

GREENER GARDENS



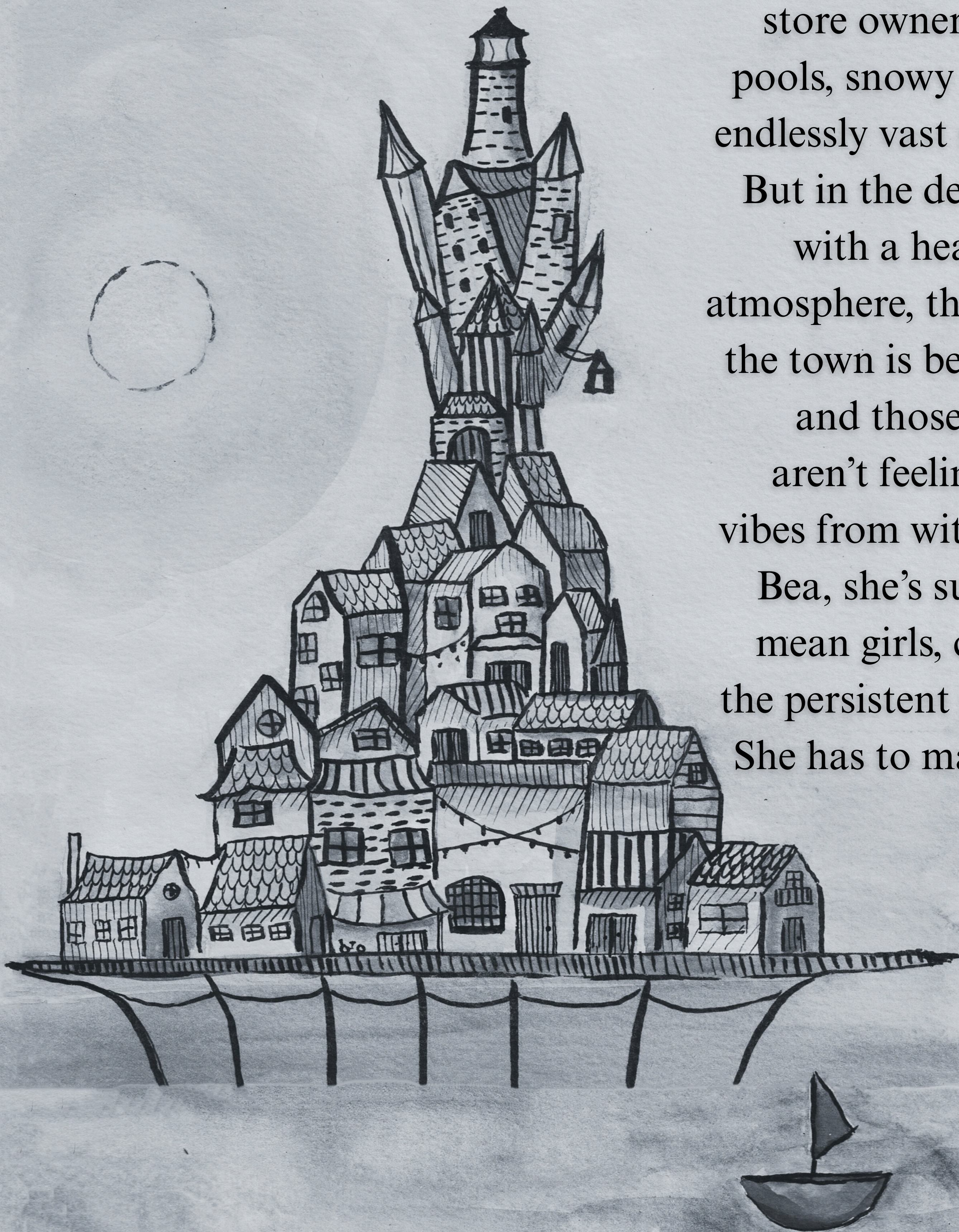
What is Greener Gardens about?

When Bea, a driven 13 year old girl, moves with her mom to a remote seaside town, she is desperately in need of a fresh start. Having already romanticized her new life - swimming in the ocean, painting by the seaside, cool artsy new friends - she has a rude awakening when she discovers the entire town is devoid of all color. In a desaturated town, there is no art, or sunsets, or joy. But it wasn't always like that.

The nuclear power plant her mom has been hired to work at is polluting the town, stripping it of its color and poisoning its people. When Bea accidentally explodes the science lab, she thinks she has discovered how to bring color back to the town, but she won't succeed without a fight, or do it alone.

