



THE MONSTONS

*Children's Animated
Series Proposal*

Created by:
Jared Barber



Program Details



Genre: Animation, Family, Fantasy Adventure Series

Demographic: Girls and Boys ages 7 - 11 years old

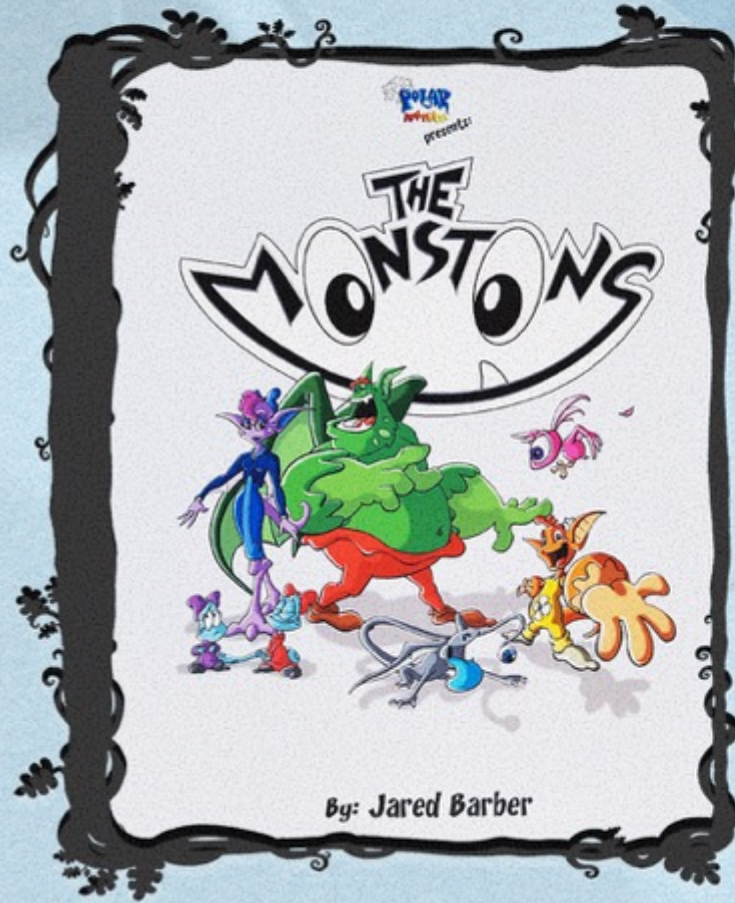
Episodes: 20 Episodes per season, each consisting of two 11-minute stories, wherein there will include a Main Story and a Runner Story to every adventure.

Tagline: Skipping school never provided such a fun education.

Logline: On one of the floating, magical island homes in the cloud world of "Thopira", "Nosimad" the 12 yr. old daughter in "The Monstons" family copes with being a teen monster as she sneakily misses her dragon bus to school every morning to embark on adventures with her friends around their floating neighbourhood of "Prickly Thicket" as well more grand expeditions to the other mysterious drifting lands nearby where new friends and adventure awaits.

