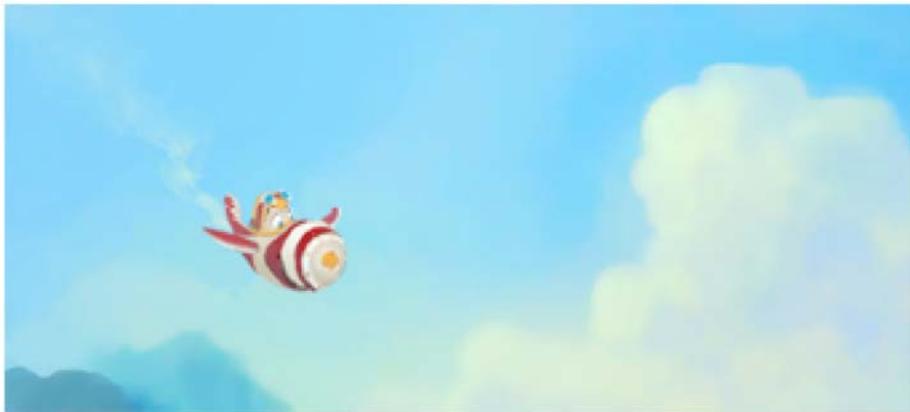


3D FEATURE ANIMATION



PLANE STORY

“Around The World Adventure”

Rasoul Shafezadeh

Project Outline

This proposal is structured into following sections:

Overview

- *Log Line*
- *Concept*
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PLANE STORY



OVERVIEW

Title: Plane Story (Around The World Adventure)
Medium: Computer Animated Feature
Genre: Action/Adventure/Family
Target: Family / All Ages



LOG LINE

A washed-up stunt plane has one last chance to reclaim his title and win the booster he needs for his dying engine, but on his way to the competition an eager coin-op plane hitches a ride. During their wild race around the world, the coin-op teaches the stunt plane that you don't necessarily have to race to be a champ.

CONCEPT

Plane Story is a blue-sky world of high adventure, where a group of airplanes race around the globe in pursuit of their dreams. It's the tale of an outsider who has nothing, but knows exactly what he wants, and the Champ, who seems to have everything except what he really needs.

From its colourful images and accessible characters, to its contemporary language and lively soundtrack, it's a film the whole family can enjoy. The music will be enhanced by the sound of the wind as the characters whip through the air on a fantastic journey to the most amazing places around the world.

SYNOPSIS

HOGG, the famous stunt plane. Known around the world as the Champ. Until recently, the very finest engineering had to offer. He was the best of the best in every air show for decades. Hogg can't face the hard reality that his time in the spotlight is over. His engine is failing, and it's only a matter of time until his last piston fires and he's done flying for good.

TOUTSY is a small plane who dreams of running away to join the carnival. He wants to be a stunt plane, a member of the aviation elite, performing death-defying aerial acrobatics around the world. But his dreams are far-fetched, at best. Poor Toutsy is just a coin-operated toy plane, stuck on his heavy stand, a quaint ride for little kids.

On a gentleman's bet that would revive Hogg's career or end it, Hogg sets off to race around the world. Toutsy, however, accidentally hitches a ride with him. The flying champ has no way to disentangle him without injury, so he is forced to bring him along.

They race through exotic locations, from Europe across Africa, India, and East Asia, to the exciting natural monuments of North America, pursued by SPARK, a hard-nosed military plane on a mission to find the high-tech Hydrogen Booster he thinks they may have stolen.

Their incredible high-flying journey takes them through breathtaking scenery and barnstorming adventure, crossing a world full of surprises, turbulent weather, and non-stop high stakes fun. They ride the jet-streams and encounter strange characters: Flashy fighter jets, mammoth cargo liners, zippy turboprops, lazy gliders, sleek and stealthy spy-planes.

It's only after they meet AUDA, a sleek, feminine plane, that Hogg realizes he's been missing something very important in his long life of risk and reward. He sacrifices his title and teams up with a sneaky engineer in order to help Toutsy become the death-defying acrobat he's always dreamed of being.

