

Series and TV specials pitching section



Project title: **The Brownies / Biskvitkovtsite**

Format: TV series

Length: 26 x 11 minutes

Logline: Ellie is a curious 7-year-old girl with a vivid imagination. She is eager to discover the world beyond her neat home and the tedious school. She dreams of true adventures; to be a ship's captain, an explorer or a sea diver. The Brownies are here to help!

Synopsis: Pepper, Basil and Rosemary are tiny creatures with special powers. They live in the loft of Ellie's house. The three receive their unique powers when eating special biscuits from their Magical Biscuit Tree. Ellie is a curious girl with a vivid imagination. She is bored by school and eager for magical adventures.

And here come the Brownies! With their magical powers and endless creativity, Basil, Pepper and Rosemary are committed to fulfilling Ellie's brave fantasies. By using their magic powers, the Brownies reshape everyday life and introduce Ellie to curious new worlds.

Director's statement: *The Brownies* is an animated TV series project about the adventures of a little girl called Ellie and her three tiny magical friends – Basil, Rosemary and Pepper. The genre is fantasy-adventure with a quest-like style. The series will follow the adventures of 7-year-old Ellie, and how she copes with every-day-life situations thanks to the fairy help of the tiny Brownies. In each episode, Ellie and the fairy creatures will creatively solve a problem working as a team. In the end, they will learn something new about friendship. The series will deal with topics like friendship, creative problem solving, and self-confidence.

Ellie's prototype is the modern-day child. The goal is to create a character that the children could relate to. Ellie is a lively child with a vivid imagination, and curiosity is defining for every kid.

Primary target audience: Children 4–7 (boys and girls)

Animation technique: 3D (CGI)

Director (1): Yavor Kalachev - Zographic films - Bulgaria

Yavor Kalachev is a Bulgarian director, storyboard artist and 2D animator. He graduated in 1990 and since then has done many author driven shorts as well as shorts targeted to children.

Director (2): Zoltán Miklósy – Umatik - Hungary

Zoltán Miklósy has been working in the animation industry for more than 20 years. He started his career at the well-known Pannonia Filmstudio. His portfolio includes *Mr Bean*, the series (UK), *Meg and Moth* (UK), and *Macskafogó 2*, (Hungary).

Producer (1): Lachezar Velinov - Zographic films - Bulgaria

Lachezar Velinov is a producer with more than 25 years of experience. He is the founder and CEO of Zographic Films. He has produced many commercials, live action and animated shorts. Lachezar is also the Chairman of the recently created Association of the Bulgarian Animation Producers.

Production company: Zographic films - 27 Svetoslav Terter str., Sofia 1124, Bulgaria - zographi@zographic.com - +359 2 44 38000 - www.zographic.com

Established in 1994 as a production company specialized in advertising, Zographic Films gradually shifted its focus to 2D & 3D animation and VFX. Today, it is one of the leading animation companies in the region with valuable expertise and resources, utilized both in own projects and in co-productions. Zographic's growing team of talented 3D and VFX artists consists of real problem solvers.

Co-producer(s) confirmed: Grid Animation (LOI) Belgium, Umatik Entertainment (LOI) Hungary

