

MOTORWORLD



Exposé



IN THE NOT SO DISTANT FUTURE...

the world falls under the control of an evil virtual being- Dr. Laslo. He detests the disorder of biological life-forms and has a master plan to create a society of perfectly obedient mechanical beings. Laslo's 'perfect' society is one where he, with his huge database and access to worldwide scientific information, makes all the decisions for everyone. So in a desolate region of the earth...

DR. LASLO CREATES MOTORCITY...

and populates it with artificially intelligent cars, trucks and work vehicles. From a massive communication centre towering above the downtown skyscrapers Dr. Laslo broadcasts his omniscient instructions to the mechanical populace. The vehicles obediently carry out their orders constructing a large metropolis where they all live and work until...

THE FREEDOM REVOLUTION BEGINS...

led by Doug- a teenage virtual being who resides on an old computer in an underground garage. With the aid of a small motorized scooter style robot named Dodger, Doug organizes a ragtag band of freedom fighters. Alas, they are no match for Laslo's law enforcement vehicles and it all looks hopeless until...

ANGEL, HARRY AND GUNNER TURN RENEGADE...

and join the freedom revolution. These were Laslo's most powerful law enforcement vehicles. Angel is a secret agent whose outer shell can morph. Harry is a police car that transforms into a Harrier Jet. Gunner is a military jeep loaded with high powered armaments. Working together they free the vehicles of Motor City, but...

DR. LASLO WILL NOT REST...

until he has regained control of his beloved society and destroyed the traitors. Mind control and subversion are his main weapons along with his awesomely-equipped army of high tech military vehicles, brute robots and hench trucks. Angel, Harry and Gunner must withstand his relentless attacks, because the price of failure is nothing less than their new found freedom.

THE MOTORWORLD TELEVISION SERIES

MotorWorld is a new concept in children's computer animated television created by writer/ animator, Craig Farlinger. In a city of the future populated by cars, trucks and robots with human personalities, three superhero vehicles, Detective Harry, Captain Gunner and Agent Angel, oppose an omnipotent virtual being, Dr. Laslo. With its surrealistic 3D look, science fiction designs and sophisticated digital world plots, the show scales up well to target boys aged 6-11. Please view the video demo @ <http://www.mediamindigital.com/motorworld.mov> to see MotorWorld's unique computer graphic look. This demo was used to focus test the MotorWorld concept on children of both sexes ranging in ages 6-12. The results show an average liking rating on a scale of 1-5 of 4.6 for boys and 4.4 for girls.

MotorWorld is a superhero show with loads of action and Hollywood quality special effects, that has, nonetheless, been kept fun and non-violent. There are lasers, plasma guns and rockets which provide spectacular explosions but no vehicles ever die. In addition the bad guy, Dr. Laslo, is not evil, but is rather a control freak suffering from a multiple personality disorder, which makes him a humorous character. He is a post-Gothic, Max Headroom with a face constantly shifting with the complex emotions and attitudes broiling inside him. Weekly plots center around Laslo's high technology attempts to take control of Motor City and its inhabitants. A counterpoint to Laslo, a younger virtual being named Doug, operates on a local area network and coordinates our heroes. Several small child-like robots, a scooter named Dodger and a repair robot named Snipe, add more humorous interaction and audience identification.

MotorWorld uses advanced 3D animation software technology to achieve its surrealistic look, special effects and exciting action sequences. The lack of humanoid characters in MotorWorld simplifies the animating work and reduces the need for elaborate character animation tools, making the choice of 3D package largely a function of quality of rendered image and availability of special effects plug-ins. Development work to date has been done with Electric Image: Universe (information and samples available @ www.electricimage.com) which was used by Industrial Light and Magic in 'Star Wars Episode I: The Phantom Menace' to create hundreds of on-screen effects shots. Other high-profile projects include 'Titanic,' 'Terminator 2: Judgment Day,' 'Star Trek: First Contact,' 'Dateline NBC,' 'Sliders' and 'Mission: Impossible'. Electric Image's high-speed, high quality rendering engine is capable of everything from ray-traced reflections and refractions to volumetric shadows. In addition plug-ins 'Mr. Nitro', 'Blaster' and 'Dante' (view samples @ www.northernlights3d.com) allow the rendering of realistic explosions, fire and rocket jets unlike any seen in computer animation before. The software package ReelMotion is a compatible plug-in for ElectricImage which allows accurate simulation of vehicle motion including gravity, four wheel independent suspension, c of g, collision behavior, engine power and other variables. This technology in conjunction with special shaders allow the creation of a gritty, 'lived in' world and level of realism that has not been seen on television before.

