

Lampion marine animals

Instructions No. 2726

🔪🔪🔪 Difficulty: Beginner

🕒 Working time: 5 Hours

These cute lantern sea animals are a pretty decoration and make additional super fun to tinker them. Whether big or small, everyone enjoys creating the little animals with bright colors and fancy decorations. Through the light chain all animals shimmer in a warm light.



Now it's getting colorful

First, carefully pull the lanterns apart and insert the plastic hangers. Using the Karin marker, add a few strokes, in the color of your choice, to the painting palette. Fill the water tank brushes with water and drip water onto the painting palette. Use this paint and paint with it the lanterns cheerfully colorful.

Craft sea animals

Print and cut out the motif templates and transfer them to the foam rubber. There are no limits to the colors you can choose. Now cut out all the shapes and glue the foam rubber body parts to the lanterns with a little hot glue. Also use the hot glue to attach the wiggly eyes and chenille wire to the lantern figures. You can use the wire to make laughing mouths, beautiful patterns on the turtle shell or cute arms and legs of a crab.

The final touches

Now press every second little light of the light chain from above into the plastic holder of the lantern. To the remaining lights, which hang between the

sea creatures, fix a suitable scatter piece in each case.



Article information:

Article number	Article name	Qty
17375	VBS Mini LED light chain, with timer, with button cells10 LEDs	1
684095	VBS Lampion lampshades	1
443241	VBS Foam rubber set "Trendy", 10 colours, 2 mm	1
18354	Karin Brushmarker PRO Set, 12 colorsBasic Colors	1
10485	VBS Chenille wire "Colormix", 30 cm, set of 20	1
17341	VBS Maritime scatter decoration "Oland"	1
620773	VBS Wobbly eyes to glue on "Round", 16 mm, 50 pieces	1
950558	Water tank brush	1
80135501	VBS Painting pallets	1
689786	VBS Micro LED chain of lights, with timer, 10 LEDs	1
131803	VBS Handicraft scissors, 11 cm	1
134279	Hot glue gun cordless, 12 W	1