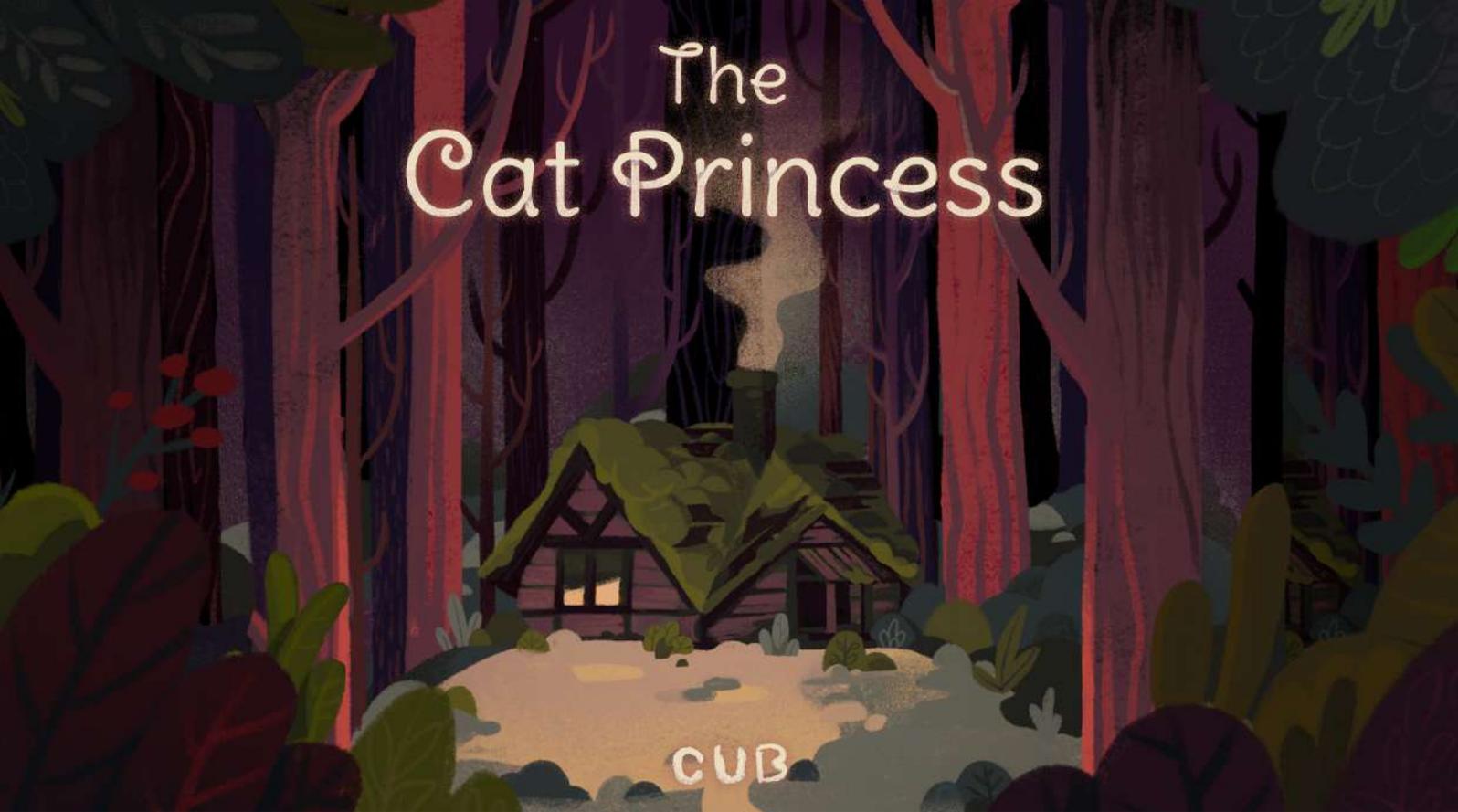
Estimated budget (EUR): 2,500,000

Funding secured (by source/country): N/A

1st person presenting the project at the pitch: Alexandra Lopez-Koleva - Bulgaria – author, writer - Zographic films - alex.lopez@zographic.com - +359 879376031

2nd person presenting the project at the pitch: Lachezar Velinov - Bulgaria – producer - Zographic films - velinov@zographic.com - +359 889 715657

The Cat Princess



Project title: **The Cat Princess / Macskakirálylány**

Format: TV special
Length: 28 minutes

Logline: A hut stands in the middle of the deep, dark, fairy tale forest. It is the home of Mournful Prince who never got further than this after he set out to try his luck. When unexpected guests arrive, led by a mysterious cat, everything changes.

Synopsis: Mournful Prince whiles his days away in a messy hut until he is interrupted by a cat who immediately initiates the task of tidying. Soon, more unexpected guests arrive: Brother Moss, a talking tree, and Ragdoll Sara, a raggedy doll. The cat includes the complaining yet amusing company in the tidying; moreover, she organizes a “Sadness Contest” for them. In the end, everyone is a winner of the contest, as the Prince’s wishes come true: the hut turns into a palace, the cat transforms into a princess, and the Mournful Prince is now happier than he’s ever been before.

Director’s statement: As an animation professional, I gained most of my experience from making children’s content. So did my sister, Zsuzsa Tamás, author of many successful children books. Her story, *The Cat Princess*, based on a folk fairy tale, received the “Best Children’s Book of the Year” award in Hungary in 2014. We decided to adapt the book to screen: a TV special for children aged 6–8 and their families. Having read the book I was captivated by the structure, the unique “story within a story” parts: the lyrical tales told in the text provide the opportunity to create four independent stories, each with their own visual world and animation style. I was further inspired by the questions that the story raises: what happens when someone just can’t grow up? How can we help each other when we are in trouble too? The heart-warming answers offered by the story have faith in the strength of love and kindness, express the importance of friendship and the liberating power of a shared task.

Primary target audience: children aged 6–8

Secondary target audience: family

Animation technique: traditional

Director (1): Iván Tamás - CUB Animation Ltd. - Hungary

Iván Tamás holds an MA degree in Animation from Moholy-Nagy University of Art and Design and is a certified Arts and Design teacher. He took part in the Animation Sans Frontières workshop in 2014/15. Since graduation, he has been working as an animator or director on various projects. He currently works as a visual artist in a game-developer company and teaches illustration in an art school.

Producer (1): Bálint Gelley - CUB Animation Ltd. - Hungary

Bálint Gelley graduated from MOME Animation department in 2012. He founded CUB Animation studio in 2015 with Bella Szederkényi. He is one of the founders and a board member of the Hungarian Animation Producers Association, a director and producer, also a lecturer at the MOME Animation department.

Production company: CUB Animation Ltd. - Attila út 19., Budapest 1013, Hungary - info@cubanimation.com - +36301940357 - www.cubanimation.com

CUB Animation is an independent animation studio based in Budapest, Hungary. We love to create worlds with unique design, unlimited tools of animation, and the power of young talents. We mainly focus on TV and web series, animated shorts, music videos, and cross-media – our point is to bring dedicated people together and make some high-quality animated content. CUB was founded by Bella Szederkényi and Bálint Gelley in 2015 in the incubation environment at MOME University, Budapest.

Co-producer(s) confirmed: /

Estimated budget (EUR): 240,000

Funding secured (by source/country): EUR 40,000

1st person presenting the project at the pitch: Iván Tamás – Hungary – director - CUB Animation Ltd. - ivan@cubanimation.com - +36203342172

2nd person presenting the project at the pitch: Bálint Gelley – Hungary – producer - CUB Animation Ltd. - balint@cubanimation.com - +36301940357

Grandmas Pond



Project title: **Grandma`s Pond**

Format: TV special

Length: 26 minutes

Logline: As Chloe, 12, is supposed to take care of her little brother, he disappears. The young girl and her grandma go looking for him on a mysterious island.

Synopsis: Chloe, a sensitive teenager, Emil, her mischievous 6-year-old brother, and their mom Rose are at Grandma's for the summer. Mom is very serious, Grandma is childish. They don't get on. The old lady entertains the kids by talking about an imaginary island on the pond behind the house, but Mom doesn't like these tales. She especially thinks Chloe is too old for such stories, and that it's time for her to grow up. Chloe is torn between Grandma and Mom: stay a child or become a grown-up? One afternoon, as her mother has asked her to take care of her little brother, he disappears. Chloe panics. Grandma is convinced Emil has been kidnapped by a creature of the Island. Chloe and Grandma sneak away from Mom and travel to the island – Chloe realizes it really exists! There, Chloe must find her little brother, using her imagination and maturity at the same time. She will understand one can grow up and still be a child at heart. She'll show it to her mom and Grandma, and reconcile them.