Craig Farlinger of Mediamind Productions has assembled a talented team of experienced 3D designers, animators and artists led by Alain Omer Duranceau. Alain worked as creative team leader at the NOA Network of Animation for many years. Notable animation projects during his tenure there include Grid Runner for Radical Entertainment, Billy the Cat, Mutant League, Cybersix and DinoBlaze for Virgin Interactive Entertainment.

PROTAGONIST

CAPTAIN GUNNER

GENDER:	<i>Male</i>
BODY TYPE:	<i>Jeep/tank, strong, virile, solid.</i>
PERSONALITY:	<i>Action man, courageous, fighter, experienced, principled.</i>
STRENGTHS:	<i>Lots of weaponry, a good off-road vehicle.</i>
WEAKNESSES:	<i>Non-analytic, not a very fast on-road vehicle.</i>
JOB:	<i>Commander of the military's 'Special Urban Force'</i>

GUNNER is a military captain equipped with an incredible assortment of weaponry including: A laser, a 30mm exploding shell gun, a missile launcher, an anti-tank gun, rocket countermeasures, plasma guns and target seeking rockets. He's the quintessential fighting vehicle, always out on the front line. He's often the hero who saves the day. Gunner is very solid and can take a direct hit without being completely disabled or destroyed. In spite of his incredible weaponry he never engages in unnecessary violence or gun play.

Gunner's appeal is not just his physical prowess but also his enormous integrity and wisdom. He's incorruptible and principled; a next millennium soldier who doesn't blindly follow orders. For instance he will not obey an order that contravenes the Geneva Convention. Yet he would give his life to save even just one civilian vehicle from being destroyed. He doesn't have Harry's or



Angel's analytic abilities but he makes up for it with his philosophical wisdom drawn from his life experiences on and off the battlefield. However, Gunner dreams of the day when he can remove his weapons and lead a peaceful life touring out in the country.

A repair robot named **SNIFE** rides with him, always ready to provide assistance, as well as humorous commentary on the dangerous situations they face together.

PROTAGONIST

DETECTIVE HARRY

GENDER:	<i>Male</i>
BODY TYPE:	<i>Retro police car, T-bird, sharp, authoritative.</i>
PERSONALITY:	<i>Cop from the Bronx, in your face, high strung.</i>
STRENGTHS:	<i>Jet powered, fast, wide range of sensors, analytic.</i>
WEAKNESSES:	<i>Not much on-board space for armaments.</i>
JOB:	<i>Head of the police forces' corruption division.</i>

HARRY is a police car that transforms into a Harrier jet. As such, when a crime anywhere in the city is in progress, Harry is just minutes away. To criminals, he seems to be everywhere at the same time. That's a major crime fighter! He can make the arrest and tow a vehicle in himself but most often calls for another police vehicle to finish the collar. If he's busy, he has a robotic arm that can attach a tire clamp to a suspect vehicle.

Harry a tough guy cop car from the Bronx, but he's a bit of a softy in several ways. First, he's not armoured like Gunner and so can be damaged more extensively during a firefight. This makes him more cautious when investigating suspicious vehicles. Secondly, he has had a crush on Angel for years.



Harry has a lot of devices used to gather information (remote sensing, night vision, etc.). In dangerous situations he can handle himself pretty well but due to limited storage space Harry carries fewer and less powerful guns than Gunner. He does have small rockets, so Harry and Gunner together can make a formidable assault force.

Harry is nosy and in peoples' faces. He has street smart analytic abilities and the potential to be a classic, 'Law and Order' style crime solving vehicle.

PROTAGONIST

AGENT ANGEL

GENDER:	<i>Female</i>
BODY TYPE:	<i>Flat Lotus, curvaceous, perfect, feminine.</i>
PERSONALITY:	<i>Strong, caring, vivacious, fun.</i>
STRENGTHS:	<i>Astute, fast, can change her shape and appearance.</i>
WEAKNESSES:	<i>No weaponry, not an off-road vehicle.</i>
JOB:	<i>Secret agent for the Central Processing Agency.</i>

ANGEL is a secret agent whose prominent feature is her slick outer shell made of an experimental alloy, which allows her to morph her shape and change her appearance at will. Her morphing is limited by her mass and can only last for a given time. This gives her the ability to create hands, tools and look like other vehicles. Her ability to get away with impersonating another vehicle, however, depends on her knowledge of that particular vehicle type which can be lacking.

