

P O R T F O L I O

F I L M A N D A R C H I T E C T U R E

F A T E M E H H R A O U F



CONTACT DETAILS

fatemeh.h.raouf@gmail.com

+44 7398136365

INTRODUCTION

Senior Set Designer with a background in architecture, specialising in translating creative concepts into fully buildable environments.

Since 2019, I have worked on major film productions, delivering spatial designs from concept through to execution in fast-paced production settings. My work combines strong design thinking with technical precision, with a focus on materiality, spatial experience, and clear communication across creative and construction teams.

Proficient in Rhino, with working knowledge of Grasshopper and parametric design workflows, I produce high-quality 3D models and technical drawing packages that effectively communicate design intent and support real-world construction.

EDUCATION

MA - Architecture | University of Queensland (Australia)

BA - Architectural Engineering | Semnan University

EXPERIENCES

SET DESIGN

Supacell 2 | 2025

Breathe Deep | 2025

Spider-Man 4 | 2025

Paddington in Peru | 2023

Oceans | 2022

Black Snow | 2022

Nautilus (Disney Plus/Moon Stories) | 2022

A Perfect Pairing (Hoodlum Productions) | 2021

Rock Island Mysteries (Freemantle) | 2021

The Portable Door (Jim Henson) | 2021

ELVIS (Warner Bros. Production) | 2020

Love and Monsters (Rosy Haze Production) | 2019

ARCHITECTURE

Tarh-o Takvin Consulting Engineers | 2014-2015

New Wave Architecture | 2013- - 2014

IMDb Link



1

- ACADEMIC COURSE
CONCEPT TO DETAILED DRAWINGS



2

HIGH-END RESIDENTIAL DESIGN- MOSHA HOUSE
[NEW WAVE ARCHITECTURE]



3

PARAMETRIC DESIGN - TIMBER CONSTRUCTION
CONCEPT TO BUILD



4

MOVIE SET
ELVIS - 2022



5

MOVIE SET
PADDINGTON IN PERU - 2024



6

MOVIE SET ITEM
THE PORTABLE DOOR - 2023



7

SKILLS



ARCHITECTURE



CASINO ON THE MARINA 2016

Modeled in Rhino
Rendered in Vray / Photoshop

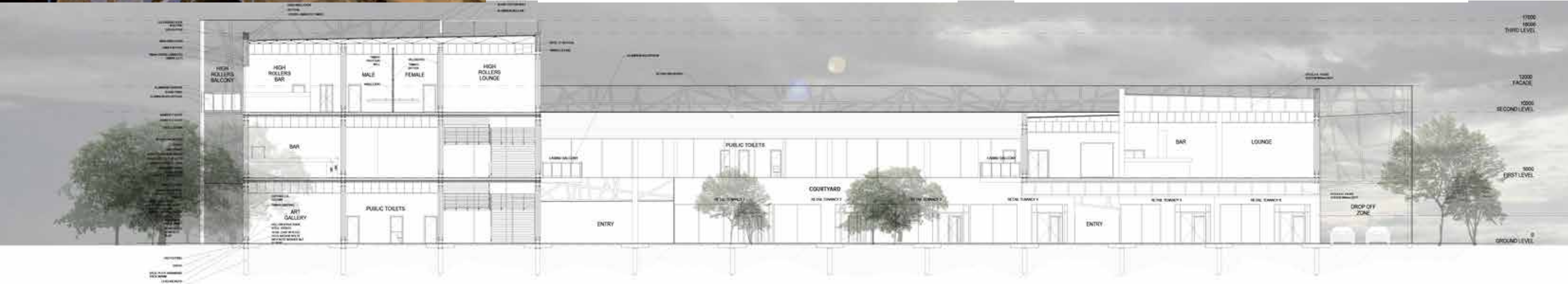
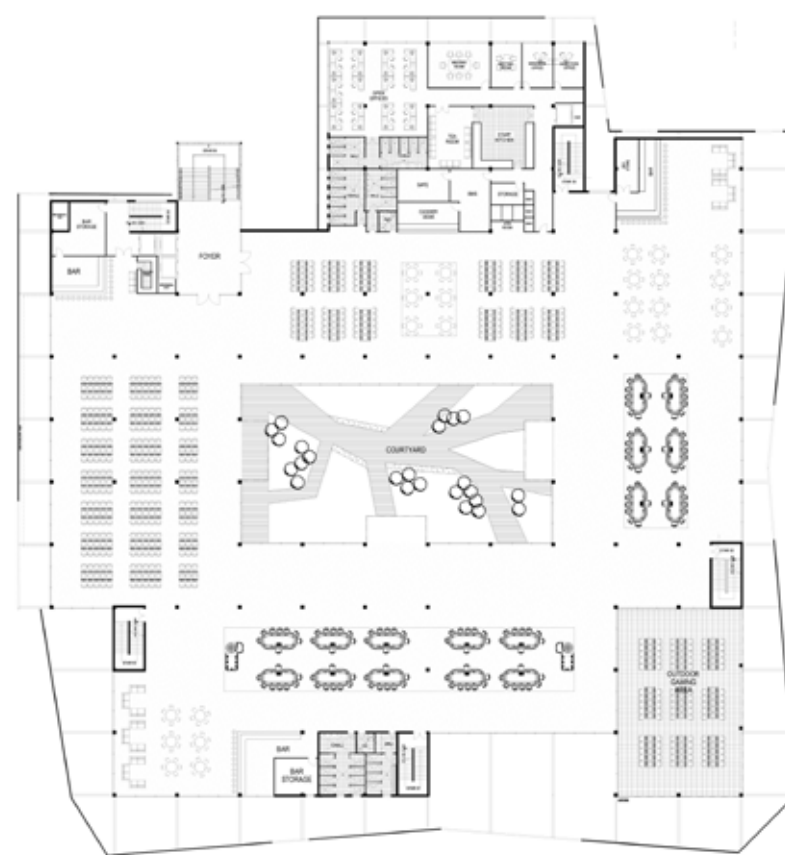


The idea of the nest inspired material choice influencing both the aesthetic and structural system.

The uniqueness and individual expression was also noted and celebrated within this design taking inspiration from birds that use unnatural materials like plastic to decorate their nests

Planting a variety of local plant species encouraged the growth of the surrounding environment and strengthening the biodiversity of the area.

The idea of the nest further inspired the central space within the structure which represents a space of refuge from the surrounds.



ARCHITECTURE



MOSHA HOUSE 2016

High-end residential building
Design Team Member

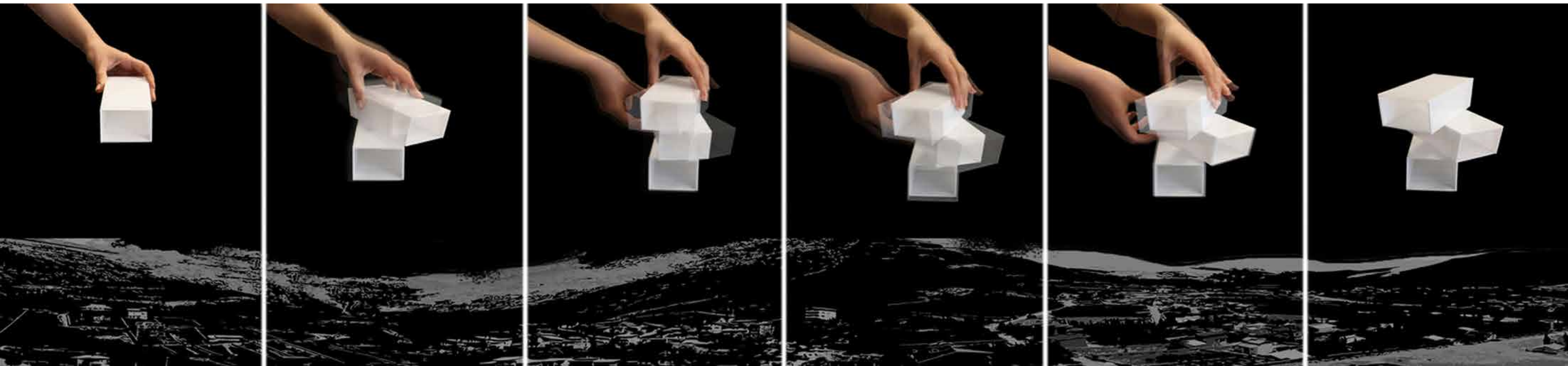
MOSHA HOUSE

Design & Structure: The house consists of three irregular, stacked, single-story boxes that create a suspended effect on the steep slope

Interior & Layout: The design utilizes wooden elements in the floors and walls, and an inclined cylindrical shaft connects the levels, providing unique vertical views and enhancing family interaction.

Location: Situated in Moshā, a village in the Alborz mountain range near Tehran, Iran, the building's white exterior serves as a contrast to the surrounding natural scenery.

Functionality: Each box has a glazed end facing the valley, creating large terraces for the floor above.



ARCHITECTURE

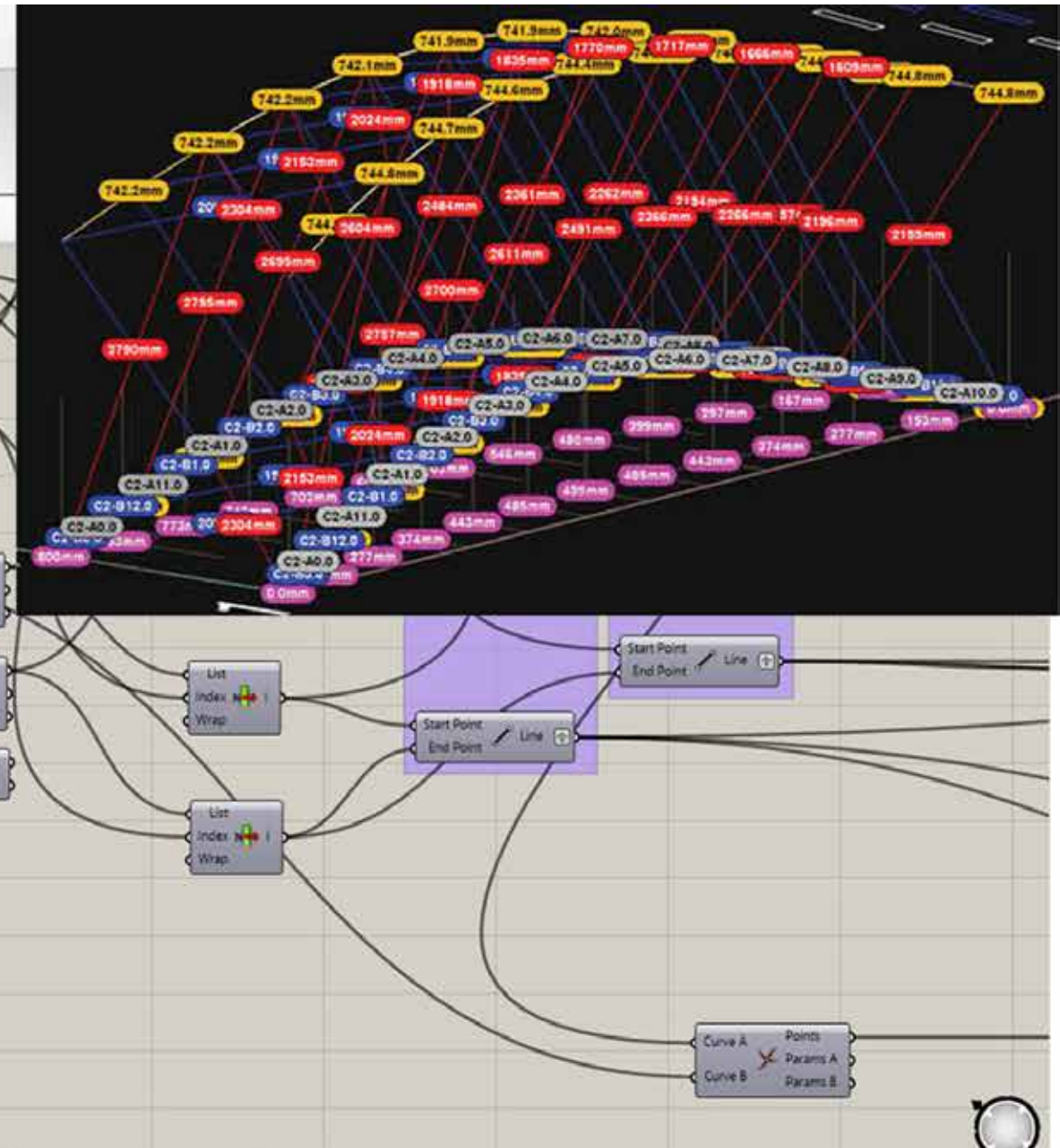
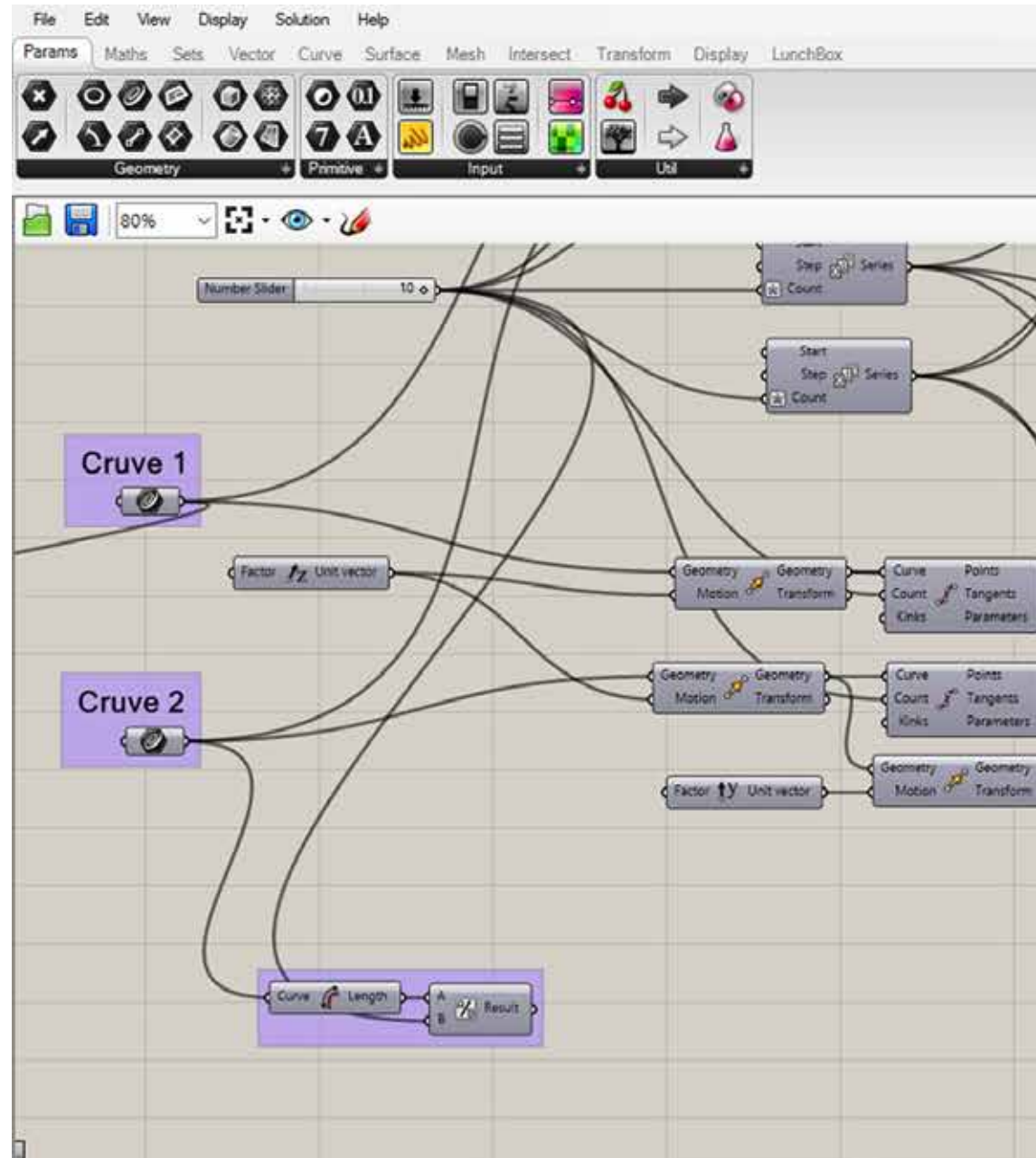
DOUBLE CURVED BRIDGE 2018