Director's statement: I grew up in a big family. I learned everything from them. I inherited their values, their traditions and also the ones from their parents and grandparents. Like plenty of other friends, though, I also have family members who don't get along. Who quarrel about conflicts from the past, conflicts that seemingly can't be solved. Suddenly, there seems to be a break, a wall. And a new generation that might not have access to the heritage of traditions, tales and knowledge. I want to make a film about family. About transmission, about reconciliation and growing up. A film about kids exploring an old world of tales and myths that is almost lost.

I am very much influenced by the eerie and poetic stories by Neil Gaiman, like *The Ocean at the End of the Lane*.

Primary target audience: children 6-11 years

Secondary target audience: family

Animation technique: 2D (vector based)

Director and producer (1): Friedrich Schäper - Studio Huckepack - Germany

Friedrich graduated in 2015 from the Münster School of Design with a focus on illustration and 2D animation. After working abroad at Kilogramme Animation and Cartoon Saloon, he came back to Cologne teaming up with Till Machmer to co-found Studio Huckepack, an animation Studio focusing on visual development and 2D frame by frame animation. In 2017, Friedrich participated at Animation Sans Frontières.

Producer (1): Ivan Zuber – Laïdak - France/Germany

Ivan Zuber studied film production with a major in animation film at Gobelins School of Visual Communication in Paris. Upon completing his degree, he spent some time in Paris and Vancouver, Canada, while working in the industry for different films and production companies. In 2012, he relocated to Berlin to work in an international film music publishing company, 22D Music Group. Between 2012 and 2015, he attended several EUROpean MEDIA workshops such as Animation Sans Frontières (France-Germany-Hungary-Denmark) and AniDox (Denmark). In 2015, he joined the Atelier Ludwigsburg-Paris, a one-year programme of continuous education funded by the EUROpean Union. In June 2015, he co-founded Laïdak Films, a Paris-Berlin-based production company. They are now dedicated to producing quality films, regardless of their format, length, or type. Still based in Berlin, but travelling the world, Ivan gives prominence to international and intercultural projects.

Production company: Studio Huckepack - Johannisstrasse 47, 50668 Cologne, Germany - post@studiohuckepack.de - +49176.20179447 - www.studiohuckepack.de

Based in Cologne, Studio Huckepack was founded by Till Machmer & Friedrich Schäper with the ambition to bring quirky stories to life. The company focuses on visual development and 2D frame by frame animation. They like to combine analogue and digital tools to create a rich visual world, working with extra care to come up with a great product for both client work and in-house developed projects.

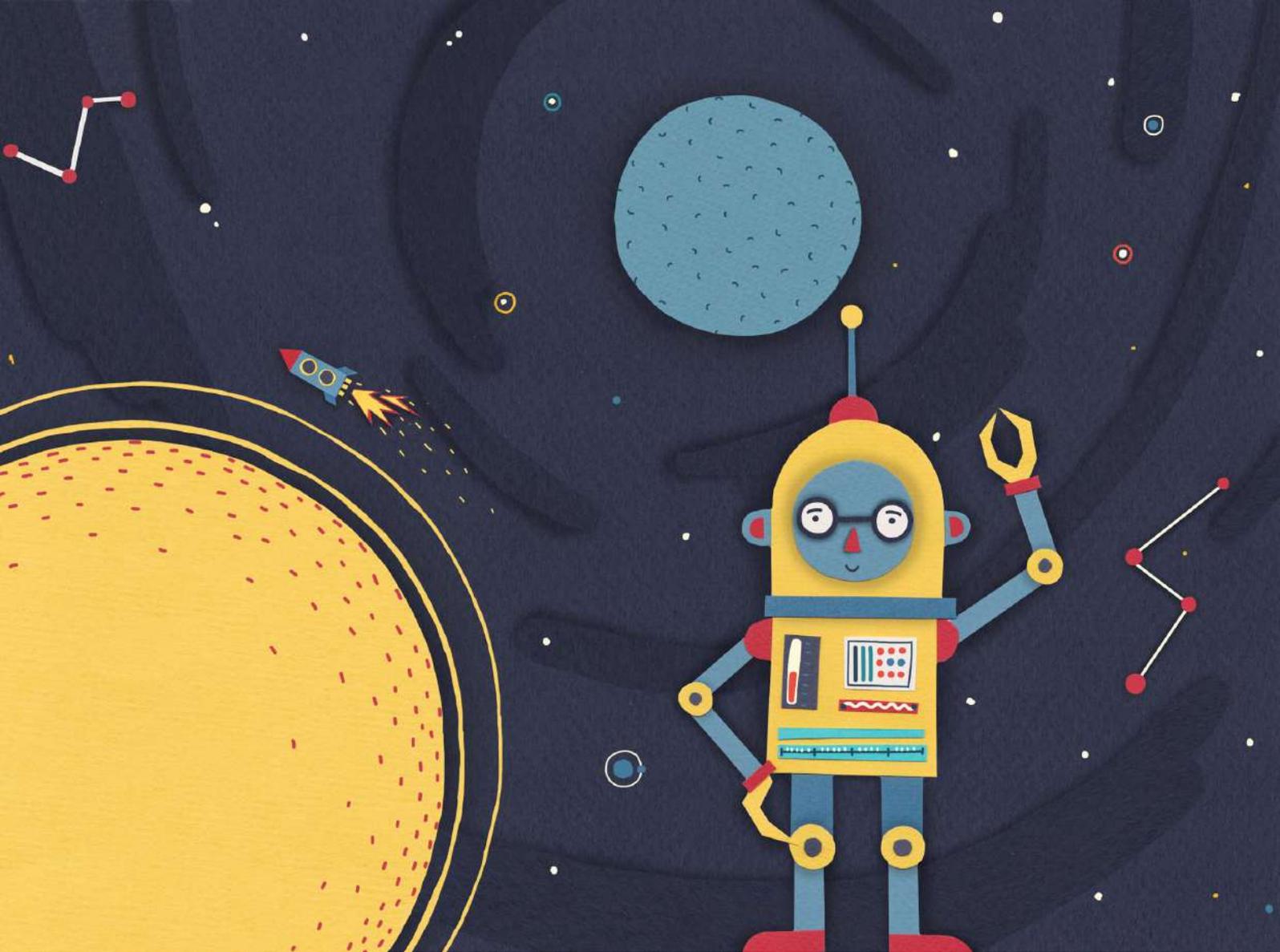
Co-producer(s) confirmed: Laïdak (France/Germany)

