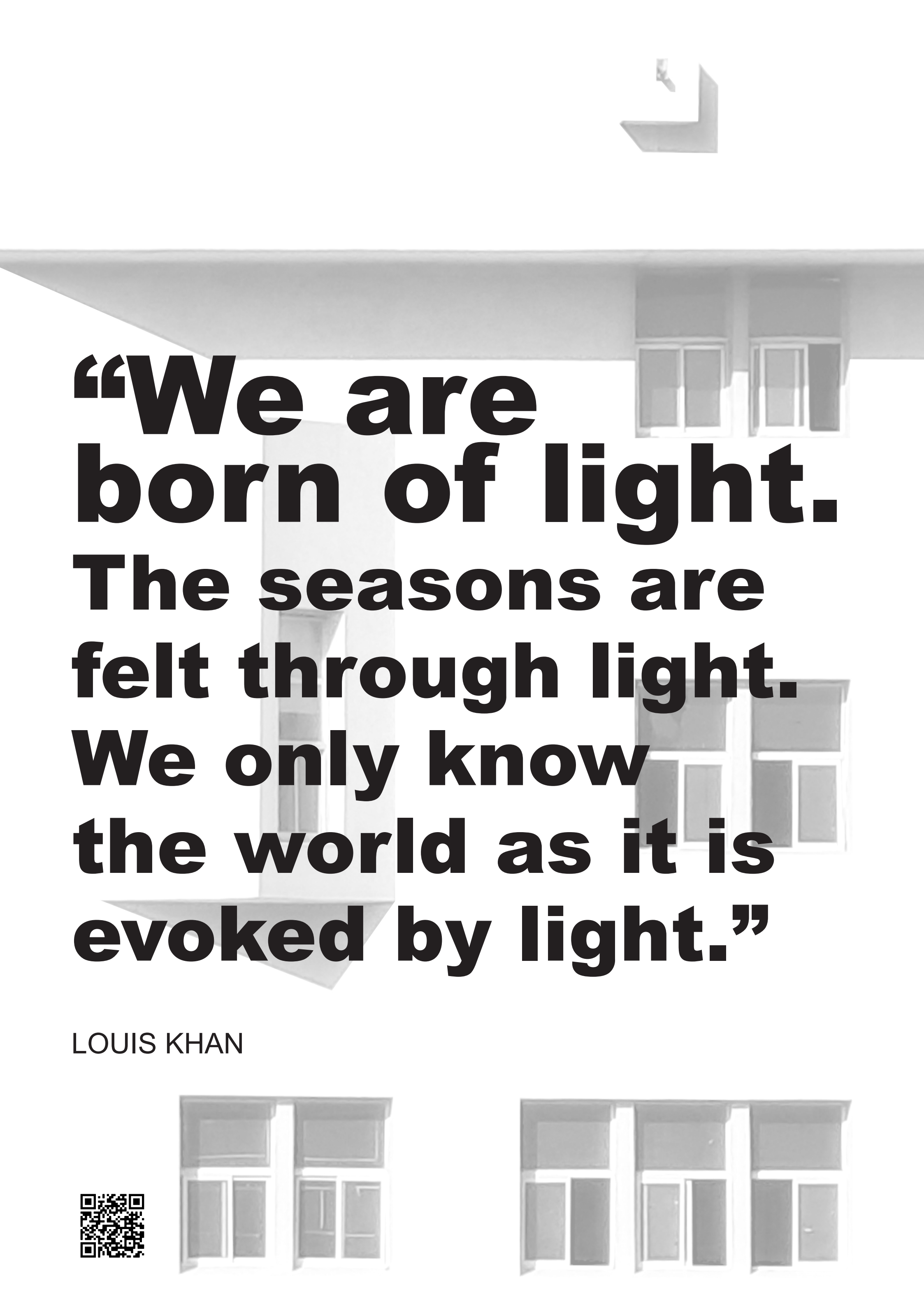


20
26

LIGHT UPON LIGHT

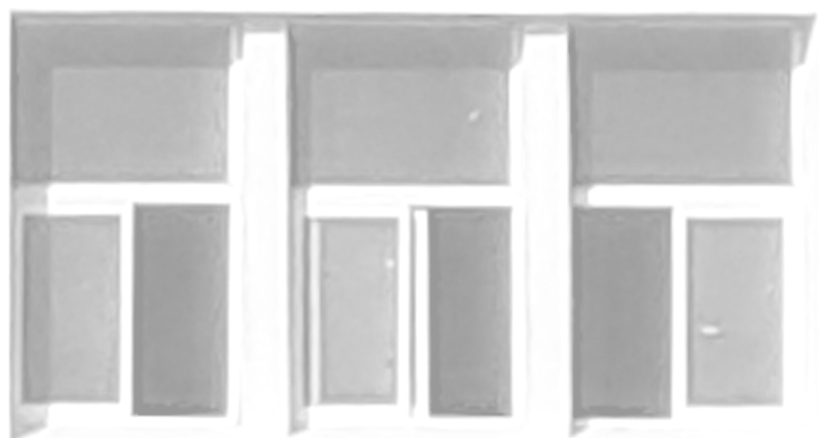
STUDENT LIGHTING DESIGN
COMPETITION





**“We are
born of light.
The seasons are
felt through light.
We only know
the world as it is
evoked by light.”**

LOUIS KHAN



LIGHT UPON LIGHT

STUDENT LIGHTING DESIGN COMPETITION

<http://lightuponlightcompetition.com>

f X 2026

Founded, Organized and Sponsored by:

**Department of Architectural Engineering
Faculty of Engineering, Mataria
Helwan University - Cairo, Egypt**

Ibrahim Abd El-Razik St., Ein Shams, Cairo, Egypt
Tel : (202) 27790398
Mobile : (20101) 0240-003
<http://www.helwan.edu.eg/engmatariaen/index.html>

SIRAJ Lighting Company

38 Beirut St., Heliopolis, Cairo, Egypt
Tel : (202) 22564030
(202) 24505522
(202) 24546381
Fax : (202) 22595557
Mobile : (20122) 7411-779
<https://www.sirajlighting.com/index.html>



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Author & Managing Director

Dr. Ahmed Ali Hassan
ahmed_alihassan2@yahoo.com



Introduction

Light plays a vital role in the way people experience spaces and perceive architecture whether lit naturally or artificially. Louis Kahn, one of the greatest American architects of the 20th century, believed that LIGHT is not just meant to be seen, but to be felt too. Light, as a medium of expression, evokes emotions and creates a sense of place and connection between the architectural spaces and their inhabitants. It enhances the user's spatial perception of his surroundings by both highlighting their physical characteristics, and drawing attention to their textures, colors, forms and spatial composition. Light has the power to alter the users' moods and their level of interaction in a space whether by increasing or decreasing their feelings of pleasure, comfort and connection with the natural environment.

