

# .The Pirate Ship

Created for New York Cruise Lines by

LIVESIGHT



# Conceptual Moodboard





# -PROLOGUE-

## *The Adventure Galley*

Behold, the ship awaits!  
Its sturdy hull, a vessel of might,  
Navigating the seas, day and night.  
With masts that reach for the boundless sky,  
This pirate ship makes hearts soar high.  
From bow to stern, its beauty unfolds,  
Stories of treasure, yet to be told.  
On The Adventure Galley, legends arise,  
As pirates unite under sunlit skies.  
So come aboard, and join the merry crew,  
Embark on a journey, daring and new.  
The Adventure Galley awaits your command,  
A treasure-filled voyage, in a pirate's land.



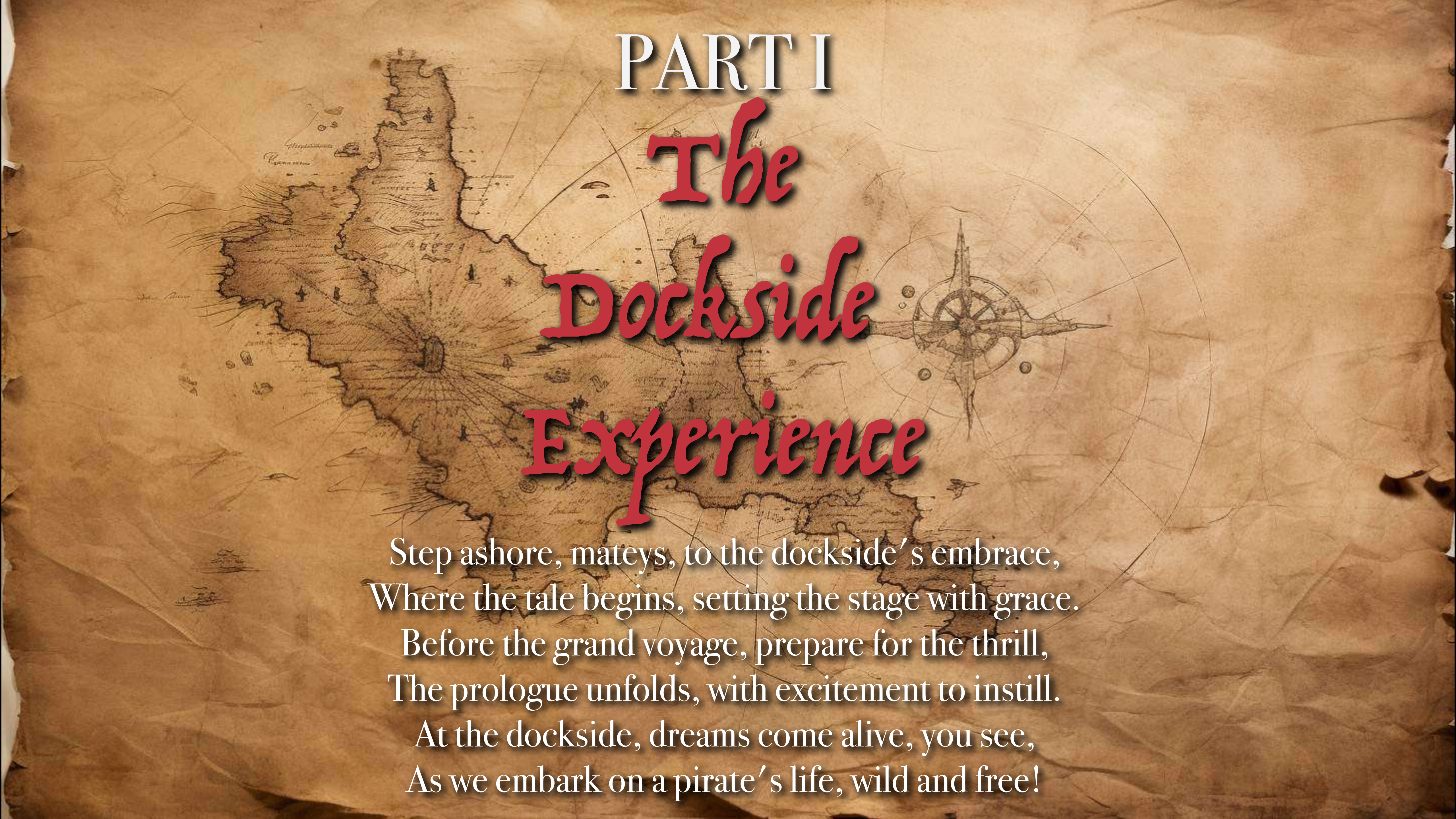
# Exterior of Ship

CONCEPT ARTWORK



ARTIST CONCEPT ONLY





# PART I

## *The Dockside Experience*

Step ashore, mateys, to the dockside's embrace,  
Where the tale begins, setting the stage with grace.  
Before the grand voyage, prepare for the thrill,  
The prologue unfolds, with excitement to instill.  
At the dockside, dreams come alive, you see,  
As we embark on a pirate's life, wild and free!



