



Pitch Summary

Title : Dream Catchers

Target Age Group : 4-8 years

Program Info:

- 11 min x 52 episodes
- Comedy Adventure
- CGI/2D Animation

A team of Dream Catchers travels back and forth
between the dream world and actual reality,
protecting everyone (including pets!)
from nightmares and soothing them
with peaceful dreams of calm and beauty.



Overview

Dream Catchers, born with special powers, protect dreamers from unpleasant nightmares and replace these bad dreams with happy ones. Night Mares are scary monster-like beings who create, control, and act within people's bad dreams. Normal Mares usually occupy the neutral ground, but can sometimes accompany Dream Catchers in their work.

The Dream Catcher store seems like an innocuous curio shop tucked away in a New York City alleyway, where people suffering from nightmares are able to purchase beautiful dreamcatchers. But what these shoppers do not realize is that their purchase comes with an added bonus: The Dream Catcher team. For these ornaments are also portals that allow the Dream Catchers to pass into their the dream world of sleepers.

At the store reside Guby, born with incredible tiger- powers, and Molina, born with rabbit- powers: two newly-commissioned Dream Catchers posing as children. They have been suddenly put "into the field" because the previous Dream Catchers were unable to return from their last mission [because the dreamer can't wake up]. Together with some helpful Normal Mares, Dream Catchers use their powers to battle Night Mares and "clean up" bad dreams. Never knowing what they will face, the Dream Catcher's adventures take them into each dreamer's unique world.

Character Descriptions



Guby

Guby, along with Molina, is a newly-commissioned Dream Catcher. Born with incredible tiger- powers, his specialty is a powerful and explosive knockout tiger punch of Herculean strength.

He is incautious and keenly enthusiastic. He acts first and thinks later. He is always brave and very strong-willed.

"Giving up" is not in his vocabulary. He takes care of Molina.



Character Descriptions



Molina

Molina is a cute Dream Catcher who was born with rabbit-powers. She can hear every sound, no matter how far away, with her rabbit ears and possesses the magic power to collapse space and cover seemingly impossible distances in the blink of an eye. She is prone to sudden and bizarre behavior due to her great curiosity and energetic personality, but is at times as timid as a rabbit.

When startled or anxious she sometimes cries like a baby. Her specialty is the power of healing and she is also able to make flowers instantly grow and bloom. She sometimes throws "flower darts" with extreme accuracy.



Character Descriptions



Neal

He is a thoughtful, elderly meerkat Normal Mare with rock-power. He is the owner of The Dream Store and poses as a human shop keeper and guardian of Guby and Molina in the daytime world. When a social worker visits the store to check on kids, he almost exposed. He projects himself as older than he really is, cracking elderly jokes completely over the heads of kids.



Pal

He is an infant jellyfish Normal Mare. His vocabulary is limited to the word "ong". Nobody can understand him except El. He can "swim" in the air and illuminate the dark. But he has huge potential which will be revealed later in the series.



Character Descriptions



El

He is a parrot Normal Mare with multilingual skills who is good at networking and information gathering .



Popo

She is a warm and motherly fox Normal Mare who can help shield the Dream Catchers by creating a protective space...a cave or a tunnel, for instance.



