

ADVENTURES FROM

the inner world

a comedy adventure series | core audience 6-9 years | 26 episodes á 11 minutes

intRODuCtiOn

“Adventures from the Inner World” is an animated series, which strives to combine the classic adventure cartoon style found in such gems as Darkwing Duck and Chip and Dale Rescue Rangers with the modern humor and antics beloved by children today.

The dialogues reflect the witty, snappy, and down-to-earth style found in the Looney Toons Show of 2011. Slapstick and mild satire form the perfect balance of entertainment for children within the 6-9 year old target group, as well as older audience members.

The Inner World is a huge, fantastic world, which is fun to explore and offers the ideal settings for many compelling stories. Our main characters are a refreshing mix: Robert experiences the world like many kids do - he is inexperienced and clumsy, but cheerful and warm-hearted. In contrast there is Laura who can be admired for her braveness and wit - a person who hides her caring side under a thick layer of toughness. Likeable and relateable characters that you want to succeed in their crazy adventures. Its a fun ride to see how they will surpass themselves in exciting situations and stop the villain over and over again.

Together with state of the art technology combining the advantages of different animation techniques “Adventures from the Inner World” is a TV series like none before. A unique world, likeable characters, exciting stories, hilarious slapstick and stunning visuals create an engaging experience for young and old.



in a nu+shell:

GENRE:

Comedy Adventure

LENGTH:

26 episodes with 11 min.

TARGET GROUP:

kids aged 6-9 and older

adults can enjoy slightly satirical elements

SPECIALTIES:

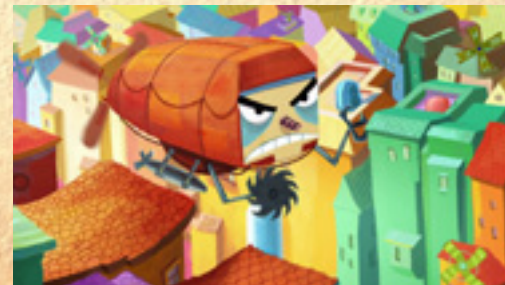
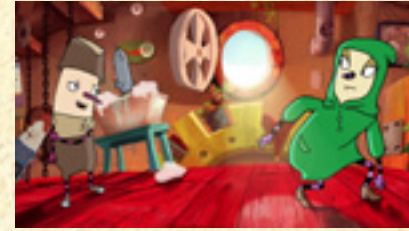
- unique world with funny, but relateable characters
- stunning camera flights in 3D projected 2D backgrounds
- high quality character animation: effective mix of 2D puppet and frame by frame technology

SynOPSIS

Deep within a seemingly unending realm of soil, lies a vast hollow that is The Inner World - better known to its inhabitants as Asposia. In this unique world we follow the adventures of Robert, the clumsy but cheerful apprentice to a power-crazed wind monk, his best friend Laura the quick-witted inventor's daughter, as well as their bird-brained pigeon, Peck.

They would lead a much quieter life enjoying the fresh breeze from a wind fountain, if it wasn't for Robert's master, the ruthless abbot Conroy, who is determined to cheat, steal, or conquer his way into power. The malicious wind monk constantly attempts to usurp the throne from the good-natured king Lupius and comes up with one evil plan after another that usually endangers the entire Inner World.

Laura is Conroy's self-proclaimed arch nemesis, as she seems to be the only one who sees through Conroy's facade as a pious do-gooder, and will do anything to thwart his plans. Ever by her side, Robert is just happy to have an opportunity to tag-along and try to impress her. Usually the crazy inventions of Laura's father Reminepo come in handy when our two and a half heroes stumble into adventures all around the Inner World. Over and over again they have to defeat Conroy and his wicked plans. Over and over again it's up to them to save the beautiful world of Asposia from sheer disaster.



THE INNER WORLD

Deep in the infinite universe of soil, there is a gigantic hollow space that looks very much like an inside-out planet. This enormous, round cave is big enough to contain a whole world - complete with cities, mountains, forests and valleys. While scientists would call it impossible, the inhabitants call their world Asposia.



Four mysterious wind fountains bring constant streams of fresh air to Asposia.

This wind plays a very important role. It causes the Fosfos, floating jelly fish like creatures, to glow and provide the main source of light.

Most machines are driven by wind wheels which can be found on almost every house. The exact origin of the wind is unknown, but there are many legends and festivities honoring possibly involved wind gods.



