Project: Cycle of Light Night Market Furnitures Installation Guide

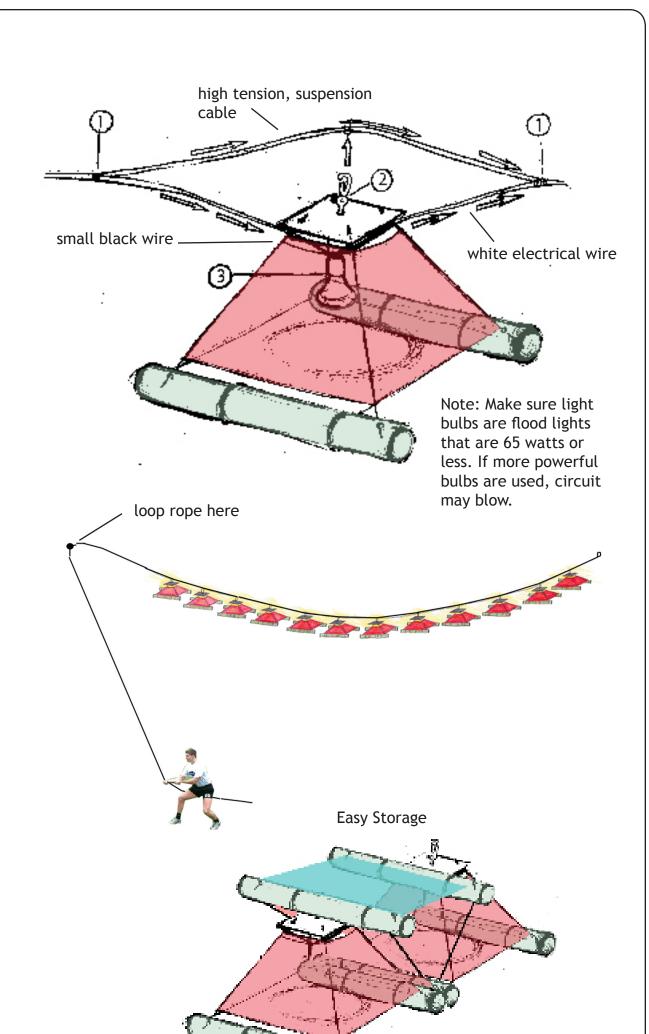
1. Separate steel cable and light cord. Send Steel cable above plastic plate and send light cord under plastic plate. Attach the metal hooks on light socket to black wire. Repeat in all twelve lanterns. To eliminate loose wire, attach twist ties as needed to connect suspension cable and electrical cord.

2. Once both cords are threaded through all 12 lanterns and the light fixtures are secure, take pre-attached carabineers and clip them to the suspension cable.

3. Simply, screw in 65 watt or less flood light bulbs into light sockets.

4. Once all parts of the installation are assembled, secure suspension cable to another piece of rope. Then, loop rope around high sturdy object and pull on the other end. This installation is heavy, so use gloves and do this step with at least 2 people. A ladder will work as well.

5. To store installations, stack the pyramid shaped lanterns alternately up and down. (shown in diagram)



Design Concept:

The 12 year cycle of the Chinese Zodiac is represented by twelve different animals. There are many legends that explain the reason for these animals and their connection to the lunar calendar. It is believed that the animal ruling year in which you were born exercises a profound influence on your life. As the Chinese say, "This is the animal that hides in your heart". These 12 lanterns were created to inspire storytelling by demonstrating the never ending cycle of light (lunar light) and time (cycle), bringing stories and connections to the various generations of people visiting the International District Night Market. A collaborative project of Cultural Landscape Studio (Department of Landscape Architecture, University of Washington) and WILD Youth Program (International District Housing Alliance). Instructor: Jeff Hou; Youth Facilitators: Guihui Yuan, Carmen Cruz; WILD Program: Joyce Pisnanont, Alan Lee, Amalia Gonzalez-Kahn. Autumn 2006. Design Team: Lindsey, Pete, Jimmy, Fanny and Lynn