

53"H Real Touch Greenery

Assembly Instructions

English

(Planter Purchased Separately)

1

Open tree box, remove cardboard inserts, cut strings used to tie the plant, take out of the plant, a bag of moss and a bag of paper eco planter.



5

Take out the moss and put around the hole of trunks.



2

Remove the bubble bags and take off the polybag from top.



6

Begin shaping your leaves by bending them from the bottom up to give them a natural shape and look like the picture below.



3

Open pot box, remove foam and polybag, and take out of the pot (planter purchased separately).



4

Put the entire plant into the hole of the pot, and adjust the plant to a good position.



Finished Real Touch Greenery

53"H Real Touch Greenery with Paper Eco Planter

Assembly Instructions

English

- 1 The paper eco planter gives an option to display the greenery without pot. Take off the paper planter from the bag.



- 2 Put the entire plant into the paper planter.



- 3 Adjust the plant to a good position.



4 Begin shaping the leaves by bending them from the bottom up to give them a natural curved shape and look like the full picture below.



Finished Real Touch Greenery
with Paper Eco Planter

Plant stems must be shaped BEFORE placing on selling floor

How to Shape Plant

- I. Take out tree from cartons or bags (Picture 1).
- II. Shape the stems so that they are spread out on the plant. Bend stems outward one by one to give them natural shape (Picture 2) from the bottom to the top. End of each stem must be bent down with an angle to the ground (Picture 3).



(Picture 2)



(Picture 3)

- III. Make sure every leaf faces up. If there is any leaf which faces down (Picture 4), turn the joint to let leaves face up (Picture 5). Bend the leaves to give them natural curved shape (Picture 6). Make sure leaves ends bend downward.



(Picture 4)



(Picture 5)



(Picture 6)

- IV. Repeat the above step II and III until the whole plant looks natural and beautiful (Picture 7).



(Picture 1)

Before Shaping



(Picture 7)

After Shaping