Not only the most technologically refined of our three main characters, Angel is the most inventive and clever. She almost always finds out things first and is already on the case before our other two heroes know much about it.

Angel is the most fun of the three main characters and also the most complex psychologically. Her needs are not totally fulfilled and she sometimes strays into bad relationships with nefarious vehicles.

She is as courageous as Gunner, because it is Angel who sneaks into criminals' headquarters, behind enemy lines, etc. She does dangerous undercover work but never carries any weapons. She avoids violence preferring to solve crises through emotional appeal and negotiation. Mechanically versed, she is also the care giver, fixing her companions when they suffer damage.



ANTAGONIST

DR. LASLO

The latent backstory of MotorWorld is that all vehicles contain the digitized minds of human beings. MotorWorld contains two virtual beings, whose digitized minds reside on a computer network and do not have mechanical bodies. As the backstory goes, at one time mankind digitized the minds of all the world's greatest scientists and installed them on a world wide web giving them the task of managing the world's institutions. One of these virtual beings, Dr. Laslo, seized an opportunity and stole all the memories from the other virtual beings. He then erased their identities, becoming the only (so he thinks at the beginning of the pilot episode) virtual being on earth.

Laslo is not evil, just a fanatic and emotionally unstable scientist. His greatest desire is to establish what he thinks would be a perfect society where he makes all the decisions for everyone. He detests biological organisms. His view of mankind is simple and indicting: "Individuals with their inadequate database stumbling over other individuals with their inadequate database so that their decisions are riddled with errors and they all remain unproductive and inefficient." The solution for Laslo is simple; have all decisions made by the most knowledgeable being, himself. This is logical since he robbed all the other virtual beings of their memories and now his database is the largest. In what he declares is his greatest experiment, he creates a large population of artificially intelligent vehicles who build a large city in a desolate region of the earth. He establishes a huge communication center and takes his place as supreme ruler. Some ruler, Laslo is a control freak who squeals with glee when he has vehicles under his thumb. But the vehicles of Motor City are not quite so easy to control.



Laslo is more humorous than scary because he detests humans yet has so many human foibles. His appearance is part human, part robot, like a post-Gothic Max Headroom. He is a control freak with so many emotions and attitudes broiling inside him that his face is a shifting sea of contradictory and extreme expressions. He professes to love the vehicles of Motor City like a father but really they are only fodder for the supposed perfect world he is obsessed with creating. He controls the Laslonet, the Cybercraft factory where new vehicles are built and the Crypt where digitized minds are stored until they are *incarnated*. He has the latest technology at his disposal which he uses to create Gunner, Harry and Angel. He can plant subconscious instructions and infect vehicles with viruses by shining infrared beams of software code from his eyes into the eyes of unsuspecting vehicles. He is everywhere and nowhere. It seems inevitable that he will eventually take over Motor City.

SUPPORTING PROTAGONISTS

DOUG

Doug is a teenage, local area network, virtual being. He escaped Laslo's notice because he is pretty low tech and is confined to an old computer in a basement garage. Motor City was built overtop of an old human city containing Doug's garage where he lay dormant until the activity awakened him. Doug first created a small scooter-like robot named Dodger to be his eyes, ears and hands in Motor City. Upon learning about Dr. Laslo's treatment of the vehicular populace, Doug began to mobilize the Freedom Fighters using Dodger as his messenger and go-between.

Doug's powers are no match for Dr. Laslo however. He must be careful not to tip Laslo off about the location of his garage. As a virtual being able to write computer code, Doug has the ability to evolve and eventually roam the Laslonet to challenge Dr. Laslo on his own cyberturf.

SNIPE

A repair robot who pops out of a hatch on the top of Gunner's body. He assists Gunner in many ways and repairs him when he gets damaged.

DODGER

A small, child-like, scooter robot that provides Doug and our heroes with information from the street. Dodger is a little clumsy but makes up for it with his quickness and energy. When he is being chased he has all the moves of a professional skateboard artist and then some. He has a slightly naughty personality and overuses the expression 'Dude'. Doug is very much like an older brother to him.



SUPPORTING ANTAGONISTS

THE EVISCERATOR

Six stories of jaws and claws, the Eviscerator is an old recycling plant anchored to the rear of the Cybercraft factory. He was built to last a thousand years so he cannot be destroyed with conventional weapons.