Estimated budget (EUR): 650,000

Funding secured (by source/country): FAIA du CNC – d'aide à l'écriture EUR 20,000 (French author/writing fund)

1st person presenting the project at the pitch: Friedrich Schäper – director, producer - Studio Huckepack - friedrich@studiohuckepack.de - +4917620179447

2nd person presenting the project at the pitch: Anastasia Heinzl – Writer – Freelancer - anastasia.heinzl@gmail.com - +33669634088



Project title: **Kosmix**

Format: TV series

Length: 26 x 5 minutes

Logline: A little robot Kit is exploring the universe in his space travel TV show.

Synopsis: Kit used to work on a launch ramp for space rockets as a maintenance robot, but he always dreamed of roaming around the universe, meeting planets and seeing stars. And so one day he screwed himself to a rocket and finally fled to space.

Every episode focuses on a different planet or a space object with a simple personality. Kit, our tour guide around the universe, visits them, which always leads to an adventure. Through his adventures, he learns how space works. Given the fact he is not a very experienced explorer, he often gets into trouble. But in the end, that's what helps him learn.

Director's statement: Space has always fascinated us when we were kids. And it still does today since the new discoveries are a regular part of our lives. Knowing the space is important to understand the world we live in and it helps us see ourselves as a part of the bigger picture. That is why we want to reveal the space to the youngest kids. *Kosmix* is supposed to be the first ticket to getting interested in the universe, in science and also in discovering in general. However, our approach is not to make *Kosmix* only educational. We want Kit to go through

adventures that will help him understand the space and learn something on the way in an entertaining way. Kit is driven by his effort to explore the space and report to those who are not so lucky and are still on Earth. Going through little stories in each episode finally gets him, and his audience as well, to know the basics of the universe.

Primary target audience: kids, 4–8 years

Animation technique: 2D (vector based)

Director (1): Vojtěch Dudek - Krutart - Czech Republic

He studied traditional animation and film directing in Zlín. In Krutart, he works as a director and art director mainly for animated commercials and long-term exhibitions for the National Museum. As a scriptwriter, he collaborated on the TV show *Bedekr* for the Czech television. Vojtěch is now developing his debut feature film.

Director (2): Klára Jůzová – Krutart - Czech Republic

Klára studied directing and scriptwriting in Zlín and at FAMU. In 2014, she co-founded the animation studio and production company Krutart where she now works as head of development. She worked as a scriptwriter and director on the TV drama series *The Lynching* which was co-produced by the Czech television and ARTE GEIE and premiered in autumn 2018.

Producer (1): Martin Jůza – Krutart - Czech Republic

He studied film directing in Zlín and at FAMU, and spent a semester at an animation course at ESAAT in Roubaix, France as an Erasmus exchange student. As a producer, he debuted in 2017 with the feature documentary *The Russian Job* which premiered at IDFA. *The Russian Job* screened at major documentary festivals (Hot Docs, Docpoint, DocEdge) and was sold to SVT, NHK, YLE, Al Jazeera, etc. Martin was nominated by the Czech Film Academy for the best documentary film. Right now he is in development with two docs and two fiction films and in production with *Kosmix*.

Production company: Krutart s.r.o. - Karlovo namesti 557/30, 120 00 Praha 2 - martin.juza@krutart.cz - +420 732 341 149- krutart.cz

Krutart is an animation studio and film production company. We do both commercial and author-driven projects. Our daily bread is animating campaigns, commercials or doing interactive exhibitions. Also, our clients' range is diverse – from global agencies like Ogilvy to large-scale exhibitions for the National Museum. The commercial part of our company supports the development of author-driven projects. We debuted with the feature documentary *The Russian Job*, and *Kosmix* is our second project in production.

