

AS / CONCEPT + INTERACTIVE DEMO

AIRSHIP SIMULATOR

Fly above the festival.
Stay on the ground.

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.



An artwork. A destination.

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

Independent installation concept

**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.

Test shared flight,
comfort, and access.

02

Cost it.

Price the structure,
show, crew, and site.

03

Host it.

Run one agreed pilot.
Measure the result.

An agreed scope, spending ceiling, and decision at every stage.

What it costs.

01

\$38-94K

Guest study

8-12 guests. Proves the lift.

02

\$658K-1.72M

Full build, once

Owned. Tours festival to festival.

03

\$167-356K

Each festival

Crew, power, cooling, trucking.

\$12-29

per boarding, with the build spread over six festivals.

Ranges from 2026 vendor pricing. Low is a lean build; high is premium gear and union crews.

Budget prepared by Joshua Logan · Full cost model on request: airshipsimulator.com/partners

How it pays for itself.

01

\$277-642K

To cover

Per festival: one-sixth of the build plus that festival's costs.

02

\$281K

Reserved boarding

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

03

\$0-361K

Title sponsor

Closes the gap. Inside a normal festival activation budget.

Illustrative. Upgrade price and uptake are assumptions to test in the pilot, not measured demand.

Built to return.

One reusable pavilion.
New places. New journeys.

Commission, rental, or licensing models to test.
Portability, demand, and margins remain unproven.

AS / PARTNER PROPOSAL

Let's create the first flight.

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

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