The Town of Port Guppy

To us, the world of Greener Gardens Boarding School is a cozy seaside town appealing to the viewer's nostalgia for a time they can't quite place. Kind store owners, frozen tide pools, snowy beaches, and endlessly vast starry nights. But in the dead of winter, with a heavily polluted atmosphere, the vibrance of the town is being depleted, and those inhabiting it aren't feeling those cozy vibes from within it. As for Bea, she's surrounded by mean girls, cobwebs, and the persistent smell of fish. She has to make a change.





Beatrice Perkins

A shy, astute, curious girl, whose dreams of becoming a world-renowned artist, the coolest girl in school, and changing the world are a ways away.

At her last school, Bea didn't have any friends, so she's got one chance to make this new start count, and she's not going to mess it up.

She's quick to go along with what people tell her to do, making her an easy prey to peer pressure and bullying. Despite her fears, she will always do what she thinks is right, even if that means going against the people she loves most.

Lianne Perkins

A loving mom who would do anything for her daughter. But with the passing of her husband, she has been put under immense pressure to provide and care for her daughter.

All she wants is to make her daughter happy. So, after being laid off at her old job and being offered a job at a nuclear power plant in Port Guppy, how could she say no? She needs this, Bea needs this, and to be by the ocean and be able to support her daughter, it seems like a dream come true.



Character List



JOANNE

Chaotic best friend who was sent away for “personality problems.” “You mean behavioral?” “No”. She doesn’t suffer fools and will kill to protect her friends. She wants to help Bea gain confidence and not take crap from people, so she takes her under her wing. She’s one of them now.

LOOP
Oddball best friend of Joanne. Likes when things explode or catch fire. Is way too into performace art in a borderline illegal way. Can talk to dead people.



BOO

The mute ghost usually hovering around Loop. Isn’t really a ghost but is wearing a sheet after suffering from side effects of the pollution in the water.



MRS. BLEAK
The headmaster of the school, a total witch, gets excited when kids get in trouble. But behind that, she also wants the color to come back to the town and deep down wants the school to thrive.



JUNIPER

The “it girl” of the school, but also the most evil. She doesn’t care about color or the environment; she cares about maintaining her popularity, her bf, and everyone’s attention.



CHAD BILLINGTON

The dumb, cool, hot guy who thinks everyone is in love with him. Wants color to come back to the town before summer so he can show off his tan.

Influences



Adventure Time, Over the Garden Wall, Flapjack, Coraline:

Aesthetic, animation style, nostalgic coziness, humor, music, story depth, target audience, and an infinite world to explore (both in characters and location).



Stardew Valley and Harry Potter:

Cozy town with local characters and a sense of world-building and lore.

Wizard of Oz:

From black and white/sepia tone/desaturation to vibrant color.



Ponyo:

Oceanic animation, town, themes.