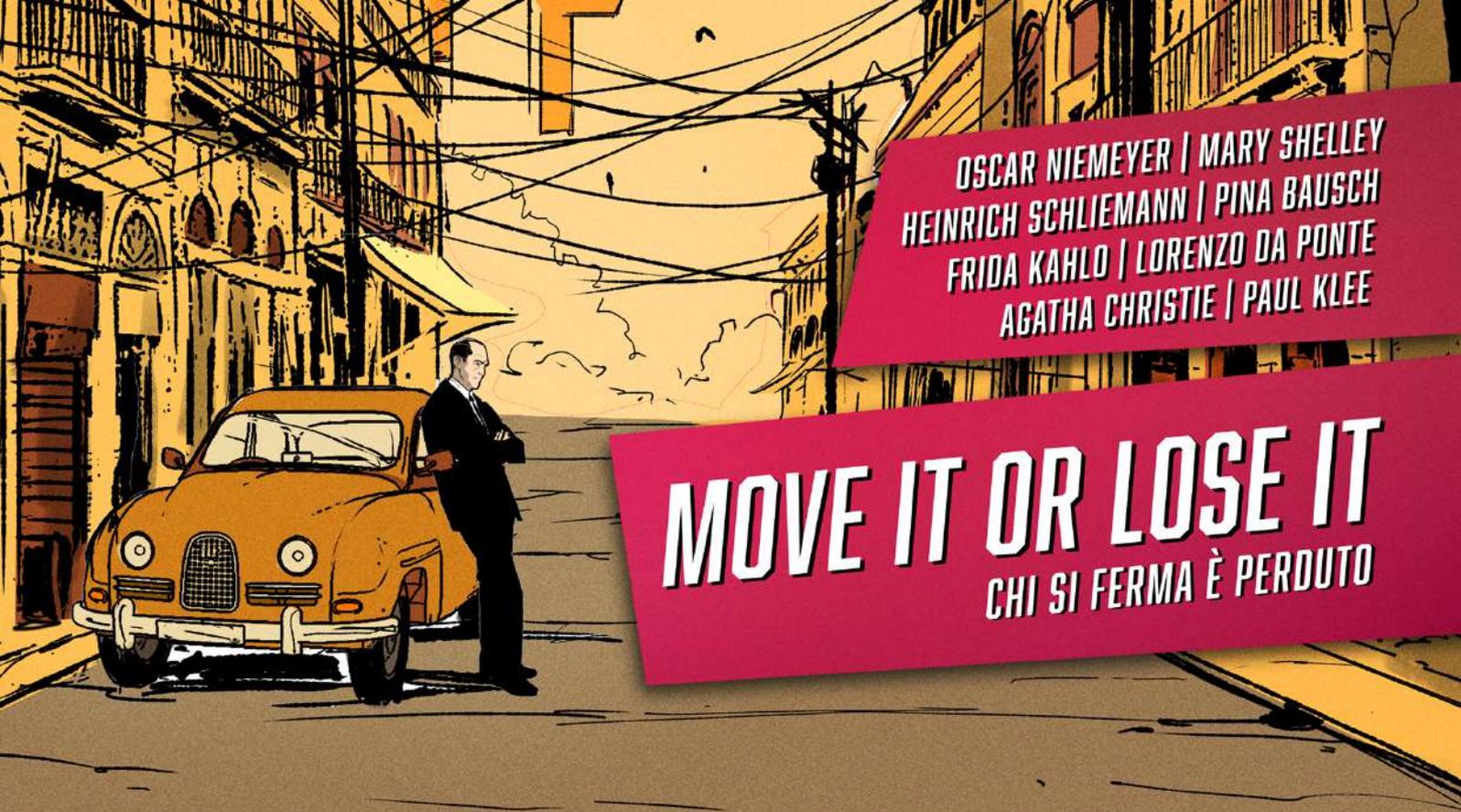
Co-producer(s) confirmed: Czech television

Estimated budget (EUR): 123,631

Funding secured (by source/country): 100%

1st person presenting the project at the pitch: Vojtěch Dudek - Czech Republic – director – Krutart - vojtech.dudek@krutart.cz - +420 721 754 173

2nd person presenting the project at the pitch: Martin Jůza - Czech Republic – Producer – Krutart - martin.juza@krutart.cz - +420 732 341 149



Project title: **Move It or Lose It / Chi si ferma è perduto**

Format: TV series

Length: 8 x 13 minutes

Logline: The life-changing journeys of key personalities of modern and contemporary history, recounted in their own voice.

Synopsis: *Move It or Lose It* is a motion graphic and mixed-technique animated series of dramatised biographies. Retracing the path of a different historical character in each episode, the series gives a glimpse into how each journey forever influenced both their lives and our culture. Nothing embodies change as powerfully as the concept of travel, and the hero's journey is an established narrative archetype, a path that the hero must walk to reach betterment and growth. In *Move It or Lose It*, our heroes are artists, scientists, entrepreneurs, adventurers and writers... and their journeys are as literal as they are life-changing.

The first season will feature Oscar Niemeyer, Pina Bausch, Heinrich Schliemann, Mary Shelley, Lorenzo da Ponte, Frida Kahlo, Paul Klee and Agatha Christie.

Director's statement: *Move It or Lose It* is a transmedia project that seeks to bridge the opposites. Its aims are to tell true and poignant stories in a quirky, entertaining and ultimately novel way; to contribute to the diffusion of historic, artistic and social culture through a visual alphabet that is rooted in Pop Culture; finally, to show its protagonists – artists, scientists, scholars and pioneers, all pivotal figures for the human history – through an unexpected, more human and sometimes ironic lens. A lens that brings them closer and bridges the gap with the audience.

Primary target audience: Family

Secondary target audience: Young Adults

Animation technique: 2D animation, motion graphics, mixed media

Director (1): Raffaele Compagnoni - TIWI srl - Italy

Born in Mantua in 1981, he graduated from the Università del Progetto in Reggio Emilia in 2004 and has worked in video production and post-production since 2007. Part of TIWI since 2011 as filmmaker and animator, he co-created, wrote and directed *The Editor is In* and *Trevor Thrill*.

Producer (1): Federico Riboldazzi - TIWI srl - Italy

Born in Novara in 1981, he has a BA in Economics and Commerce from the Luigi Bocconi University in Milan, and a PhD in Management from the Bologna State University. He is CEO and co-founder of TIWI s.r.l., for which he is the original productions representative.

Production company: TIWI srl - Via Emilia San Pietro 25, 42121 Reggio Emilia, Italy - info@tiwi.it - +3905221715499 - www.tiwi.it

Founded in 2009, TIWI is an Italian creative studio specialised in audiovisual and transmedia production for TV and web. Its narrative style combines animation and live action, and focuses on art and cultural topics. The resident team is composed of over 25 professionals. Among its original productions are *Destini Incrociati Hotel* and *The Editor is In* with Sky ARTE Italy.

Co-producer(s) confirmed: Origin Tales (Serbia)

Estimated budget (EUR): 250,000

Funding secured (by source/country): TIWI srl (Italy) EUR 60,000 – Sky Italia srl, EUR 60,000 – Emilia Romagna Film Commission (Italy) EUR 42,000

1st person presenting the project at the pitch: Raffaele Compagnoni - Italy – director - TIWI srl - raffaele.compagnoni@tiwi.it - +3905221715499

2nd person presenting the project at the pitch: Federico Riboldazzi – Italy – producer - TIWI srl - federico.riboldazzi@tiwi.it - +3905221715499



Project title: **Some of Us / Certains d'Entre Nous**

Format: TV series

Length: 10 x 15 minutes

Logline: Fifteen stories of world-class athletes who showed the world what SOME OF US can do.

