

Lamp Urban Jungle

Instructions No. 2390

Difficulty: Beginner 

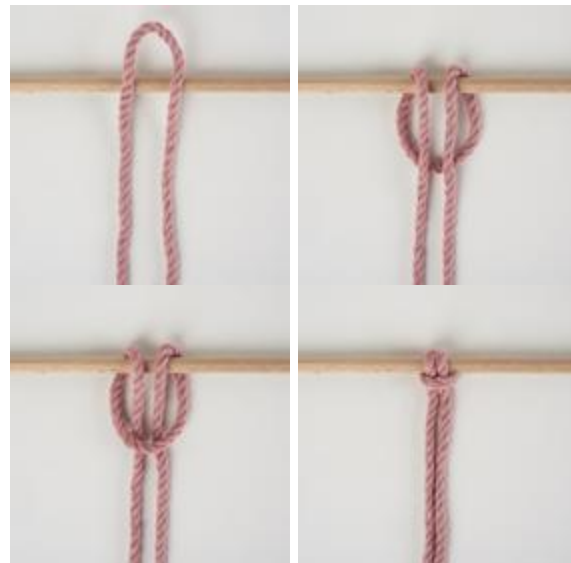
Working time: **4 Hours**

Jungle feeling for your home! With our instructions and free motif template, you can create this tropical lamp with a trendy leaf motif in no time at all. The perfect splash of colour for your living room or bedroom.



Create a tropical lamp:

1. Cut the desired fabric to fit the lampshade and stick it on with double-sided tape
2. Make 2 strands with the macramé yarn using the square knot. You will need 2 strands of 4.50 m each. Lay these twice so that one side is approx. 1 m and the other 3.50 m long. The strings are then attached to a round stick with the lark's head knot.



Now you have 4 strings to knot. It is important that the short sides are in the middle. Watch our [practical video](#) to learn how to make a square knot.

Attach the resulting strands to the top and bottom of the lampshade with hot glue.

3. Open the plotter template in your Silhouette Studio. The vinyl foil must be placed on the mat with the coloured foil side facing up. Start the plotting process. Stick the transfer foil with the self-adhesive side onto the plotted lettering. Now the transfer foil can be removed again and the lettering is on the foil. Now you can simply stick the lettering onto the desired spot.

You do not have a plotter? No problem! Print out the pdf motif template and transfer it to the lampshade using graphite paper. Now you can draw the lettering with markers.

4. Finally, fix the finished shade to the lamp base.

Must Have



Motif fabric "Monstera Jungle"

Motif size: 16 - 30 cm
Fabrics by the meter
Grammage: 175 g/m²
Width: 140 cm

● **47,29 zł** (1 m² = 33,78 zł)

[Item details](#)

Quantity: − 0.6 +

[Add to cart](#)

Article information:

Article number	Article name	Qty
396974	Motif fabric "Monstera Jungle"	1
68953301	VBS Lampshade "Cylindrical", Ø 24 cm	1
691604-14	Self-adhesive vinyl filmGold-Matt	1
338608	Transfer film for vinyl film	1
14298	Rico Design Creative Cotton Cord SkinnyNature	1