

This Is Our History

We have successfully built villas and townhouses in Turkey for the past 10 years. Until now, We have constructed 9 projects.

Batumi Villas One is our first, already completed project in Georgia. Batumi Villas Harmony is our second, ongoing project and Batumi Villas Comfort will be the third project in the close future.

Interior

Our team of interior designers have carefully crafted every sq. m of space in our design to maximize functionality and style.

We believe that a well-designed space should not be limited by size, and we are proud to offer our clients the opportunity to experience the luxury and comfort of a larger home within a smaller space.





Unique Architecture

We have been inspired by old style of Greek architecture and some touch with European row houses.

This style has become increasingly popular in recent years, as people seek to combine the elegance of the past with the functionality and simplicity of the present.

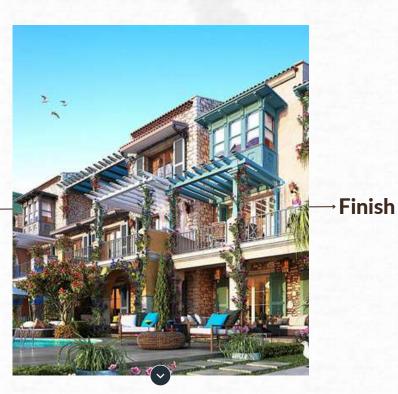
Our Timeline



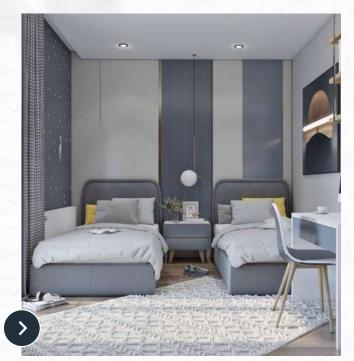
Batumi Villas One Completed on 2021



Batumi Villas Harmony
Will be completed
on 2024

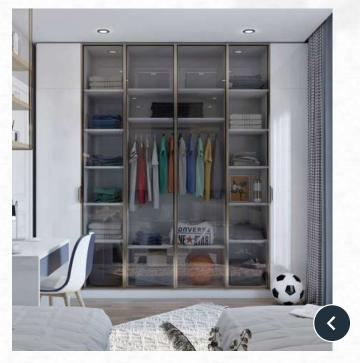


