

Project Foundation

1. The Show

A story centered around psychological horror, following an ordinary man whose girlfriend suddenly disappears. As he searches for her and tries to understand what happened, reality begins to unravel around him. Time becomes increasingly irrelevant, his memories become distorted, and he begins encountering versions of himself from different points in his own life.

Through the guidance of someone who refuses to let go of him, he is forced to endure an increasingly distorted reality and question what is real, what he remembers, and who he can trust. Through this journey, he eventually discovers the truth and becomes capable of understanding an ever-overlapping reality that he once could not comprehend.

The driving ideas behind the story are romance, psychological horror, comedy, and the search for meaning within reality.

2. The Story

The story follows a man and his girlfriend, who live an ordinary and relatively peaceful life together. Tragically, his girlfriend suddenly goes missing.

In the search for his lost girlfriend, he watches reality around him fold upon itself. Time begins to lose its normal meaning, his memories become distorted and "wrong," and he begins to encounter people who are actually versions of himself from his own past or future.

His girlfriend eventually ascends to a higher state of being, and from there, she guides him toward the truth of what happened to her through memories, time paradoxes, and the increasingly unstable reality around him. She refuses to let go of him, even when he can no longer understand what is happening to him.

The journey becomes increasingly horrifying as the protagonist loses his ability to distinguish what is real from what he remembers. He becomes heavily disconnected from reality, while simultaneously becoming more determined to understand what happened to the person he loves.

When he finally discovers the truth, he realizes that he will never be able to see his girlfriend again. However, he also understands that without his journey, her existence would have eventually become meaningless within reality. In the same way, he comes to understand that reality itself requires meaning, balance, and flow.

By the end of his journey, the protagonist has also become a higher being, capable of understanding the truth that was previously beyond his comprehension.

3. The Characters

Male Protagonist

An ordinary man living his life with his girlfriend. He is an ambivert and, when blended into the world of the show without additional context, would not necessarily stand out as someone particularly extraordinary.

His ordinary nature is intentional. His story begins with him feeling at peace and whole, before the disappearance of his girlfriend leaves him feeling empty, lost, angry, and sorrowful.

Female Protagonist

Sweet, caring, and observant. She is not physically present for much of the story, but her presence continues to linger within reality through feelings of loss, regret, resentment, and longing.

Her relationship with the male protagonist is central to the emotional foundation of the story. Even after her disappearance and ascension to a higher state of being, she refuses to let go of him and becomes a guide throughout his journey.

Friends

Two or more drinking buddies of the male protagonist. They are not yet as developed as the main characters, but they care deeply for each other and for the protagonist.

Their personalities and individual roles are still being developed.

Character Development Philosophy

My characters are currently less developed than the overarching story. Rather than forcing every character into a rigid personality from the beginning, I want the people who eventually portray them to have a meaningful influence on their personalities.

I want the characters to feel alive and to carry the personality of real people rather than simply feeling like characters being performed by voice actors. I would like to continue developing the characters as the show progresses, allowing their relationships and personalities to grow naturally throughout production.

4. The World

The story takes place within a fictional setting grounded in recognizable systems of religion, government, and everyday life.

Day-to-day life looks strikingly similar to our own. People work, socialize, form relationships, practice religion, and participate in intoxication, both licitly and illicitly.

The primary religion of this world is called Kartoremaism. Religion is a normal part of society, existing alongside the other institutions and conflicts found within the world.

The world still contains oppression, poverty, and corruption within government. However, it is not intended to be a world where everything is miserable. A normal, happy life can still be lived most of the time.

The unusual and increasingly surreal events of the story therefore take place within a world that is otherwise recognizable and grounded.

5. The Visual Style

The project is intended to be 2D, hand-drawn animation.

I have taken heavy inspiration from Metal Family, particularly as a reference for the general approach to character-based animation. However, I do not intend for the project to simply copy its style. I want to develop a visual identity of its own as the project continues.

Character designs are currently still being developed. Some existing designs may eventually be kept, while others may be changed or scrapped entirely.

I am also developing rough backgrounds and character construction methods intended to make the characters repeatable and practical to animate.

6. The Pilot

Opening — Church

The pilot opens in a church. A priest is preaching and discussing vague moral ideas, establishing the religious and philosophical atmosphere of the world without immediately explaining everything about it.

Gas Station

The male protagonist stops at a gas station to buy alcohol. A robber suddenly breaks into the store and ultimately kills the cashier in the back room.