Synopsis: The issues of racism and discrimination linked to gender and sexual orientation in sport dominate the newspaper headlines at every major sporting event. We want to tell some true-life stories of famous professional athletes who all had outstanding careers and who were faced with discrimination based on their origins, gender, sexual orientation or handicap. We, therefore, plan on a series of 15 portraits of women, men, intersex persons, young and not so young people, present-day athletes and athletes of bygone days, of different nationalities, and from all sports disciplines.

Director's statement: Having a diversity of athletes shows the scope of the issue. This desire inspires a treatment that favours animated illustration in an aesthetic that calls to mind graphic novels: this is a way of promoting increased identification on the part of the viewer, of generating an emotion which is particular to drawing and which means that the other is a little less "other". In contrast, archive photographs and films are inserted into the graphics environment and highlighted using an original writing style, and each story is told in the first person, in voice-over, by the episode's main character.

We won't organize the characters by chapter or the specific form of discrimination encountered: one person can have faced multiple forms of discrimination and these discriminations cannot be used to define people. By means of a common graphic design, each episode will exist in its own right, so that the viewer may realise to be face to face with an individual who has given the very best they have to give.

Primary target audience: Young adults

Secondary target audience: Adults

Animation technique: traditional

Director (1): Jean-Charles Mbotti Malolo - France

Jean-Charles Mbotti Malolo is a French animation filmmaker, a dancer and a choreographer. His films have won many awards and are greatly recognized worldwide.

Selected filmography: *Make It Soul*, *Waves*, *Le Cœur Est Un Métronome*

Director (2): Matan Rochlitz - Italy

Matan Rochlitz is an award-winning, Emmy-nominated filmmaker whose personal work focuses on the short documentary form. His films have been winning awards, featuring in festivals worldwide and receiving millions of views online.

- *I Have A Message For You* / Emmy-nominated 2018
- *The Runners*
- *Earthrise & The Cure* / Al-Jazeera English
- Emmy award nomination 2018
- Peabody award nomination 2018
- 2nd Prize at World Press Photo 2018

Producer (1): Laurent Duret – Bachibouzouk - France

After many years of producing documentaries and interactive projects for various French companies, Laurent Duret founded his own company, Bachibouzouk, in 2015. It produces high-quality documentary programmes, experiments with innovative narrative forms and is driven above all by a desire to venture out into the world, with a smile on our faces and curiosity in our hearts, to understand it better.

Selected filmography: *Panama Al Brown*, *The Big Adventure of a Little Line*, *The Age of Iron*

Selected awards: 74th Mostra of Venice, Smart Fipa, Figra 2017 – mention spéciale du jury

Production company: Bachibouzouk - 40 Rue de la République, 30400 Villeneuve les Avignon, France - annouk@bachibouzouk.net - +33626981624 - www.bachibouzouk.net

Bachibouzouk is a young production company established in 2015 by Laurent Duret. It produces high-quality documentary programmes, experiments with innovative narrative forms and is driven above all by a desire to venture out into the world, with a smile on our faces and curiosity in our hearts, to understand it better.

Co-producer(s) confirmed: Film Angels (Latvia), Hors Zone (Belgium), DPT (Canada), Ina (France)

Estimated budget (EUR): 1,500,000

Funding secured (by source/country): DPT (Canada) – EUR 13,865 – Coproduction - nicolas@dpt.co; Film Angels (Latvia) – EUR 15,000 – Coproduction - kalejs@angels.lv; Hors Zone (Belgium) – Coproduction - pseverin@horszone.be; Bachibouzouk // TOTAL EUR 85,623 EUR

1st person presenting the project at the pitch: Laurent Duret – France – producer - Bachibouzouk - laurent@bachibouzouk.net - +33 7 78 84 23 94

2nd person presenting the project at the pitch: Karine Chaunac – France – author - Bachibouzouk - karine.chaunac@free.fr - +33 6 78 18 25 86



Project title: **Street Pack**

Format: web series

Length: 8 x 25 minutes

Logline: Street Pack is an episodic animated series focusing on the teenage audience. It is set in an incredible animal urban world and follows the pursuit and tribulations of the music band named Street Pack.

Synopsis: Red panda Jack and his owl friend Doty have always had one big dream – to break into the music industry and make a hit! But when they finally succeed, their problems have only just began... Unfortunately, their song is shamefully stolen by none other than the long-lasting music magnate Porkins! Our heroes have to embark on an adventure to fight not only him but also the disapproval of their parents and family. During their journey, they find new friends like big Singer P.N.D. and challenge enemies like Doty's evil brother Horace.

Director's statement: We want to create a unique animated TV series with lots of humour, music and drama which can be enjoyed by a wide-range audience, but mainly young adults. The viewers should have time enough to become acquainted with our animal heroes and dive into our incredible, yet familiar world, which is why we chose serialisation. There are three strong themes: the first one is music and all its struggles in this cut-throat industry with young artists trying to do what they love. The second theme is the wide range of animal characters inhabiting a modern city and basically struggling with the same problems as young adults, which is recognition from their surroundings. The third and most important is the family theme. We don't choose what family we are born to, and our characters all have different relationships with their parents, siblings and friends. In the end, it always comes down to understanding and listening to one another.

Primary target audience: Teenage

Animation technique: 2D (vector based)

Director (1): Matej Holub – InoutStudio - Slovakia

He works as director, art director, and production supervisor. His best-known work in Slovakia includes the project Lokal TV (brand name) – a TV series of 25min episodes, the first Slovak animated feature film *LokalFilmis*, and over 20 mini web series with over 1500,000,000 views on the internet.

