. It may help to hook one end of the wire through the eye of the tapestry needle in order to pull it through. A pipe cleaner will make it much harder to pull the arms through the figure, and would need to be trimmed of most of the fuzz first.

Working in ends. Thread the ndl into one of the tails of the arm, go through several rds of sts, to exit about a dozen rds later, cutting the yarn near the surface so that it pops back inside. Rep for the other yarn tails, leaving the very first black one

as is for now, since that will be used to insert the “arms” into the figure. By hiding the tails that are the same color as the main piece last, they can be woven over the others if needed for camouflage.

FINISHING

So many expressions are possible, depending on where the eyes are situated in the goggles, and the different mouths.

Arms. For the tall minion, pull the tapestry ndl holding the black tail of arm(s) through one side of the figure to the other, one rd above to top edge of the bib.

The other minions have their arms placed at the level of the last rd of the bib.

Eyes and goggles. For whites of eyes, using one strand of white, work in backstitch, across one k st, down 2 sts, across one st, and up 2 sts, making a white box. Then do another rd of white around it, making more of a “STOP”-sign shape—a diagonal point at the top and bottom, shorter vertical sts on the sides. Then make any additional sts needed to round out the shape or fill in gaps. It is so easy to get ½ mm off and have it look weird, or have them look mad. They

often look slightly cross-eyed, so if your eyes are a little close together, that’s okay.

If the yellow shows on top or bottom of goggles, that’s consistent with how some of the minions look, and just adds more expression.

For goggles, work around with gray yarn twice in backstitch.

Two strands of black yarn in the tapestry ndl are used to make the strap from the goggles around the head from eye level on outer side of goggle for one eye, around the back to the gray edge of the goggle(s). They strands are worked the same way as the shoulder straps(See below if you have questions).

Mouth: Using 2 strands of embroidery floss threaded through the tapestry ndl, tie one end in a knot, insert it through the back of the head, and come out where you want to make the mouth. For a smile, work one central backstitch across the central “U” of the mouth at 1 rd above the shoulder strap, then another straight one angled up on the right, and another on the left.

When finished, the strands can be taken outside the back of the head where they originally entered, tied together, and pushed back inside.

Shoulder straps for bib of overalls.

Using two strands of Cobalt on tapestry ndl, knot one end. Work through back of figure and come out the upper left corner of the bib, run it over the arm and into the back-left corner of the bib, without twisting.

Then come out the back right upper corner of the bib, go over the right arm, knot the yarn, and then go through the minion's right upper corner of the bib, again, without twisting the strands. The strand can be pulled out the back where it originally came in, knotted, and tucked back inside. The shoulder strap can be stitched

down if desired.

Logo. With black, work a backstitch diamond shape, 2 k sts high and 2 sts wide across the middle of the bib.

Hair. A tuft of hair can be made with a strand of yarn or floss, knotted and worked into the back of the head, and out the center top of the head, tugging just enough so that the knot goes through the stuffing to the inside of the top of the head.

Catching. Trim any protruding end on the back.

Center-parted hair can be made with 1-2 strands of embroidery floss worked as 4 parallel single sts each side.

1-2 strands of floss knotted and worked like the tuft of hair, but done all over the top of the head can be trimmed into a crew cut or buzz cut.

I hope you have fun making these tiny tiny minions. Be prepared to make extras to give away.

