

Real Fake Creations, a division of Canadian Spray Foam Solutions, was inspired by my twin boys, Austin and Carson. At only ten years old, Austin and Carson displayed incredible vision for the spray foaming business. Their ideas and inventiveness empowered me to create designs that was far beyond what your typical use for spray foaming. Austin and Carson would eagerly wake up in the morning and bound out to the shop to see how the latest vision unfolded, never holding back their comments and suggestions on how to make the design even better.

When the boys finished school they joined the company full time, which allowed our creative minds to really flourish. The ideas became bolder, greater, and more unique! Together we designed our first Tree House out of spray foam; we were all so excited to see how the design would unfold.

Our creativity, ambitions and teamwork ended abruptly when the unfathomable happened. On May 27, 2018, we lost Carson to a car accident at the age of 20. Our hearts were shattered; a loss that crippled our souls, robbing us of the joy and vision needed to create. The next year proved to be incredibly challenging; Austin ventured into a different line of work, projects were put on hold, and life was no longer how we envisioned it to be.

Through the storm, I eventually mustered the strength to continue what my boys and I had started, and I began creating again. My strength was fueled by my sons. One design after another restored my confidence, and my inspirations soared. Each new project was better than the next, and without realizing it, I had created some phenomenal concepts! My greatest pleasure though is when Austin walks into the shop, inspecting the latest design, smiling as he proceeds to give his feedback and ideas. Life is good.

Without the excitement and ambitions of my children, I would have never started Real Fake Creations. Their encouragement to follow my heart, to dream big and to do what I love has allowed me to create extraordinary designs for other people to love.