Their ultimate destination? The 100th Annual NUTRANA INTERNATIONAL AIR SHOW, the world's premiere aviation exhibition, a circus of aerobatics and engineering, and this year the centennial celebration of the age of flight. An event not to be missed, even if you have to circle the globe to get there.

OUTLINE

NUTRANA

Every summer, the lush green islands of Nutrana are host to the biggest, greatest, most fabulous and most amazing air-show on earth. And this year it's an extra big event for all the airplanes in the show. Not only is this the 100th anniversary of the air show, but the grand prize is the very latest in technology: The coveted Hydrogen Engine Booster, the incredible result of 10 years of painstaking R&D.

On a perfect, sunny day, hundreds of colorful planes zip just meters above the calm, green water and circle above in the deep blue sky. The Grand Opening Ceremony of the greatest air show on earth has begun. They dance and perform like feathers on the breeze. Rows of planes rocket in from all directions, creating a giant floating stage. As the platform takes shape, the crowd goes wild.

They await the appearance of the star of the show.

TOUTSY

A row of powerful jets appears. Following them comes TOUTSY, a young energetic plane with a big, cheerful smile. Unlike all the other planes, Toutsy flies like he's lighter than air.

He maneuvers over his fans and the huge crowd on the ground, and passes through a big banner with his picture on it. Behind him, thousands of colorful balloons shoot skyward. Giant screens show his picture, and an announcer recounts his amazing performance.

Toutsy passes through a pair of gates with a few stunning acrobatic moves, tossing them off like an old pro. Fans go nuts, scared and cheerful at the same time. As the show gets hotter and hotter the performing planes create a heart shape in sky. Happiness and excitement spark in Toutsy's eyes, looking ever skyward--

Suddenly there is a sound. Loud. Close. Like a coin, dropping into a kid's ride.

OLD TOM

Toutsy blinks and opens his eyes. He finds himself looking up at big poster of the Nutrana air show. There's a little kid riding on his back. A voice booms right above them; it's OLD TOM, the Squadron Leader. "When are you going to stop dreaming, Toutsy? You're just a coin-operated toy, kid. You were never meant to fly!"

Toutsy looks down at his big, heavy stand. He is on a massive ship, the CARRIER, in the middle of the Atlantic ocean.

CARRIER

The Carrier transports dozens of magnificent and unique aircraft from the aviation museum to the biggest air show in the world, which is going to start in a few weeks in the remote Island of Nutrana.

BOOSTER

Toutsy rolls along, browsing the containers on the deck, containing tools and parts for the show. Among them is the container with the grand prize. The box is draped with heavy canvas, and a couple of fighter aircraft guard it watchfully. This is the special Hydrogen Engine Booster that the whole event is about. Everybody wants to see it for the first time at the big show.

Toutsy is curious. He tries to sneak a peek. But just before he can get a good look behind the covers, he hears a voice: "Watch it! I don't want a broken heart."
It's HOGG.

HOGG

Hogg is the Hero, the Champ, the winner of just about every air race for two decades. Hogg's awards take up a whole wall in his stall below decks. He is practically a superhero to every young plane, and most of all, to Toutsy.

Hogg talks to Old Tom. He wants to fly in the big race, but needs that Booster to make a good show of it. Old Tom insists that with the state of Hogg's aging engine, he can only perform in the show, and has no business racing.

"It's your ticker, Hogg! That old engine just can't hold under that kinda pressure. I hate to be the bearer of bad news, old buddy. But it's time for you to retire from the race".

THE BET

Hogg complains that the Carrier travels too slow. Toutsy butts in and asks "Why don't you just fly there? You could go way faster!" Old Tom makes Hogg a bet: If Hogg can fly around the globe and reach Nutrana from the other side of the earth, he can enter to race. Otherwise he has to give up all of his awards and leave the aerobatic group. And he can never race in the show again.

Old Tom is sure Hogg will never survive the trip in his condition, and he thinks Hogg won't take the bet. Worse, Hogg knows he is probably right.