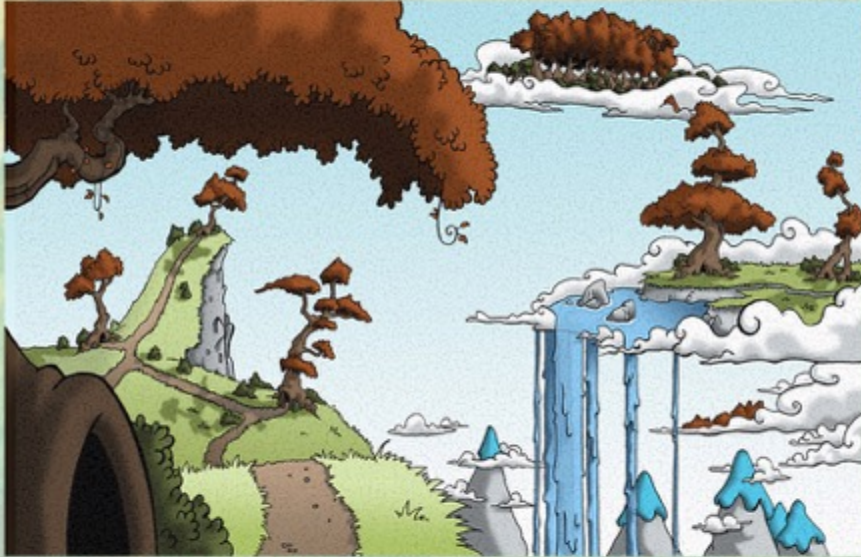


Based on the children's book published in 2007 by Trafford Publishing, this first story follows "Nosimad" over the course of her 12th birthday morning, as we are introduced to the family, the pets and her receiving a magical flower as her present, which grants one wish per day.



Sample Book Pages





Thopiria

A vast expanse of islands, each drifting magically atop large, clouds of varying types, elevations and speeds in a seemingly endless atmosphere.

Many islands are starkly different, from small, quiet forest lands like "Bollotera" where the Monstons live, to ice volcano mountain ranges, populated vertical ocean cities, snowy magma towns, ice deserts, tiered beach towns, etc.

Some monster inhabitants are anthropomorphic such as "Nosimad", living life similar to humans with traditional social structures including schools, families, jobs and the like, while other monsters are wild, with some domesticated as pets. Lands drift randomly, while others like the land "Nosimad" live on, can be piloted.

Islands passing over or around others cause weather changes.



Episode Details

Theme: Each episode will follow Nosimad as she copes with becoming an independent teen monster from her parents who's views are different from hers, forming a social life, as well as understanding the magical world she inhabits.

Structure: In each episode, the main story will follow Nosimad, as she finds ways to avoid going to school each morning and instead meets up with her friends beyond their neighbourhood of "Prickly Thicket" at their clubhouse on the edge of "Bollotera" where they will choose a new drifting island to explore. Over each episode, characters will deal with adventurous situations as well as the stresses of becoming teenage monsters who not only have to navigate these awkward years as they get to know themselves and their place in the world, but be back as the school bus dragons arrive so it appears they were at school.

The Runner story will focus on an aspect of the rest of the Monstons family. Typically self-contained, purely comic relief.

