



Wonder castle



A multimedia Project for Children
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In a far-off land, on the top of the highest mountain, above the clouds, there is the castle of the nicest wizard of the world.



...the wizard
ARCHIBALD!



He spends all his time, night and day, reading from his many books.



A little monkey keeps him Company

She is a Big sleepyhead, and would spend all her time taking naps.

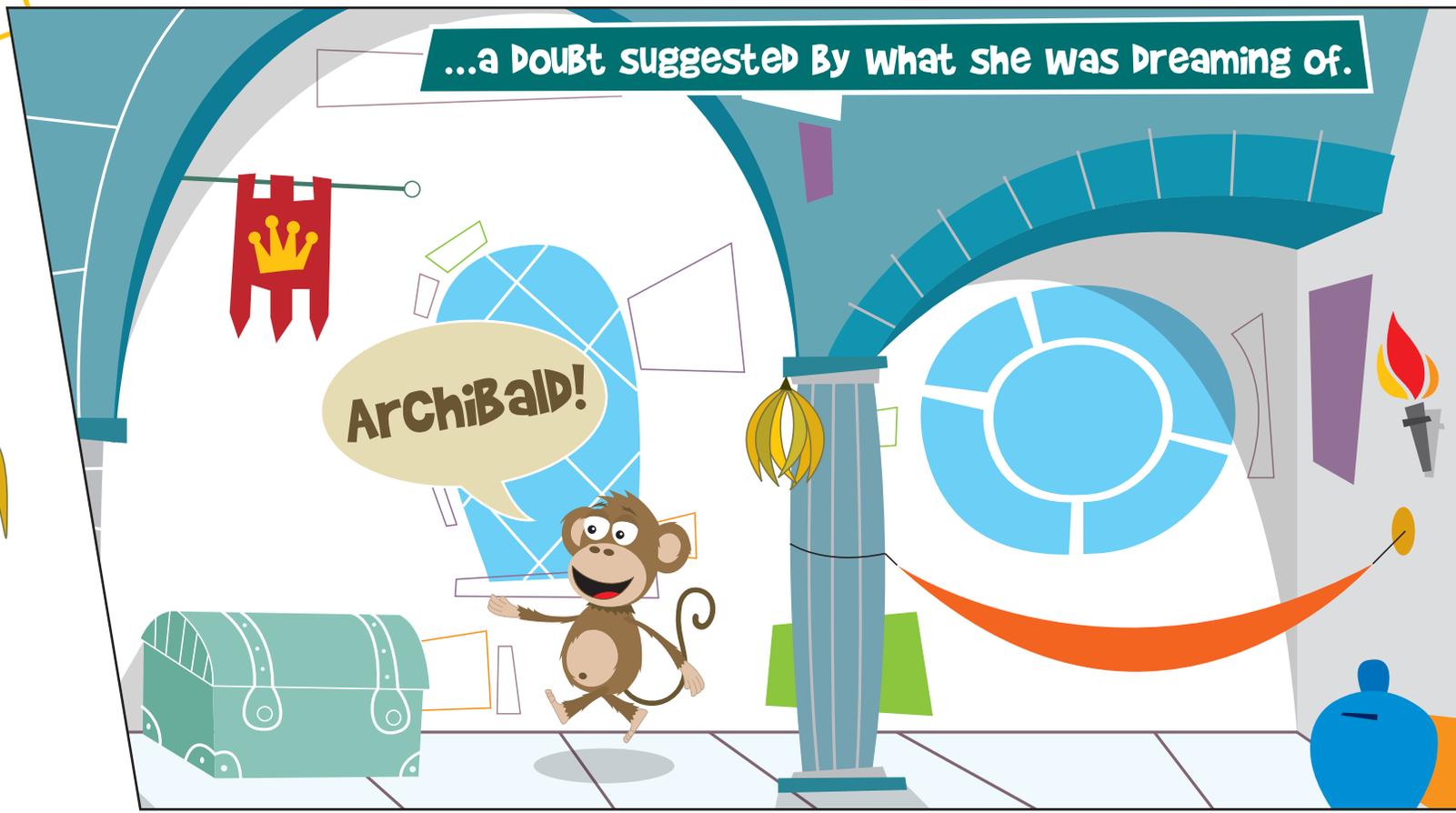


Sometimes she wakes up with a Particular question in her mind...

CURIOSITY



...a Doubt suggested By what she was Dreaming of.