Producer (1): Jakub Kroner – InoutStudio - Slovakia

Director and producer who has made several feature films and TV series, and director and creator of Lokal TV. His second feature film, *Lóve* (2011), became the box office number-one Slovak-language film of the year in his home country, and also ranked the third highest-grossing ever in independent Slovakia.

Production company: InoutStudio - Palkovicova 225/7, 82108 Bratislava, Slovakia - office@inoutstudio.sk - +421903408606 - www.inoutstudio.sk

INOUT Studio is a creative production company established in 2008. We produced three feature films (one of them animated), all of which have become top box office earners on Slovak cinema attendance charts. The website www.lokal.tv.sk was created in December 2012 and between 2013 and 2015 we released over 16 hours of authentic content seen by over 25 million viewers and reaching more than 120 million views. We created several comedy series for Slovak TV channels.

Co-producer(s) confirmed: /

Estimated budget (EUR): 500,000

Funding secured (by source/country): N/A

1st person presenting the project at the pitch: Matej Holub – Slovakia - director – InoutStudio - matejholub@gmail.com - +421907329949

2nd person presenting the project at the pitch: Klaudia Bulantova – Slovakia - art director - InoutStudio - klaudia.bulantova@gmail.com - +421918872530



Project title: **Summer Kingdom**

Format: TV series

Length: 13 x 22 minutes (3 seasons)

Logline: A brave Knight named Mankey searches for the lost Princess and gets trapped into a strange and ominous chain of events controlled by a secret puppet master.

Synopsis: The post-apocalyptic kingdom is panicked: the Dragon kidnapped the Princess and carried her away to an unknown place. Like many other knights, Mankey rushes to search for her. But the closer he gets to the mystery of Princess's disappearance, the clearer it becomes that it is just part of a secret evil plan! The plan is controlled by the Secret "Puppet master", who is much worse than the Dragon. He has a goal of distorting all the brightest feelings and eventually destroying love in this world. The Knight eventually confounds the plans of the Secret "Puppet master", but the price he pays for it is too high.

Director's statement: This story is about young people standing on the verge of adult life. The main characters leave the comfort zone and remain alone in a frightening and unexplored world. This story is dedicated to the formation of personality: life lessons are wrapped in the fabulous adventure format. Summer Kingdom is about time. It is a symbolic summer during which young people explore the world, make mistakes, fall in love, make friends and enemies. The medieval setting with post-apocalyptic elements has been chosen on purpose – it is a world full of mystery magic and very emotional. The Middle Ages, to some extent, is a teenage state of humanity. The characters come up against mythical monsters and magical creatures and go through hardships schemed by the main antagonist in the same way that adolescents face emotions as partly-formed personalities. Having all the signs of the Middle Ages, the world of Summer Kingdom reflects the current reality to a great deal: it shows the problems and fears of modern society and is filled with humour.

Primary target audience: Young adults (15+), 50/50 (men/women)

Secondary target audience: 30+

Animation technique: 2D (vector based)

Director (1): Roman Kepkalo - Yarki Studio - Ukraine

Creative director, art director, senior concept artist, writer, scripter, animator and game designer with more than 15 years of experience in the game development industry, having broad knowledge of Concept art and Character design, storyboarding and story-writing, animatics and animation. Interested in producing content like TV series or feature films based on strong storytelling.

Roman Kepkalo graduated from the Boichuk State Institute of Applied Arts and Design in Kyiv and Lund University in Sweden. In 2012, Roman co-founded Yarki Studio and became its Creative Director.

Filmography:

2017 – *South Farm* – animated TV series – debut work - 7 episodes

2017 – development of *The Trap* – a short animated film

2018-2019 – development of *Summer Kingdom* – animated TV series for adults

Producer (1): Yana Palamarenko - Yarki Studio - Ukraine

Producer, business development, account manager, finance manager and senior product manager with more than 10 years of experience in the game development industry, having broad knowledge of outsourcing and game development business, including deep knowledge in production processes and work planning, working with top industry players. Interested in new opportunities for growing business in animation, game development and IT sphere. Yana Palamarenko co-founded Yarki Studio, an art studio that creates cartoon series and video games, and became its CEO in 2012.

Production company: Yarki Studio - 122 Kozatska str., Kyiv, Ukraine - yarki@yarkistudio.com - +38 066 943 04 02 - www.yarkistudio.com

Yarki Studio is a Ukrainian creative studio developing cartoon series and innovative video games. Our scope of activity includes production of series, short films and a feature film in development, as well as games, high-quality graphics, animation and programming. Our goal is to develop and produce ambitious and high-quality animated projects and distribute them internationally. Our team has years of experience and a burning passion for animation and games.

Co-producer(s) confirmed: /

Estimated budget: /

Funding secured (by source/country): EUR 51,600 Yarki Studio – budget secured for development

1st person presenting the project at the pitch: Yana Palamarenko – Ukraine – Producer - Yarki Studio - yana.palamarenko@yarkistudio.com - +380669430402

2nd person presenting the project at the pitch: Roman Kepkalo – Ukraine - Writer and director - Yarki Studio - roman.kepkalo@yarkistudio.com - +380663329342



Project title: **The Very Hairy Alphabet**

Format: TV series

Length: 26 x 5 minutes

Logline: A playful way of learning the alphabet and the English language with two amazing and unique characters: Nitso and Tebahpla.

Synopsis: Nitso is a big yellow yeti who wants to learn the alphabet. He also likes to eat a lot... He even eats his ABC Book! Oh no! Nitso ate his homework... How will he get to know the next letter of the alphabet? Well, he will ask the Great Master Tebahpla! Tebahpla, the wisest of all people, knows everything and anything about everything. But will he manage to help Nitso? The apparently simple task of learning the alphabet becomes full of discoveries and humour! Come and join the adventure!