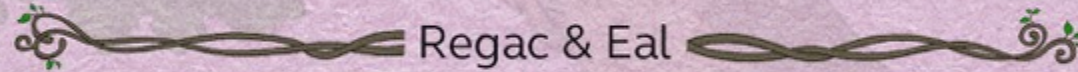




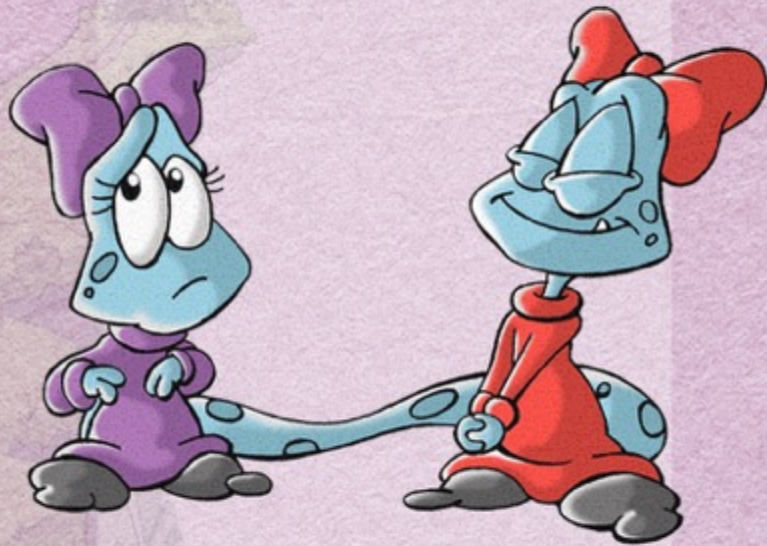
Nosimad

Nosimad is the oldest daughter in the Monston family. She is twelve years old becoming more curious and adventurous about her world. She is reserved at school and around boys but vocal and energetic while at home as well as during her outdoor adventures. She loves her family but finds herself not connecting with her parents as well now that she is becoming a teen monster, preferring to be off on her own adventures. She is very self conscious about her wings, which are starting to grow in and pop out at times when she's surprised or nervous. She is also quite gifted at creating and fixing things.



A decorative horizontal border consisting of a green vine with small leaves and yellow flowers, framing the title.

Regac & Eal



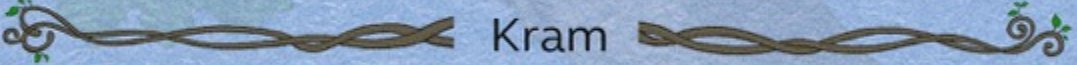
Regac and Eal are the young twin daughters in the Monston household. They are joined at the tail, so this poses problems quite regularly.

Regac (in red) is energetic, mischievous and always trying to attain sweet treats to eat.

Eal (in purple) enjoys sleeping, the safety of home and salty foods.

The two of them are always in a tug-of-war to go somewhere the other does not care too.



A decorative horizontal border consisting of a brown, twisted vine with small green leaves at the ends.

Kram

Kram is Nosimad's father. He is very large and has an appetite to match. He works part time at a company called "Home Grown", that plants houses and he is well suited to his job of carrying and planting the boulder-sized seeds. One of his favorite things to do is to go out with his friends to watch local monster games in the forest nearby and also enjoys trying to fix things around the house but is quite bad at it and often causes more problems than he solves. When not at work, he is tasked with baby-sitting Regac and Eal, which often results in quite a mess.





Dojie

Dojie is Nosimad's mother and whose job is their islands pilot, who is responsible for navigating away from stormy or dangerous lands as well as toward lands they trade with and dock with for various reasons.

She loves time at home where she is always decorating the Monston home, although the machines she proudly invents for the house, often do not work properly, causing mahem.

She is a strong advocate of health so she tends not to be concerned when Nosimad goes adventuring.

She finds it very stressful to keep up with Kram and his messiness.



Zeus

After following Nosimad home one day, Zeus has rarely left Nosimad's side and will regularly accompany or follow her as she goes off on any number of her adventures.

A high energy, pet, he is hard to contain, especially with his ability to fly.

Zeus's biggest problem is that he has a very large appetite and the family has to keep an eye on him, as he not only seems to always be trying to eat the family bird Kiwii, but the coveted Monstrobutter cookies that Nosimad's twin sisters enjoy.

He will always use the eyeball on his tail to look around corners and such, so that he can be stealthy about his movements.





Kiwii

Kiwii is a very small bird which Dojie has had since she was in college.

Kiwii enjoys her sleep and with no cage, can be found perched anywhere around the Monstons household, although never far from Dojie, as being eaten by Zeus is her biggest worry and she often shoed away by Nosimad, as Kiwii loves to pilfer items from around the house to make small nests, and Nosimad does not like her meticulously organized room suddenly missing things. The Monston household periodically erupts in chaos when Zeus will fly in pursuit of Kiwii throughout the house.





Spiker

Spiker is a magical creature that appeared after Nosimad used a special wishing flower she had received from her father Kram on her 12th birthday.

This dragon is very friendly and loves to play with everyone as if it were a puppy, a very big puppy.

Spiker enjoys participating in Nosimad's imaginative games and will often fly her around the neighborhood and to many of the floating lands that are too far to get to.

Spiker has the ability to alter its size and colours.