Won Timber-Queensland Award
(Second)

In this course, I worked as part of a team to develop a parametric bridge design exploring the structural potential of low-grade timber. Through iterative modelling and testing, we refined the system to improve its strength and efficiency, ultimately achieving a double-curved bridge form.

Being actively involved in the construction process provided hands-on insight into the behaviour of the material, deepening my understanding of both the capabilities and limitations of timber. This experience contributed to a more realistic and informed perspective on construction as a whole.





FILM SET



DIRECTOR | BAZ LUHRMAN

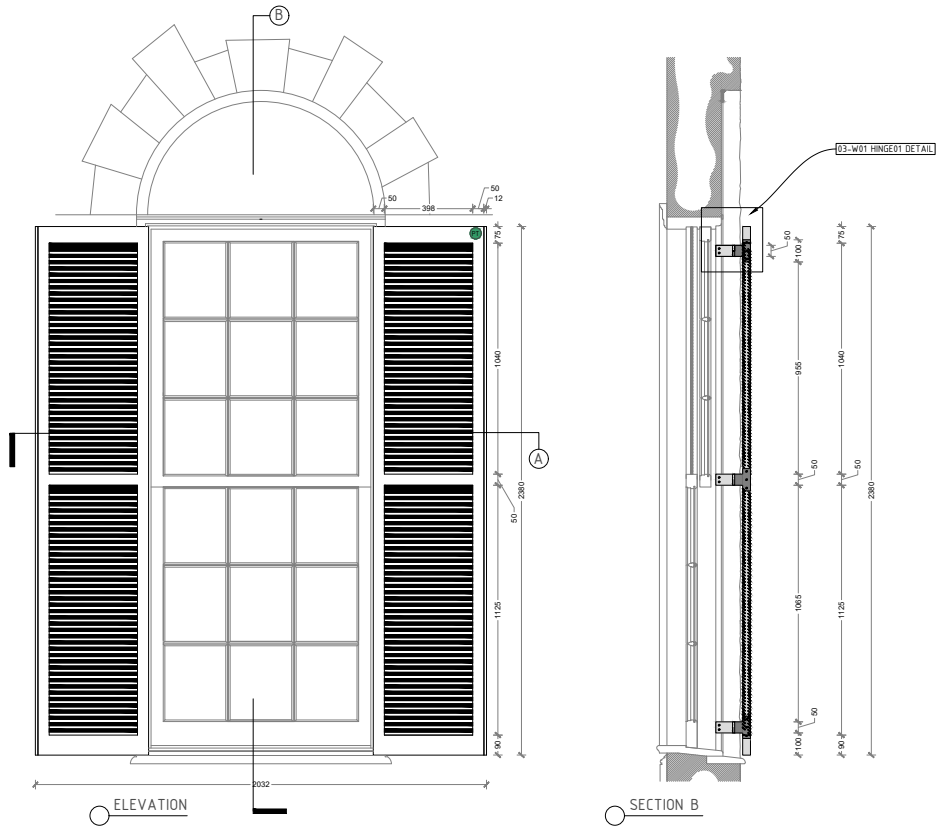
PRODUCTION DESIGNER | CATHERIN MARTIN /
KAREN MURPHY

SET UNDER THE SUPERVISION OF MATT WYNNE

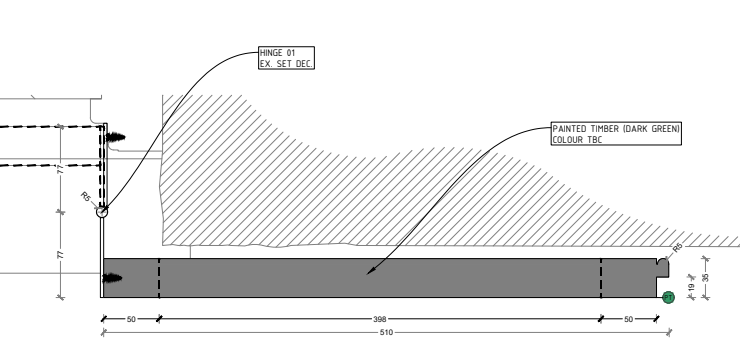
ELVIS 2022

Graceland

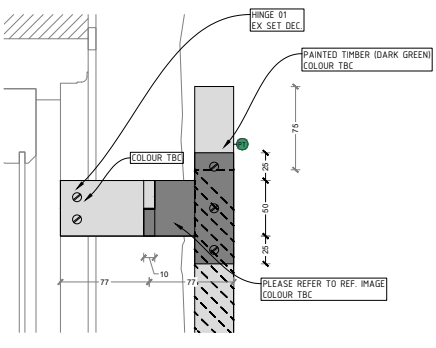
A key challenge in designing a set based on an existing environment is the level of accuracy required—especially for a film like *Elvis*, where the subject has a vast international following and even minor discrepancies can be noticeable. The design process demands careful consideration of specific time periods, tracking changes over the years, and refining details accordingly to ensure historical and visual authenticity.



01 GENERAL ARRANGEMENT SHUTTER W01
SCALE 1:10



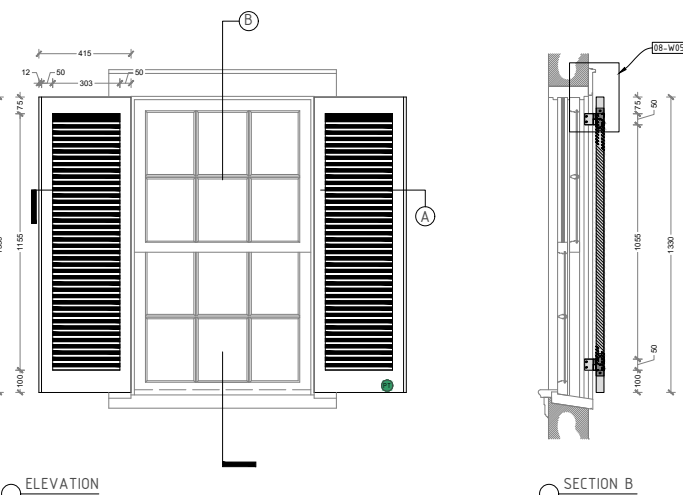
02 PLAN - W01 SHUTTER/HINGE DETAIL
SCALE 1:2



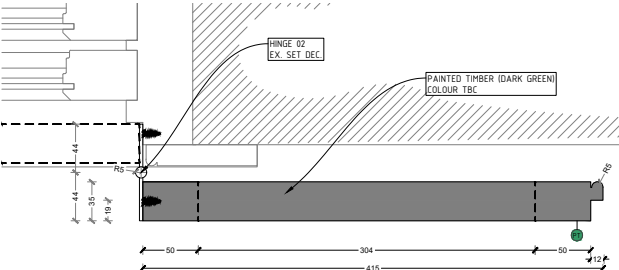
03 SECTION - W01 SHUTTER/HINGE DETAIL
SCALE 1:2

04 WOOD LOUVRES
SCALE 1:1

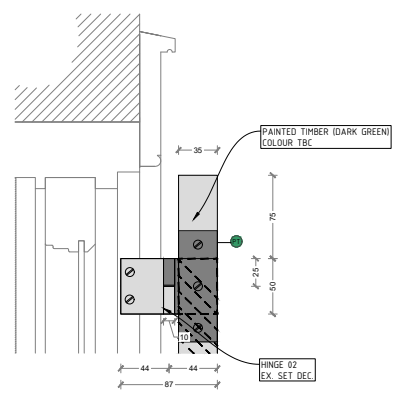
05 MEETING RAILS
SCALE 1:1



06 GENERAL ARRANGEMENT SHUTTER W06
SCALE 1:10



07 PLAN - W05 SHUTTER/HINGE DETAIL
SCALE 1:2



08 SECTION - W05 SHUTTER/HINGE DETAIL
SCALE 1:2



REFERENCE IMAGE - W01 SHUTTER
NTS

FINISHES:
● PAINTED TIMBER - GREEN
REFER TO PACK 1.52/001

ISSUED 02/12/19

REV	DATE	DESCRIPTION	BY
1	02/12/19	ISSUED	TBC
DIRECTOR: MACK LUBMANN			
PRODUCER: PATRICK MCCORMICK			
PRODUCTION DESIGNER: CATHERINE MARTIN			
SUPERVISING ART DIRECTOR: SAM GRACE			
SET: GRACELAND-EXT-PRE RENOVATED			
DRAWING TITLE: SHUTTER DETAILS			
LOCATION / STAGE: TBC			
CONSTRUCTION	3	DIRECTOR	LOCATIONS
SET DEC	1	ART	STYLING
PROPS	1	PROP	SPR
GRASS	1	PROP	PROP
PROP MAN	1	PROP	2ND UNIT
PROP MAN	1	PROP	VEHICLES
STANDY	1	PROP	ANIMALS
PRODUCTION	1	PROP	PRODUCTION
DATE DRAWN: 02/12/19	SCALE: VARIOUS	SET NO: 1-52	
DRAWN BY: F.RAOUF	ARTIST: M.WYNN		
DATE ISSUED: 02/12/19	REV: 031		



FILM SET



ELVIS 2022

Madam Zeena's trailer, dating back to the 1930s, offered greater creative freedom as a set designer. With limited visual references available, I was able to develop detailed design elements grounded in the period's aesthetic rather than replicating a specific existing trailer.

[illegible]