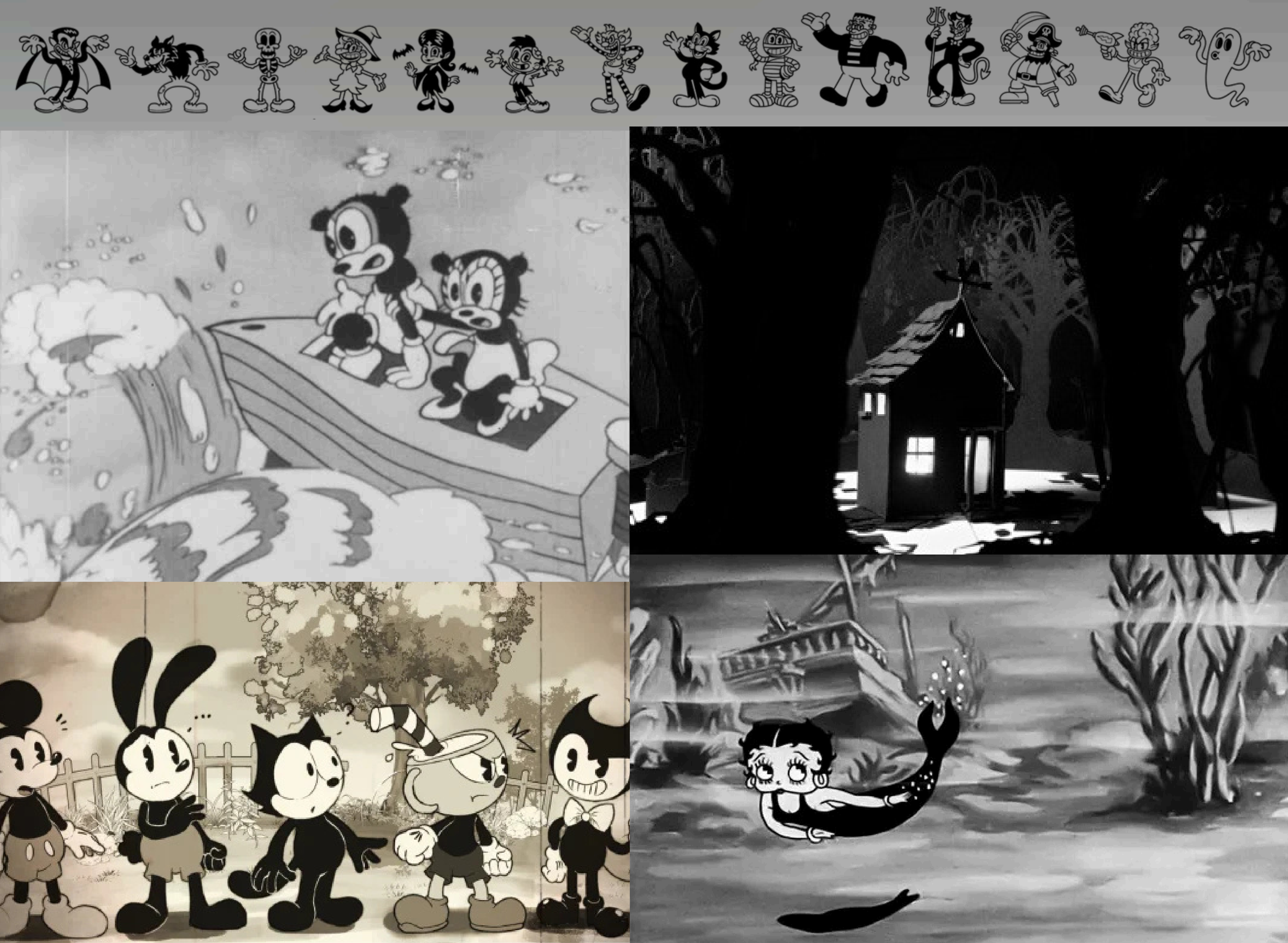


Black and White to Color

Bringing back the late night black and white on Cartoon Network!

An ode to that unmistakable nostalgia you get from watching old-fashioned black and white cartoons, but it's a town.

The character design, movements, and animation will pull heavily from circa 1930's B&W cartoons. The movement of physics within this world - the way water is drawn, reactions, and character design will pull from this. Relying on research, references, and just the right amount of Easter eggs.



α Focus on the Ocean

This seaside show starts in the winter, by the end of the season, the contrast from the black and white snowy beaches to the defrosting of both the ocean and the world will feel similar to how we feel coming out on the first day of spring and being able to take a layer off.

Because of the themes of pollution set along side the ocean, it will not only raise the point of taking care of our planet, but bring in that cozy human feeling of putting your feet in the water for the first time in years, of looking into tide pools like windows into other planets, and of gratitude of where you are and what you have.





Genre and Audience of an Animated Dramedy

With the comic relief and goofy parts of the show come the dramatic parts. Its audience resembles those who can handle shows like *Over the Garden Wall*, *Adventure Time*, and even *Fionna and Cake*, with darker themes that hit close to home, and suspense that will be relieved if you can hang on. Audiences can handle this and are hungry for it; people don't want to feel talked down to.

An animation that tugs at our heart surprises the audience; they aren't expecting to laugh and cry to the same show they thought was just for little kids. But this is what cements it in time, what brings in new ages of audiences and keeps them rewatching for years to come.

Why Cartoons to Tell This Story?

As this story has a more distinct beginning and ending arc than a premise with infinite seasons of possibilities, the concept could be related more to an *Over the Garden Wall* style mini series than to a 10 season run of *Adventure Time*.

In the way *Over the Garden Wall* uses 10 episodes to make us laugh, cry, dance, earn a yearly rewatch, and move us from autumn into winter, this show will do that for winter into spring.

More specifically, what works so well about *Over the Garden Wall* is its attention to historical detail and research of folklore. This series will emulate that, but in this case, as an ode to the Golden Age of Animation. Making audiences ask themselves, “Do I know this song?” or “This reminds me of something” that they can’t quite place their finger on, but feels like a nostalgic warm hug.