Competition Brief

Since the field of Architectural lighting design treats light as an important design factor that helps architecture achieve its functional and emotional purposes. The Department of Architectural Engineering at the Faculty of Engineering Mataria, Helwan University is collaborating with Siraj Lighting Company in launching **LIGHT UPON LIGHT** student lighting design competition for all the **architecture / architectural technology / architectural engineering / electrical engineering / interior design / industrial design / building services engineering / Chemical engineering / Mechatronics engineering** students in Egypt and worldwide. The competition aims at bridging the gap between academia and industry by introducing the student community to the lighting design field while promoting these emerging talents with the needed professional expertise to support their innovative ideas and turn them into tangible realities.

Competition Categories

LIGHT UPON LIGHT student lighting design competition is organized under three categories:

Category 01 : Existing Building / Structure

(Architecture - Electrical Engineering - Architectural Engineering - Architectural Technology - Building Services Engineering)



CATEGORY 01

In this category, students/designers are required to design a compelling lighting scheme for an existing building within the city of Cairo. A well-defined aesthetic and technical approach is needed to add a profound dimension to the chosen building that will enhance its architectural elements as well as support its social significance and historical value. Well-distributed luminaires and well-selected equipment and technology will ensure promoting dark skies in Cairo, reducing light pollution, eliminating Light trespass, minimizing energy consumption, and maximizing economic benefits. The winning proposal has to show its full respect to the environment and the building's urban surroundings and demonstrate its role in enhancing the user's night-time perception, experience, orientation, safety and security.

Category 02 : Lighting Fixture design

(Interior Design, Product Design, Industrial design - mechatronics - Architecture - Electrical Engineering - Architectural Engineering - Architectural Technology - Building Services Engineering)

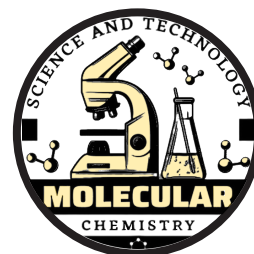


CATEGORY 02

In this category, students/designers are required to design an innovative lighting fixture intended for indoor and/or outdoor use. Students are encouraged to both explore a specific design theme and experiment with different material types such as Aluminum, Concrete, Wood, Glass, Plastic, Marble, Fabric, Brass, Shell,,,etc. These fixture types may include, but not limited to, Chandelier, Sconce, Desk Lamp, Table Lamp, Floor Lamp, Bollard, Projector, Inground Drive-over, Street Light Pole,,,etc. The winning proposal has to be innovative, simple, creative, visually stimulating, marketable, practical and environmentally friendly with sustainable use of materials and energy.

Category 03 : Research and Development

(Material Science, Chemical Engineering, Electrical Engineering, Industrial design)

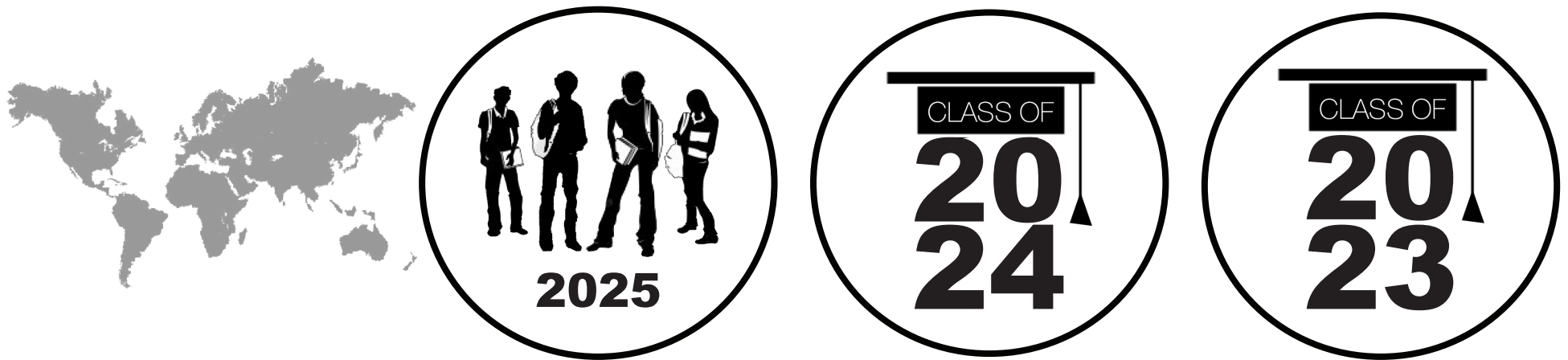


CATEGORY 03

In this category, material science and chemical engineering students/researchers are challenged to explore and innovate in the lighting design field by developing new materials and/or chemical compounds for energy-efficient lighting fixtures. They are required to create functional and environmentally responsible materials and/or chemical compounds that push the boundaries of conventional lighting fixtures components through advancements in material science and chemical engineering especially in the field of insulation chemicals.

Eligible Groups

Eligible Entrants are divided into two groups; **Current Students & Emerging Designers/Researchers**. Interdisciplinary teams from architecture, interior design, architectural technology, building services engineering, electrical engineering & industrial design are encouraged.



Current Students (CS) must be full time undergraduate students (seniors & 3rd/4th year) or graduate students (Masters level), enrolled in an accredited academic degree program in Egypt or any country worldwide. Approved programs include **architectural engineering, architecture, architectural technology, building services engineering, interior design, electrical engineering, product design, industrial design, mechatronics, civil engineering, and chemical engineering**. Group projects of 2-4 students are preferable. Individual projects are not allowed.