Batumi Villas Comfort Future







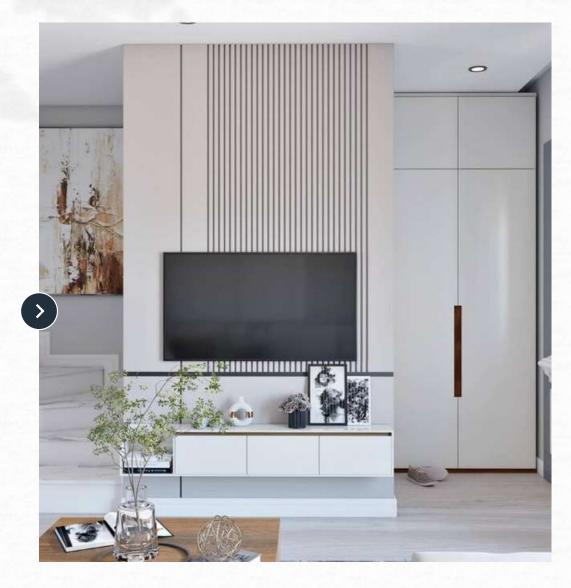


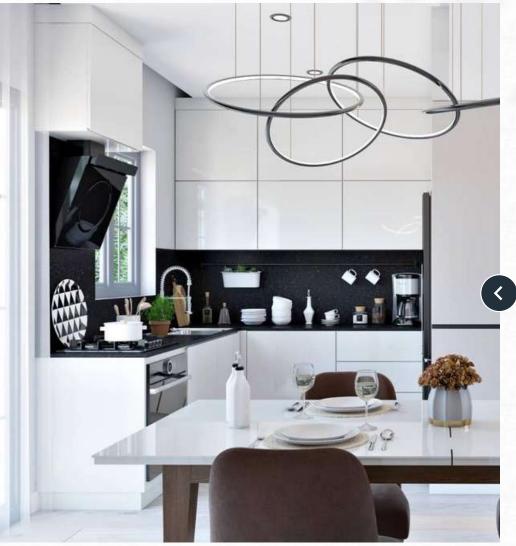




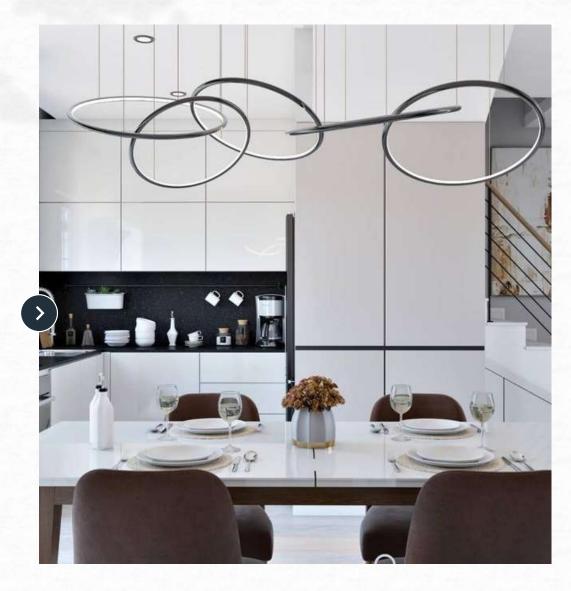




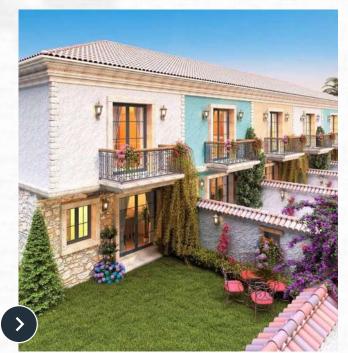
















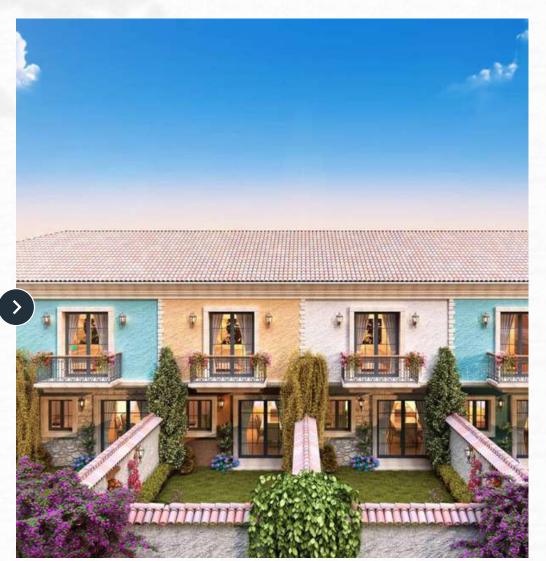




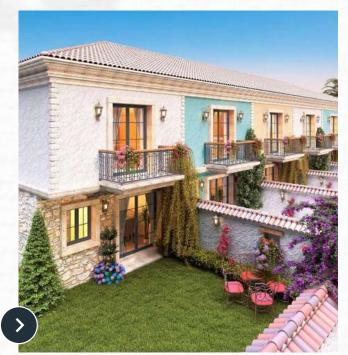






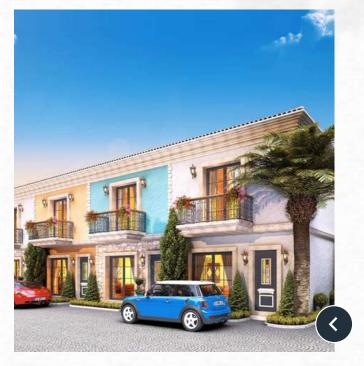














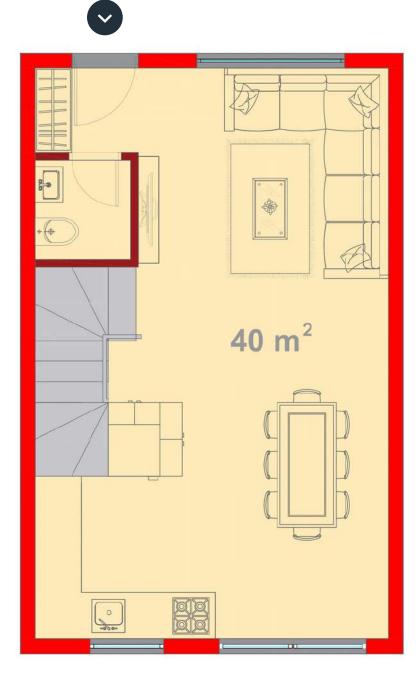




Site Plan

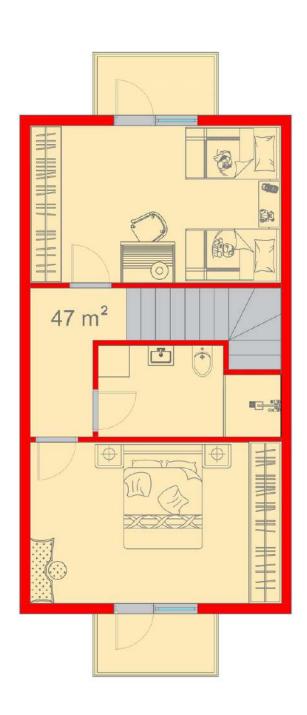


1st Floor Plan



Living Room.	22 sqm
Kitchen	12 sqm
Toilet	2 sqm
Stairs	4 sqm

2nd Floor Plan



Bedroom 1	14.5 sqm
Bedroom 2	14.5 sqm
Bathroom	6 sqm
Corridor	4 sqm
Stairs	3 sqm
Balcony 1	2.5 sqm
Balcony 2	2.5 sqm

Our Advantages

All around of the complexes will not be high rise buildings in the future. Construction Permit is given only for low-rise buildings.



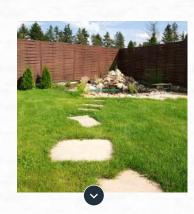
Great Location



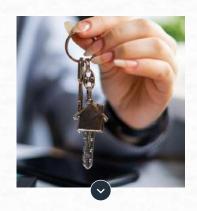
Unique Architecture



Car Parking



Backyard



Turnkey Houses



Buyback Guarantee

GreatLocation

Our Projects are located only 800 meters to the seaside.
Luxury residence projects, 5-star hotels and Metrocity
Mall is only within 1 km distance.