Episode Summaries

EP. 1 – A Fresh Start

On a bus from town, Beatrice fantasizes about her new life over a romantic brochure of “Greener Gardens Academy”. But almost at the same time she puts down her paper, she arrives at school, and something is already off. In a cloud of steam, mist, and fish smell, she steps off the bus. As the mist clears, it is relieved that this “elegant academic residency” leans closer aesthetically to a haunted mansion.

A looming figure stands before her, Mrs. Bleak, the school’s headmaster, here to welcome the new student and give her the tour. As we are introduced to the grounds, classrooms, and told where to keep out of, Beatrice is only wondering one thing: why is everything black and white? Immediately, people are commenting on Bea’s sunny complexion. No one in the whole school has saturation like Bea, earning her much attention right away.

Brought to meet her new roommate, Joanne, Beatrice is immediately intimidated. But Joanne takes her in and shows her the ropes of the place. What to and not to eat at the cafeteria, what classes and clubs to sign up for, and most importantly, who not to hang out with - Juniper.

During the first day of classes, in the chemistry lab, Juniper gives Bea the wrong instructions on what to mix, and there is a big explosion. No one is hurt, but Bea has detention and has to come back and clean up later. But when she does, something is glowing in the bottom of a beaker, it’s the color [blue](#).

EP. 2 - I Can Save the World

Bea runs to her and Joanne's room to tell her what she saw. Joanne doesn't understand why this happened, but Bea is determined to tell other people.

"No one is going to believe you. They'll just think it's something you brought from out of town or--"

"So we'll show them. Whatever I did, I'll just...do it again."

"And blow up the school in the process. Count me out. I'm already the freak of the school. I don't need to cement it in history."

"Please, I know I can do this, I just need help."

"Fine, but from now on, we only talk about this in our room; no one can know anything about this."

"Guys, I'm so sorry I was gonna scare you." Their friends Loop and Boo emerge from the closet where they were hiding.

Bea screams. Joanne groans. They are in it together now.

Here's the plan:

1. Recreate the color. "I don't know what chemicals we mixed, but we are gonna have to figure it out."
2. Get the whole school together to show them. "This can't be a word of mouth thing. We have to tell everyone at once."
3. We save the town, and everyone loves us.

The rest of the episode shows them experimenting in the science lab to try and recreate what they did. They create a huge explosion and figure out what they need to make it work. But now they both have detention (again).

EP. 3 – Game Night

The girls think that the annual Greener Gardens Game Night is the perfect opportunity to show people what they have discovered, but they can't go because they have detention from almost blowing up the school (again). They decide they have to sneak out, escaping through the vents and running through the catacombs under the school. They find their way to the great hall, where poker, bobbing for apples, and truth or dare are taking place.

Everyone thinks Bea is legendary for breaking out of detention, and the popularity immediately goes to her head. She quickly decides she wants to stay the center of attention, so when Joanne tries to go forward with telling everyone about their discovery, Bea acts like she's just the crazy, weird girl. Joanne storms out, and Bea stays.

EP. 4 – Science Partners

In science class, Joanne doesn't want to be partners with Bea anymore and asks to join Boo and Loop's group. Juniper says that Bea can join her group with Chad, so she excitedly takes the opportunity to join the cool kids' group. The assignment is to take samples from the tide pools down by the water. Bea is doing all the work while Chad and Juniper take selfies.

Boo is out on a frozen pool of water, drilling a hole to take a sample. Joanne says something snarky to Bea about her new friends not helping her. Bea tries to ignore it, but Juniper makes a snowball and throws it. Snowball fight!

Snow is flying through the air, until Juniper picks up a rock and throws it at Joanne. She ducks, but it hits the water Boo was standing on, breaking it underneath her. Boo goes under the water, the white sheet floating to the surface. Bea runs to help her and grabs her hand, but when she does, she sees it's covered in coral and moss, like a washed up body. She pulls her out, and Joanne runs over with her jacket to cover her. Everyone is shocked to see Boo without her sheet. Bea yells at Juniper and runs off with Joanne, Loop, and Boo.

EP. 5 - Parent Teacher Conference

Around the fireplace in the student's lounge, the girls sit in silence. They didn't know Boo was like that underneath, but now they have reason to believe something in the water or food in Port Guppy can make a person really sick. They realized Boo started wearing that sheet was like 3 summers ago; it had been so long they didn't even think about it anymore.