The two biggest cities are Upper and Lower Asposia. Since ages they cannot decide on which one is actually the upper and which one is the lower one.

Outside of the cities there are many interesting places that haven't been fully explored yet. The shovel mountains, the howling valley of wind and the the deadly rootforest await adventurers.

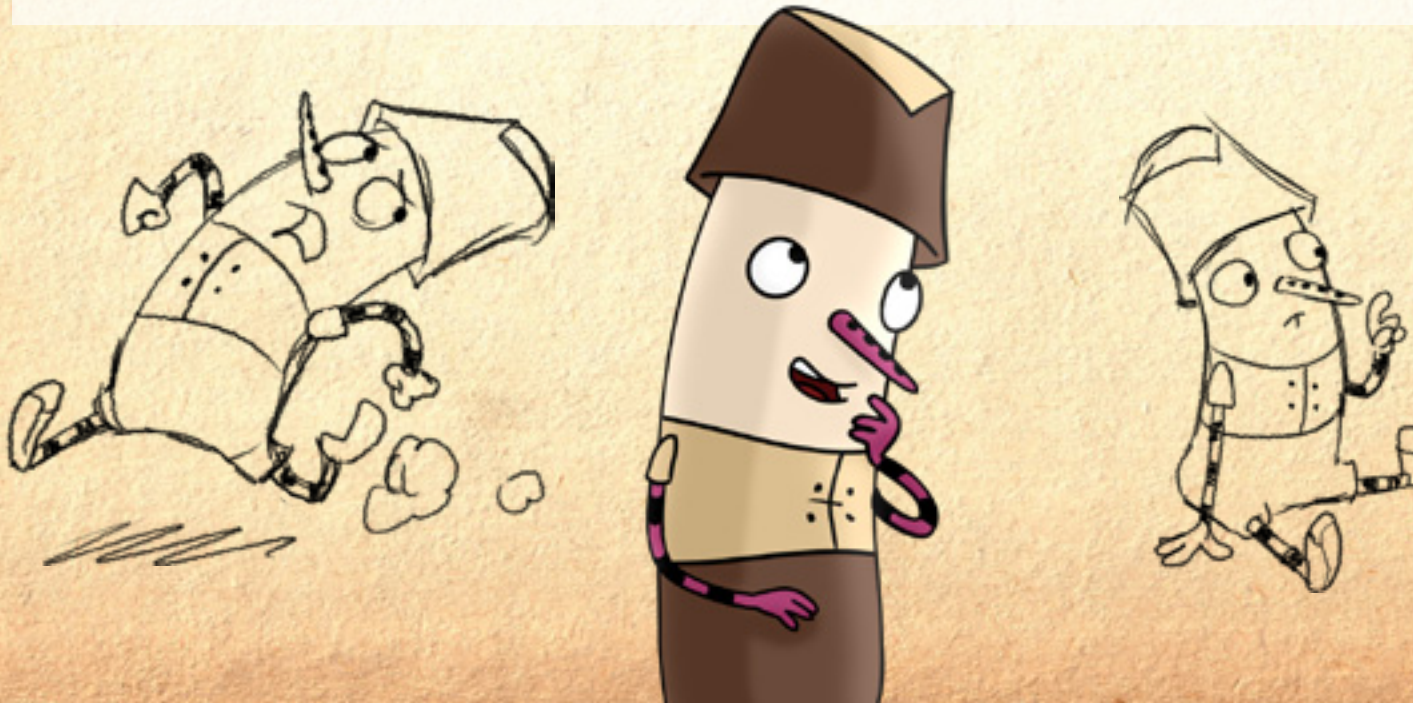
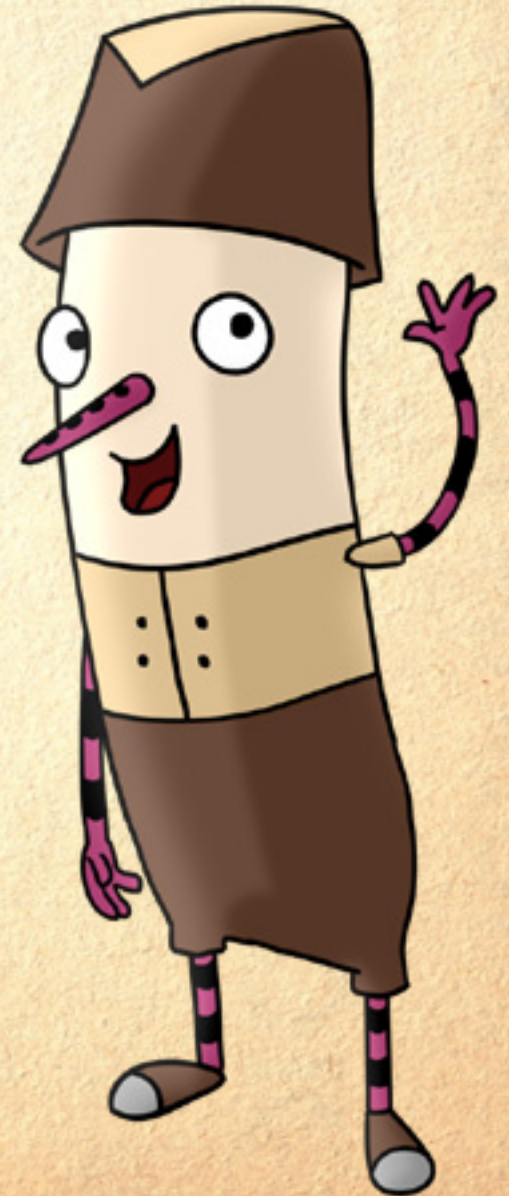
The Inner World offers many possibilities to tell compelling stories and discover fantastic places. It's the perfect scenery for adventures that will be enjoyed by young and old. While kids will love the world for its imaginative craziness, adults can enjoy some satirical elements in the worlds social-political background.