Painted Final Maquette

Kram Maquette

With some time, patience, a metric ton of messy supplies, from wire, wood and clay, to plasticine, toxic chemicals, paint, stoves, power tools, pressure chambers and a lot of elbow grease, I brought to life the father of the Monstons family in the form of this 8" x 9" plastic sculpt.

I used it not only for display purposes, but for traveling around with me to schools, libraries, hospitals, promotional locations etc, so the kids and parents could physically touch something that had previously only been on a page or a screen.

Thankfully this version of Kram still can't eat all my cookies.



Armature



Clay Sculpture



Baked Final



Mould Created



Plastic Statue



A Timely Rescue

Nosimad and Zeus travel to a land of blossoms that her father 'Kram' once took her. But once there, she encounters a resident of the island who needs her help and all three of them have to solve the issue before the school day is over and the blossom island drifts to far from her home to get back.

Meanwhile, the company Kram works for 'Home Grown' plants a new home next to the Monstons and Kram finds himself at odds with their father, who has some rather destructive pets.

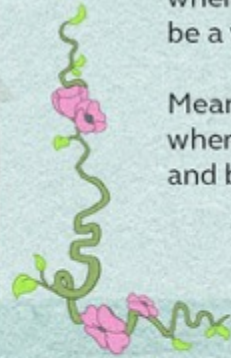


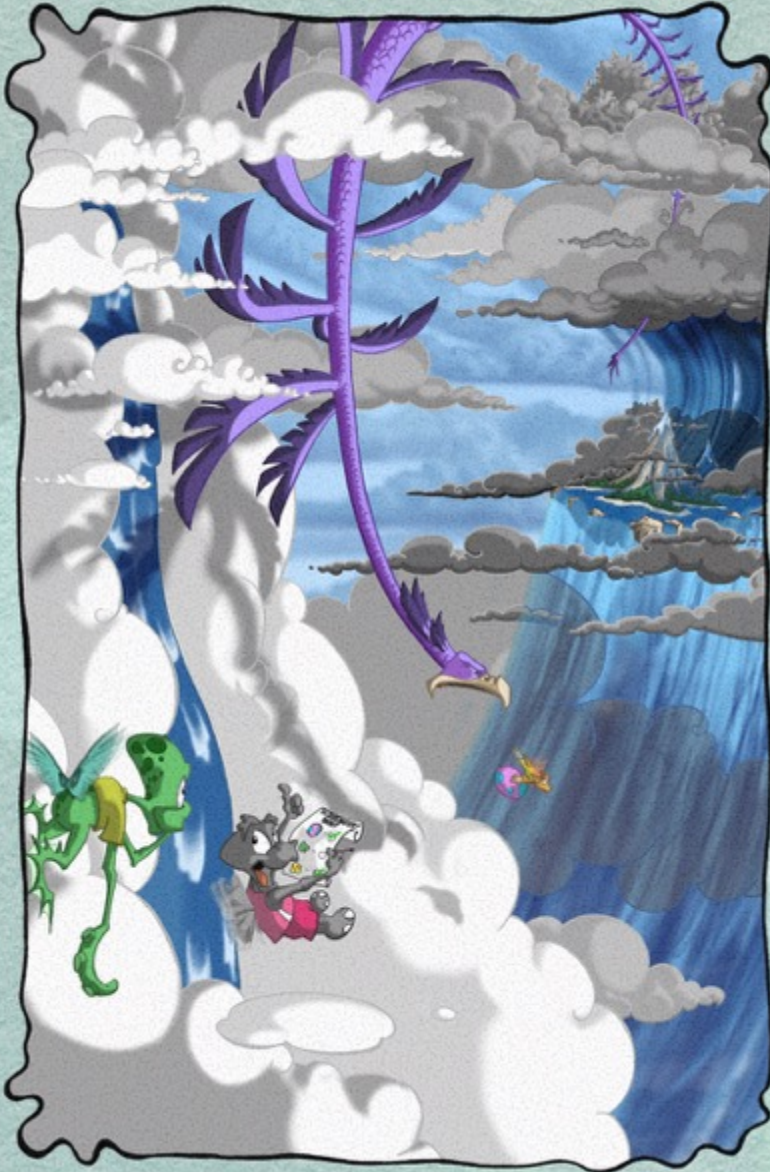


Elementary, My Dear Nosimad

Nosimad's first day of school arrives at 'Hovering Hollow Elementary'. Caught between wanting to make friends but not be seen, as she try's to blend in despite her becoming embarrassed at how her new wings keep popping out whenever she gets nervous or surprised. It is going to be a very long day.

Meanwhile, Kram takes Regac and Eal to the new neighbors, where the twins discover the house is full of treats, team up and begin hatching schemes to satisfy their sweet teeth.

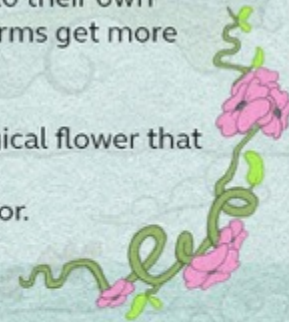




Scavenger Hunt

Nosimad travels to a storm cloud island with some of her new school friends because they want to get all the items on the school's scavenger hunt list done faster. Although when they arrive, they find hunting around the school may have been much safer as they avoid dangers and have to work together to escape and make it off the island and back to their own before the island drifts too far away as the storms get more intense.