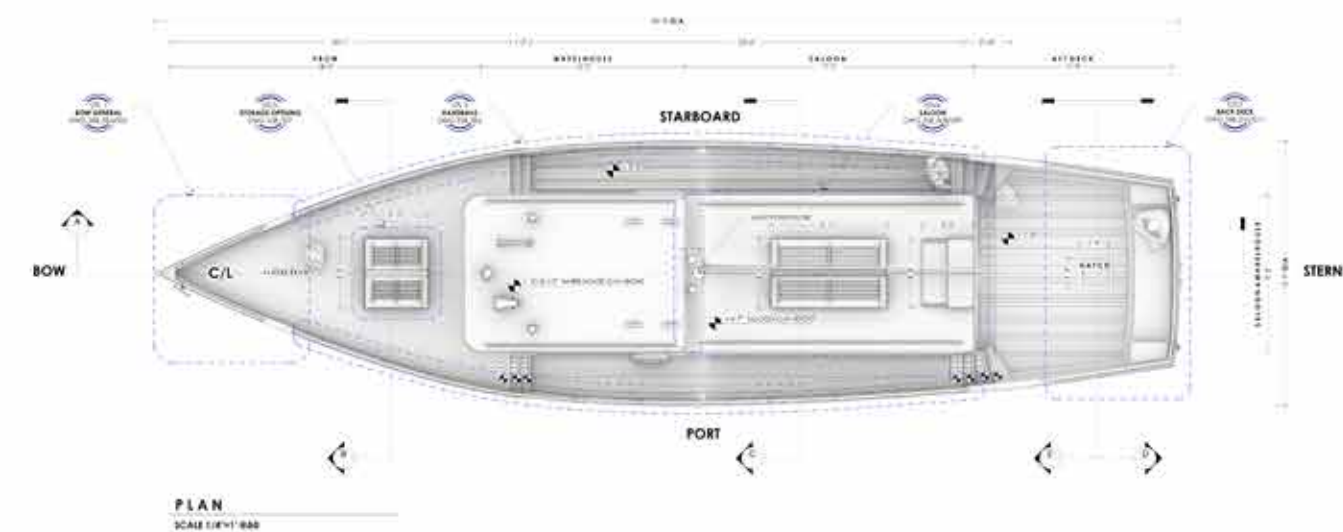
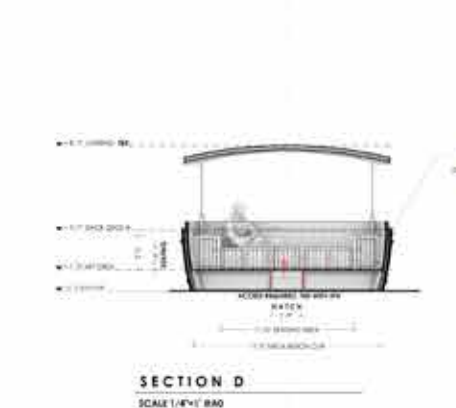
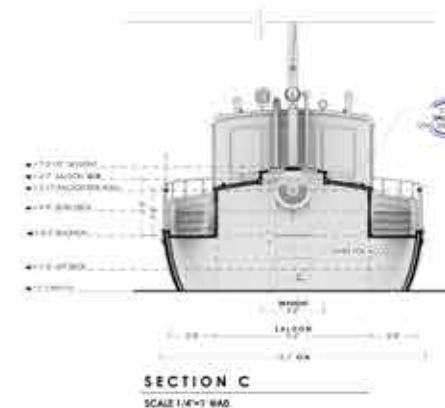
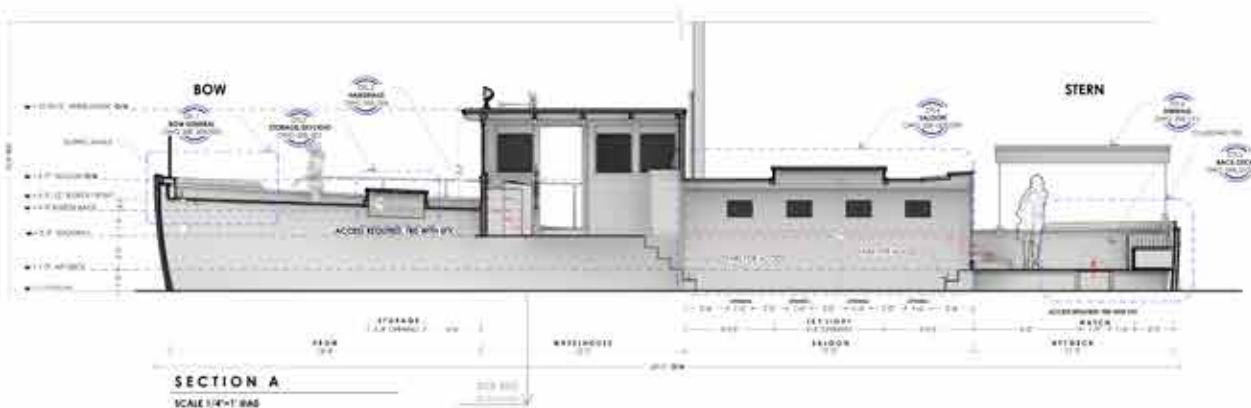
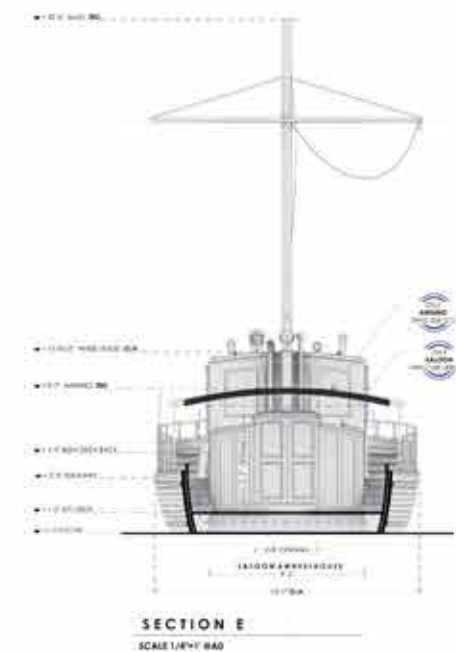
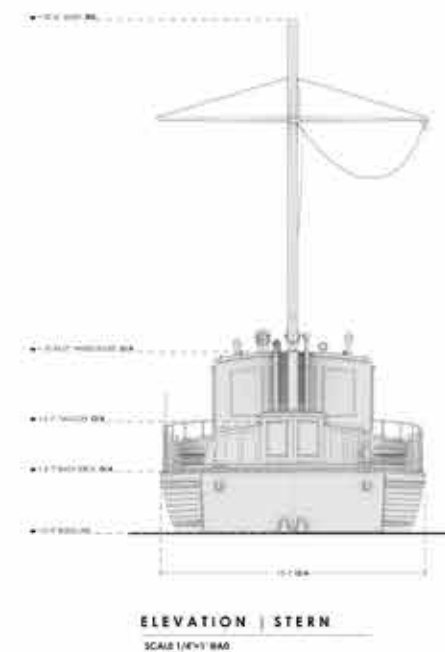
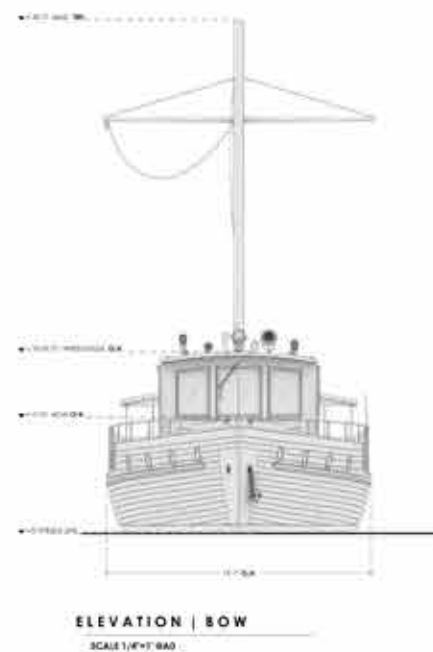
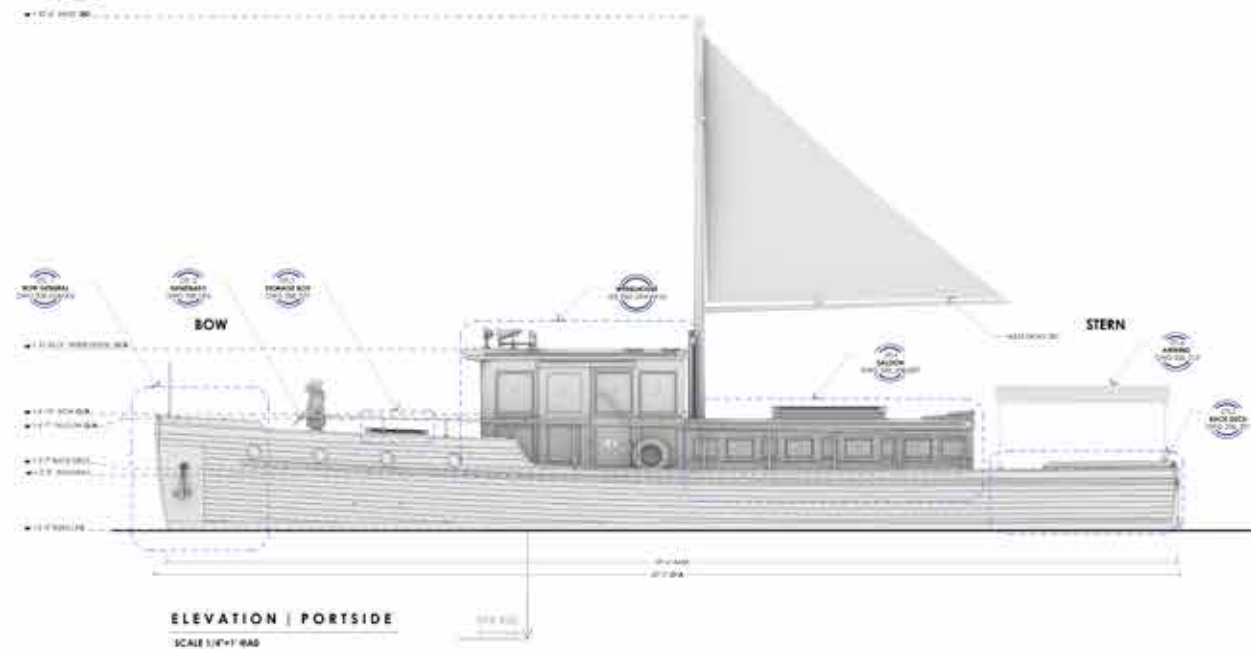
F I L M S E T

PADDINGTON IN PERU

PADDINGTON IN PERU 2024

Working on Paddington in Peru was a particularly rewarding experience, building on my previous work with organic forms. The boat design process balanced overall simplicity with a high level of detail, as I developed both the primary structure to construction-level resolution and a range of set dressing elements. This approach enabled efficient fabrication and installation, while allowing other departments sufficient time to focus on their own contributions.

Drawing on experience from this and earlier projects, I developed a comprehensive understanding of the design and coordination processes involved in organic constructions for film. This knowledge has since informed and strengthened my approach to subsequent projects.



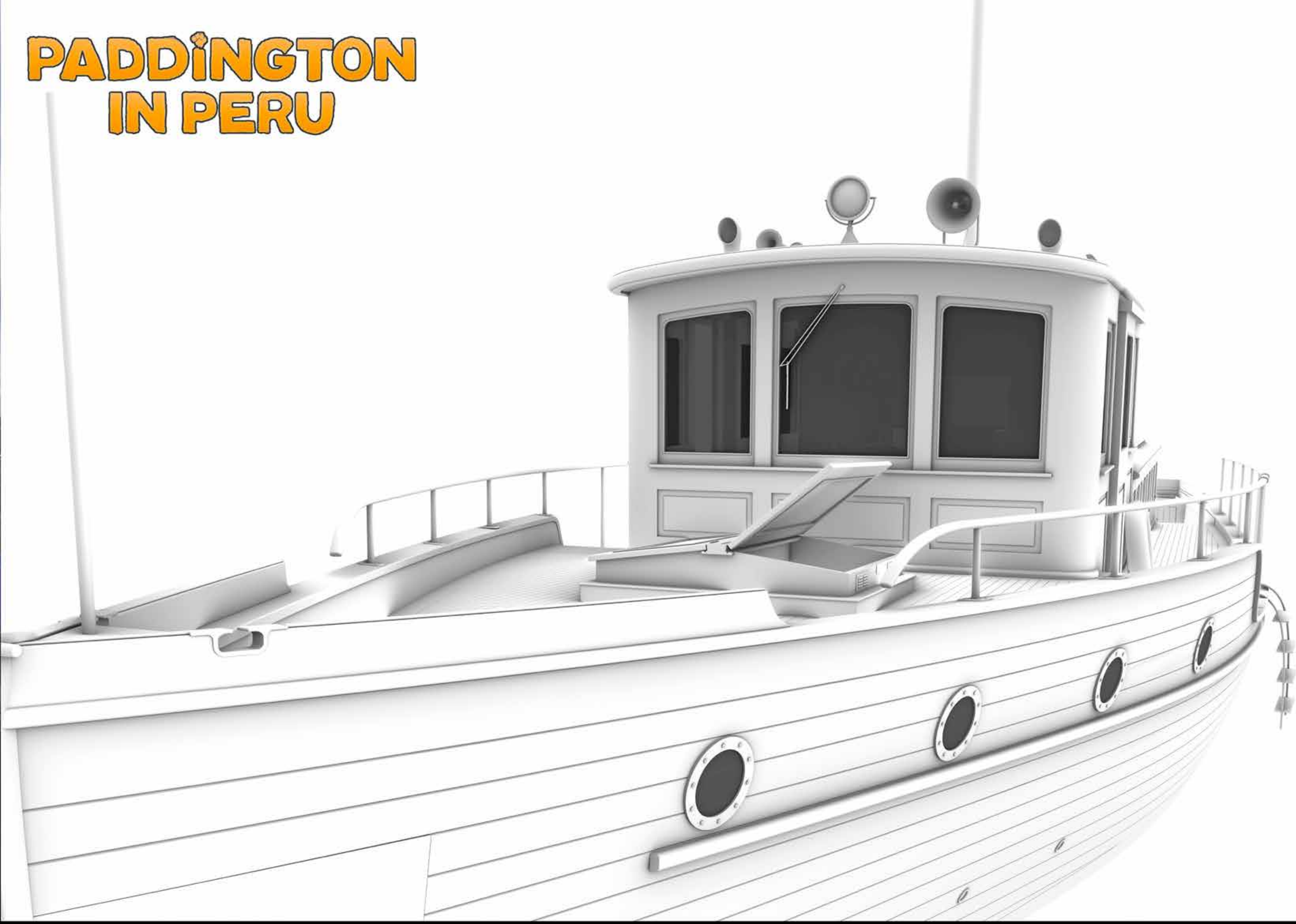
PLEASE NOTE

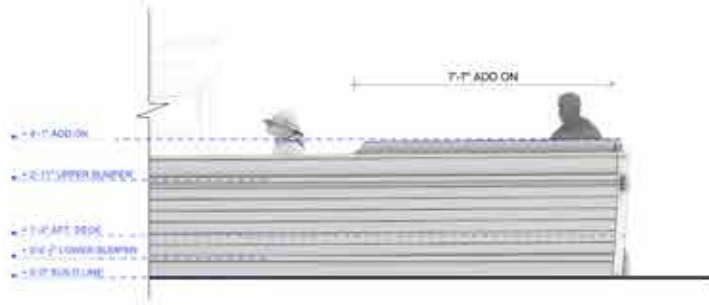
- BOAT TO BE BUILT IN MOVEABLE SECTIONS AS PER CONSTRUCTION
- BOAT PLACED ON RIG AS PER SFX
- ALL FINISHES - SEE ART DIRECTOR