ROBERT+

Robert is adventurous, curious and a clumsy in his enthusiasm. His demands from life are little more than something to do, a roof over his head, and to win Laura's heart. Peck, the pigeon, is his best friend, but actually, almost all Asposians like him. Robert always assumes the best in each person, and is always in a cheerful mood. He can be delighted by the simplest things. In many ways he's like the young audience in front of the screen: incomplete, but full of energy.

The little Asposian with the flute nose is also a very good listener, as he is interested in everyone he meets. Robert accepts every being as they are, and is glad to help anybody who may be asking him for a favor.

After meeting Laura, Robert only has one aim: to impress this beautiful Asposian girl no matter what it takes. Unfortunately, Robert is not all that impressive, and has the awkward talent of saying all the wrong things at the wrong time. However, being close to Laura makes Robert rise above himself. Despite his naivety and gullibility, he has his heart on the right place.



Laura

Laura is the complete opposite of Robert. She is a brave and smart person, everybody would like to be. She always has a plan and clever ideas. Often times she feels like she is the only one working hard to save their world. She tries not to show her weaknesses, but under all her toughness, there is a soft and caring side.

Laura never had it easy in life. Her father Reminepo, a hapless, scatterbrained inventor, always loved her dearly, but still forgot from time to time that she even existed. Laura always had to protect him from everybody and everything, forcing her to be independent and on guard since early childhood.

Usually she refuses help from others and insists on doing everything on her own accord. Only with Robert by her side does she slowly learn to rely on other people for a change and to not interpret every sentence as a declaration of war. In spite of everything, she is still Conroy's most dangerous enemy. Equipped with all of her father's inventions, which she wears on her belt at all times, she is often the last force that prevents Conroy from seizing power, a fact Laura is aware and proud of. To some extent, she even enjoys her never-ending quarreling with the abbot.



King Lupius



King Lupius is the most popular ruler Asposia ever had. His laid-back, amicable personality reflects in his considerate and generous way of leading Asposia. He never misses an opportunity to make his people happy and his house parties are legendary. The Asposians have built many monuments in his honor, constructed from finest rootipan, depicting him smiling humbly, like a Buddha motif.

While he is in no way gullible, he might be a little too good granting even people as malicious as Conroy an infinite amount of second chances.

Conroy



Conroy is one of Asposia's wind fountain guardians, but in addition to that role, the small, old abbot harbors bigger plans. He wants no less than to gain absolute power over all Asposia. He hates and envies Lupius, but Conroy generally has a big heart full of hatred, which he equally distributes onto all Asposians.

He loves order, discipline and boredom. He is constantly busy in drafting imaginary laws that would turn Asposia into a dreary, grey prison, should they ever be passed. As a child, Conroy suffered numerous traumas that shaped him into the person he has become today.