*We will check School IDs. One entry per group is allowed for each of the categories.

Emerging Designers/Researchers (ED) must be fresh graduate students class of 2024 & 2023 only, graduated from an accredited academic degree program in Egypt or any country worldwide. Approved programs include **architectural engineering, architecture, architectural technology, building services engineering, interior design, electrical engineering, product design, industrial design, mechatronics, civil engineering, and chemical engineering**. Group projects of 2-4 students are preferable. Individual projects are not allowed.

*We will check proof of Graduation. One entry per group is allowed for each of the categories.

Competition Rules, Terms & Conditions

1. LIGHT UPON LIGHT is an open competition for all eligible groups from Egypt and worldwide (as mentioned above).
2. LIGHT UPON LIGHT is a **NO ENTRY FEE** competition (free of charge - No submission fee is required).
3. LIGHT UPON LIGHT is committed to being an "equal opportunities" competition supporting Equality and Diversity.
4. The official language of the competition is **ENGLISH**.
5. Entry(ies) should be **ORIGINAL** and do not infringe of the intellectual property rights (IPR) of any third party.
6. AI may be used to enhance the general ideas, however, all content, intellectual property, and knowledge must be developed by the team members.
7. Any unearthed infringement of copyright and/or plagiarism will result in disqualification of the entry(ies) concerned.
8. The organizers shall not be responsible whether directly or indirectly for any liability arising whatsoever or howsoever from any violation of any copyright laws.
9. Entrants shall indemnify the organizers against all actions, costs, claims and liabilities of whatsoever nature arising out of or in connection with any allegation and / or claim of infringement of any IPR of any party.
10. Entrants irrevocably grant a royalty-free license to LIGHT UPON LIGHT organizers to use their entry(ies) in any possible way and/or in any possible format.
11. The organizers reserve the right to use or allow any party to use the entry(ies) for publication, exhibition, media coverage, commercial & non-commercial purposes.
12. During the competition period, entry(ies) should not be published online, shown on social media, reproduced or transmitted in any form or by any means without prior permission in writing from the competition author. Violators will cause their team to be immediately dismissed from the competition.
13. One entry per group is allowed for each of the competition categories. For each group, competing in both categories in the same time is allowed (submit 2 entries).
14. Incomplete entry(ies) submitted will be disqualified. The organizers reserve the right to refuse any entry(ies) or disqualify any entrants or withhold the presentation of any award to any entry without advance notice. In the event of any disputes, the organizers reserve the right of the final decision.
15. Finalists will be announced on the competition's website and/or Facebook page.
16. Shortlisted entry(ies) will be announced and published on the competition's Facebook page for people vote award.
17. Winners will be notified by e-mail and announced on the competition's website and/or Facebook page.
18. Competition results depend on the final decision made by the Jury Panel and Founders. Entrants Shall raise no objection.
19. The organizers reserve the right to make alteration to the winning entry(ies) for promotion purposes. No dispute shall be raised by the winner(s).
20. Please prepare your supporting documents (School IDs for current students) & (Proof of Graduation for emerging designers) to be reviewed by LIGHT UPON LIGHT organizers when needed.
21. If (i) you are unable to provide us with a valid School ID and/or proof of graduation; or (ii) you provide us with incorrect or fraudulent information, you will forfeit your right to the prize and we reserve the right to withdraw the award and select another winner.
22. Entrants taking part in the competition implicitly agree with its regulations. For any matters not covered in these rules, terms & conditions, the organizers may publish the relevant information on the competition's website and/or Facebook page without further notice.
23. Once an application form is submitted, it implies full understanding and agreement of the entrant(s) to all the LIGHT UPON LIGHT competition rules, terms and conditions as set out in this competition book and those prevailing throughout the competition period.
24. All prize amounts stated are in United States Dollars (USD). If payment is made in a different currency, the amount will be converted at the prevailing exchange rate determined by the competition organizers at the time of payment. The organizers are not responsible for any fluctuations in currency exchange rates or additional fees charged by banks or payment processors.
25. The organizers reserve the right to revise the above conditions without making any advance announcement.
26. For more info please visit : <http://lightuponlightcompetition.com/competition>.
27. For detailed instructions and inquiries please message us on our facebook page : <https://www.facebook.com/LIGHT-UPON-LIGHT-Student-Lighting-Design-Competition-100182575187660>

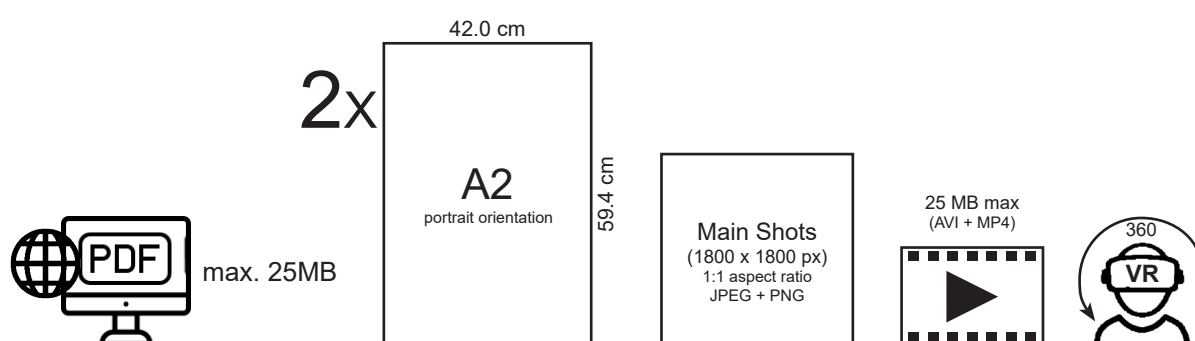
Evaluation Criteria

Applicants should consider the following evaluation criteria:

Aesthetics:	Visually stimulating design (Unique geometry & character).
Function:	Ease of use and maintenance (Definite purpose/Usability).
Engineering:	Innovative technologies, renewable Energy & ease of manufacturing (Energy efficiency).
Environment:	A sustainable approach to materials (eco-friendly).
Marketing value:	Design for manufacturing and ease of mass production (Economic DFM).