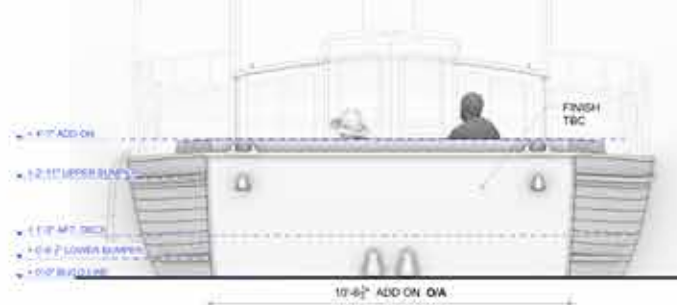
PADDINGTON IN PERU		DATE OF BIRTH	DOB
1ST MEMBER NAME			1971-01-01
PLANS AND EDUCATIONS			10-05-02
1ST MEMBER NAME			1971-01-01
2ND MEMBER NAME			1971-01-01
3RD MEMBER NAME			1971-01-01
4TH MEMBER NAME			1971-01-01
5TH MEMBER NAME			1971-01-01
6TH MEMBER NAME			1971-01-01
7TH MEMBER NAME			1971-01-01
8TH MEMBER NAME			1971-01-01
9TH MEMBER NAME			1971-01-01
10TH MEMBER NAME			1971-01-01
11TH MEMBER NAME			1971-01-01
12TH MEMBER NAME			1971-01-01
13TH MEMBER NAME			1971-01-01
14TH MEMBER NAME			1971-01-01
15TH MEMBER NAME			1971-01-01
16TH MEMBER NAME			1971-01-01
17TH MEMBER NAME			1971-01-01
18TH MEMBER NAME			1971-01-01
19TH MEMBER NAME			1971-01-01
20TH MEMBER NAME			1971-01-01
21TH MEMBER NAME			1971-01-01
22TH MEMBER NAME			1971-01-01
23TH MEMBER NAME			1971-01-01
24TH MEMBER NAME			1971-01-01
25TH MEMBER NAME			1971-01-01
26TH MEMBER NAME			1971-01-01
27TH MEMBER NAME			1971-01-01
28TH MEMBER NAME			1971-01-01
29TH MEMBER NAME			1971-01-01
30TH MEMBER NAME			1971-01-01
31TH MEMBER NAME			1971-01-01
32TH MEMBER NAME			1971-01-01
33TH MEMBER NAME			1971-01-01
34TH MEMBER NAME			1971-01-01
35TH MEMBER NAME			1971-01-01
36TH MEMBER NAME			1971-01-01
37TH MEMBER NAME			1971-01-01
38TH MEMBER NAME			1971-01-01
39TH MEMBER NAME			1971-01-01
40TH MEMBER NAME			1971-01-01
41TH MEMBER NAME			1971-01-01
42TH MEMBER NAME			1971-01-01
43TH MEMBER NAME			1971-01-01
44TH MEMBER NAME			1971-01-01
45TH MEMBER NAME			1971-01-01
46TH MEMBER NAME			1971-01-01
47TH MEMBER NAME			1971-01-01
48TH MEMBER NAME			1971-01-01
49TH MEMBER NAME			1971-01-01
50TH MEMBER NAME			1971-01-01
51TH MEMBER NAME			1971-01-01
52TH MEMBER NAME			1971-01-01
53TH MEMBER NAME			1971-01-01
54TH MEMBER NAME			1971-01-01
55TH MEMBER NAME			1971-01-01
56TH MEMBER NAME			1971-01-01
57TH MEMBER NAME			1971-01-01
58TH MEMBER NAME			1971-01-01
59TH MEMBER NAME			1971-01-01
60TH MEMBER NAME			1971-01-01
61TH MEMBER NAME			1971-01-01
62TH MEMBER NAME			1971-01-01
63TH MEMBER NAME			1971-01-01
64TH MEMBER NAME			1971-01-01
65TH MEMBER NAME			1971-01-01
66TH MEMBER NAME			1971-01-01
67TH MEMBER NAME			1971-01-01
68TH MEMBER NAME			1971-01-01
69TH MEMBER NAME			1971-01-01
70TH MEMBER NAME			1971-01-01
71TH MEMBER NAME			1971-01-01
72TH MEMBER NAME			1971-01-01
73TH MEMBER NAME			1971-01-01
74TH MEMBER NAME			1971-01-01
75TH MEMBER NAME			1971-01-01
76TH MEMBER NAME			1971-01-01
77TH MEMBER NAME			1971-01-01
78TH MEMBER NAME			1971-01-01
79TH MEMBER NAME			1971-01-01
80TH MEMBER NAME			1971-01-01
81TH MEMBER NAME			1971-01-01
82TH MEMBER NAME			1971-01-01
83TH MEMBER NAME			1971-01-01
84TH MEMBER NAME			1971-01-01
85TH MEMBER NAME			1971-01-01
86TH MEMBER NAME			1971-01-01
87TH MEMBER NAME			1971-01-01
88TH MEMBER NAME			1971-01-01
89TH MEMBER NAME			1971-01-01
90TH MEMBER NAME			1971-01-01
91TH MEMBER NAME			1971-01-01
92TH MEMBER NAME			1971-01-01
93TH MEMBER NAME			1971-01-01
94TH MEMBER NAME			1971

PADDINGTON IN PERU





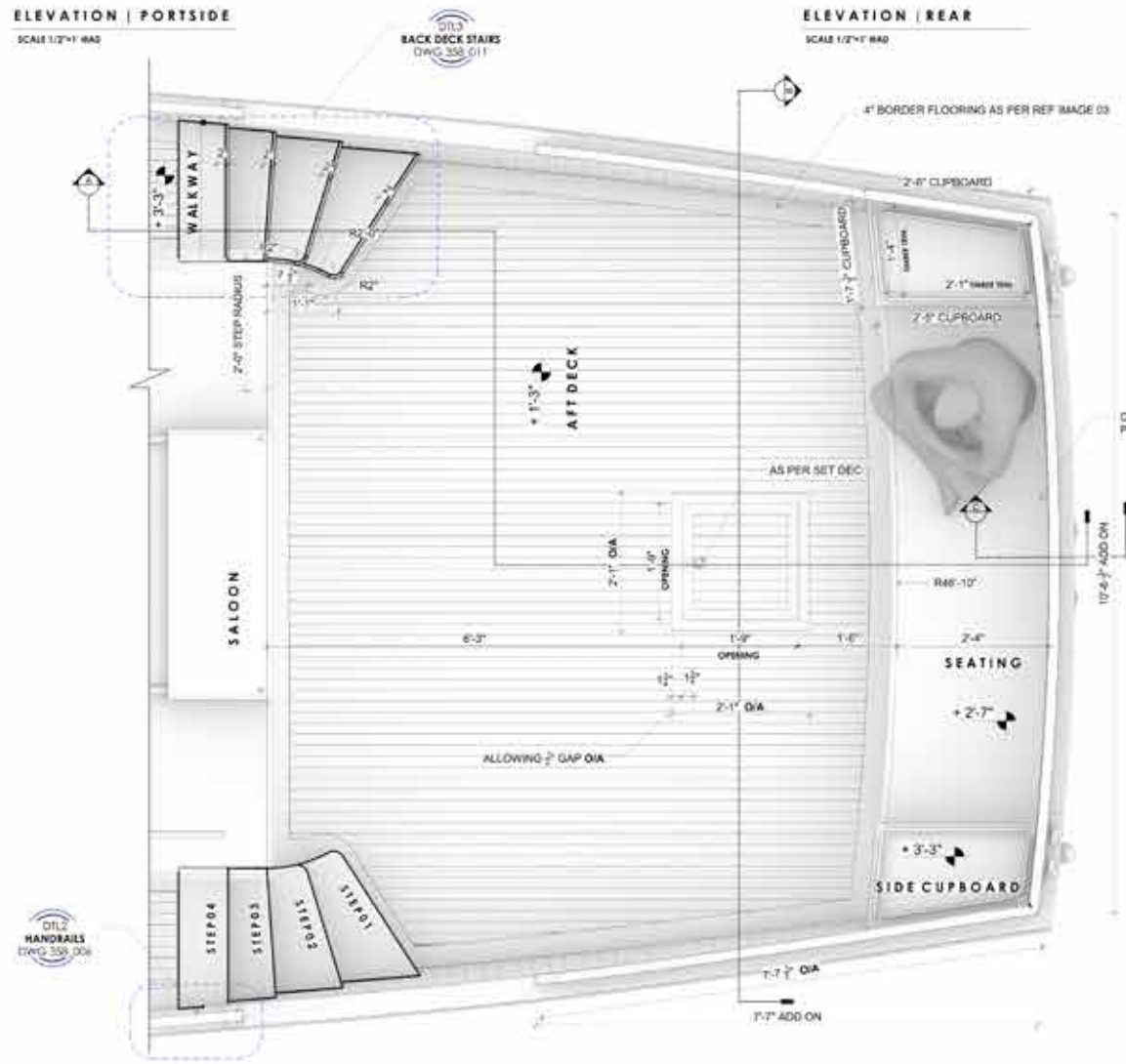
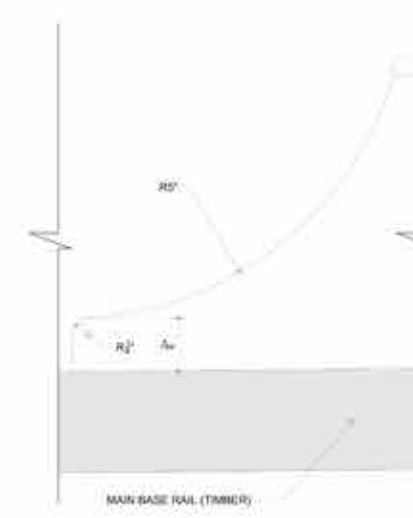
ELEVATION | PORTSIDE
SCALE 1/2"=1'-0"



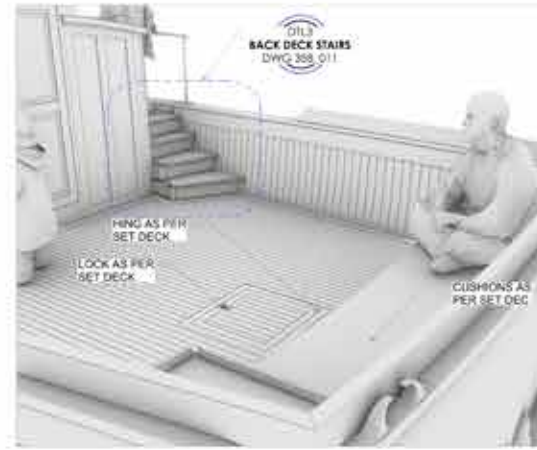
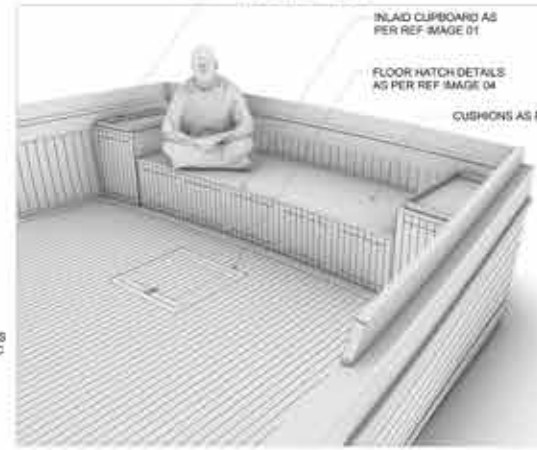
ELEVATION (REAR)
SCALE 1/2"=1' HAD



DIAGRAM | BACK DECK



TOP VIEW | BOW
SCALE 1"=1'-0"

PERSPECTIVES
NTS

REF ID: A64024



REF: TRIM DETAILS ON SIDE CUPBOARD



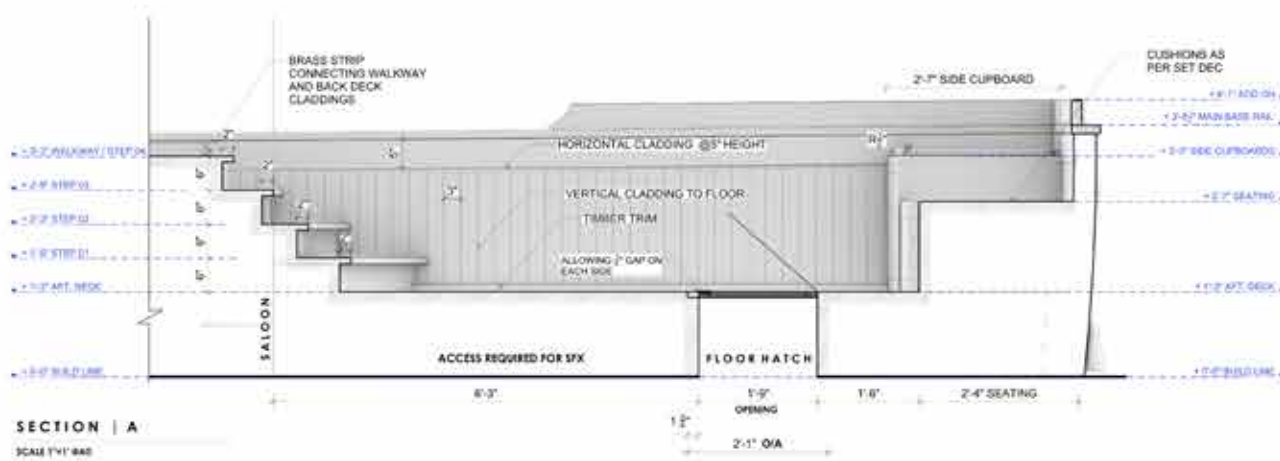
REF 03



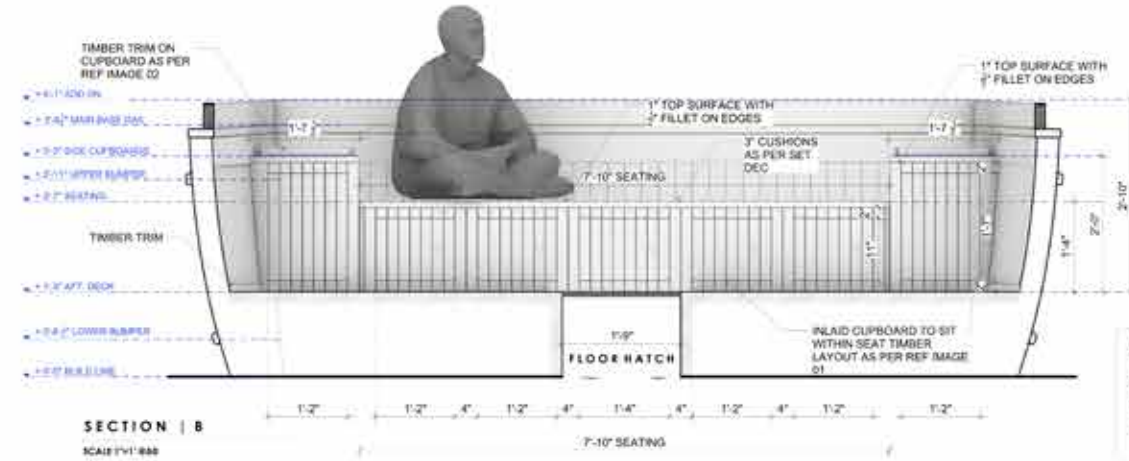
REF 04

REF 05
BACK DECK GENERAL REFERENCE

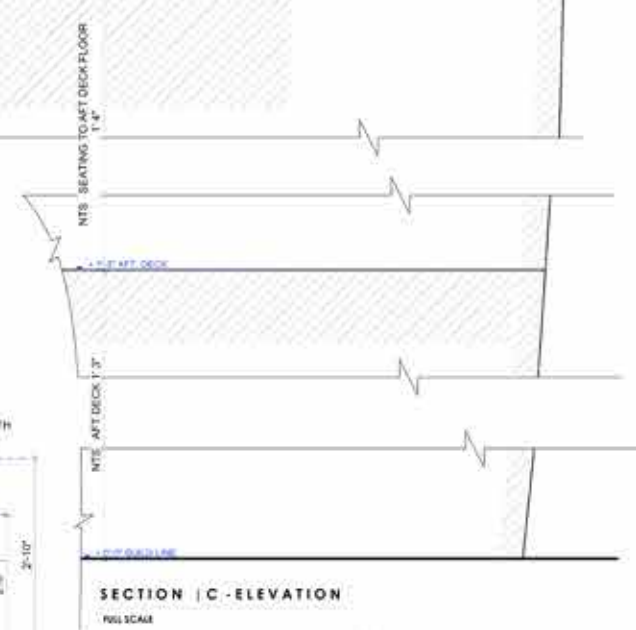
REFERENCE IMAGE



SECTION | A
SCALE 1/4" = 1'-0"