Director's statement: *The Very Hairy Alphabet* teaches English and the alphabet in its own unique way. First of all, we want to give children the opportunity to go beyond the same old "a is for apple" – Nitso gets to know the B with a "big bear in a bikini", the H with "hilarious hiccups" and the S with "smelly socks". I believe that the bold humour and smart gags will make even the most reluctant children love the alphabet! Learning by having fun is the most effective way of learning. Playing with humour, Tebahpla and Nitso form a great duo in showing children that even through failure, something wonderful can be created.

TVHA is unique also in its visual style. The hand-painted cut-out elements catch children's attention with their haptic texture and vivid colours. The events of the story feel much closer! TVHA is a transmedia concept – we want to combine the TV series with a picture book, an app and a game that will encourage active watching and provide entertainment for the whole family.

Primary target audience: preschool (2-6)

Animation technique: digital cut-out

Director (1): Eliza Plocieniak-Alvarez - Poland/Germany

9 years of diverse experience in animation – from directing stop-motion commercials to VFX for movies. Born in Poland, she has lived in 11 cities from Norway to Mexico. She holds an MA in Hispanic Literature and obtained a Diploma in Animation from the Filmakademie Baden-Württemberg in March 2019.

Mum of the coolest kid - the 2-year-old Kuba.

Producer (1): N/A

Production company: N/A

The pilot episode of *The Very Hairy Alphabet* was produced in the framework of Diploma at the Filmakademie Baden-Württemberg, one of the most renowned animation schools in the world. For further development and production of the TV Series, we are looking for an experienced production company, hoping for CEE to be a perfect platform to find it.

Co-producer(s) confirmed: /

Estimated budget (EUR): 950,000

Funding secured (by source/country): pilot episode produced with financial support of the Filmakademie Baden-Württemberg (Germany)

1st person presenting the project at the pitch: Eliza Plocieniak-Alvarez – Poland / Germany – director - eliza.p.alvarez@gmail.com - +49 176 437 857 30

2nd person presenting the project at the pitch: Laura Messner – Germany - student producer - - laura.messner@filmakademie.de - +43 664 185 81 04



Project title: **The Wind over Aleppo / Wiatr nad Aleppo**

Format: TV special
Length: 25 minutes

Logline: Three eventful days in Aleppo that change the fate of the main characters.

Synopsis: 13-year old Jasmin lives with her family in Aleppo; once a prominent city, now turned into a gloomy battlefield. The conditions are tough for adults, whereas for kids they are just another challenge in the world where the ruined city became a huge playground. Jasmin's Grandpa is kidnapped by a gang of thieves. When their boss happens to be Jasmin's uncle and the girl decides to go to his rescue without the help of her parents, the situation gets complicated.

Director's statement: *The Wind over Aleppo* is inspired by the book by Grzegorz Gortat, advertised as "a book for children; a must-read for every adult". It is the perfect base for an animated film that would permit the viewers to approach emotionally the matter of conflict, which is experienced by children in the most abusive way. Animation is the best technique to demonstrate how war could be seen through the eyes of a child. Their everyday life is different than the life of their peers having a chance to grow up in peace. In relation to the issues brought up in the film, it is necessary to apply a simple, but expressive design adapted to the perceptual possibilities of young viewers.

This story will bring viewers closer to Aleppo and will let them understand that in hard times, friendship, solidarity and family bonds are as important as arms and power.

Primary target audience: 12–14 girls, boys.

Animation technique: traditional

Director (1): Agnieszka Sadurska - Agimagine - Poland

Screenwriter, designer, director, debuted in 1995. The author of the first computer-generated series in Poland (*The adventures of Porcupine*).

Recipient of several awards, including the Hugo Awards special mention for best series for children (*The storm Cloud Odyssey*) in Chicago 2011.

Producer (1): Ewa Sobolewska - TV Studio of Animation Films Ltd. - Poland

Ewa Sobolewska works as producer, executive producer and script editor for the TV Studio of Animation Films Ltd. in Poznań, as well as being President of its Management Board. She is also a member of the Management Board of the Animation Films Section of the Polish Filmmakers Association, and of Governing Bodies of the Union of Audiovisual Authors and Producers (ASIFA). She has received a series of awards, which include the Recognition of Achievement Award “for her great contribution to the development of the Polish animated film”, granted by the jury of the 11th Polish national festival of auteur animation films OFAFA 2005 in Cracow; and the press award My Oscars granted by Professor Marek Hendrykowski: “To Jan Zamojski (script-writer), Zbigniew Kotecki (director, director of photography) and Ewa Sobolewska (production manager) for the film *Of the Quarrel of All Quarrels* (based on a parable from the series *Tales from the Lailonia Kingdom for the big and small* by Leszek Kołakowski, made by Television Studio of Animation Films in Poznań.” in 1999).

Production company: TV Studio of Animation Films Ltd. - ul. Aleksandra Fredry 7, 61-701 Poznań, Poland - tvsfa@tvsfa.com - +48 61 852 01 05 - www.tvsfa.com

Over a period of 38 years, the team of the Poznań Studio has made 300 short- and mid-length animated films, which received a total of 202 awards and commendations at national and international film festivals, including 31 awards granted by Children’s Juries, 10 awards granted to TV SFA for its achievements in animation production, 5 press awards and 11 letters of congratulations, including from the President of the Republic of Poland, Mayor of the City of Poznań and Director of the Polish Film Art Institute.

Co-producer(s) confirmed: /

Estimated budget (EUR): 200,000

Funding secured (by source/country): EUR 10,000 Polish Film Institute

1st person presenting the project at the pitch: Agnieszka Sadurska – Poland - screenwriter, designer, director – Agimagine - agi@agimagine.pl - +48502689077

2nd person presenting the project at the pitch: Ewa Sobolewska – Poland – producer - TV Studio of Animation Films Ltd. - e.sobolewska@tvsfa.com - +48 606 45 49 62