

CITY OF CRAFTSMAN

THEME PARK CRAFTS "CITY OF CRAFTSMAN"

City of Craftsman – modern, technological, innovative, entertainment complex for tourists and residents of Island Madeira.

This is the place where the visitor crosses the borders of time immersed in the country's history, the history of the island, the history of arts and crafts.



He can participate in tournaments and competitions to try traditional food, see fair presentation.

The Park offers not only entertainment, but also the opportunity to study living crafts.



You will be an active participant and student of our masters if you want to.

This is the place for those who are interested to try yourself in a different role.

Find a hobby or a vocation.

This is unforgettable emotions for everyone!

This desire to return and get new impressions!



The project has the potential to develop in two directions:

Tourism

The development of infrastructure and new jobs

THEME PARK CRAFTS "CITY OF CRAFTSMAN"

TOURISM

The Park will create a professional base for different types of crafts.

We can find and invite unique artists from around the world to offer workshops and organize themed festivals artisans.

Festival bakers

Festival of blacksmiths

The festival of potters

The festival of glass

Festival of chefs

Each festival – that competition of masters and interesting shows during their conduct.

Holding such festivals will allow several times to increase the flow of tourists to the island Madeira.

INFRASTRUCTURE AND NEW JOBS

The implementation of the concept of "City makes for a Park."

Local residents, as well as all agencies, restaurants, transportation will work on the infrastructure of the Park.

Thus, we will create a few dozen jobs.

This concept allows to place the Park near to any settlement.

THE BENEFITS OF THE PROJECT

The project will be a catalyst for the regeneration of any selected region

Will the increase in economic activity in the local area that will increase the associated local costs

Will create thousands of jobs providers created in the economy as a whole; together, we believe that the project will generate up to 2,000 jobs skilled or unskilled full-time workers

You will create a lot of jobs for people with disabilities. This will allow to realize the high potential of socialization of the project.

Will also be a significant creation of new jobs associated with the construction and activity programming.

This will be the center of innovation and creativity.

Improvements will be focused on the road, guaranteed new infrastructure in the region to any area of a Park location.

The project will exploit the potential of artificial intelligence and new technologies

Conditions will be created to make it attractive to people.

Green gardens of the Park will include improving the environment and creating habitat for a new garden of tropical plants that can be controlled through artificial intelligence.

New programs will be created for learning to craft with robots and manually

Implemented the idea of creating objects for a small period of time with the 3D printer, and points the reader your mental images

It will be a real city of the future, which will use the most advanced technologies developed in the next 10-15 years.

Dear Lady and Gentelmans!

“ When we talk about Theme Park City Masters - we're talking about a large Park in which to work professionals.

*When we talk about celebration, we mean here such holidays.
With professional actors, acrobats.*

When we talk about the Festival - we're talking about the festival professionals.

Here's the Park we're proposing to do on our island Madeira.

Here is entertainment to offer tourists.

You can help our project



CITY OF CRAFTSMAN

THEME PARK CRAFTS "CITY OF CRAFTSMAN"

PRELIMINARY FINANCIAL EVALUATION OF THE PROJECT

Basic data on the project

- The area of the complex construction of the Park 60-70 ha
- The location of the land ideally, should be the basic transport infrastructure on public roads.
- Permissible, but not mandatory condition will be the presence of nearby settlement. It can be a basic step in the development of infrastructure and social part of the project.
- The duration of the project from the moment of agreement with the investor before completion of construction and opening of the Park 5-7 years.
- The total investment in the project could be 200 - 250 million euros.

Cash flow is generated from several sources

- Entry tickets. This item may generate some additional cash flow. As an option – season tickets for multiple visits, seasonal programs, age and social separation of groups of visitors and the cost of tickets, tickets "the day off", etc.
- Infrastructure within the Park with surcharge. Meals, Souvenirs and additional services, private guides, entertainment performances, shows, concerts, exhibitions
- Of the training program. Can be one-time courses and master-classes. And prolonged for a long period of training of any trade.
- Recreational infrastructure near the Park. Hotels, restaurants, cafes, Parking spaces, shops.
- Cooperation on a Commission basis with travel companies. The inclusion of the Park in the obligatory tourist program to visit to attract more visitors to the Park.