SECTION | B
SCALE 1"=1'-0"



SECTION | C - ELEVATION
FULL SCALE

NOTE:
PLEASE NOTE: ADD ON PIECE SITS ON THE INNER SIDE OF MAIN BASE RAIL AND IT'S POSITION IS DIFFERENT TO THE FRONT DECK ADD ON

[illegible]



FILM SET

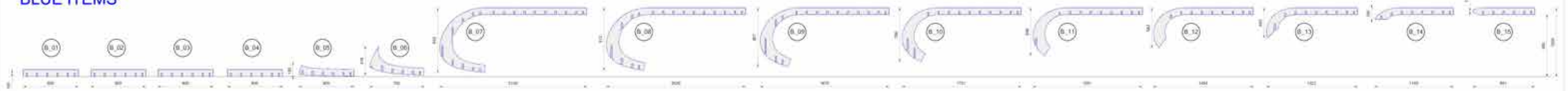
The Portable Door

THE PORTABLE DOOR 2022

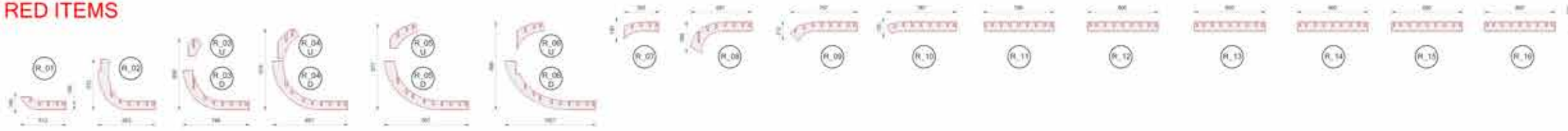
While each project presented its own set of challenges, several smaller productions provided valuable opportunities to refine and experiment with new approaches to detailed construction drawings. These methods proved to be both time-efficient and highly accurate, while also allowing builders the flexibility to interpret and apply creative solutions within the framework provided.

On The Portable Door, specific set decoration elements played a key role in shaping how I approached the representation of organic forms at a larger scale. This informed the development of clear construction strategies, supported by comprehensive and practical instruction plans

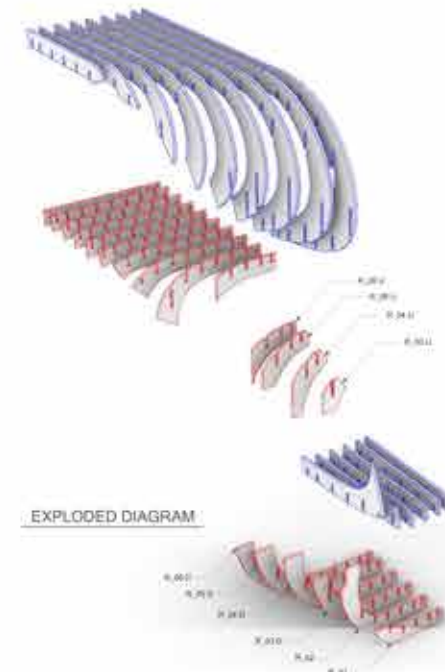
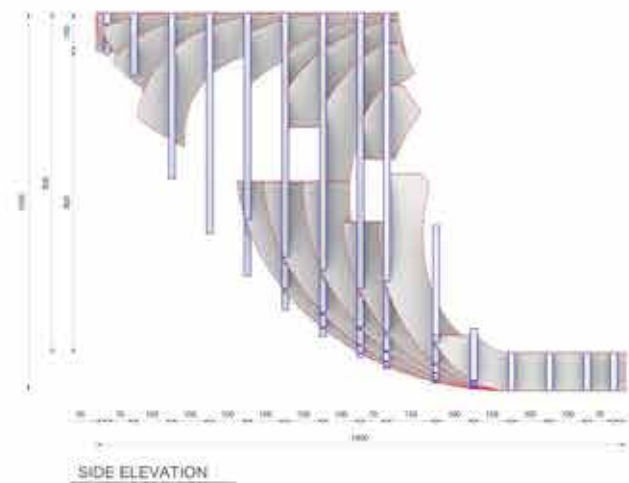
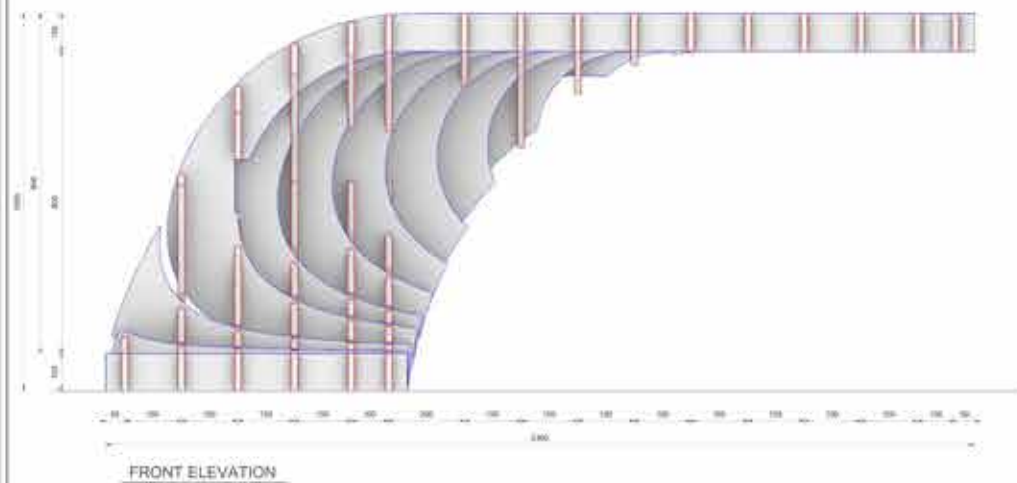
BLUE ITEMS



RED ITEMS



01 ITEM DETAILS NTS



ASSEMBLY INSTRUCTIONS:

PHASE 1: ITEMS PLACED AT +0.0mm

-R01
-R02
-R03 D
-R04 U
-R05 D
-R06 D

PHASE 2:

-B01
-B02
-B03
-B04
-B05
-B06

PHASE 3: ITEMS PLACED AT +900mm

-R16
-R15
-R14
-R13
-R12
-R11
-R10
-R09
-R08
-R07

PLEASE NOTE:

ALL ITEMS ARE FROM 17mm PLY TO BE CNC'D

FOLLOWING RED ITEMS ARE CUT, IN ORDER TO KEEP THE EDGE STRIP AND MAINTAIN SOLIDITY OF THE STRUCTURE

-R_03
-R_04
-R_05
-R_06

PHASE 4

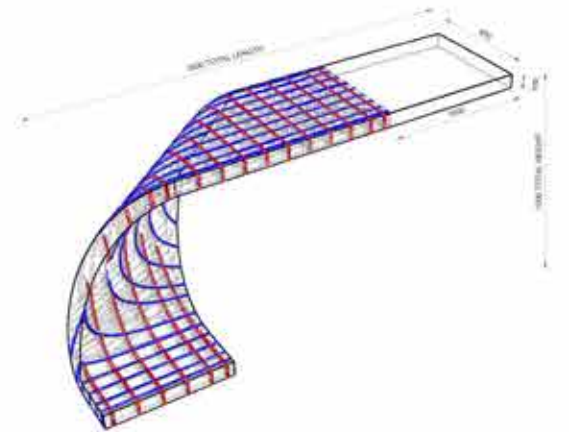
-B07
-B08
-B09
-B10
-B11
-B12
-B13
-B14
-B15

PHASE 5: (ITEMS ADJUSTED ACCORDINGLY)

-R03 U
-R04 U
-R05 U
-R06 U

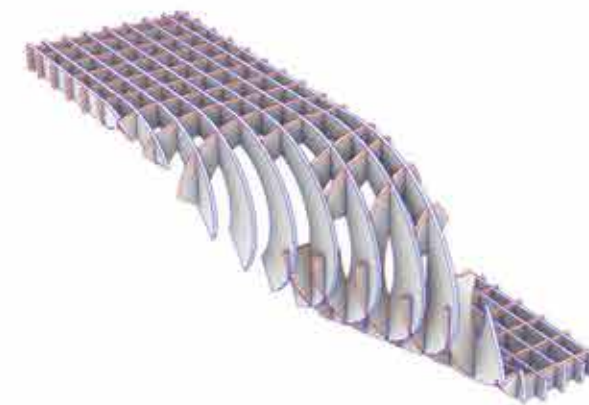
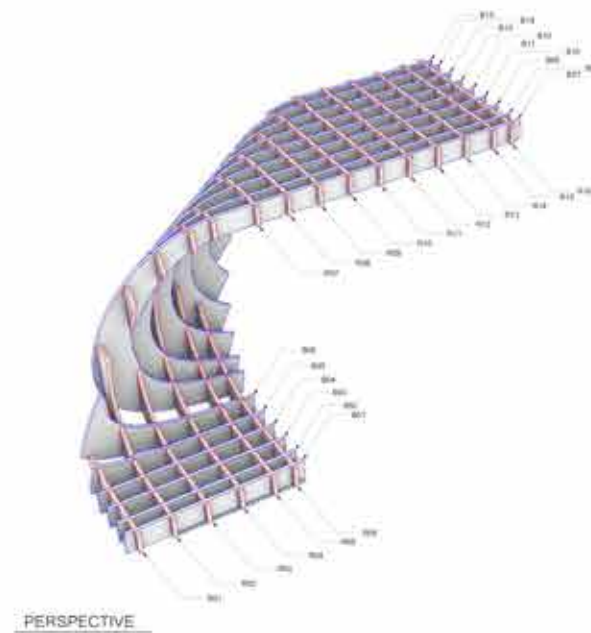
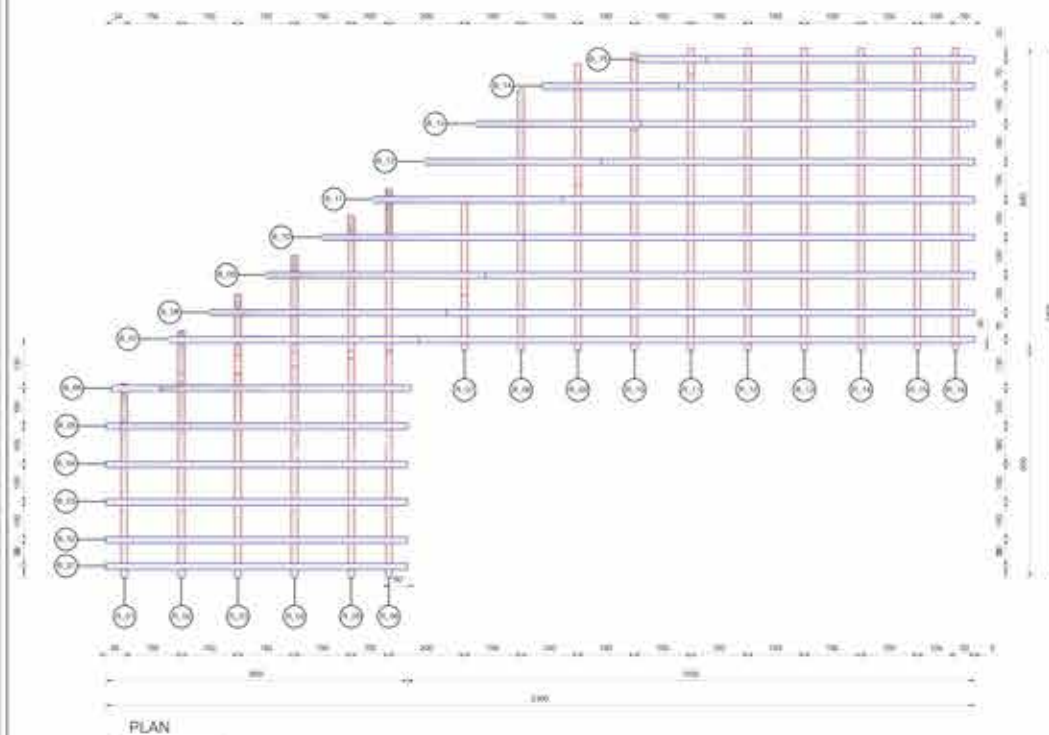
-THE DESK IS EXTENDED AS IN DWG 03 FOR FURTHER INFORMATION PLEASE REFER TO SHEET 074_LBY_RECEIPTION DESK_A1_1205_FR

03 DESK OVERVIEW NTS



PRELIMINARY

02 GENERAL ARRANGEMENT SCALE 1:10



DESCRIPTION		DATE	REV
DRAWING E		179	
SET NAME: 009 - LOBBY - RECEPTION DESK CONSTRUCTION DETAILS		DATE: 25-05-21	
LOCATION DESCRIPTION:		SCALE: 1:10 @A1	
LOCATION / STAGE / BACKLOT:		DRAWN BY: F. RAOUF	
PRODUCTION DESIGNER MATT PUTLAND	DIRECTOR JEFFREY WALKER	CONSTRUCTION VFX SFX STUNTS STANDBY VEHICLES GREENS	