TAKE-OFF

But Toutsy gets very excited and jumps into the conversation. He is sure Hogg can do it. Hogg realizes that he needs the prize to keep flying, and for that he needs to enter the race. And to enter the race, he has to take the bet. And win.

Toutsy free up Hogg's wheels, and helps get him ready for take-off.

But as Hogg taxis, Toutsy's arm gets trapped in Hogg's landing gear. Try as he might, Toutsy can't get free.

Hogg looks down and realizes what has happened, and tries to help the youngster get loose. But Hogg's landing gear is locked into the deck catapult, and there's no time-- The countdown ends, and the whistle blows, and the catapult fires...

And Hogg blasts off into the wild blue yonder! He strains with all he's got to save himself and his new little friend.

Toutsy watches the Carrier fall away beneath them. Although he's scared silly, Toutsy has never been happier in his life.

BIG FOOT

They fly over a field of icebergs at night. They land on an outlying ice floe in stormy weather. There they meet with BIG FOOT, a mammoth cargo plane, preparing for take-off by a single small light as a bank of fog rolls in.

Hogg wants to get rid of Toutsy. He is afraid the little plane will not only slow him down, but will cause more strain on his engine.

But Big Foot doesn't want to take Toutsy back to the Carrier. Big Foot plans to fly to America and work in a warmer place. Nevada, maybe. Big Foot takes off and flies south. Hogg brings Toutsy along, grumbling about it all the way.

EUROPEAN GLIDERS

Hogg decides to continue his voyage through the night, carrying Toutsy with him. Hogg says Toutsy can find a way back to Nutrana at the next stop. They fly over Paris, and Toutsy marvels at the sea of lights in the city below.

Toutsy falls deeply asleep, dreaming of flight. Hogg has second thoughts, and decides that he just can't just leave the youngster behind. When Toutsy wakes up they are over Spain, surrounded by GLIDERS riding the Alpine air currents. Hogg explains the sleek European gliders to Toutsy, and how they can fly without an engine. Toutsy wonders if he might be able to fly without an engine too.

Answering Toutsy's questions gives Hogg some satisfaction. He begins to enjoy the kid's company.

NEWS TRAVEL

Hogg takes precautions and takes an uncharted route over the Alps, thinking it would be the fastest way for them to cross the Mediterranean. But they get recognized by some tourist helicopters, who pass along the news of where Hogg is at in his race with time. Soon there's talk about Hogg's adventure in every hanger around the world, and his crazy race the wrong way around the globe to the Nutrana Air Show.

MISSING PRIZE

Back on the carrier, Old Tom reports that the Prize Engine has gone missing. He send their best planes to search for it. Old Tom assures everyone that the booster will be found by the time they reach Nutrana.

Old Tom looks at Hogg's poster: "You better not have anything to do with this, you old crop duster."

SPARK

Hogg and Toutsy stop for fuel at the Suez Canal. They encounter DETECTIVE SPARK as he searches for clues. Spark is a retired army detective, a spy plane on a mission to find the Hydrogen Booster and return it on time to Nutrana, before the air show begins. He checks all the hangers.

Hogg asks Toutsy to go to the tower and find out about the weather conditions while Hogg gets fuel. While Toutsy is gone, Spark corners Hogg and asks him about the Engine. Hogg tells him about the bet.

Spark becomes convinced that Hogg must have the booster hidden aboard. Spark asks local coast guard PLANES to arrest Hogg. But Hogg gets his fuel just in time, and lifts off before the locals can blockade the runway.

INDIA: TO FLY LIKE A BIRD...

They pass over the wonders of North Africa and the Middle East. They get into some weather troubles but still manage to arrive in Bombay ahead of schedule. Toutsy is amazed at the wild and exotic bird life in South Asia. Toutsy recalls some of Spark's words; "Little birds can't fly, sure. But it's just because they're afraid, see? As soon as they jump, they learn to fly, because hey, what other choice have they got?"

Hogg hears a whistle, and notices a TRAIN chugging along the mountain pass below. Toutsy asks Hogg how he learned to fly, but Hogg is chattering away, lost in his own world of planning and scheduling. The next place he can fuel up is Calcutta, and he doesn't have enough fuel to get there....