Character Descriptions

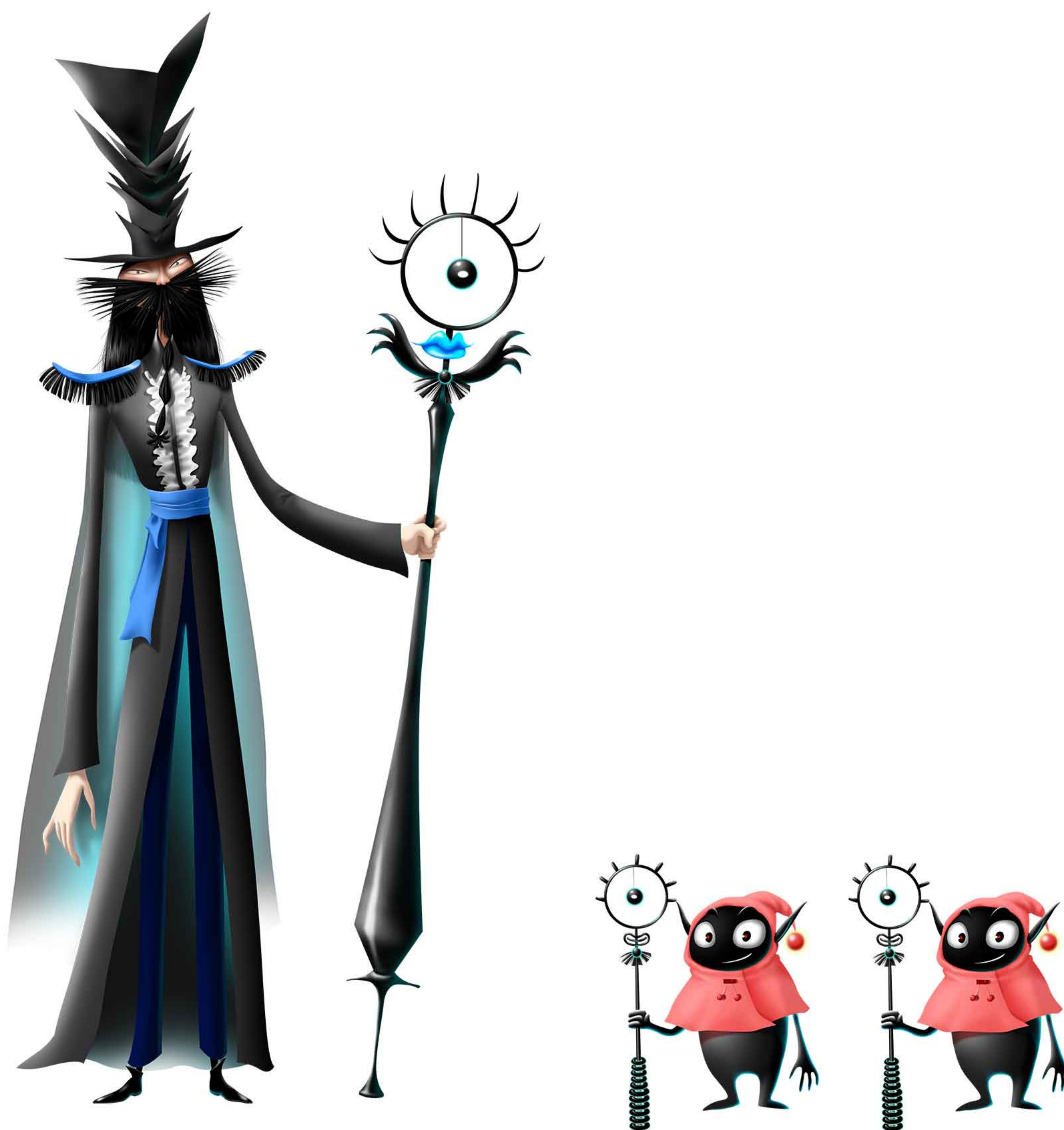


Meme

He is a cute sheep Normal Mare with a voracious appetite, capable of replicating himself and eating everything in sight, including the contents of nightmares.



Character Descriptions



Night Mares

These are scary monster-like beings who create, control, and act within people's bad dreams [nightmares]. They hope to one day completely take over everyone's dreams and then extend their domination into the real everyday world.