SKILLS

RENDERING

3D MODELING

CONSTRUCTION PLANS

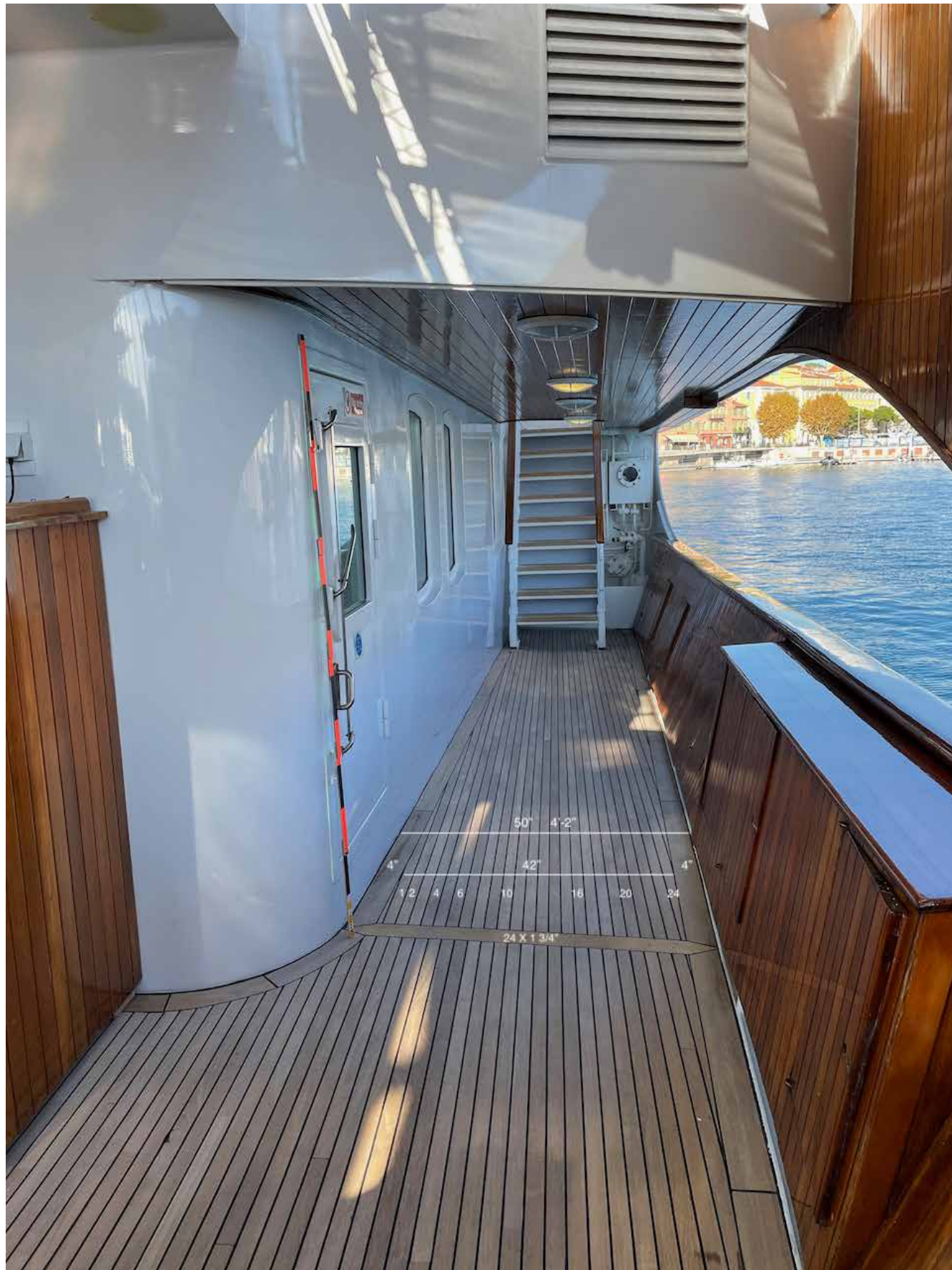
DETAIL DRAWINGS

2D TO 3D CONVERSION



On the unfinished project "OCEANS", I was responsible for producing a detailed model of the iconic Christina O vessel. Working from surveys and direction provided by the Art Director, the model was developed with a strong emphasis on accuracy and fidelity to the real ship.

This level of precision ensured that other departments, including Set Decoration, had access to reliable and clearly defined information to support their work. The project further strengthened my approach to high-detail modelling, with a focus on translating complexity into clear, buildable construction outputs.



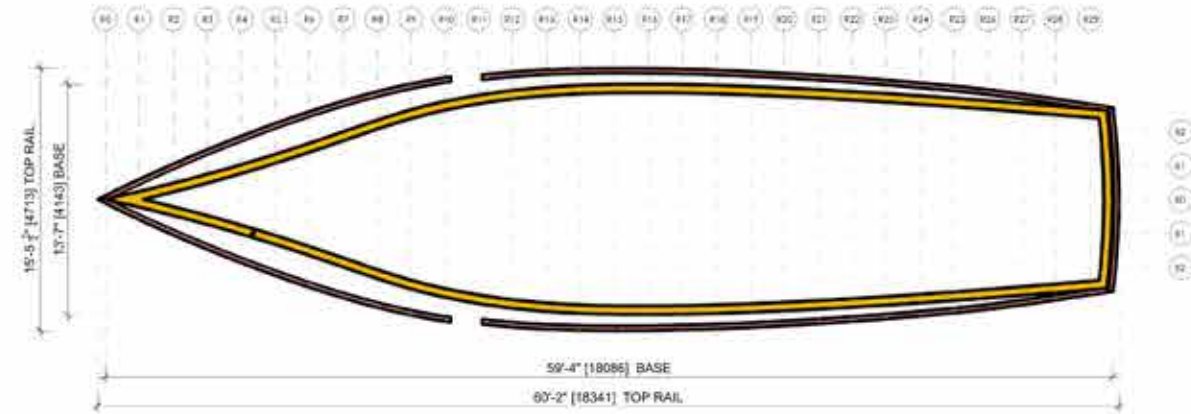




EXT HUNTERS BOAT - CNC CONSTRUCTION PLAN

PLEASE NOTE

- ENGRAVINGS PLACED AT TOP. INDICATE MAIN RIB (GREEN).
- SECONDARY RIBS (PURPLE) HAVE (*) SYMBOL AND ARE PLACED AT FOOT. THEY ARE STRUCTURAL AND HAVE BEEN MODIFIED ACCORDINGLY.
- RIBS TO BE POSITIONED AT POINT "X" @ 2" INCREMENTS ON BASE (YELLOW) AND ALIGNED WITH INNER LINE. PLEASE REFER TO D01_PLAN / D05_DETAIL.
- SMALL "L" ON BASE INDICATE PORTSIDE.
- ALL CNC CUTS @ 3/4" THICKNESS IN SPRUCE PLY.



PLAN

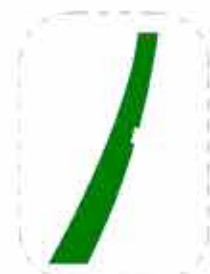
SCALE 1/8" = 1' @A2

TOTAL NUMBER OF CUTS 183

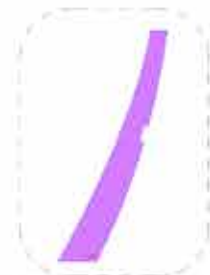
BACK RIBS	MAIN RIBS	SECONDARY RIBS	RIBS TOTAL 128
RIBS			