Toutsy jumps off a cliff, in hopes he will learn to glide.

Hogg hears Toutsy call for help, and races to find him. Toutsy has fallen and he's stuck on the railroad tracks. Hogg tries to break the little plane free. But it may be too late: The train bears down on them.

Hogg manages to rescue Toutsy, but the little plane falls and lands in an open car on the train.

TRAIN LANDING

Almost out of fuel, Hogg sputters along, and just manages to land on the moving train beside Toutsy.

Hogg explains that he has no choice but to leave Toutsy behind, but promises to send someone to get him, once he makes it to Nutrana. Toutsy is shaken up, and begs Hogg not to leave him. A woman's voice asks "I can see it's none of my business, but where are you boys going?"

AUDA

The train carries another plane, the sleek and beautiful AUDA. Both of them are in awe of her, and shyly ask how she got here.

Auda explains that the train is headed the same direction they are, and points out that they don't need any fuel to ride the train.

Hogg decides to stay aboard the train and take off at Allahabad station. Auda thinks that the train will transfer her to a museum. But in fact she's going to the scrap junction to be disassembled for parts.

Hogg doesn't want to waste any time, but seeing how Toutsy tries to help Auda makes him realize that he has to make a sacrifice. They manage to free her but they have lost so much time that it seems like Hogg cannot get to the fuel station on time.

Auda still has fuel and she gives some of her supply to Hogg, so he can continue on the trip. But now she insists on coming with them.

ARRESTED

As they arrive in Calcutta, Guard Planes are waiting. They will escort them to a military airport. They think they have stolen Auda and should be arrested. Auda explains that Hogg has courageously saved her life, and she convinces the Guards to let them go free.

They fly over more beautiful scenery including an amazing festival of lights.

AUDA ATTRACTION

Because of the bad weather and a few other obstacles, they lose twenty hours on their way to Hong Kong.

Meanwhile Auda develops a crush on Hogg. She questions Toutsy all about him.

SPARK TRICKS TOUTSY

They arrive in Hong Kong behind schedule. Spark is waiting for them. He distracts Toutsy by taking him for an air tour of the area. He tells Toutsy that Hogg might have stolen the missing prize. Spark hopes to get a clue from Toutsy as to where the prize might be hidden.

They pass over Kite festival. Toutsy tries flying a kite, and daydreams about flying himself.

POWER FARM

Meanwhile, Hogg and Auda do their best to find Toutsy, with no luck. Spark meets Hogg and Auda and assures them that the local police will probably find him and take him back to Nutrana.

Hogg is worried about Toutsy but it seems that there is nothing to do except keep going. They stop at the Chinese Power Farm to refuel.

JAPAN

Local police Choppers find Toutsy and take him to the Power Farm to reunite him with Hogg and Auda. They continue to Yokohama. Toutsy tells Auda that he thinks Hogg might have stolen the Hydrogen Booster.

Auda meets Spark over Yokohama and tells him that Hogg would never do anything to risk his reputation. She convinces Spark to look elsewhere for the Booster.

They enjoy their stay in Japan. In the morning they depart for San Francisco.

EXCITING AMERICA

Zippering past the Transamerica Building, they find themselves flying amid the beautiful Hot Air Balloon Festival. The lazy balloons poke fun at them, and ask where they're going in such a hurry.

After refilling in San Francisco they continue toward New York. But as soon as they leave California, they find themselves dodging rockets over a private space launch station, and right after that, they fly through the middle of the Reno Air Race.

THE SPARK OF LOVE

Although Hogg is now confident that he can reach Nutrana on time, he shows signs of his attraction toward Auda. He confesses to Toutsy that there may be more to life than the Air Race.

Auda is overjoyed having Hogg to herself. Toutsy believes now more than ever that he will find a way to fly. Hogg promises that he will help.