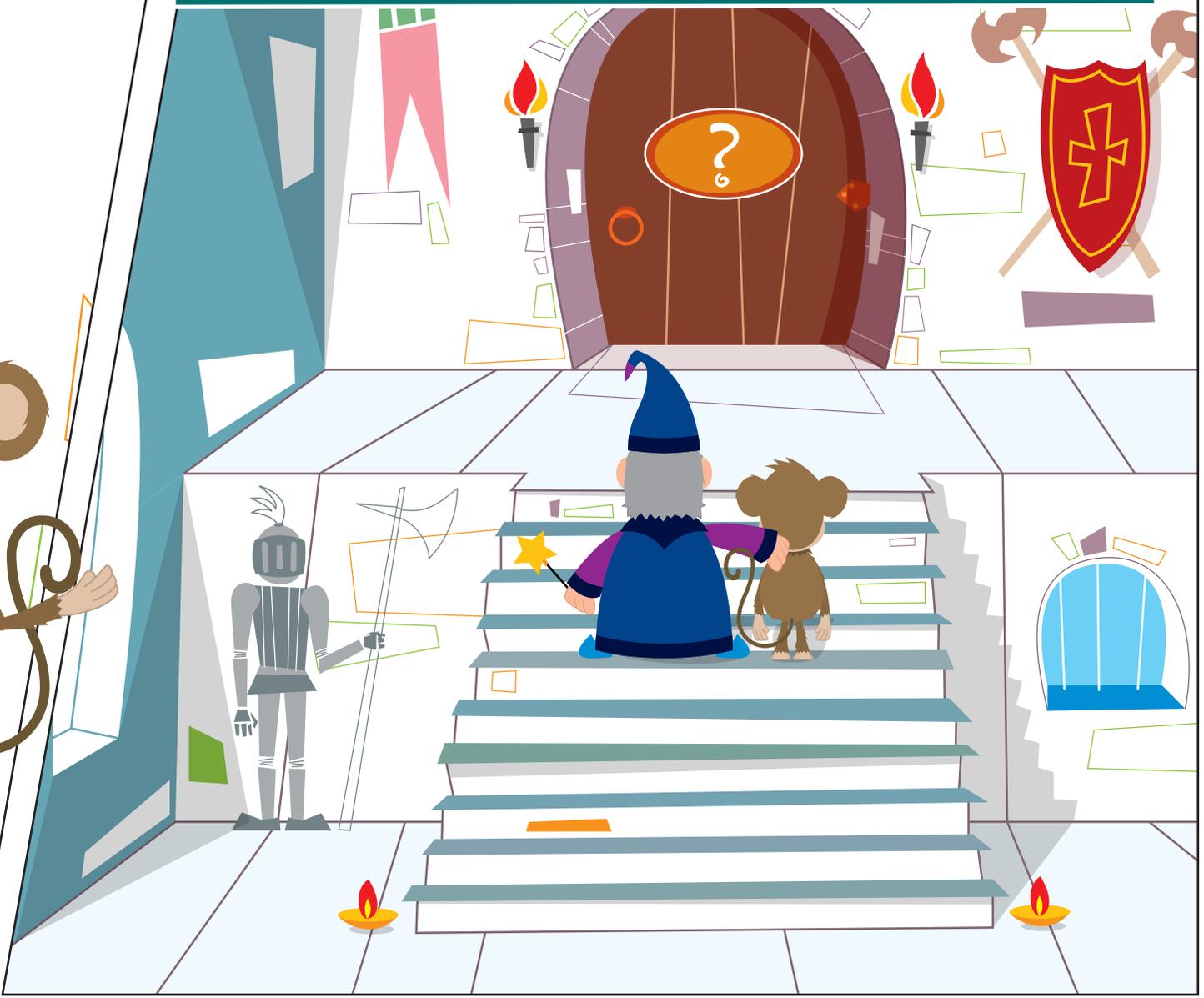


ArchiBald listens carefully to her little friend's question...

Blah Blah ???



...and then he takes her up the tower, to the magic "Door of the Questions": Behind it there is the answer that curiosity is looking for!



ArchiBald opens the Door...



...starting with curiosity an extraordinary journey of learning...



...across a magic Dimension populated with funny Beings and animated objects.

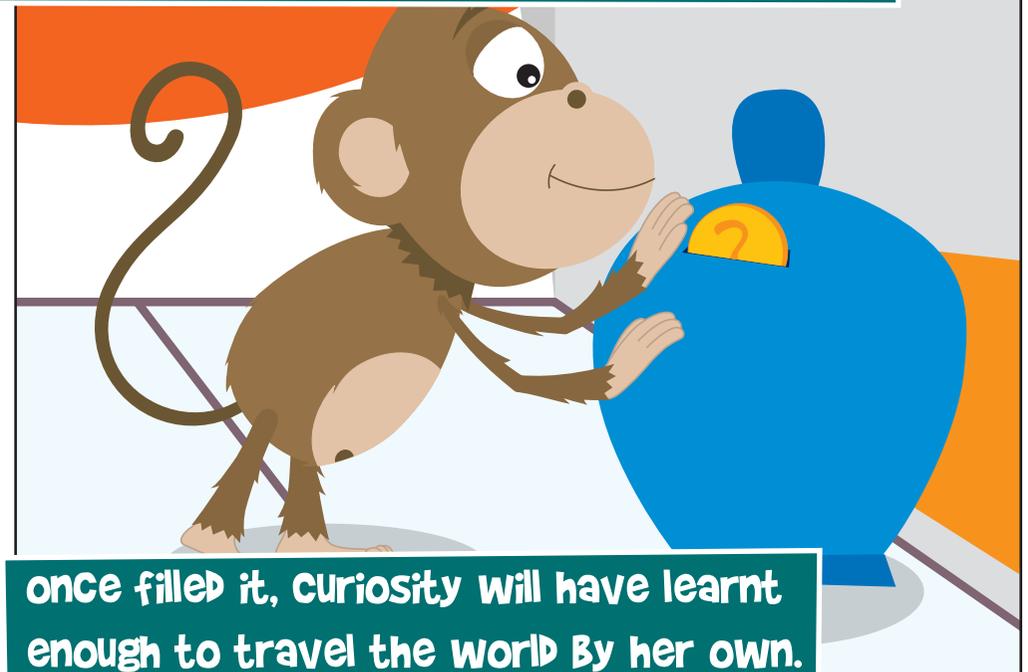
Back to reality, curiosity has finally understood...