RAGE

He is a vicious mob boss, a speedy dragster style vehicle with machine guns and rockets.

JIMMY

He is the impassioned Big Rig labour leader who commands a large union of vehicles.

LASLO'S HENCHTRUCKS

They are large fierce monster trucks that do Laslo's dirty work.



The Eviscerator

HARLEY

A macho Harley-Davidson motorcycle that leads the biker gang.

INCIDENTAL CHARACTERS

THE CHIEF OF POLICE

A male robot who runs the police department. Detective Harry reports directly to him.

GENERAL SHERMAN

He is the Patton of tanks, an unemotional commander and old school thinker.

MUSTANG SALLY

She's a no nonsense, attractive, female vehicle and a reckless driver who learns her lesson.

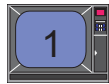
ARTHROPODS

They are the remnants of a military experiment that went wrong. They are self-replicating armed parasites shaped like insects that move stealthily over rough terrain. Their chief occupation is stealing spare parts to keep their kind reproducing.

OIL SCHLEIB

A W.C. Fields style huckster van with a good heart.

MOTORWORLD TELEVISION SERIES EPISODES



1 PILOT EPISODE: REVOLUTION (SCRIPT AVAILABLE)

A virtual being, control freak named Dr. Laslo has created Motorcity and populated it with artificially intelligent vehicles. A rag-tag group of vehicles calling themselves the Freedom Fighters, led by Motor City's only other virtual being, Doug, challenge his authority. Laslo attempts to enslave all the vehicles by implanting mind control chips in them. Dr. Laslo's three powerful law enforcement vehicles, Captain Gunner, Detective Harry and Agent Angel, unwittingly help Laslo gain control over Motorcity. Doug sends a scooter he built, named Dodger, to alert Gunner, Harry and Angel about Laslo's evil plan. As Gunner, Harry and Angel go about their investigations they discover that all is not as it seems. As Laslo closes in on the Freedom Fighters our heroes begin to realize that Laslo is their real enemy and they turn against him. To end Laslo's puppet regime they must destroy his communication center.



2 THE EVISCERATOR

An old recycling plant starts to blindly devour everything in the grasp of its mechanical claws, leaving around itself a desolate crater. The solution seems to be to isolate and starve the Eviscerator, but unexpectedly, it tears itself from the ground, crawls a few hundred meters, re-anchors itself, and continues its seemingly inexorable ravage. Under Dr. Laslo's influence it heads for the Cybercraft factory and the Crypt where the digitized minds of humanity are stored. Conventional weapons cannot destroy it. Only Angel can approach it...



3 POWER TO THE PEOPLE

The utility vehicles, representing the working class of Motorcity, are fed up with the way things are, and, led by Jimmy, a smart semi, spouting Marxist rhetoric, they decide to take control. The plan is to destroy what they see as an elitist Motor City run by Limousines and rebuild the city from the ground up. The military refuses to get involved. Our three heroes unexpectedly find themselves in the middle of the conflict...



4 MACK THE RIPPER

In the style of a murder mystery Harry investigates several incidents where vehicles have been torn apart for no apparent reason...



5 LIVE AND LET LIVE

Motor City's arthropods have become an extreme nuisance. Dr. Laslo has developed a larger and more aggressive breed. Gunner is ordered to hunt and destroy Pods. Instead, he enlists Harry and Angel to help him locate where Laslo is manufacturing the new breed and shut him down.



6 SPY VS. SPY

Angel is enlisted to go on a special mission to shadow some pretty shady characters. They are difficult to follow because they have morphing ability as well. She discovers they are spies for Dr. Laslo and have brought a deadly new virus to Motor City...

SERIES EPISODES (CONT'D)



COUP D'ETAT

Under the influence of Dr. Laslo, General Sherman becomes ambitious. He has decided that he must become ruler of Motor City. He orders the military to take over the city. They are to fulfil Laslo's new plan and filter out any trace of individuality from every single vehicle in Motor City, thus creating a whole civilization of perfectly obedient soldiers. Martial law is declared, the streets belong to the army and they take control of the Cybercraft factory. The police are incapacitated and any suspicious vehicle is incarcerated and interrogated. Our heroes go undercover and with the help of Dodger they figure out how to oust the General...