Online Submission Rules

For all categories:



1. For categories (1) & (2), Proposals should be illustrated on two collective digital A2 sheets of paper (59.4 x 42.0 cm) in a portrait orientation headed with the competition logo, project title, group coded number, and submitted in a hi-resolution PDF file format (file size shouldn't exceed 25MB).
2. For categories (1) & (2), Main rendered shot for marketing purposes illustrated in a 1:1 aspect ratio (1800 x 1800 pixels) and submitted in a hi-resolution JPEG format.
3. For categories (1) & (2), Rendered shots for annotated components, material details, exploded views and photometric distribution graph (visual representation of the light diffused by a fixture) in a 1:1 aspect ratio (1800 x 1800 pixels) and submitted in a hi-resolution PNG format (white/transparent background).
4. For categories (1) & (2), Rendered shots for indoor & outdoor applications in a 1:1 aspect ratio (1800 x 1800 pixels) and submitted in a hi-resolution JPEG format.
5. For categories (1) & (2), 250-300 word description of the design idea and technical data headed with the competition logo, project title, group coded number, and submitted in a PDF file format.
6. For categories (1) & (2), A short animation video 25 MB max high resolution in AVI format and low resolution in MP4 format to facilitate marketing your project or lighting product to prospective clients and manufacturers.
7. For categories (1) & (2), Interactive Virtual Reality (VR) design experience tour is a plus.
8. For category (3) only, The report should be submitted as an A4/letter size pdf file (max 5,000 words – 10 single spaced pages) with the needed diagrams and technical details along with a short video presentation (3-5 minutes).

Presentation Sheets of Category 01 should include conceptual sketches, pictograms, ideographs, infographics, dimensioned plans, elevations and sections, mounting details, high quality photorealistic renderings, pseudocolor mapping diagrams (to evaluate the distribution of light), and a maximum 300-word description of the design intent. The proposal should clearly demonstrate how your new lighting scheme will respect the environment, enrich the overall urban night scene for the building and its surroundings, enhance the users' experience and orientation, complement the building's form and details with the highest degree of care and sensitivity. A short animation video including exterior flythroughs and interior walkthroughs is needed to facilitate marketing your lighting scheme to prospective clients and investors. Interactive Virtual Reality (VR) design experience tour is a plus.

Presentation Sheets of Category 02 should include conceptual sketches, ideographs, dimensioned plans, elevations, and sections, fixture housing details, photometric distribution graph (visual representation of the light diffused by a fixture), high quality photorealistic renderings for the designed lighting product in use either in indoor or outdoor environments, and a maximum 300-word description of the design idea and technical data. The proposal should clearly reflect the required design theme, display a unique aesthetic character, exhibit an innovative geometric design and pattern, showcase a sustainable usage of materials, and demonstrate ease of manufacturing and processing. A short animation video is needed to facilitate marketing your lighting product to prospective clients and manufacturers. Interactive Virtual Reality (VR) design experience tour is a plus.

Research Report of Category 03 should include a comprehensive study (max 5,000 words – 10 single spaced pages) detailing the concept and research behind the proposed new materials and/or chemical compounds for lighting fixtures components. A short video presentation (3-5 minutes) is needed to showcase the proposed lighting fixture components while explaining its features, unique properties and applications of the new developed materials, and the potential impact on the environment and the lighting industry, with an emphasis on energy efficiency.

Founders & Jury Panel

LIGHT UPON LIGHT Jury Panel includes: prominent academics, creative design professionals, experienced entrepreneurs and manufacturers.



Founders
+
Jury Panel
2026



Mr. Nabil Youssef
President & CEO Siraj Lighting co. - Egypt
Main Sponsor and Chairman of the organizing and publishing Panel

Jury Member



Dr. Alaa Mandour
Faculty of Engineering Mataria Helwan University - Egypt
Chairman of the Jury Panel

Jury Member



Dr. Tarek Sobhy
Faculty of Engineering Mataria Helwan University - Egypt
Chairman of the Review Panel

Jury Member



Dr. Ahmed Ali Hassan
LUL Author
Managing Director of the Competition

Jury Member



Dr. Nevine Abdelkhalek
Dean, The School of Continuing Education Nile University - Egypt

Jury Member



Mr. Youssef Nabil
Vice President Siraj Lighting co. - Egypt

Jury Member



Dr. Ayman Wanas
Arab Academy for Science, Technology, and Maritime Transport Egypt

Jury Member



Mr. Rami Mousa
Territory Manager iGuzzini - Middle East

Jury Member



Mr. Francesco Colosio
Regional Manager SIMES - Italy

Jury Member



Mr. Rami Tawfik
Managing Director LED Linear - Middle East

Jury Member



Mr. Rida Mokdad
Managing Partner BEGA - Middle East

Jury Member



Mr. Ole Rieckmann
Account manager WIBRE - Germany

Jury Member



Mr. Camillo Rapparini
Regional Director Deltalight - Middle East

Jury Member



Dr. Alia Fadel
Leeds Beckett University United Kingdom

Jury Member



Mr. Mohanad Abobakr
University of Roehampton United Kingdom

Jury Member



Mr. Ruairi O'Brien
German University in Cairo Egypt

Jury Member



Dr. Maged Zagow
Galala University Egypt

Jury Member

Competition Timeline

- 1. Registration Period(January 7th 2026)
- 2. Submission(July 1st 2026)
(Online submissions must be uploaded by 6pm Cairo time / 4pm UTC (Coordinated Universal Time))
- 3. Projects Review Period(July 1st -August 1st 2026)
- 4. Shortlisted Announced to public(August 7th 2026)
- 5. People vote (Facebook page)(August 7th -August 14th 2026)
- 6. Results Announced to public(August 15th 2026)
- 7. Competition Closing & Awards Ceremony.....(August 25th 2026)