Meanwhile, Regac and Eal find Nosimad's magical flower that Kiwii has taken from her room to make a nest. Chaos ensues as they fight over what to wish for.

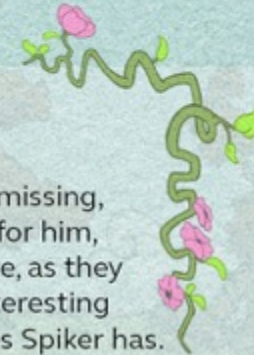
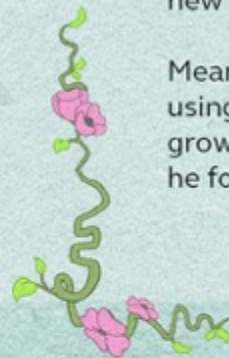




Hide and Seek

Nosimad finds that her new pet dragon Spiker is missing, so, she and her friends take Zeus and go looking for him, not realizing how much learning would be in store, as they find themselves not only exploring all sorts of interesting new places, but what previously unknown abilities Spiker has.

Meanwhile, Kram attempts to remodel the Monston house using small seeds he found. However, these seeds, are not growing what he expected and were better left where he found them.





Decorating the Tree House

Nosimad and some new friends from school go on a quest to a nearby volcanic island to find various gems as decorations for their new club house. Though they soon discover that some decorations will be quite challenging to gather, especially without permission, which causes one of her friends to reveal an ability they are quite self conscious of, but ultimately helps the group.

Meanwhile, Kram and his neighbor compete for yard space after both decide to begin building hedges. Each hedge takes on all sorts of sizes, forms and levels of danger as the competition also grows.





Jared Barber

I am a Vancouver, Canada based Art Director and Animation Supervisor who has worked in many fields of entertainment production for 24 years, from Feature Films, Television, Commercials, Video Games (both AAA / Mobile), Virtual and Augmented Reality titles, Comic Illustration to Puppet Shows, Festival Drawing Performances and currently Faculty Director of a Canadian Animation/VFX College.

My creation of "THE MONSTONS" began as a Christmas card to several members of my family, until I decided to imagine them all as monsters. I then developed a world around them and it grew to a short story about a teenage monsters birthday, then a growing series of conceptual ideas that has been continuing to grow for several years now, while never losing sight of the stories core, a story about family.

