

AS / CONCEPT

# AIRSHIP SIMULATOR

Fly above the festival.  
Stay on the ground.

Interactive demo available

AS / PARTNER PROPOSAL

**One room.  
One shared  
lift-off.**



**No headsets.  
A panoramic horizon.  
People beside you.**

# The festival. From above.



A proposed live aerial view  
connects the journey to the place  
outside.

Later phase; approvals required.

# **An artwork. A destination.**



**A sculptural landmark outside.  
A collective moment of wonder  
inside.**

**Start small.  
Make it real.**

**8-12**

**Guests in the first  
screen-room study.**

**Recorded imagery first.  
Test the feeling.**

# **Prove it. Then scale it.**

## **01      Feel it.**

Shared flight, comfort,  
access.

## **02      Cost it.**

Structure, show, crew, site.

## **03      Host it.**

One agreed pilot. Measure it.

# What it costs.

**\$38-94K**

Guest study, 8-12 guests

**\$658K-1.72M**

Full build, once

**\$167-356K**

Each festival

**\$12-29 per boarding over six festivals.**

Budget prepared by Joshua Logan.  
Full cost model on request at  
[airshipsimulator.com](http://airshipsimulator.com)

# How it pays for itself.

**\$277-642K**

**To cover**

Per festival, build spread over six.

**\$281K**

**Reserved boarding**

Half of guests pay \$25 to skip the line.

**\$0-361K**

**Title sponsor**

Closes whatever gap is left.

Illustrative. Uptake is an assumption, not measured demand.

# Built to return.

One reusable pavilion.  
New places.  
New journeys.

Commission.  
Rent. License.

Models to test. Demand and margins  
remain unproven.

# Let's create the first flight.

A host. A production lead.  
A 20-minute conversation.

Joshua  
Logan



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