



unraveled

by
Anya Yurchyshyn & Jason Gurvitz

Logline

Struggling with the death of his mother, an artistic 12-year-old boy takes refuge in a fantasy story he created with her, but when characters from his book come to life in animated form and take over Boston, he embarks on an epic adventure to save the city, where he learns bravery is more powerful than fear.

Synopsis

After the death of his mother, 12-year-old Ben and his father move to Boston for a fresh start. As he struggles with grief and life in a new city, he becomes increasingly afraid of the world and all of its uncertainty and retreats into one he can control: Craymor, the setting of the beautifully illustrated fantasy/fairy-tale stories he created with his mother, since he was a child. Ben's filled this fantasy world with colorful characters and magical beasts and knows it's a place where he can ensure that good always triumphs over evil. But as he spends more and more time on his stories, his hobby starts looking more like an obsession.

When his father goes away with his new girlfriend, Ben's sketchbook becomes a portal that allows his characters—villain Balthazar and his scheming unicorn sidekick Cressida, Prince Callan, Princess Aswan, and their animal friends— to tumble into Ben's real world in animated form. After Balthazar takes off with Ben's sketchbook, Ben and his good characters embark on an epic and sometimes absurd adventure to defeat him.

Contd.

Synopsis

Each character soon realizes that, unlike in Craymor, Ben isn't in charge of their lives, and that here, they and their stories, are Unwritten. As they discover and decide who they are and who they want to be, Ben sees his journey in theirs and realizes he has the power to do the same.

After Balthazar decides to stay in Boston and become its king, he brings his massive creature army through the portal and works to turn the real world into his. As the city descends into chaos and the portal begins to close, Ben and the good characters find themselves in wild battles with rock monsters, blood-thirsty bunnies, and, of course, a Red Sox game gone very wrong.

When Balthazar captures Callan and the other good characters, Ben uses his newly discovered courage and wisdom to defeat him. He finally gets the characters back into the book, becoming the hero in his own story, when he learns to bravely face life's challenges and accept that all he can control in this world is himself.

Writer's Vision

The thematic core of Unwritten is who are we at our core? What are the roots of our identity? Are we being truthful to those roots?

Balthazar's Castle

The visual core of that idea throughout the story starts at Balthazar's castle, a classic, dark, ominous, imposing fairy tale villain's castle, but with long disjointed spider like legs jutting in a semi-circle around the base, similar to La Sagrada Familia cathedral in Barcelona. However, where the cathedral's legs are smooth and uniform, Balthazar's castle legs are rough, appear broken in some places, knotted even, but are extremely powerful and intimidating. A massive, intricate web of roots has wrapped itself around those legs, and around the entire castle and even broken into the castle stone itself, similar to the roots of all size and massive trees that have devoured Angkor Wat in Cambodia.

While the roots appear to have embedded into the castle for centuries, these roots still feel very much alive, with a mind of their own, constantly weaving new patterns around every inch of the walls, spires, windows, columns and base. These roots PULSE with a faint blue light in parts, and are dark in others, all leading to one solid pulsing blue light somewhere deep in the center of the castle that we cannot see, the heart of the castle with a larger pulsing blue light.

Contd.

Writer's Vision

This blue is just like the eyes of the white walkers in Game of Thrones. Some roots have EYE TEETH on the end, ferocious teeth inside large single pupils. These are roots that can devour other roots, rocks, or anything that stand in their way.

Those roots ferociously burrow into the ground and lock into an equally massive web of roots in an entire circle around the base of the castle.

As the castle floats on other roots through the air, carried by 4 Terai, huge bird/dragon hybrids (one on each corner) the eye teeth roots and hundreds of other smaller roots fight each other, while simultaneously searching for the ground, as the Terai land the castle in the middle of Boston Common's Park. Some of those roots can grab real objects on the way down; real trees, stop signs, cars, etc.

There is an extraordinary contrast between the animated castle and the real streets and skyscrapers of downtown Boston and Boston Commons park. As the roots burrow into the ground, securing these animated structures, (the castle, cages, houses, trees, rivers-yes even floating rivers will have roots) the real ground, cards, trees, streets, sidewalks, buildings will slowly animate upward like a virus. By the third act most of the ground and half of the skyscrapers will be fully animated.