# The Dockside Experience

CONCEPT ARTWORK





# PART II

## The Skills Deck

Welcome aboard The Skills Deck, young mates,  
Where budding pirates learn their fates.  
From knot tying to swordplay grand,  
Discover the skills to rule the land.  
With swashbuckling lessons, fierce and true,  
Our deck will shape the pirate in you!



# Skills Deck

CONCEPT ARTWORK



ARTIST CONCEPT ONLY



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# PART III

## *Attack and Capture*

Prepare, young buccaneers, for the thrill and delight,  
On Attack and Capture, we'll set sail with might!  
Fire water cannons, make a splash with glee,  
As we hoist our flags, conquer the sea!  
Steer the ship, brave pirates, with skill and command,  
On a treasure-seeking mission, we'll take a stand.  
In this pirate adventure, we'll find riches untold,  
With courage and cunning, our destiny unfolds!



# Attack and capture

CONCEPT ARTWORK



ARTIST CONCEPT ONLY



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# PART IV

## *The Rum Bar*

In the heart of the ship, a treasure awaits,  
The Rum Bar, where pirates revel and celebrate!  
With barrels of spirits, rich and smooth,  
Raise a toast to the high seas and daring moves.  
Sip on grog, rum's sweet embrace,  
Where legends are shared and tales find their place.  
At The Rum Bar, indulge in pirate lore,  
A haven for buccaneers, now and evermore!



# The Rum Bar

CONCEPT ARTWORK



ARTIST CONCEPT ONLY



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# PART V

## *The Mess Hall*

Come ye to The Mess Hall for pizza hot and divine,  
And to The Salty Sailor, for desserts so fine.  
On this pirate cruise, let your appetite roam,  
Feast like a buccaneer, and make this ship your home!



# The Mess Hall

CONCEPT ARTWORK



ARTIST CONCEPT ONLY



ARTIST CONCEPT ONLY



# PART VI

## The Treasure Room

Step into The Treasure Room, young pirates of fame,  
Where dreams come alive in this glorious game.

With chests of wonder, a pirate's delight,  
Fill them to the brim with treasures, shining bright.

Choose a themed treasure box, a vessel to hold,  
Your favorite treats and baubles, worth more than gold.

From candy gems to trinkets rare,  
Create a treasure trove beyond compare.



# The Treasure Room

CONCEPT ARTWORK





# Lighting Brief

- Assess the current status of lighting and diagnose any potential issues or limitations that may require a complete replacement, such as re-wiring for comprehensive control and management.
- Assess existing lighting fixtures throughout the ship to enhance visual appeal and efficiency.
- Specify additional themed lighting fixtures throughout the ship to create an immersive pirate atmosphere.
- Design ship lighting that highlights key architectural features, enhances the vessel's appearance, and creates a captivating presence.
- Design exterior ship lighting at the dock to provide an enticing visual display for visitors and create a sense of anticipation.
- Design interior theatrical lighting to enhance performances, storytelling, and interactive experiences onboard the ship.
- Implement exterior upper-level lighting of the ship to ensure visibility and highlight the ship's grandeur during for evening.
- Incorporate task lighting and F&B (food and beverage) lighting to ensure functionality and ambiance in specific areas such as the Mess Hall and Rum Bar.
- Create theatrical lighting effects for the treasure room, using techniques such as spotlighting and color-changing lighting.
- Collaborate with lighting, video and effects departments to develop timeline based control system.

*Note: The above list provides a broad outline of the lighting elements to consider for the project. Further details and specific requirements will be determined during the design and planning phase in collaboration with all parties.*



# Audio/Sound Brief

- Assess the current status of the existing audio installation and diagnose any potential issues or limitations that may require a complete replacement, such as re-wiring of the speaker system for improved audio distribution, control and management.
- Specify additional speakers strategically throughout the ship to ensure optimal sound coverage and an immersive audio experience.
- Specify additional audio equipment, including microphones, for any performances or interactive elements that require sound reinforcement.
- Design and create interactive audio effects, such as cannon sounds, to enhance the immersive pirate experience and engage guests.
- Design an outdoor system to deliver audio for outdoor areas of the ship, ensuring consistent sound quality throughout.
- Implement an audio and control system for general announcements and background music, considering factors like intelligibility, coverage, and zoning.
- Include a dedicated DJ stations with appropriate audio equipment to provide entertainment and enhance the overall atmosphere during specific events.
- Collaborate with lighting, video and effects departments to develop timeline based control system.

*Note: The audio elements listed above provide a general overview of considerations for the project. Further details and specific requirements will be discussed and determined during the design and planning phase in collaboration with all parties.*





*thank you*