Awards



Category 01 : Existing Building / Structure

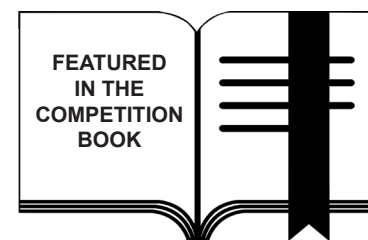


Category 02 : Lighting Fixture design



Awards

Category 03 : RESEARCH & DEVELOPMENT - (Material Science and Chemical Engineering)



Introduction

Light plays a vital role in the way people experience spaces and perceive architecture whether lit naturally or artificially. Louis Kahn, one of the greatest American architects of the 20th century, believed that LIGHT is not just meant to be seen, but to be felt. Light, as a medium of expression, evokes emotions and creates a sense of place and connection between the architectural spaces and their inhabitants. It enhances the user’s spatial perception of his surroundings by both highlighting their physical characteristics, and drawing attention to their textures, colors, forms and spatial composition. Light has the power to alter the users’ moods and their level of interaction in a space whether by increasing or decreasing their feelings of pleasure, comfort and connection with the natural environment.

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APPLICANT GROUP

CURRENT STUDENTS

☐

EMERGING DESIGNERS

☐

2023 ☐ 2024 ☐

DESIGN CATEGORY

REGISTRATION NUMBER

01 ☐ 02 ☐ 03 ☐

PROJECT TITLE

NAME (Team Leader)

EMAIL (Team Leader)

NAME (3)

EMAIL (3)

CORRESPONDENT EMAIL

CELL PHONE

UNIVERSITY

COLLEGE

MAJOR

NAME (2)

EMAIL (2)

NAME (4)

EMAIL (4)

ATTACHMENT (SCHOOL IDs / PROOF OF GRADUATION) when needed

ADDRESS

CITY

COUNTRY

Online Submission Rules

For all categories:

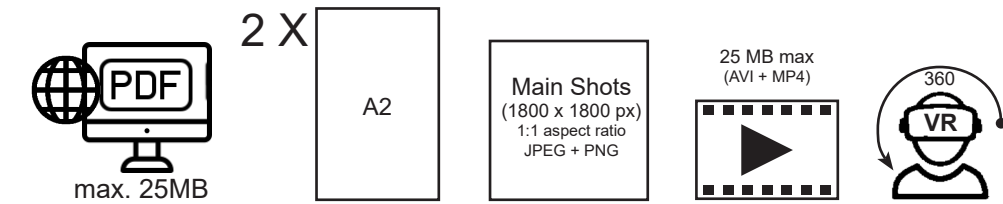
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- For categories (1) & (2), A short animation video 25 MB max high resolution in AVI format and low resolution in MP4 format to facilitate marketing your project or lighting product to prospective clients and manufacturers.
- For categories (1) & (2), Interactive Virtual Reality (VR) design experience tour is a plus.
- For category (3) only, The report should be submitted as an A4/letter size pdf file (max 5,000 words – 10 single spaced pages) with the needed diagrams and techical details along with a short video presentation (3-5 minutes).

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- Results Announced to public(August 15th 2026)
- Competition Closing & Awards Ceremony.....(August 25th 2026)

Consent form

We are full-time undergraduate senior students or graduate masters students or emerging designers registered at / graduated from the above-listed College/ University. This submission is our group’s original work and will not infringe of the intellectual property rights of any third party. We irrevocably grant a royalty-free license to the organizers of the **LIGHT UPON LIGHT** student lighting design competition to use this entry in any possible way.