PECK THE piGEOn

The pigeon Peck is Robert's best friend. He leads a happy, carefree pigeon life flying and pecking to his hearts desire. He combines the loyalty of a dog, the bounce of a rabbit, the brain of a sparrow, and the aerodynamic prowess of a manatee into one small frame.

Although he doesn't seem to understand much of what is going on, he understands enough to see when he can help his friends - or at least try to help, because his infamous flight maneuvers are a danger for everyone around. He delivers slapstick, chaos and hilarious unexpected chain reactions.

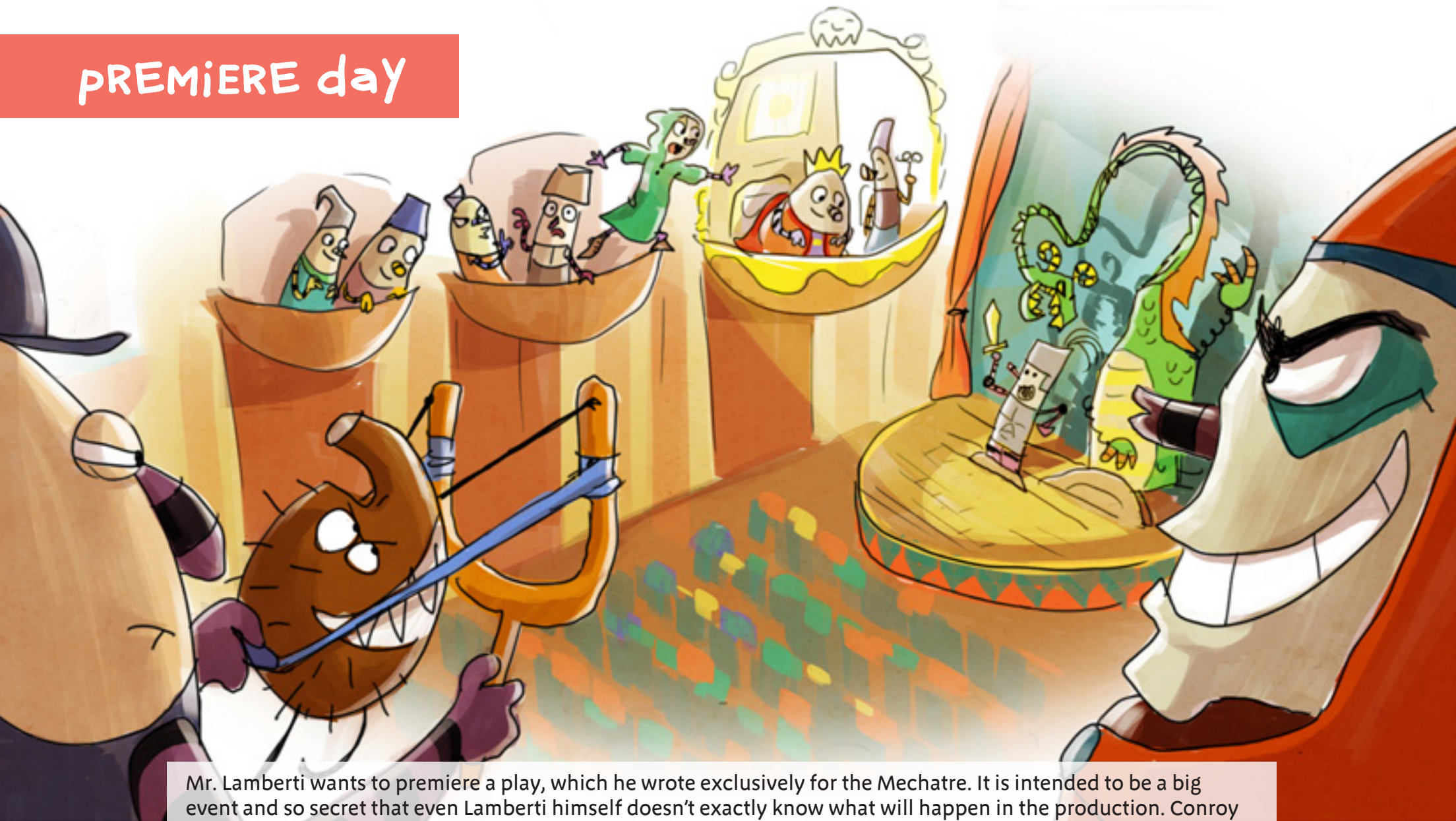


and OTHER animals

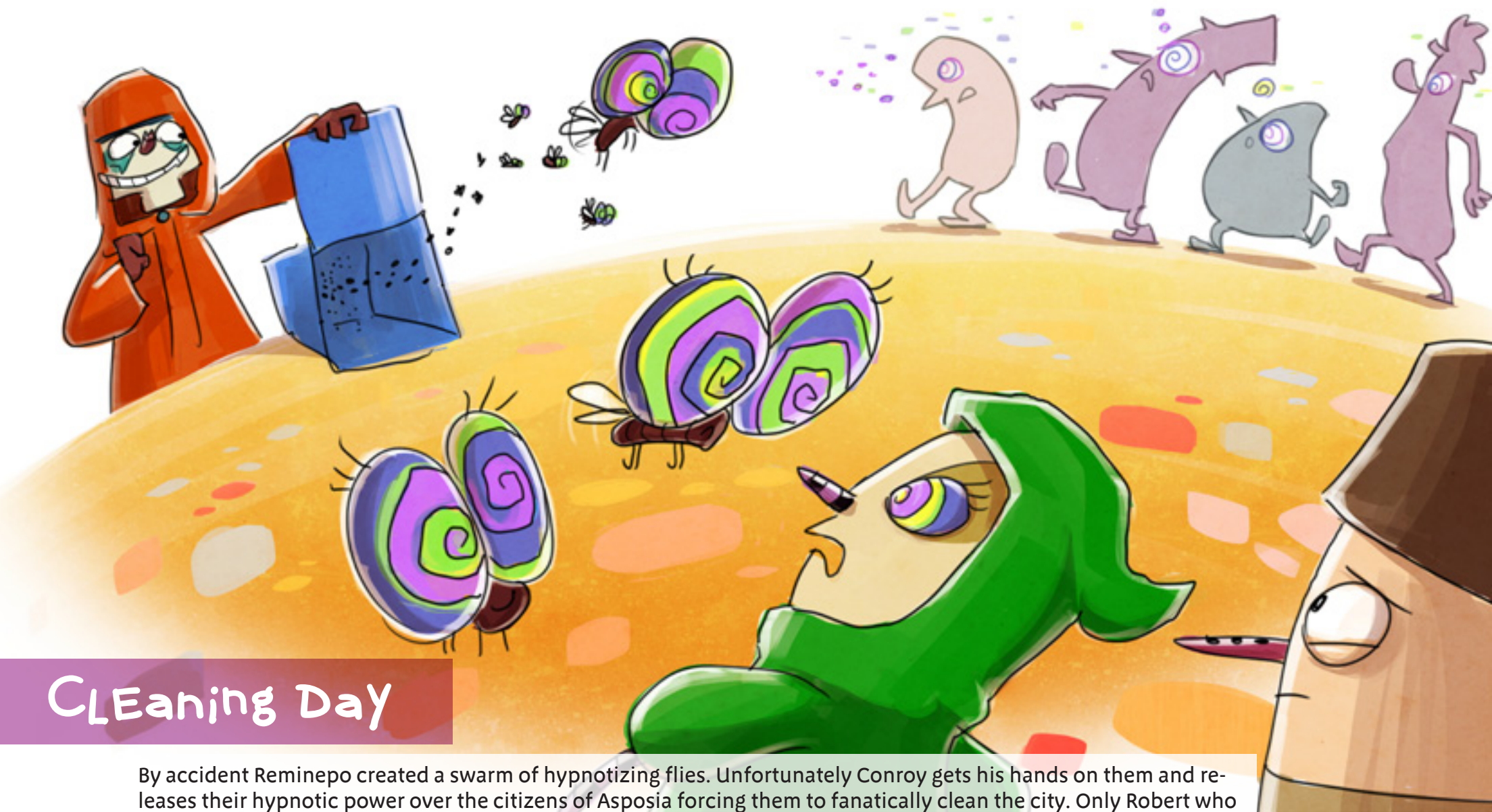


There are countless fantastic creatures that our protagonists will meet during their adventures and that fill the Inner World with bustling life - for example the sweet and tasty strawbears, the glowing jelly-fish-like fosfos, highly-educated gorfs, killer hedgehogs, shy and fluffy tumble mice and many more...