As they cruise along through perfect weather, they suddenly find themselves directly over an army training base. Vicious young Dog Fighters decide Hogg and friends must be combat training targets. There's a long chase followed by an action-packed dogfight. Hogg tries to protect Auda and Toutsy. But the pressure on his engine is too much. Hogg is too slow. He gets shot down and spirals out of control with Auda in his wings, to a fiery crash in the desert below.

GRAVEYARD

They wake up in the middle of the desert in the Plane Graveyard, where decommissioned war planes lie in long rows, their parts stripped and their radios disconnected.

They are all covered in dust and it is hard to see anything. Hogg doesn't move. Toutsy cannot fly. Auda is damaged, and stuck beneath Hogg's unconscious bulk.

It's terribly, terribly quiet.

BACK IN NUTRANA

Spark gets the news of the crash, and reports it to Old Tom.

Old Tom is sorry he challenged Hogg, and feels terrible for little Toutsy. He decides that the race will go on in their memory, and the winner will take Hogg's position in the squadron.

THE RETURN OF BIG FOOT

Back in the Graveyard, Toutsy gets unstuck and struggles to free Auda from under Hogg's detached wing. They hear a loud noise coming closer. They see this huge, frightening machine coming toward them. Toutsy is just about to escape, but changes his mind and hurries toward the oncoming monstrosity.

As it gets closer, he recognizes the giant plane. It's Big Foot. who now works in the hot desert graveyard. He says he will take them all to Kit in Montreal, who will be able to fix Hogg.

KIT

They arrive in a small remote hanger close to Montreal. It belongs to KIT who is an experimental engineer. He usually looks for parts in the plane graveyard. That's how he knows Big Foot.

And he has the prized Hydrogen Booster Engine.

Kit explains that he had to see the booster, the most magnificent piece of aviation engineering in history. Kit plans to return it before the show. He says he is not a thief, but that stealing the thing was the only way to see it up close before someone takes it as a prize in the air show.

Kit is madly in love with science, and feels compelled to figure stuff out. He fixes Hogg as he explains about the booster.

Kit says that the booster can help Hogg to get back to race and be the hero he always has been. Or it could even help Toutsy fly like a real plane.

THE AIR SHOW

The next morning is the opening of the show in Nutrana. The show is as colorful as always, maybe even more spectacular than Toutsy's daydream. There are memorial posters of Hogg everywhere.

Spark joins the air race. The countdown is on. The race is about to begin.

Suddenly Hogg appears in the start line. Everybody is flabbergasted, and the crowd goes absolutely nuts. All the other planes taxi aside, opening a row for the returning champ.

Hogg appears on the big screen. A REPORTER asks: "Is there a room for another racer?"

Old Tom nods, and his wipers brush a tiny tear from his windscreen. When the countdown reaches 1, Hogg moves aside and lets Toutsy through.

You can see Hogg's satisfaction as he passes the torch to his little friend. He might not be the hero he was before, but he has the best friends he could ever ask for.

THE RACE

And they're off! Toutsy rockets out ahead of the pack as the Hydrogen Booster kicks his newfound flight into high gear.

Spark notices the booster on Toutsy and is shocked. Spark tries to follow Toutsy through small gaps in the trees, but ends up crashing into a lake.

Toutsy breaks sound barrier and wins the race.

Everybody cheers and dances as the air show begins.

FINALE

All the other planes carry Toutsy on their wings. Toutsy is overjoyed. Finally, he is a real plane. And not just any plane, but the champion of the show, the new champ.

Old Tom is still in shock, but says he thinks they just might have a new hero for next year's show. Small planes zip through the air tossing pamphlets.

Auda and Hogg gaze at each other, forgetting everything else.

A pamphlet drifts to the ground in front of Auda. She gets a little spark in her eye as she reads it: Auditions for the 101st Nutrana Air show, open next week.

THE END



About Global Angle

Global Angle Productions is owned by Rasoul Shafezadeh which provides strategic, creative and technology services for leading companies. Global Angle Productions is a design and development studio. The Studio is focusing on visualizing creative ideas, whether it's for feature film, TV series, Video Game or Print contents.

Global Angle complete profile is available online at: www.GlobalAngle.com

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