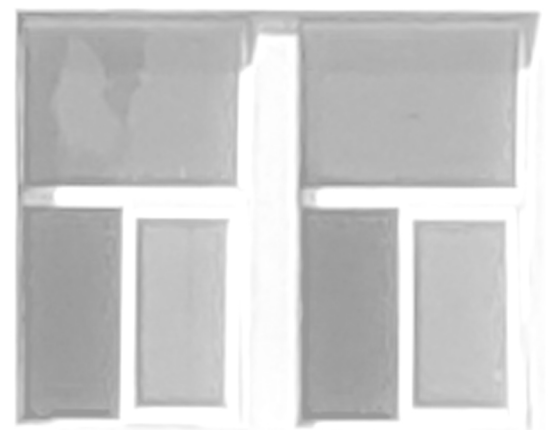


PROJECTS

Category 01: Existing Building / Structure

Category 02: Lighting Fixture design

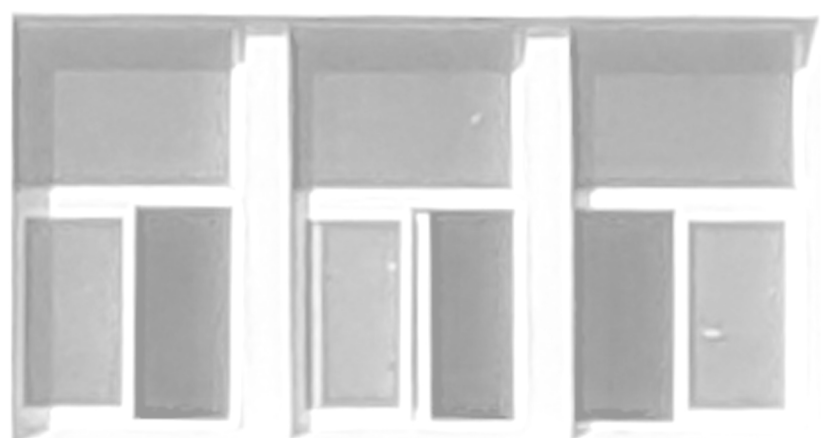
Category 03: RESEARCH & DEVELOPMENT



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COMPETITION

<http://lightuponlightcompetition.com>



CATEGORY 01



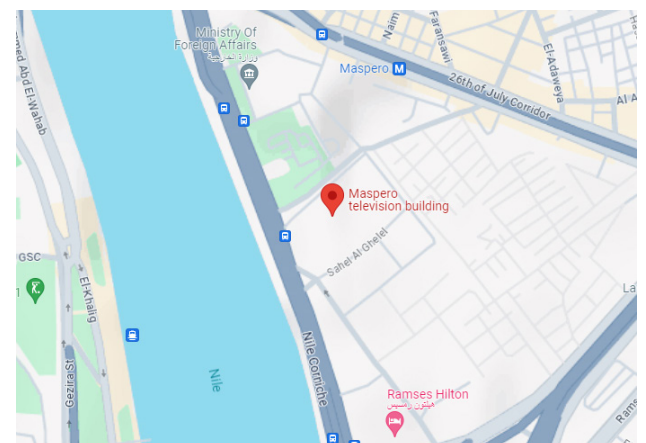
MASPERO TV BUILDING 1960

Design Intent

In this category, students/designers are required to design a compelling lighting scheme for the MASPERO TV BUILDING within the city of Cairo. A well-defined aesthetic and technical approach is needed to add a profound dimension to the building that will enhance its architectural elements as well as support its social significance and historical value. Well-distributed luminaires and well-selected equipment and technology will ensure promoting dark skies in Cairo, reducing light pollution, eliminating Light trespass, minimizing energy consumption, and maximizing economic benefits. The winning proposal has to show its full respect to the environment and the building's urban surroundings and demonstrate its role in enhancing the user's night-time perception, experience, orientation, safety and security.

Story and Location

Maspero building is a distinctive landmark in Cairo. It is the head-quarter of the Egyptian Radio and TV Union (ERTU) and is considered the oldest broadcasting organisation in the Arab world and Africa. It was named after the French Egyptologist "Gaston Maspero." The building was completed in 1960 and marked the start of the Egyptian Television broadcasting¹. The building is known for its significant circular form with an area of 12,000 Sqm, 100 m height and 30 floors (above ground)².



Google map coordinates
30°03'12" - North,
31°13'51" - East

1-<https://en-academic.com/dic.nsf/enwiki/11708045>

2-<https://structurae.net/en/structures/radio-television-building>



Maspiro Building (Egyptian Radio & Television Union HQ), on Nile Corniche north of Tahrir Square and 6th October Bridge, Cairo, Egypt
Photo Credit: © Alamy

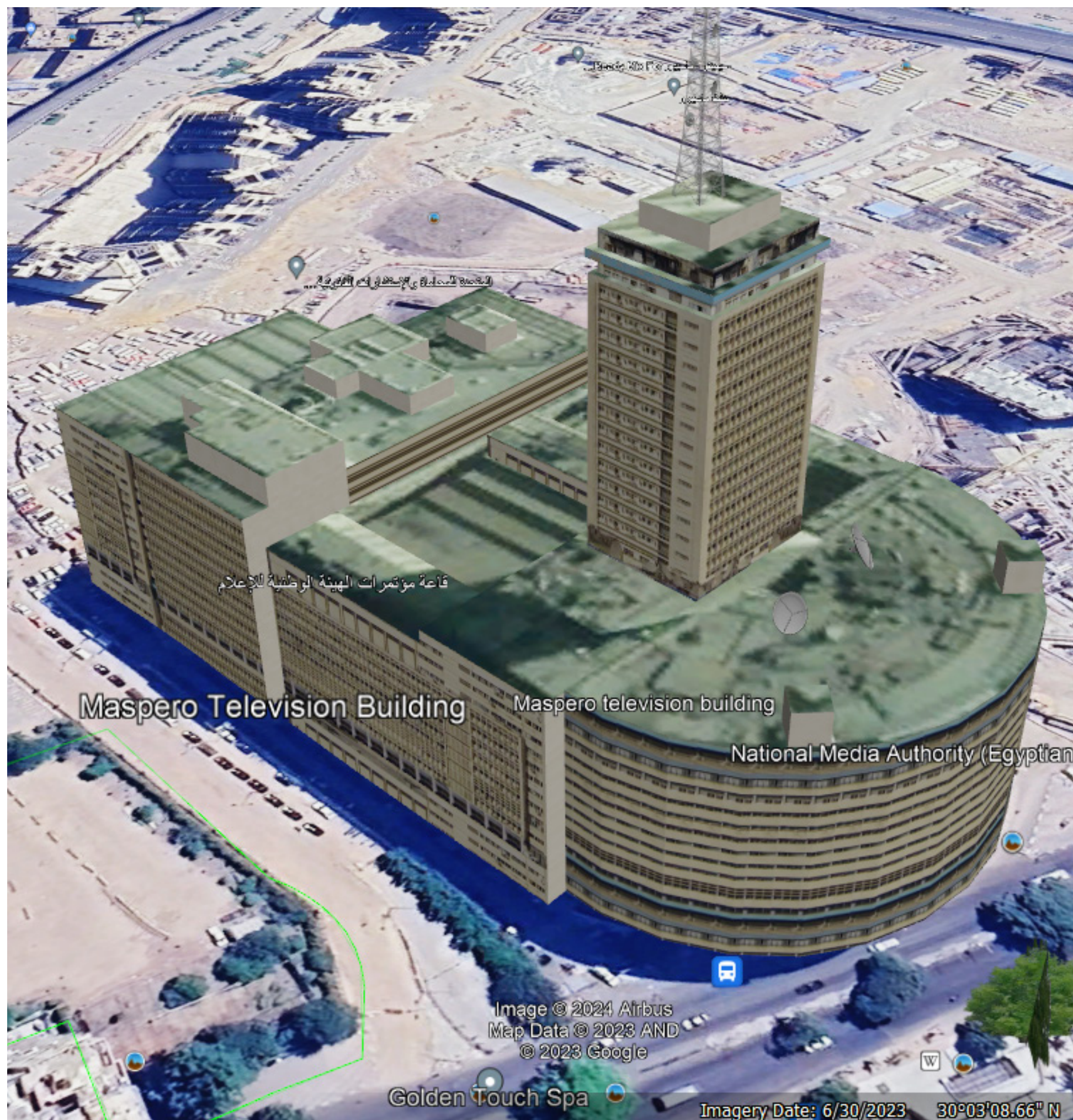
CATEGORY 01

**LIGHT UPON
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STUDENT LIGHTING DESIGN
COMPETITION
<http://lightuponlightcompetition.com>