CNC CUTS

SCALE 1/16" = 1' @A2



2 | MAIN RIB - NAME: Rk

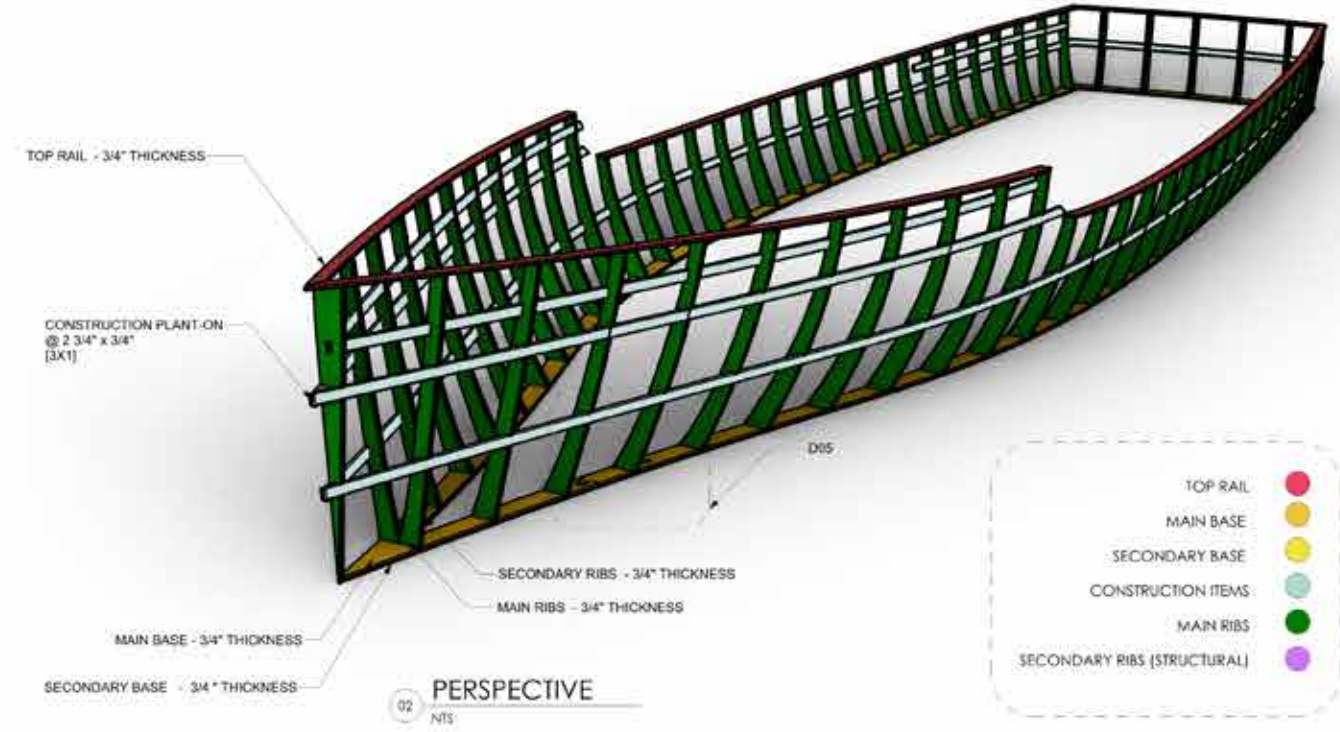


3 & 4 | MAIN BASE: NAME Rk, SECONDARY BASE: NAME Px

CNC CUTS EXAMPLE

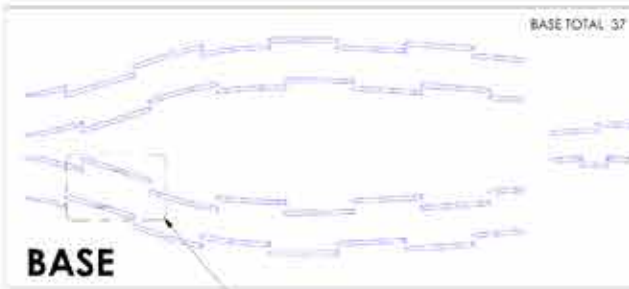
SCALE 1/2" = 1' @A2

MAGNIFIED



PERSPECTIVE

NTS



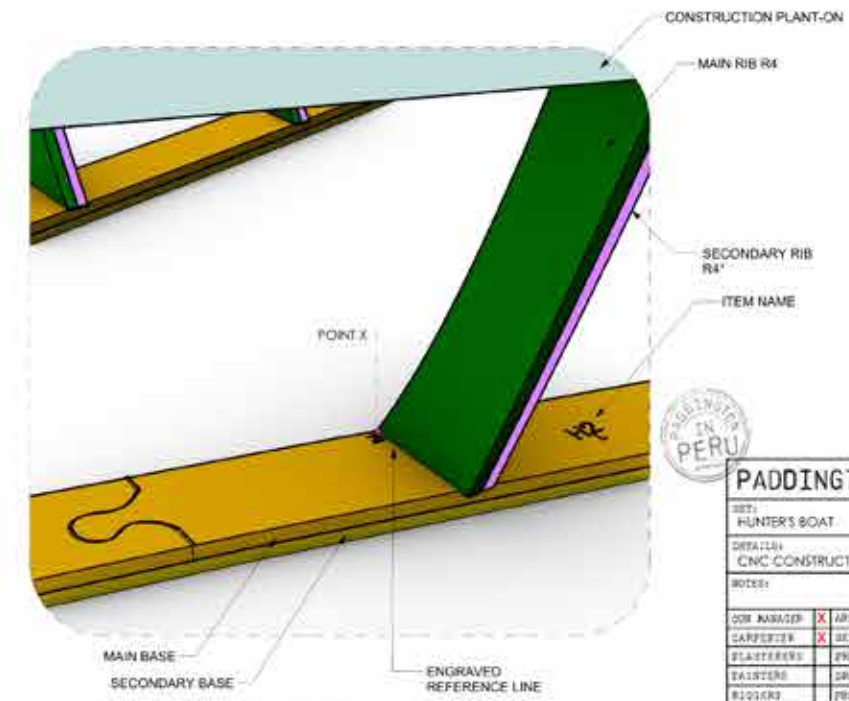
BASE

D04_3&4



TOP RAIL

D04_5

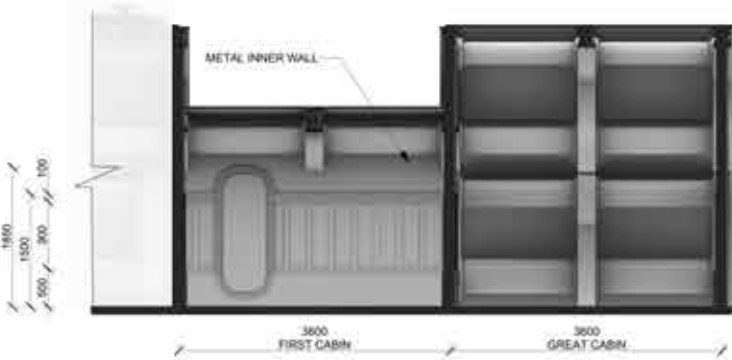


CONNECTION DETAIL

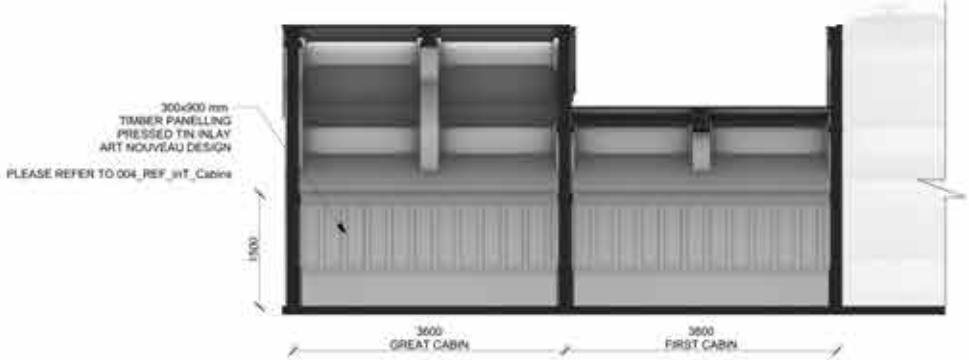
NTS

PADDINGTON IN PERU				325/URK/BS 301: 338_002
SET:	HUNTER'S BOAT	SCALE:	VARIES @ A2	
DETAIL:	CNC CONSTRUCTION	ISSUE DATE:	230510	
WORK:		SPACE BY:	FATEMEH R	
JOB MANAGER:	X ARE	X DIRECTION	SPACE DATE:	200503
CARPENTER:	X	DESIGN	PRODUCTION	
PLASTERER:	PROPS	ADM	SAP APPROVED:	
PAINTER:	GRAPHICS	DOO/CAMERA		
BUILDER:	PROP MALL/DO	TAFFER	USE APPROVED:	
SCULPTOR:	SPACES	LOCATIONS		
SCULPT ARTIST:	GRAPHICS	SFA	DATE:	REF:0001
METAL WORK:	VEHICLES	SFA	DATE:	REF:0001
HEALTH & SAFETY:	CUSTOMS	STUDIOS	DATE:	REF:0001

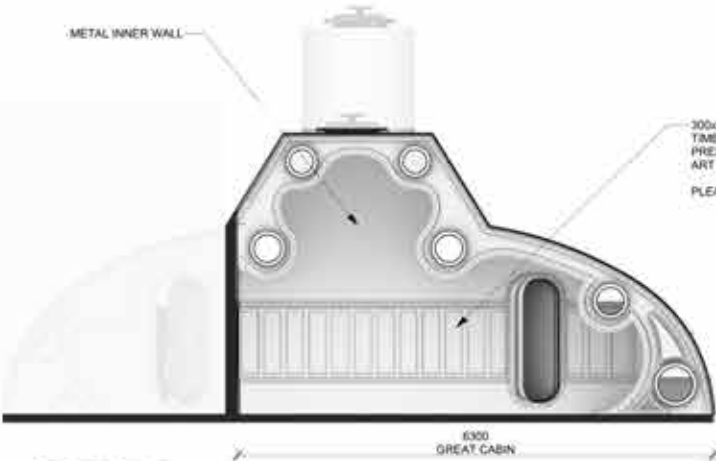
NAUTILUS SUB - CABINS - WALL ELEVATIONS



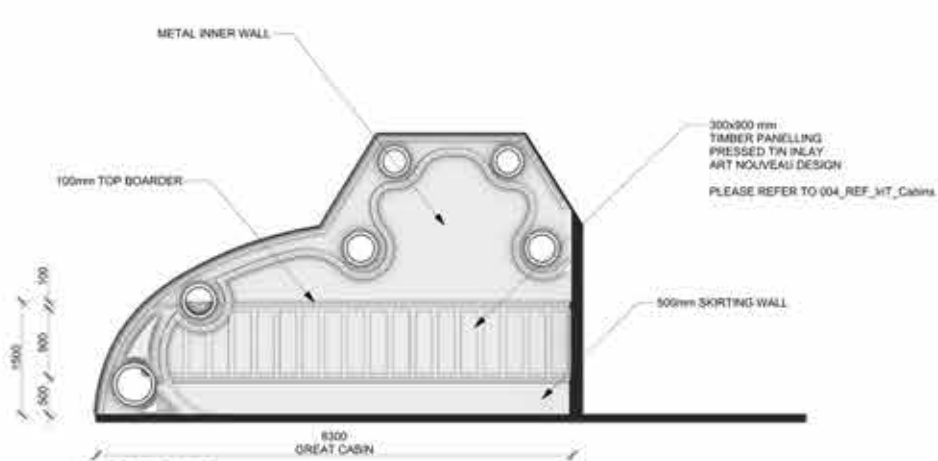
01 SECTION A
SCALE 1:50 @A1



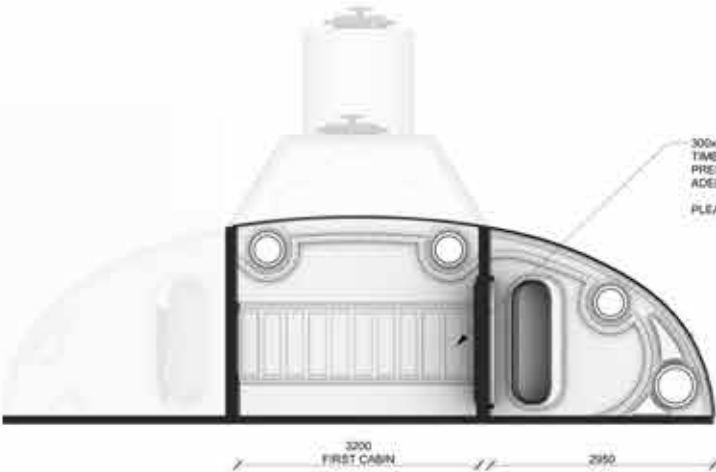
02 SECTION B
SCALE 1:50 @A1



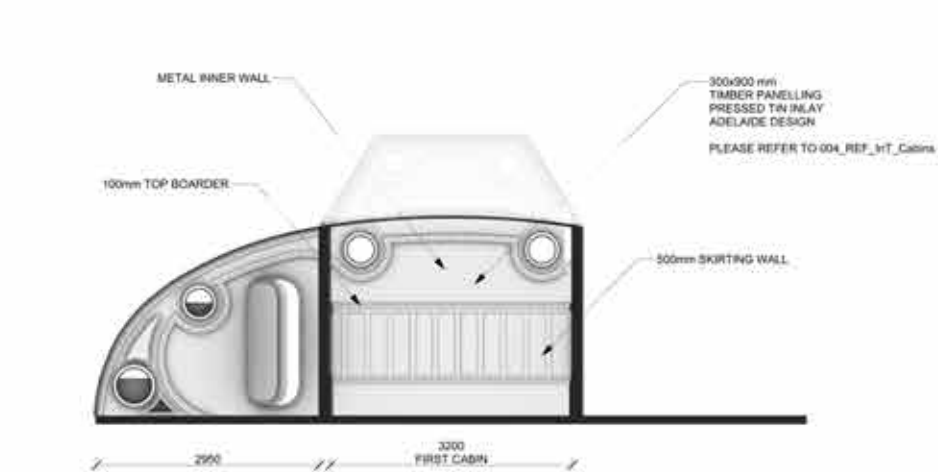
03 SECTION D
SCALE 1:50 @A1



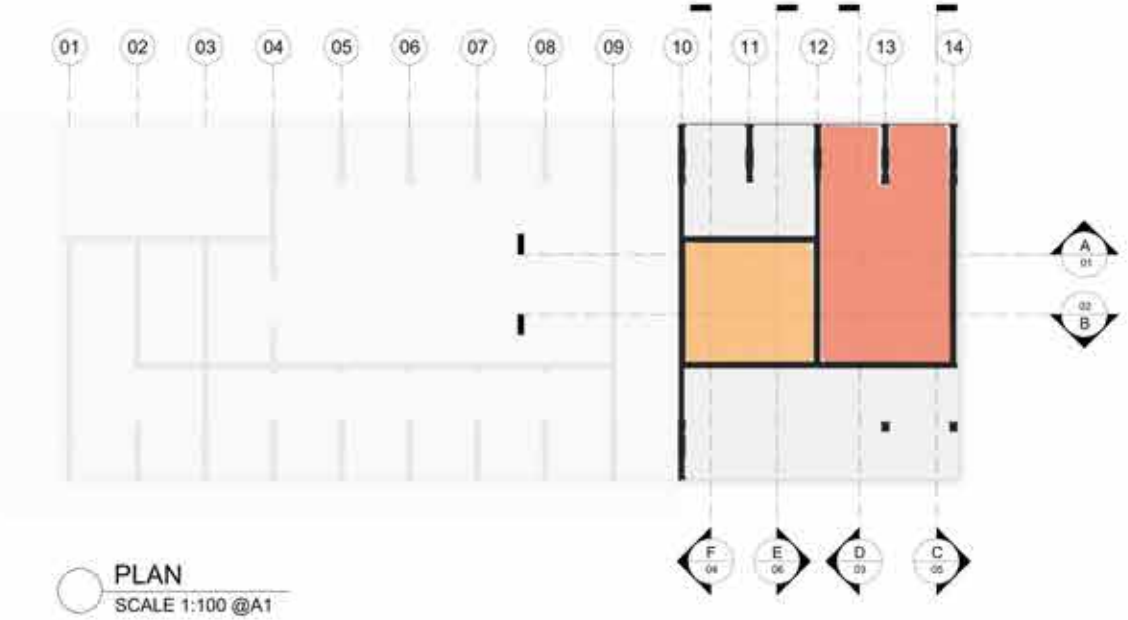
05 SECTION C
SCALE 1:50 @A1



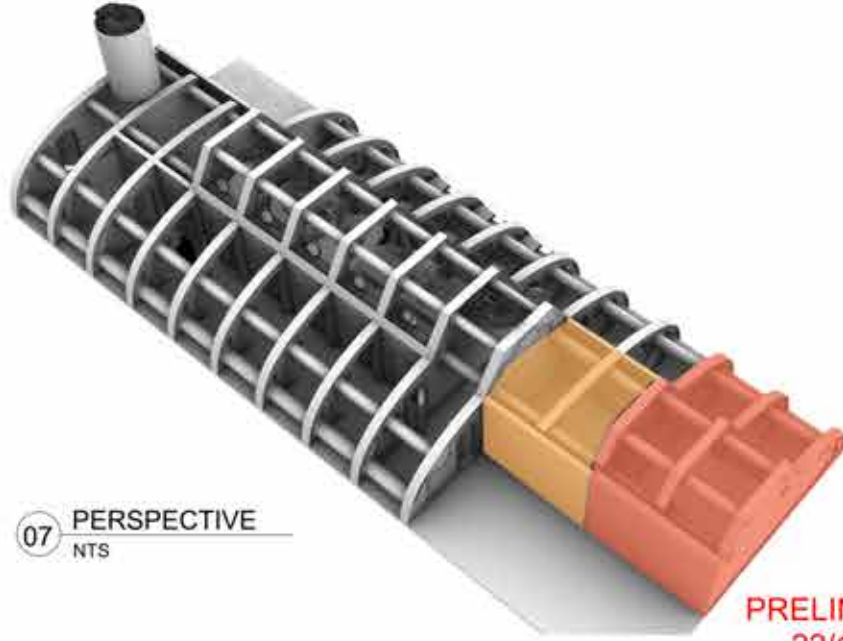
04 SECTION F
SCALE 1:50 @A1



06 SECTION E
SCALE 1:50 @A1



PLAN
SCALE 1:100 @A1



07 PERSPECTIVE
NTS

PRELIMINARY
22/11/21

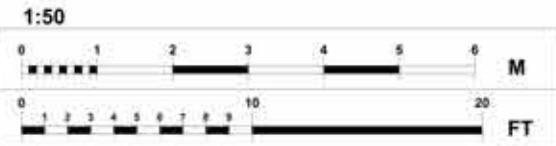


ADELAIDE



ART NOUVEAU

08 REFERENCE IMAGES | PRESSED TIN INLAY
NTS

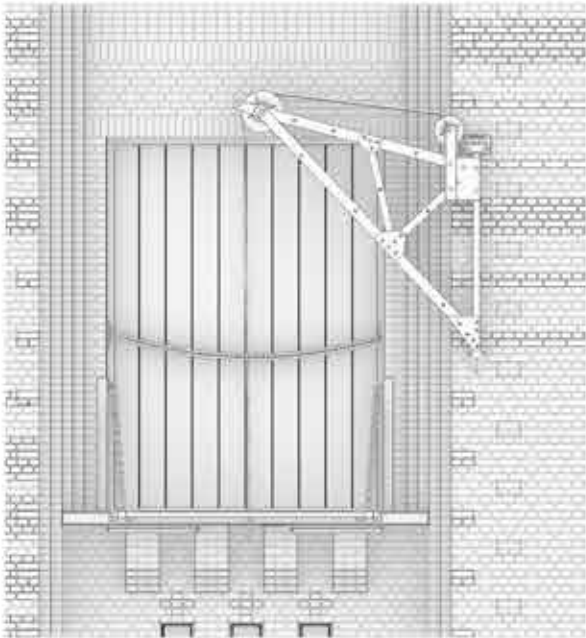


REV	DATE	DESCRIPTION
NAUTILUS		
DIRECTOR: MICHAEL MATTHEWS		
PRODUCER:		
PRODUCTION DESIGNER: DAVID LEE		
SUPERVISING ART DIRECTOR: BRIAN EDMONDS		
SET: BUNKROOM		
DRAWING TITLE: CABIN - WALL ELEVATIONS		
LOCATION/SDG: TBC		
CONSTRUCTION	DIRECTOR	LOCATIONS
SET DEC	AD	STYLING
PROPS	DOF	SFX
GREENS	ELEX	VFX
PROPS MAN	GRPS	IND UNIT
GRAPHICS	MOODS	VEHICLES
STANDBY	MOODS ELEV	
PRODUCTION	SCALE	SET NO
DATE DRAWN: 211122	1:50 @ A1	005
DRAWN BY: FATEMEH R	ART DIR: MATT P	DRAWING NO:
DATE ISSUED:	REV	