PREMIERE day



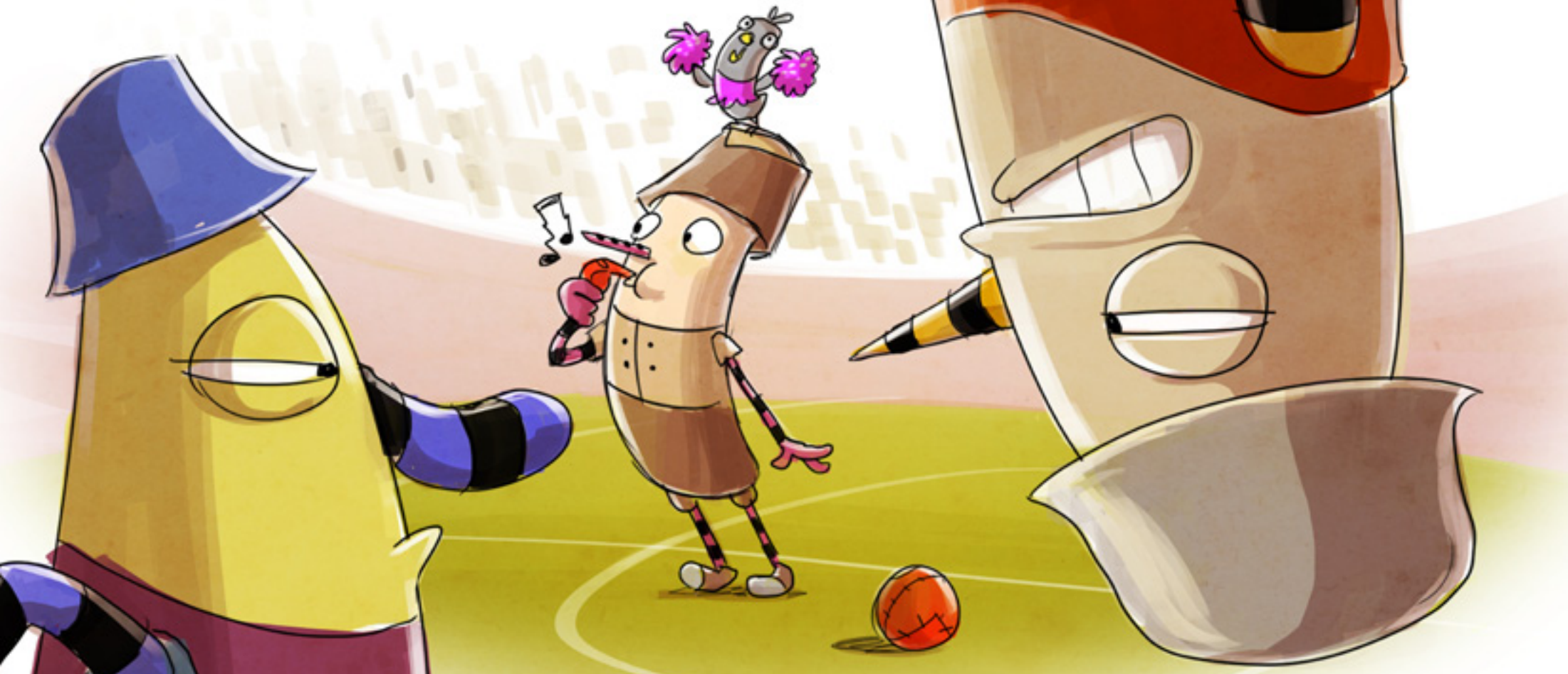
Mr. Lamberti wants to premiere a play, which he wrote exclusively for the Mechatre. It is intended to be a big event and so secret that even Lamberti himself doesn't exactly know what will happen in the production. Conroy is extremely jealous and writes his own play, which, of course, stars himself in the leading role. Robert is supposed to switch the plays, but he runs into a problem: not only has he long lost Lupius' original play, but also Conroy's. Meanwhile the evil abbot prepares to take over the throne during the event.



CLEaning Day

By accident Reminepo created a swarm of hypnotizing flies. Unfortunately Conroy gets his hands on them and releases their hypnotic power over the citizens of Asposia forcing them to fanatically clean the city. Only Robert who happens to have his eyes covered by a fish was spared from Conroy's scheme. It turns out that the Asposians clean their houses so obsessively that they polish their way through walls causing buildings to collapse. Our heroes have to find a way to break the hypnotic spell, before the entire city gets destroyed.