MASPERO TV BUILDING 1960

Drawings

- 3D model NOT available



**LIGHT UPON
LIGHT**
STUDENT LIGHTING DESIGN
COMPETITION
<http://lightuponlightcompetition.com>



PROJECTS

Category 01: Existing Building / Structure

Category 02: Lighting Fixture design

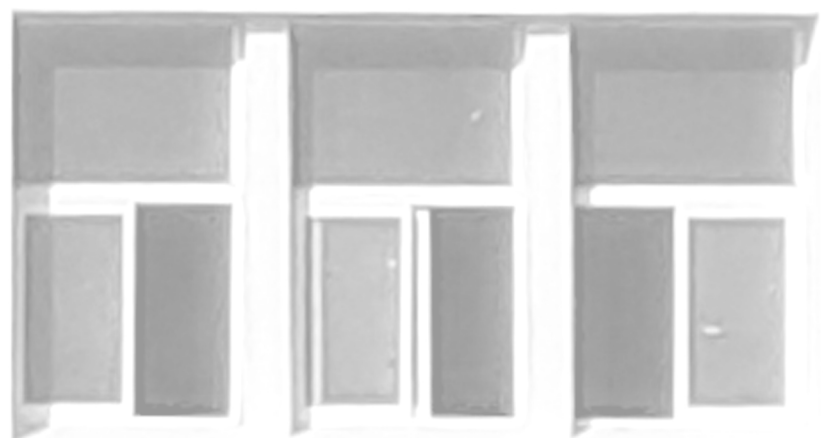
Category 03: RESEARCH & DEVELOPMENT



**LIGHT UPON
LIGHT**

STUDENT LIGHTING DESIGN
COMPETITION

<http://lightuponlightcompetition.com>



CATEGORY 02



LIGHTING PRODUCT

Design Intent

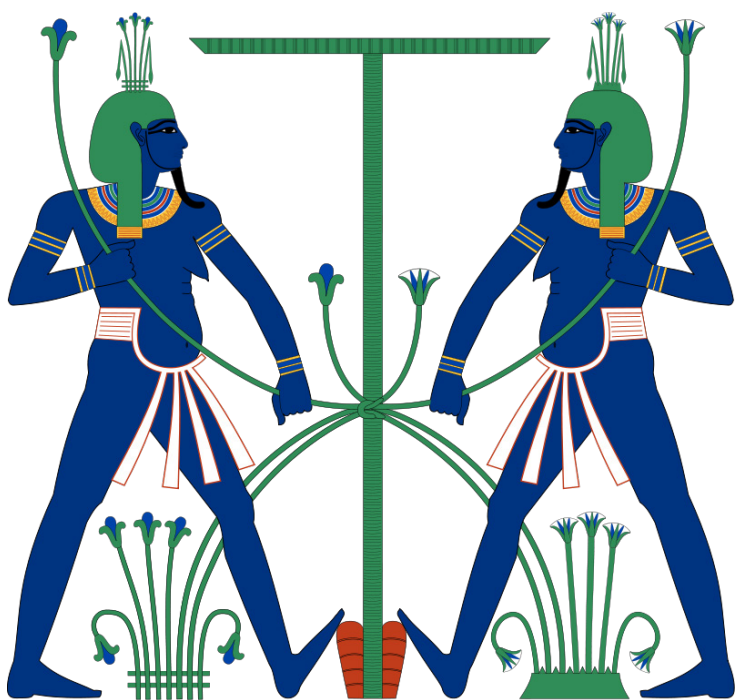
In this category, students/designers are required to design an innovative lighting fixture intended for indoor and / or outdoor use. Students are encouraged to explore the Nile River's culture, history and art features and use "water" as the main design theme and experiment with various combinations of material types - such as aluminum, concrete, wood, glass, plastic, marble, fabric, brass, shell, etc. - in designing their unique products. These fixture types may include, but not limited to, chandelier, sconce, desk Lamp, table Lamp, floor Lamp, bollard, projector, inground drive-over, street light pole, landscape furniture lighting, etc.

*Creative combined fixture types and fixture families are encouraged too.

Presentation Sheets should include conceptual sketches, ideographs, dimensioned plans, elevations, and sections, fixture housing details, high quality photorealistic renderings for the designed lighting product in use either in indoor or outdoor environments, and a 250-300 word description of the design idea. The proposal should clearly reflect the rich Nile River's art design theme, display a unique aesthetic character, exhibit an innovative geometric design and pattern, showcase a sustainable usage of materials, and demonstrate ease of manufacturing and processing. A short animation video is an added asset to facilitate marketing your lighting product to prospective clients and manufacturers.

Both the Photometric distribution graph (visual representation of the light diffused by a fixture) and the Interactive Virtual Reality (VR) design experience tour are encouraged.

The winning proposal has to be innovative, simple, creative, visually stimulating, marketable, practical and environmentally friendly with sustainable use of materials and energy. Specialized studies such as photometric characteristics, output flux, beam angle, lighting quality (CRI, CCT...), finishing and painting treatment, installation details, light source used, printed circuit board design (PCB), etc are encouraged.



"Hapi" the ancient Egyptian god of the Nile and its flood
By Jeff Dahl - Own work



"Water" design theme



"Water" <image from pngtree.com



PROJECTS

Category 01: Existing Building / Structure

Category 02: Lighting Fixture design

Category 03: RESEARCH & DEVELOPMENT



**LIGHT UPON
LIGHT**

STUDENT LIGHTING DESIGN
COMPETITION

<http://lightuponlightcompetition.com>

CATEGORY **03**

**LIGHT UPON
LIGHT**
STUDENT LIGHTING DESIGN
COMPETITION
<http://lightuponlightcompetition.com>

RESEARCH & DEVELOPMENT



RESEARCH & DEVELOPMENT

Research Intent

Developing new materials and/or chemical compounds for Energy-Efficient Lighting Fixtures

In this category, material science and chemical engineering students/researchers are challenged to explore and innovate in the lighting design field by developing new materials and/or chemical compounds for Energy-Efficient Lighting Fixtures. They are required to create functional and environmentally responsible materials and/or chemical compounds that push the boundaries of conventional lighting fixtures components through advancements in material science and chemical engineering especially in the field of insulation chemicals.