The wizard gives her a special coin as a token of their adventure.



She rushes to put the coin in her moneyBox:

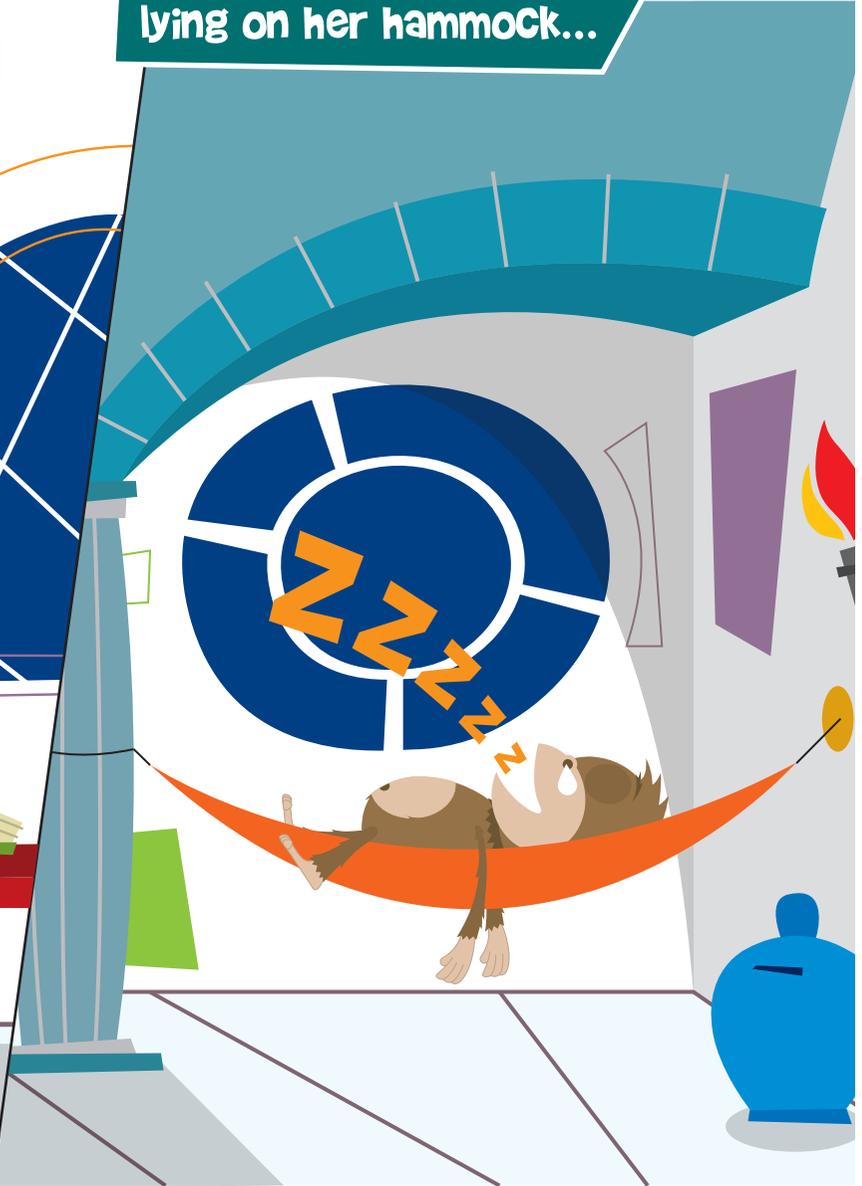


once filled it, curiosity will have learnt enough to travel the world by her own.

Then, ArchiBald gets Back to his Books...



...While Curiosity, happy and sleepy again, is already lying on her hammock...



...ready for a new Dream and a new question.



WANDER CASTLE may Be Developed for Different media:

TELEVISION

As an animated series of about 5' episodes, all sharing a standard narrative progression (as outlined in this pitch), but each being based on a particular answer/question.

Target audience: kids 5/10

PUBLISHING

As comic books narrating the adventures of Archibald and curiosity. The books may have longer stories (compared to the TV show) with more elaborate plots, but always keeping the educational element.

INTERNET

As a web site for kids: an interactive e-learning laboratory with a by-subject structure (from languages to arithmetic, from civics to sport, etc), in which the question/answer method employs texts, images, animations, and games.

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