The protagonist steals a keg of alcohol and runs out of the store.

Friends' House

The protagonist is later found drinking with his friends. During this time, he receives a call from his girlfriend, who reminds him not to be late for their anniversary dinner.

After the call, he hurriedly leaves to meet her.

Restaurant

The couple celebrates their anniversary at the same restaurant where they had their first date.

They have a wonderful meal, spend time talking, and share an emotionally meaningful evening together.

Home

After returning home, the couple relaxes together, smokes, and watches a late-night movie before eventually falling asleep.

In the morning, the protagonist discovers that his girlfriend is missing.

At first, he assumes she has gone out for her usual morning jog. However, after receiving no response from her and enduring the painful wait for her return, he begins to panic.

He follows her usual route backwards but cannot find her. He contacts anyone who may know where she is, but nobody has any answers.

Sorrowful and desperate, he begins reminiscing about their first date. He remembers how beautiful she looked beneath the glow of the restaurant's chandelier.

As the memory progresses and the couple begins preparing to leave, they stand up from their table. His girlfriend calls out to him by name.

When the camera pans back toward her, she is no longer there. Instead, she has become nothing more than a dark mist, slowly fading away, with her final word still echoing through the memory.

The camera pans back toward the protagonist. The restaurant behind him begins to stretch outward, transforming into a seemingly infinite hallway.

He walks down the hallway and eventually finds himself standing before an abandoned arcade.

His vision suddenly flashes to a horrific substance: a dark, crimson-glinting goo that bubbles and steams as though it possesses a mind of its own. Its movements resemble something almost sentient, but it repeatedly seems to lose control of itself before regaining its "composure."

The scene flashes back to the arcade. The protagonist can be heard screaming for it to stop, but his voice exists only as an echo within his own head.

As the screaming reaches its loudest point, the scene abruptly returns to reality.

It is now very late at night. The protagonist is drunk, sitting alone and grasping heavily at the sides of his head.

After finally catching his breath, he looks down at the bottle in his shaking hand and violently throws it against the wall.

He collapses onto the floor, overwhelmed by his grief and self-pity, and eventually falls asleep.

Morning

The protagonist is awakened by a familiar voice.

As the camera slowly pans upward and he groggily begins to wake, he realizes that the man telling him to get up is none other than himself.

This is the end of the pilot.

7. Current Progress

The project is currently in early development and pre-production.

Current progress includes:

- A completed pilot outline
- Several rough scenes for the pilot
- Rough character skeletons for the pilot
- The beginnings of character design
- A clear idea for the overall story progression
- Approximately 50–60 rough animation frames at 2 FPS
- A substantial amount of background lore for the story

The project is still far from finished, and many aspects of production are still being developed.

8. What I Need

I am currently looking for people who can help turn this project from a personal vision into something that can actually be produced.

The areas I currently believe I need help with include:

- Guidance with productively directing the show
- Learning how to establish and communicate ideas effectively between collaborators
- Character designers
- Animators
- Voice actors
- General guidance regarding what a production like this actually requires

I am severely inexperienced with animation production and directing, and I know I may not yet understand everything that I will actually need. I am therefore also looking for people who can help teach me the skills and knowledge necessary to manage the project responsibly.

I am not only looking for people to contribute their existing skills. I want to learn from the people I work with and develop a sustainable way of producing the show together.

At this stage, this is a volunteer project. I currently do not have the financial ability to offer monetary compensation, and I want to be transparent about that from the beginning.

9. About the Creator

I'm an independent creator who is just starting out.

I have never had professional experience in animation, aside from rough sketches and personal experimentation from years ago. Over the past several months, however, I have begun seriously learning how difficult animation actually is and how much work is required to create even a small amount of finished material.

I want to start this project because, for the longest time, I have been searching for a show that I would genuinely want to watch. I have often found that animation projects can become rushed, compromised, or abandoned because of factors such as audience demand, lack of interest, financial pressure, or decisions made by producers.

That is not meant to imply that animation teams or producers are inherently bad. I genuinely envy the people who are capable of creating these projects, and learning how difficult the process actually is has given me an even greater respect for them.

I want to create a show that I would genuinely watch myself, while hopefully creating something that a community of people can become invested in and enjoy together.

Above all else, I want to prioritize the person watching the show and the experience they have. Any money, recognition, or fame that may eventually come from the project should come second to creating something that people genuinely care about.

I don't expect to know everything going into this project. I want to learn, improve, and build the project alongside people who are passionate about the reality I am trying to create.