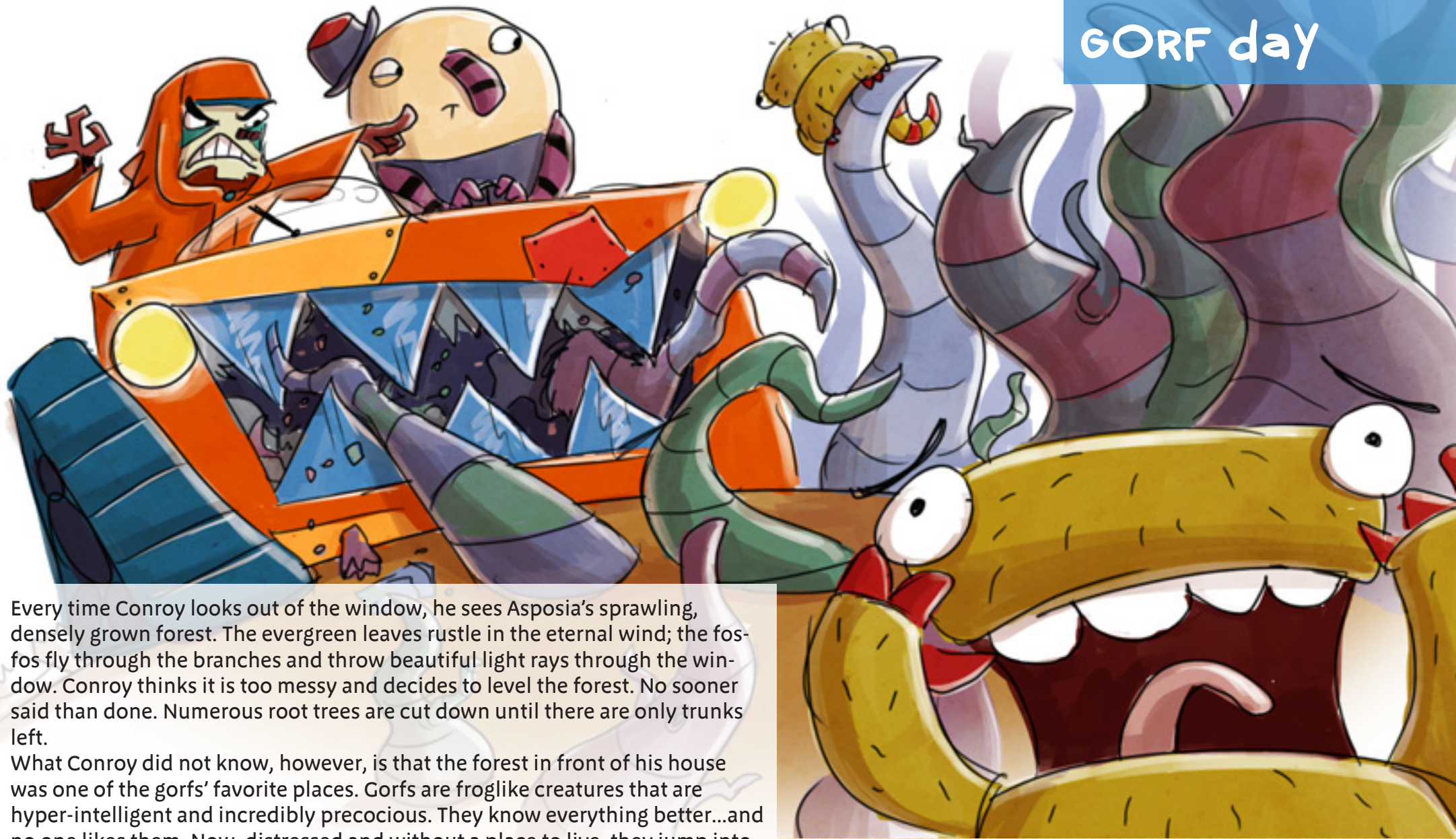
ROo+BaLL Day



The rootball season has just started! The only problem is that every year it is hard to find a referee (one Asposian who has nothing better to do than to become unpopular across the world for an afternoon). Then it is time for the final match between Upper and Lower Asposia, a spectacle everybody in the world is going to watch. The game is so important, that the Best Vests have designed fan jerseys, and even Conroy has a little flag, which he waves secretly.