HAYRIDE LANEWAY_ HOIST _ EXT_GENERAL ARRANGEMENTS / DETAILS - SCALE VARIES

1.21 - 014

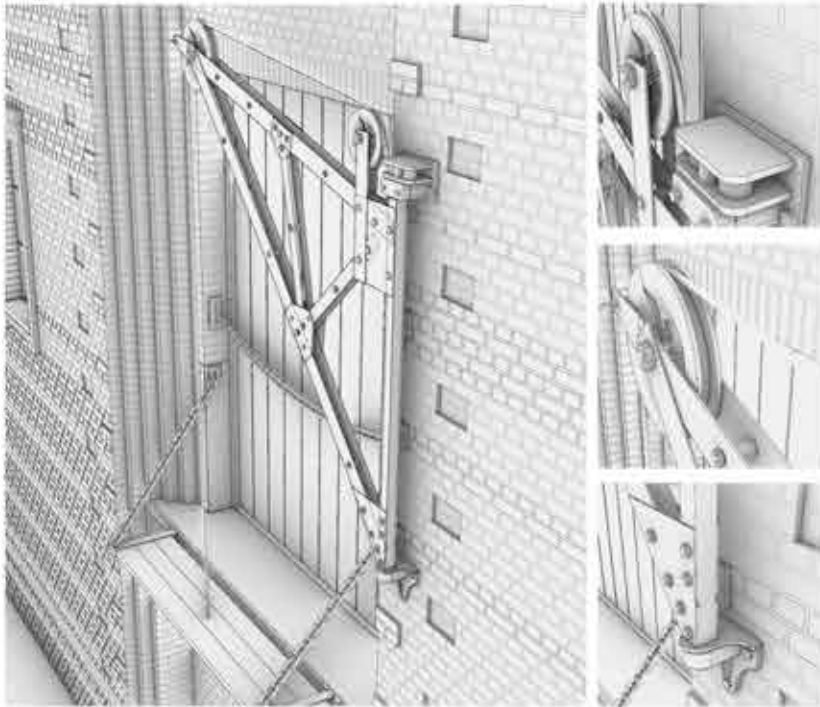
BY SET DEC



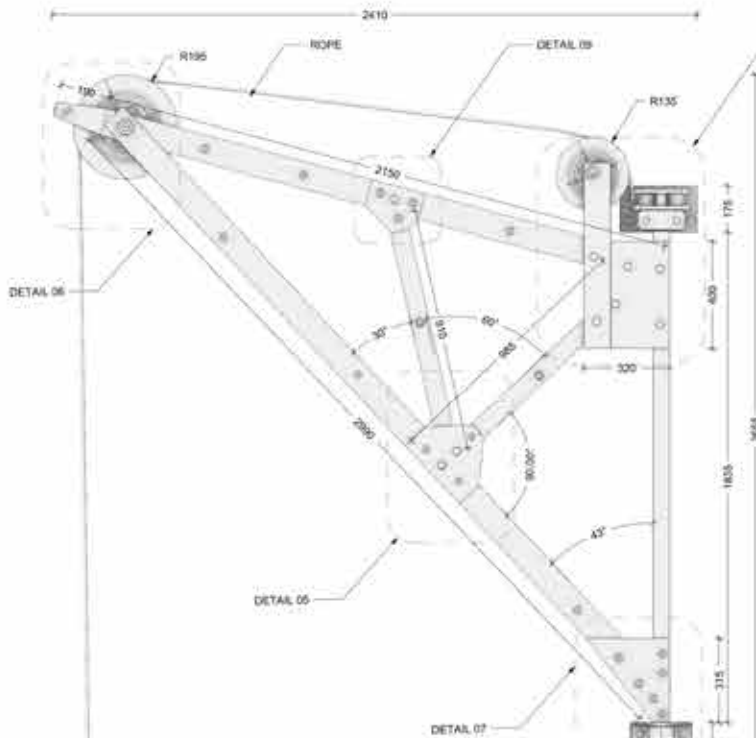
01 HOIST OVERVIEW
SCALE 1:25



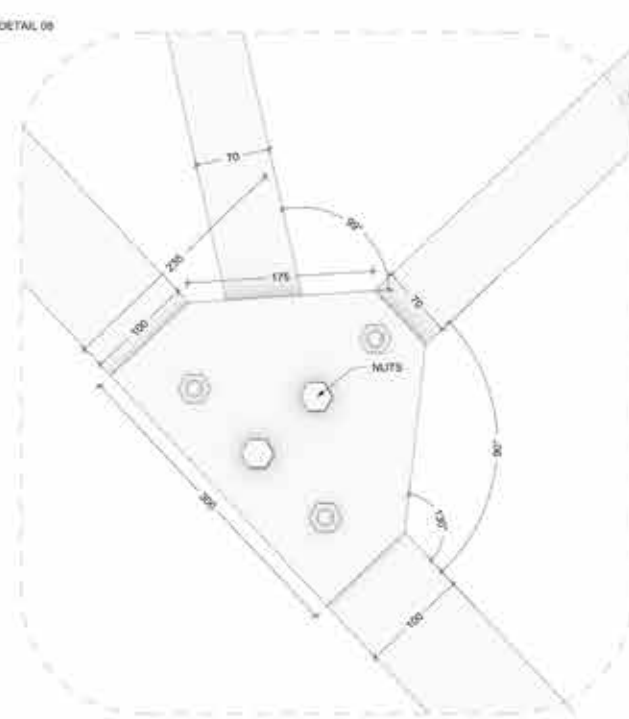
02 REFERENCE IMAGE
NTS



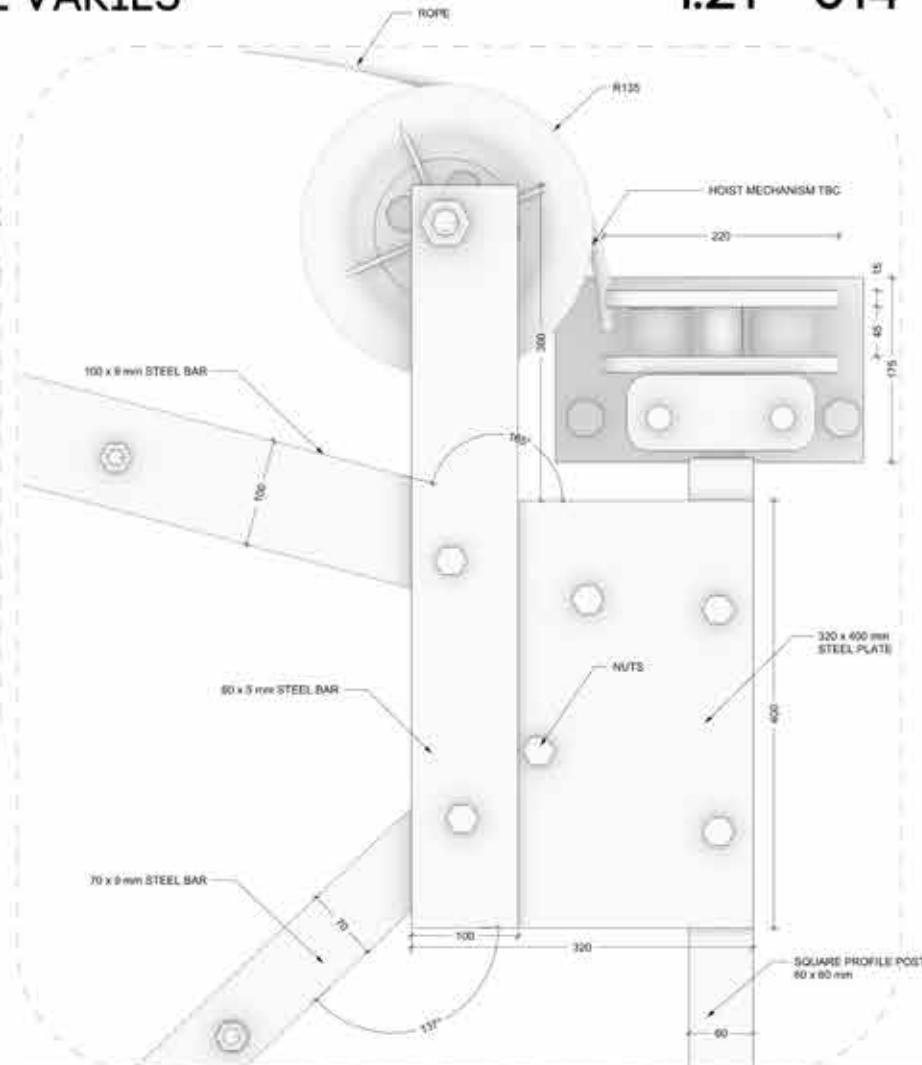
03 PERSPECTIVE
NTS



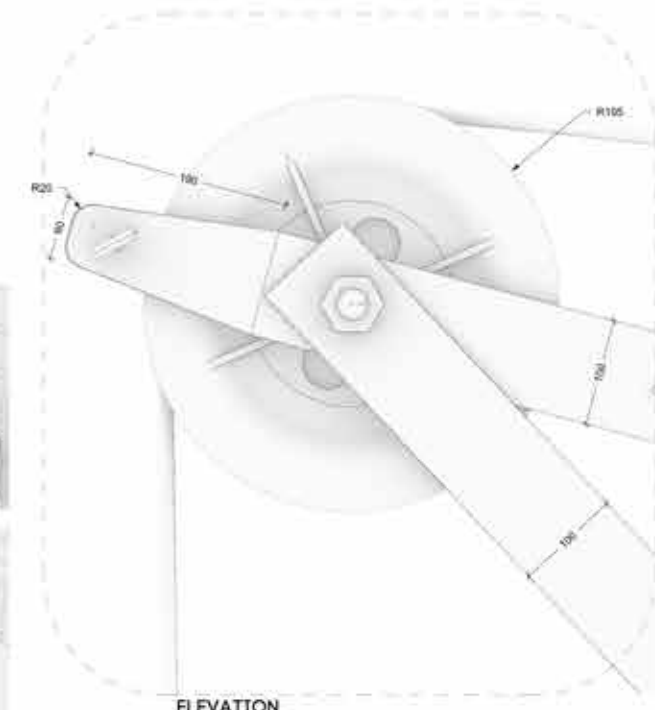
04 GENERAL ARRANGEMENT
SCALE 1:10



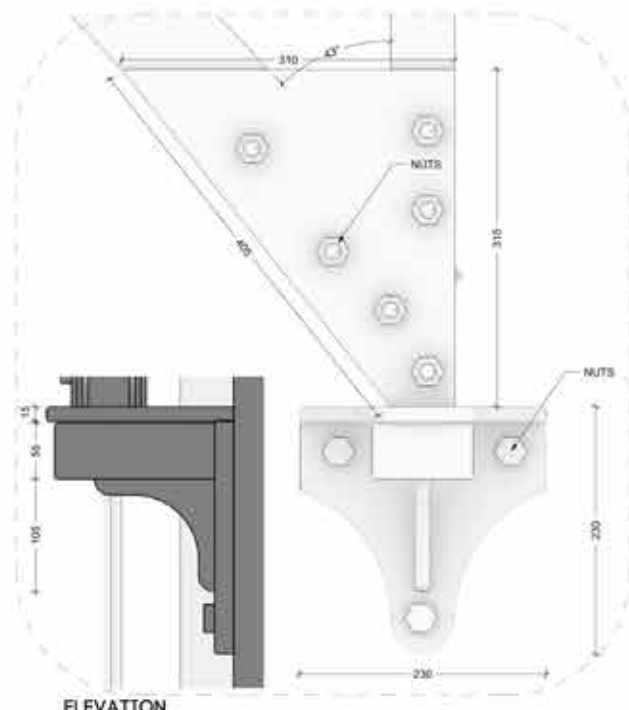
05 ELEVATION
DETAIL
SCALE 1:25



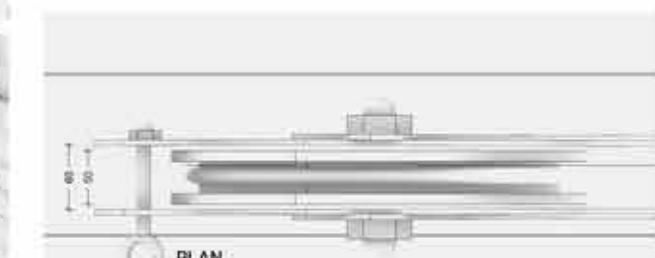
08 ELEVATION
DETAIL
SCALE 1:25



ELEVATION

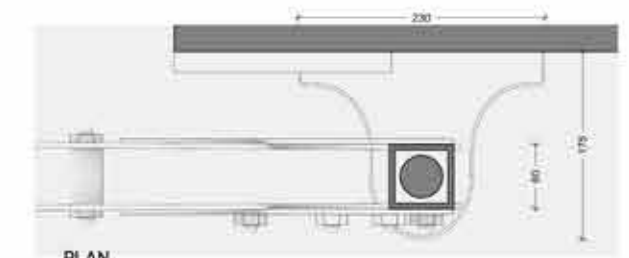


ELEVATION



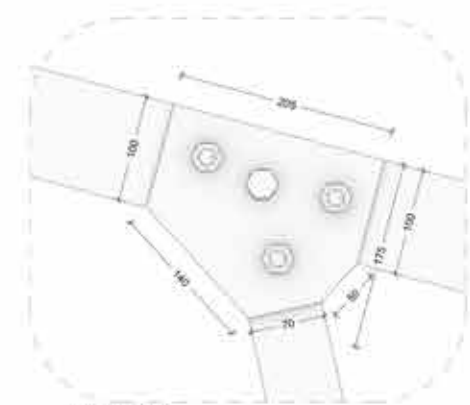
PLAN

06 DETAIL
SCALE 1:25



PLAN

07 DETAIL
SCALE 1:25



09 ELEVATION
DETAIL
SCALE 1:25

PAGE 1

PROJECT: 4000 BAYVIEW AVE. HAYRIDE SITE
 T&B 10/1/20

PRELIMINARY

REV	DATE	DESCRIPTION	BY

PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE
PROJECT:	4000 BAYVIEW AVE. HAYRIDE SITE

3D Printing / Parametric Design

