# AIR2WATER

THE HIGH BRIDGE PROJECT



## THEY BUILD IT. HE HAS TO TRUST IT.

UNSCRIPTED COMPETITION + EVENT SERIES

**6 X 45 MINUTES / 4 TEAMS / EVENT FINALE**

Four engineering teams compete to develop a water-landing system for an elite jumper pursuing an extraordinary ambition: a fall at terminal velocity. Their rival approaches are put to the test, one team is selected, and the season builds toward a real human attempt using its system.

### THE SHOW

AIR2WATER follows the people behind an audacious attempt from competing designs to the final decision to jump. Each team brings a distinct approach, a lead with something to prove, and a growing relationship with the person who may use its work.

As testing exposes strengths and flaws, confidence shifts. The audience understands why one team gains ground and another must rethink. The jumper asks difficult questions and watches the answers emerge in the work.

### THE HUMAN STORY

The jumper is present from episode one. His experience, private doubts and reasons for taking on the project anchor the series. His closest supporters bring the consequences into focus. The engineers carry their own stakes: careers, convictions, team loyalties and responsibility for another person.

# THE COMPETITION



The evidence changes the standings.
The relationships give the results meaning.

## 01 ONE SHARED CHALLENGE

Four multidisciplinary teams begin with the same brief, comparable resources and a common review process. Independent specialists define the evidence required to advance. Each team has a recognizable leader and a distinct point of view.

## 02 BUILD, TEST, RECONSIDER

We follow prototype development and controlled nonhuman testing. Results force decisions about what to keep, abandon or rebuild. Relevant safety findings are shared across teams; concealing a failure creates no competitive advantage.

## 03 NARROW THE FIELD

Independent reviewers assess documented results, repeatability and practical feasibility. The working format narrows four teams to two finalists when the evidence supports it. Advancement follows the work, with no mandatory weekly elimination.

## 04 SELECT THE TEAM

The finalists present their strongest evidence. One qualifying team is selected to lead the landing-system development for the intended finale. Winning the competition does not itself authorize human use.

## 05 PREPARE THE ATTEMPT

The selected team works with the jumper and independent specialists through final assessment and preparation. The cameras stay with the builders, athlete and families as the project approaches its decisive moment.

### THE EPISODE ENGINE

Each episode centers on a clear question, a consequential test, an understandable result and a decision that changes the competition or the jumper's confidence. Simple graphics make the science legible; candid scenes reveal what the results cost the people involved.

# THE JUMP

Six episodes.
A filmed event finale.
The outcome remains real.



## 01 THE PROPOSITION

Meet the jumper and four teams. Their opening proposals reveal competing approaches, personal stakes and the hardest unanswered questions.

## 02 FIRST PROOF

Initial tests challenge the proposals. Early results reveal team dynamics and begin to change which people the jumper trusts.

## 03 WHAT BROKE

Setbacks demand new decisions. Redesigns, disagreements and breakthroughs expose the gap between a persuasive idea and convincing evidence.

## 04 THE CONTENDERS

Reviewers narrow the field to two qualifying finalists. The jumper examines the people and evidence behind each system as both teams prepare their cases.

## 05 THE CHOICE

A team is selected. Its system enters final independent assessment; preparations for a human attempt proceed only as authorized. Selection becomes personal.

## 06 THE JUMP

After final clearance and the jumper's consent, the season culminates in the real attempt. We witness the decision, the jump and its immediate aftermath.

### DEVELOPMENT NOTE

The human jump is the intended payoff. Before it is promised to a buyer, independent engineering and medical assessment must establish whether the premise is viable. The source artwork is conceptual; its heights, speeds and landing-system claims are not adopted as specifications here.

Team count and episode length are working proposals. Athlete, site, technical partners, budget and schedule remain to be confirmed. Independent stop authority and the jumper's consent govern any human attempt; production cannot force a finale if clearance is withheld.