Preliminary estimate of the cost of services (per visitor)*

- Cost of the entrance ticket, which includes a visit to attractions (average) 30 Euro
- Additional sales within the Park (shops, restaurants) 25 Euro
- Payment shows and entertainment shows (average) 25 Euro
- Master classes one-off (average) € 20 per visit
- Training courses on a subscription basis (average) EUR 150 for 4-6 sessions
- Individual tour programmers' and guides in the Park (average) 25 Euro
- Rental of equipment equipped with artificial intelligence (secondary) for 4-5 hours 30 Euro

DAILY AVERAGE CHECK per VISITOR 100-115 euros

*) the list of services is not final, is preliminary and exploratory in nature

Expected number of visitors per year

- The first year after the opening 200 and 400 thousand people
- Starting from the second year 1.2 – 1.5 million people

The expected cash flow in year

- The first year after the opening of 35-37 million euros
- Starting from the second year 100 -130 million euros

The average number of visitors per day 4.5 thousand people.

The Park is open year-round, at least 300 days a year.

The costly part can be formed in the preparation of a detailed business plan after binding to a specific region of the project. You will understand the level of wages, tax payments, insurance payments, utility and infrastructure payments and all other required payments.

According to our estimates the project will generate at least 2,500 thousand skilled permanent jobs.

And not less than 1000 temporary working places in the peak seasons the load Park



CITY OF CRAFTSMAN

THEME PARK CRAFTS "CITY OF CRAFTSMAN"

A BRIEF CONCEPT OF THE PROJECT

Our civilization is rapidly developing. Digital technology has become an integral part of our present. Artificial intelligence and robotics safely come into our lives.

In our project we want to preserve the history of development of crafts of our civilization. And to step with you into the world of the future.

Just imagine! You can open the magic door and enter a world where artificial intelligence manages all processes of the Park activities.

The ancient city with its mosaic pavements, which fascinate at first sight. Mosaic pavements, old streets, which had almost lost their color, but the small stones of the ancient mosaic delight and amaze still. Narrow driveways are laid, it seems, exclusively from gems.

Immersed in the greenery of the Park area, romantic corners for relaxation and walks. Where you can enjoy a local variant of ice cream in the little garden. In the evening, all illuminated by the bluish light of tiny glass balls filled with glowing gas. small band of troubadours. People in historic clothes. Knightly tournaments and theatrical performances!

But! Most importantly – behind all this splendor history – modern technologies of management and organization of your leisure time and training.

- Artificial intelligence in the development of business models
- Artificial intelligence in the management of the Park
- Robotic-craftsmen, robot guides robot assistants
- Houses and workshops are built of ecological geopolymeric materials replacing cement
- Solar panels as roof-tiles on the roof of the houses
- 3D printers of different sizes and purposes. Can realize any of your imagination
- Special nanotechnology visualizing your desires and skill of their realization in any material.
- Escalators and moving walkways throughout the Park, if you are tired of walking
- Quadcopters that can give you a three-dimensional image of any place in the Park, right in the air, creating a holographic image.
- Flying Board for children and adults
- Glasses that reads your images
- Green energy in the Park and beyond.
- Intelligent electric vehicles-the guides will tell you about the events and the history of the Park
- Greenhouse flowers and exotic fruits, which employ robotic gardeners
- Master classes for those wishing to learn how to do something with their hands
- Professional technical base for different types of crafts.
- Festivals artisans throughout the month.
- Themed theatrical performances
- Picnic areas
- Restaurants and cafes



CITY OF CRAFTSMAN

THEME PARK CRAFTS "CITY OF CRAFTSMAN"

We present our new project!

Who are we?

Olga & Mark Vdovskikh

We have created more than 40 major projects in Russia, Kazakhstan, Ukraine, Lithuania, other CIS countries and Europe.

Why us? Because we have the market knowledge and the ability to engage in professional dialogue with experts and customers. We have a basic knowledge of financial budget planning of projects and works. We have experience and we have a dream!

The key to our success is the ability to listen, so that your dreams and goals come true.

We are ready to answer all your questions

Hours

Weekdays / 10:00 – 18:00

Saturday / 10:00 – 12:00

Contact Info

Phone: 924 445 098

Email: citycraftsmen.pt@gmail.com