

**Electronic Articles of Organization
For
Florida Limited Liability Company**

L20000088101
FILED 8:00 AM
March 23, 2020
Sec. Of State
tcline

Article I

The name of the Limited Liability Company is:

VECTION STUDIOS, LLC

Article II

The street address of the principal office of the Limited Liability Company is:

3300 UNIVERSITY BLVD.
SUITE 218
WINTER PARK, FL. 32792

The mailing address of the Limited Liability Company is:

3300 UNIVERSITY BLVD.
SUITE 218
WINTER PARK, FL. US 32792

Article III

Other provisions, if any:

COMPANY IS MANAGER MANAGED.

Article IV

The name and Florida street address of the registered agent is:

HADDOCK PROFESSIONAL ASSOCIATION
3300 UNIVERSITY BLVD.
SUITE 218
WINTER PARK, FL. 32792

Having been named as registered agent and to accept service of process for the above stated limited liability company at the place designated in this certificate, I hereby accept the appointment as registered agent and agree to act in this capacity. I further agree to comply with the provisions of all statutes relating to the proper and complete performance of my duties, and I am familiar with and accept the obligations of my position as registered agent.

Registered Agent Signature: /S/ EDWARD E. HADDOCK, JR.

Article V

The name and address of person(s) authorized to manage LLC:

Title: MGR
GIUSEPPE A PAULINO
3300 UNIVERSITY BLVD.
WINTER PARK, FL. 32792

L20000088101
FILED 8:00 AM
March 23, 2020
Sec. Of State
tcline

Signature of member or an authorized representative

Electronic Signature: /S/ ALDO GIUSEPPE PAULINO

I am the member or authorized representative submitting these Articles of Organization and affirm that the facts stated herein are true. I am aware that false information submitted in a document to the Department of State constitutes a third degree felony as provided for in s.817.155, F.S. I understand the requirement to file an annual report between January 1st and May 1st in the calendar year following formation of the LLC and every year thereafter to maintain "active" status.