Robert is obliged to referee the game. He has two problems now: first, he does not know the rules, and second, he would prefer not to run afoul of everyone in Asposia. It turns out that Laura is a big rootball fan. Robert takes this as a chance to finally impress her, but he ends up overshooting this target. The final is underway and Asposia's rootball fever is climbing!

GORF day



Every time Conroy looks out of the window, he sees Asposia's sprawling, densely grown forest. The evergreen leaves rustle in the eternal wind; the fos-fos fly through the branches and throw beautiful light rays through the window. Conroy thinks it is too messy and decides to level the forest. No sooner said than done. Numerous root trees are cut down until there are only trunks left.

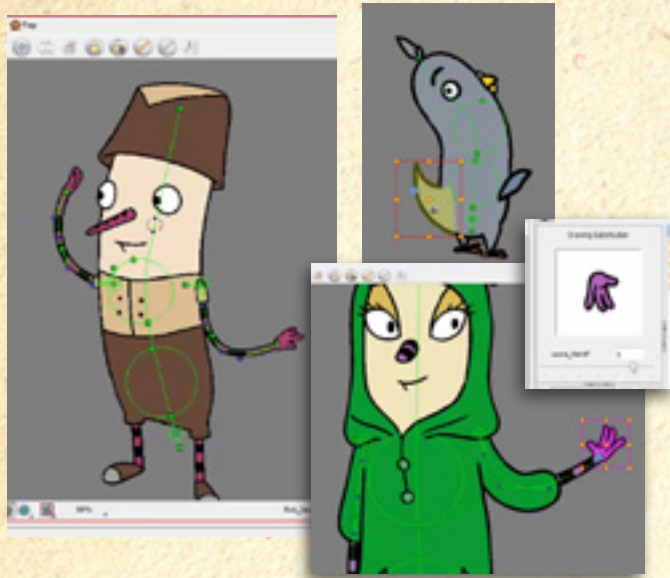
What Conroy did not know, however, is that the forest in front of his house was one of the gorfs' favorite places. Gorfs are froglike creatures that are hyper-intelligent and incredibly precocious. They know everything better...and no one likes them. Now, distressed and without a place to live, they jump into the city, and Asposia becomes flooded with know-it-all gorfs that drive the Asposians insane with their pompous nature. Robert especially suffers from the intellectual frogs, as one of them settles itself right in front of his house..

SHRinking day



Everybody knew this was going to happen: Reminepo finally invented a machine that can shrink things. Conroy wants to have the machine for himself right away, but Laura and Robert can stop him if they move quickly. Peck takes the device and jumps away with it into the forest. Completely exhausted from chasing, Conroy, Robert and Laura let the pigeon escape with the machine. When they suddenly find out that Reminepo mixed up the shrinking machine with the enlargement beamer, it is already too late, because at that moment a gigantic strawbear is stomping its way toward the city...

BRINGING THE WORLD TO LIFE



To animate the characters we seamlessly combine the effectiveness of 2D puppet animation and the unlimited possibilities of digital frame by frame animation.

Our puppet rigs are made in Harmony from the industry leader Toon Boom and allow us to produce dialog scenes with very subtle acting twice as fast compared to the traditional way. A large set of carefully crafted assets help us to maintain the hand-drawn appeal of the characters.

When the puppet animation reaches its limits, and would appear too stiff and unflexible, we switch to vivid hand drawn frame by frame animation that replaces parts of or the entire character. This way we can not only create complex action scenes, but also very subtle motions that involve a lot of contact, which would be difficult to produce with puppet rigs alone.

The detailed, colorful backgrounds are painted digitally with software that simulates analog painting tools.

Some backgrounds will be projected onto 3D geometry to enable breath taking camera flights in an enviroment that looks like it has been painted on canvas. The flight scenes allow us to follow our flying characters, to portray the invisible but important wind of the world and to bring telling exciting adventures to a new level.

Additionally, the projected backgrounds enable us to effectively re-use locations from different camera angles.



PRODUCTION Facts

WE ALREADY HAVE
detailed Plans FOR **26 ePiSODES**
à **11** MinutEs

COsts FOR 1 SEasOn ca.

3.250.000€

11.360€ PER Minute



Wanted + ED:

BROADCASTERS

DISTRIBUTORS

CO-PRODUCER

WHO to call OR mail?

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