Ben



Balthazar



Prince Alex



Aswan



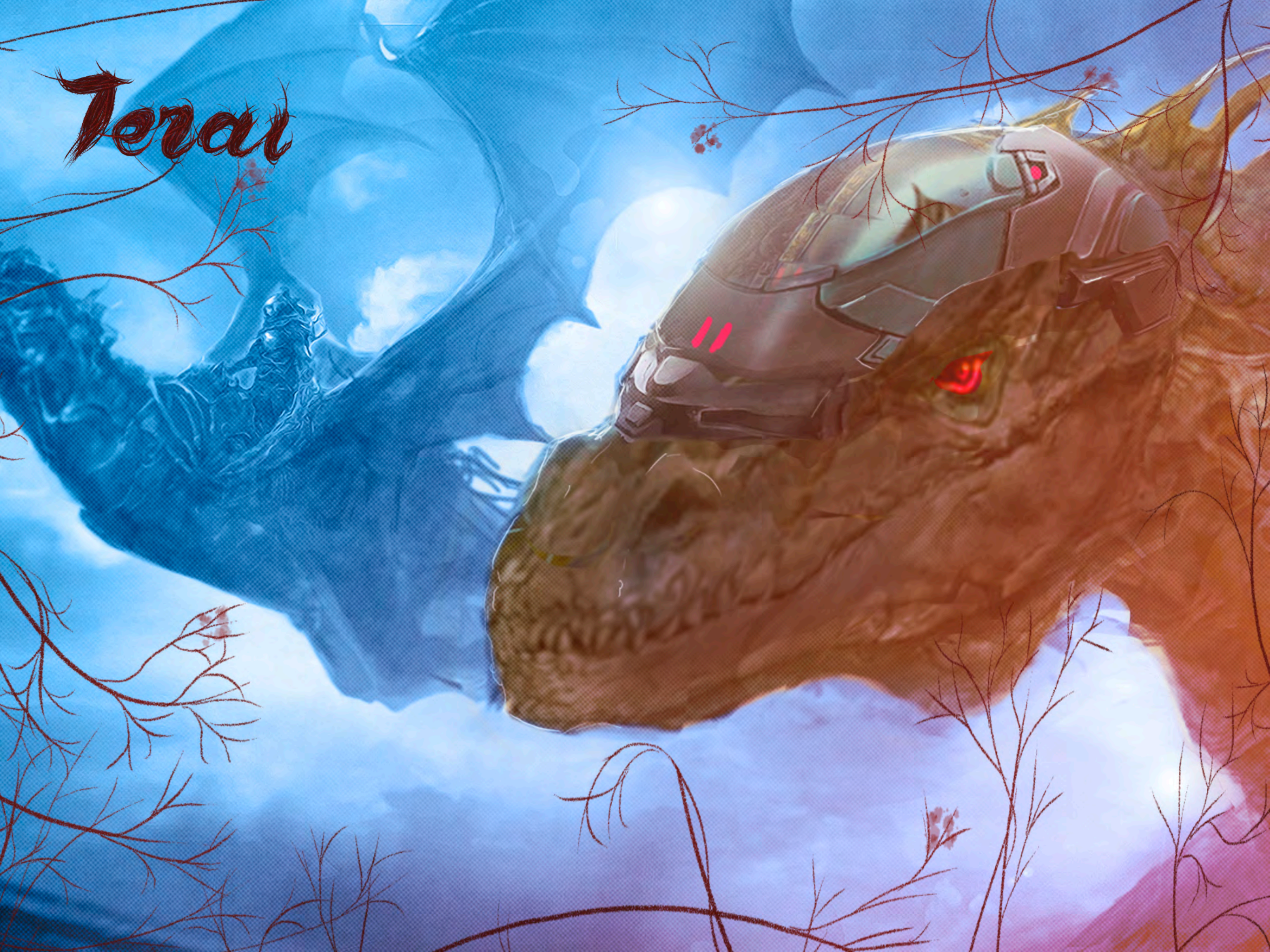
Cressida



The Ogo



Torai



Torai



Castle