Deliverables

1- Research proposal: A comprehensive document detailing the concept and research behind the proposed new materials and/or chemical compounds for lighting fixtures components. The first section should outline the problem and challenges facing lighting manufacturers when developing lighting fixtures regarding materials, energy concerns, and the environment. The second section should explain the engineering theories and criteria utilized to create, produce, and select these new material families in relation to function and application, energy efficiency, and sustainability properties. The third section should provide an Energy efficiency report of the new proposed materials and/or chemical compounds to be used in manufacturing new innovative energy-efficient lighting fixtures, comparing these new materials with the existing materials and technologies and highlighting their potential energy savings (max 5,000 words – 10 single spaced pages) - A4/letter size pdf file.

2- Video/animated presentation: A short video presentation (3-5 minutes) showcasing the proposed lighting fixture components while explaining its features, unique properties and applications of the new developed materials, and the potential impact on the environment and the lighting industry, with an emphasis on energy efficiency. Diagrams and technical drawings are encouraged to showcase the lighting fixture with its new components and materials compared to the existing technologies.

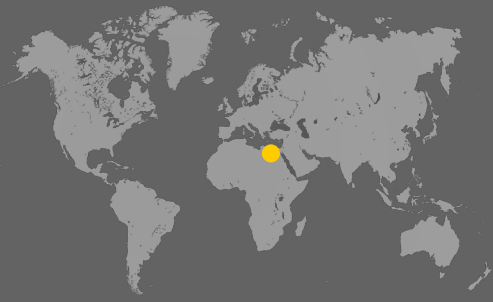
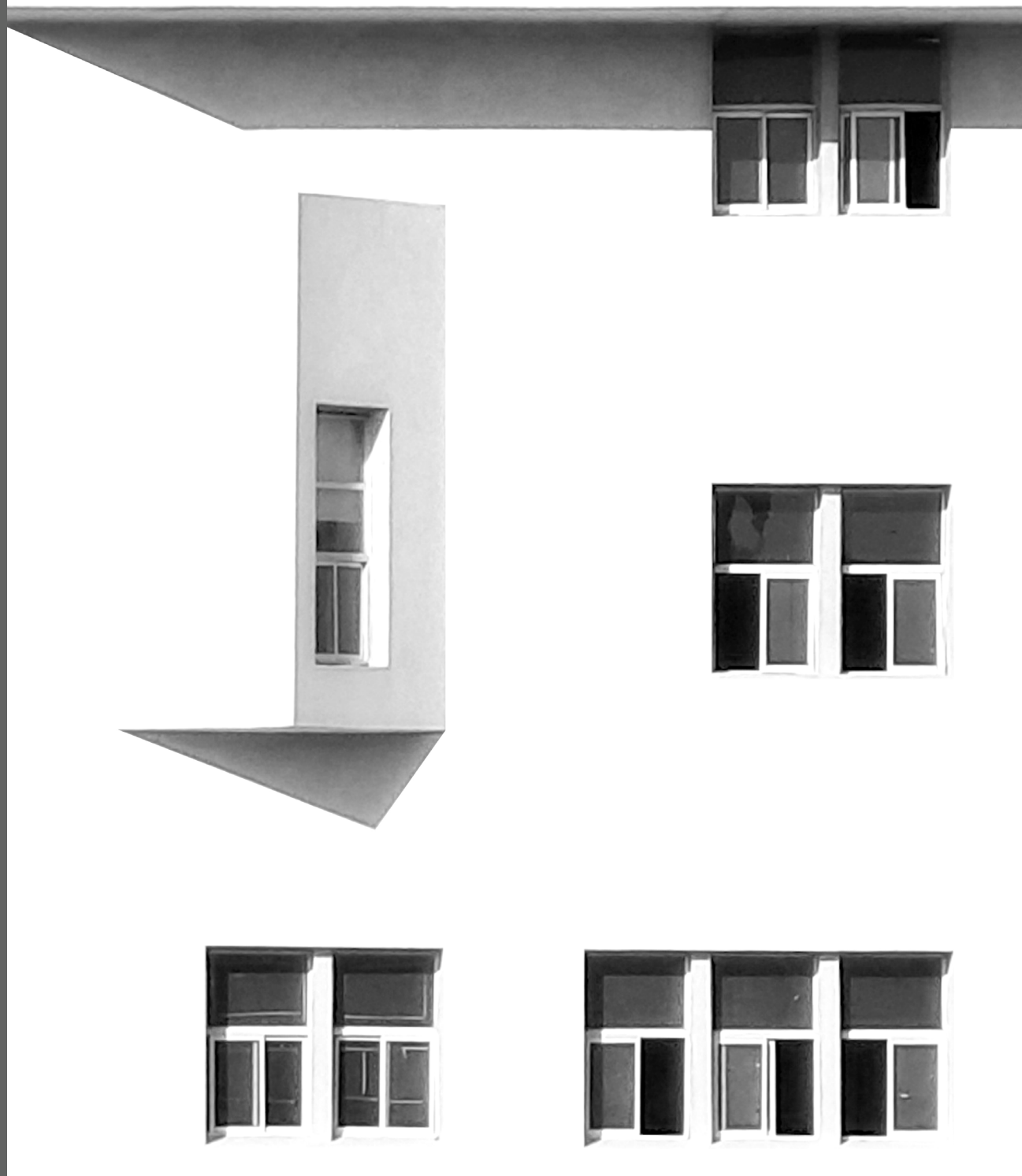
Evaluation Criteria

- **Innovation & creativity** in developing new materials and/or chemical compounds for the new energy-efficient lighting fixture (including functionality, material science principles, application, aesthetics).
- **Clarity, Originality, and Quality** of the research documentation.
- **Feasibility, scalability,** and potential impact on the lighting industry.
- **Environmental sustainability and energy efficiency** (including material lifecycle analysis & energy savings report)

DEPARTMENT OF ARCHITECTURAL ENGINEERING

Building: Mabna Emara at College of Engineering, Mataria
Architect: Prof. Essam El Banany
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LIGHT UPON LIGHT

STUDENT LIGHTING DESIGN COMPETITION

<http://lightuponlightcompetition.com>

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