Episode Springboards

Epi 1. Matt's ghost story

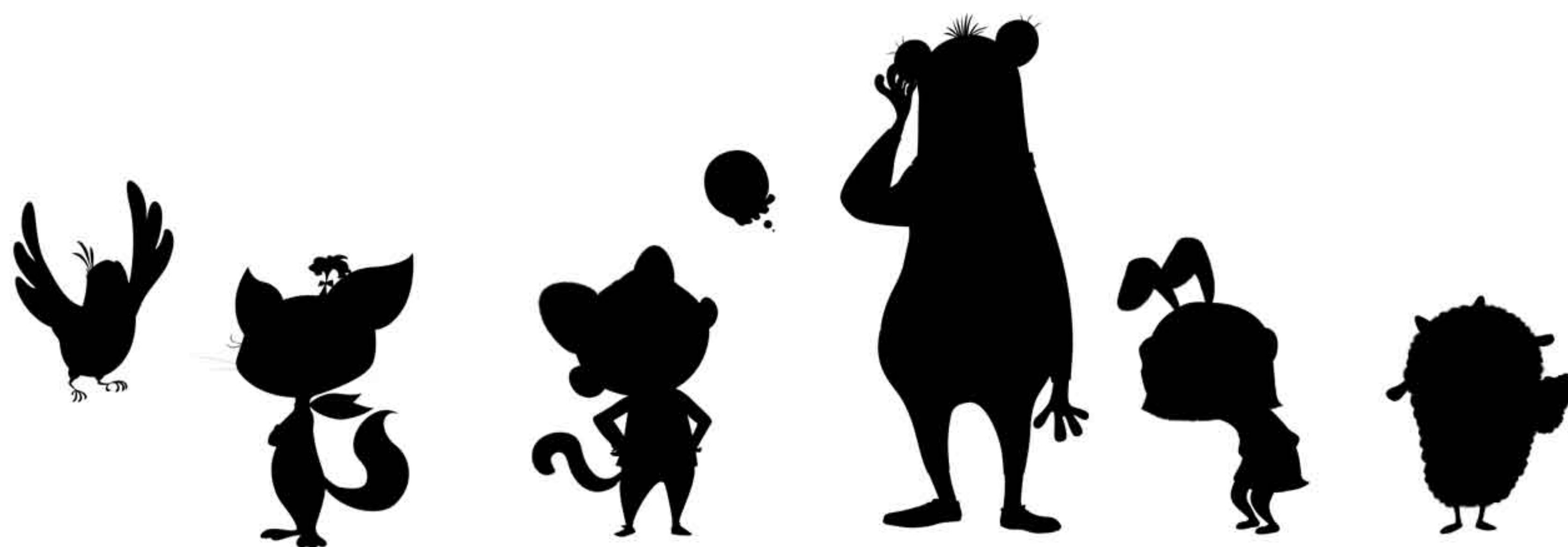
Matt is scared after hearing a spooky ghost story from some friends at his school. Since then, he has continued to suffer from a recurring ghost dream...until he gets a dreamcatcher. That night, the Dream Catchers pass into his dream, where they encounter a darkened school corridor lined with lockers. There is sound of crying... and strange white objects are flying in the darkness. Pal illuminates the dark, so that the Dream Catchers are able to get to where the crying is coming from. There they find a scared, crying Matt surrounded by the Night Mare ghosts who are tormenting him. The Dream Catchers fight with the Night Mares, but more Night Mares keep coming from a black hole created by Matt's frail and tormented unconscious. Guby notices that the fight will only end if Matt himself gathers strength and courage... so he has him close his eyes and think happy thoughts. Soon, the background changes to a beautiful beach. The hole is gone. Molina gives Matt her flower darts, which he throws at the Night Mares. Having beaten the Night Mare 'by himself', he wakes up smiling with his newly-found courage.

Epi 2. Maze of Rora's dreams

After getting lost in a real-world amusement park one day, Rora dreams she's hopelessly lost, wandering in a maze night after night. Her mom is worried: Rora doesn't want to go to school due to separation anxiety and insomnia. So, one day, when Rora comes back home after counseling, her mom buys her a dreamcatcher. That night, the Dream Catchers charge into her dream and see a naughty little Night Mare is creating the unending maze. The Night Mare at first imprisons the Dream Catchers in the maze, and then hides itself in a mirror. The Dream Catchers meet Rora in the maze, and Meme replicates himself into a flock of sheep who hungrily eat the entire maze! The Night Mare is flushed out after Guby hits the mirror with his tiger-punch. When Guby tries to banish the Night Mare, Molina takes pity on him and turns the Night Mare into to a Normal Mare by using her healing powers. The Dream Catchers now assemble pieces of Rora's memory, creating a perfect road for her to reach her dream destination. The next day, she gets out of bed in a good mood and decides to go school.

Epi 3 Good bye Lucy!

Liz, a young blind girl, walks every day in the park with her seeing-eye (guide) dog, "Lucy". Their daily strolls regularly take them past the Dream Storefront, so, when one day they don't show up, Molina becomes curious and has El the parrot investigate. El discovers that Liz is in the hospital after having surgery to restore her sight. After leaving the hospital, Liz goes to the guide dog agency to reunite with her dear companion Lucy, but is unable to find her dog companion. She begins to have nightly bad dreams where she is lost in a dangerous forest. Then, one morning, passing the Dream Storefront again, she buys a dreamcatcher. That night, the Dream Catchers enter her dreams...and are dropped into a dark, foreboding forest. Then, Popo's navigation device allows them to see that they are surrounded by a pack of Night Mare wolves...and they begin the battle. Soon, Liz enters the forest and the wolves attack her too. Finally, Lucy the dog appears and helps Liz and the Dream Catchers to defeat the Night Mares wolves. The background now changes to a dream version of the park and Liz really "sees" her dog Lucy for the first time. She hugs her faithful dog and they spend the rest of the dream happily exploring the park. When Liz wakes, she is crying tears of joy. Later she finds out that her companion Lucy has recently died....- did her dog spirit help the Dream Catchers save the day?





Thank you for your time and consideration!

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