Bea is determined now; she apologizes to Joanne and says that they have to do something, they have to save Port Guppy, but they just don't know how. "We need help. We need to show people what we've seen."

As parents start to shuffle into the school for the parent-teacher conferences, the girls are in the science lab mixing vats of color. It's the most color we've seen in the show so far, and as they are breathing in the chemicals, they begin to get their color back. No point in hiding it now. The parents are settled into the large auditorium listening to Mrs. Bleak speak, while in the rafters, the girls are filling up buckets of paint. Just as Mrs. Bleak is about to dismiss the parents, a rain of mushy, colorful chemicals rains down on the stage, drenching Mrs. Bleak and the front row in rainbow goo.

They are called to the principal's office, thinking they are going to get in trouble, but Mrs. Bleak mostly wants to know how they did that. Bea's mom is fuming; she can't believe the embarrassment. Mrs. Bleak explains they have a student in the infirmary from falling in the water, that they haven't seen color like the girls created in years, and that they are onto something. But her mom just blames it on the winter, and that none of that is her responsibility. Mrs. Bleak asks, "Isn't it?" Bea doesn't know what that means. Her mom says she is pulling Bea out of school and drags her away.

EP. 6 - All For You

Partial flashback episode in color:

Back in Bea's old room, the walls were a turquoise blue. In her ocean themed bedroom, Bea is coloring a sea anemone in a notebook on her bed. From outside the door, we hear fighting. Her dad is lecturing her mom on why she shouldn't take the job at the power plant, that it goes against everything they stand for, that it is going to destroy the planet. But her mom doesn't have any other choice; they need the money, and they will be by the ocean, it's a win-win. But he won't go with them, he won't support this decision, he will stay behind.

Flash forward to the present. They drive too fast down curving roads that, in time, will erode into the ocean. Bea is yelling at her mom - how could she? She finally made friends, she's finally making a difference, and doing something she cares about!

“You used to care about what I cared about; now you only care about yourself. I haven't seen you in weeks, and now you're pulling me out of school? Again? And why did Mrs. Bleak say this is your responsibility? What don't I know about you?”

Her mom parks by the beach. She explains that her job wasn't easy to get, that she wasn't qualified for it as much as no one else wanted to do it, and that it doesn't feel like it, but everything she does is for Bea.

Bea stares down at her hand, where a mossy barnacle is forming where she grabbed Boo's hand. Bea is at a loss; she doesn't know what to do, so she gets out of the car and starts running, as fast as she can, into the ocean.

EP. 7 - Time to Save the World

Bea is getting hit by waves over and over. Even if she wanted to turn back, she couldn't. Her mom pulls her out of the water and onto the shore. She holds her daughter as people run to help.

When Bea and her mom wake up in the hospital, with their skin covered in barnacles, moss, and fading in color, the first thing they see are bright colors. Joanne, Loop, and Boo filled the room with flowers they grew in their chemical mixture. Bea looks at her mom, and at her friends, and says, "I know what's causing the problem, but I don't know how to fix it." Bea's mom looks at her daughter and decides they have to do something, that now, it's personal. She tells her that she knows.

That night, Bea, Joanne, Loop, Boo, and Bea's mom - dressed in ghost sheets and winter coats - sneak into the nuclear power plant. In a comedic Mission Impossible-style montage, they sneak into the facility, until one second later, when Lianne's boss and an army of security guards immediately catch them. They ask them to remove their masks, which reveals that Lianne and Bea now look like Boo, like washed up bodies. Her boss gasped. In her office, her boss asks her exactly what their plan was. To shut down an entire power plant with the power of friendship? Lianne explains that they brought her something, a peace offering. She takes out a bright blue flower from her jacket pocket. Her boss asks where she got that. "They made this. They have counteracted whatever you have done and risked their lives in the process. Look at me, look at my daughter and her friend, this isn't normal." Her boss looks at them and takes the flower in her hand, her mind going somewhere else for a moment before returning to the room.

Just a month later, Port Guppy is a new town. With the snow defrosted and its color back, it's a sight to be seen. Bea paints a sign outside her mom's new art store that reads "Chemical Green now 20% off," before kissing her mom's cheek and running to catch the bus. With the beaches open, they have class outside most days, exploring the unique terrestrial habitat that can finally breathe again.

Storyboard Sample



Greener Garden's Art Academy



Where peace and creativity reign



It's so beautiful!



I wonder what I'll do first...



I need to stay calm,
no one likes the overeager new kid.



WE'RE HERE!-