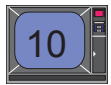
A CPU IS A TERRIBLE THING TO WASTE

Over the last six months, the accident rate in Motor City has quadrupled. The majority of these accidents are linked with the totally erratic behaviour of the vehicles involved. The authorities are baffled and completely ineffectual. The cause of the carnage: An increasing number of vehicles addicted to a new fuel additive. This additive is being distributed by Motor City's mafia. Our three heroes take on the mob boss, a dragster named Rage, and his monster trucks...



ANGEL'S HELL

Gunner and Harry play a trick on Angel which turns rather bad. Angel is furious at her friends and wants to be on her own for a while. Coincidentally, during this time, a gang of bikers ride into Motor City. Their leader Harley shows a suspicious interest in Angel's morphing abilities, and she's very susceptible to his attention...



THE ASSASSIN

Dr. Laslo creates a powerful new prototype combining the abilities of our heroes and sends it to destroy Angel, Gunner and Harry...



THE RETURN OF DR. LASLO 1

Dr. Laslo returns with an army of powerful vehicles and robots. He takes back Motor City...



THE RETURN OF DR. LASLO 2

From a rebel position our heroes retake Motor City and send Dr. Laslo packing again...



STRANGERS IN THE NIGHT

Strange robots who claim they are from another area of Motorworld come to visit. Their construction corresponds to no known earthly technology...

TELEVISION PILOT PRODUCTION BUDGET

A detailed budget for the one hour pilot program can be found on the following pages.

In order to estimate the production timeline, personnel and equipment needs the following two assumptions have been made:

1) For the initial design phase, a man hours average estimate of 80 hours per character or environment has been assumed. There are 25 characters and 20 environments to be designed (listed below).

List of characters and environments to be designed and textured:

Captain Gunner	Motor City skyline- establishing
Detective Harry	Motor City street below large video screen
Agent Angel	Street intersection with adjacent street below large video screen
Old Jalopy	Street with narrow alley to two block street with ramp and elevated roadway at second intersection
Dodger	
Snipe	Doug's garage
Citroen	Alley leading to Doug's garage
Freedom fighters x 3	Wrecker's yard including car factory and front entrance
Arthropods x 5	Downtown elevated thru-way
Chevy	Military target range
White Knight Big Rig	Elevated highway with gap at edge of city
Sportscars x 3	Above downtown wide shot
Henchtruck SUV	Old city blocks 1, 2 and 3
Henchtruck van	Rundown old city street with gutted building
Tank	Freedom fighters' garage, 2 block street and warehouse int/ext
Airship	Cybertruck Shipping yard and warehouse int/ext
Fighter jet	Downtown street 3 blocks for chase
	Old Ford Factory int/ext including 2 blocks of street and crater
	Arthropod cavern
	Five storied parking garage with textured int first floor
	Dr. Laslo's Communication Center int/ext in downtown

2) In the final animation phase an average output of 15 seconds per week per animator has been assumed.

cont...

22.0	COMPUTER ANIMATORS		
	3D animators- 3.5 for six months		<u>\$60,000</u>
		Total for 22	\$60,000
28.0	PRODUCTION SUPPLIES		
28.01	Computer disks, tape backups, etc.		<u>\$8,525</u>
		Total for 28	\$8,525
29.0	PRODUCTION EQUIPMENT		
29.1	Hardware		\$141,512
29.2	Software		<u>32,705</u>
		Total for 29	\$174,217
30.0	OFFICE COSTS		
30.1	Office rent		\$24,000
30.11	Telephone & internet		3,000
30.12	Accounting & office assistant		6,000
30.15	Office furniture & equipment		<u>7,200</u>
		Total for 30	\$40,200
33.0	PRODUCTION SERVICES & RENTALS		
33.15	DOP Bob Ennis, makeup artist and equip- 2 days		\$2,000
33.16	High Definition Camera Rental- 1 day		\$1,200
33.45	Master to tape w/ Davinci colour correction- 10 hours		<u>\$4,800</u>
		Total for 33	\$8,000
47.0	MUSIC		
47.1	Original music composition		\$18,500
47.11	Sound FX		<u>1,400</u>
		Total for 47	\$19,900
71.0	GENERAL EXPENSES		
71.1	Insurance, legal, bank charges		<u>\$10,000</u>
		Total for 71	\$10,000
82.0	PRODUCTION CONTINGENCY		
82.1	Production contingency- 10%		<u>\$65,104</u>
		Total for 71	\$65,104
	TOTAL PRODUCTION EXPENSES		<u>\$816,146</u>