



ROBOTIX

A family animated adventure

Written by Michael Ferris
Directed by Tony Bancroft

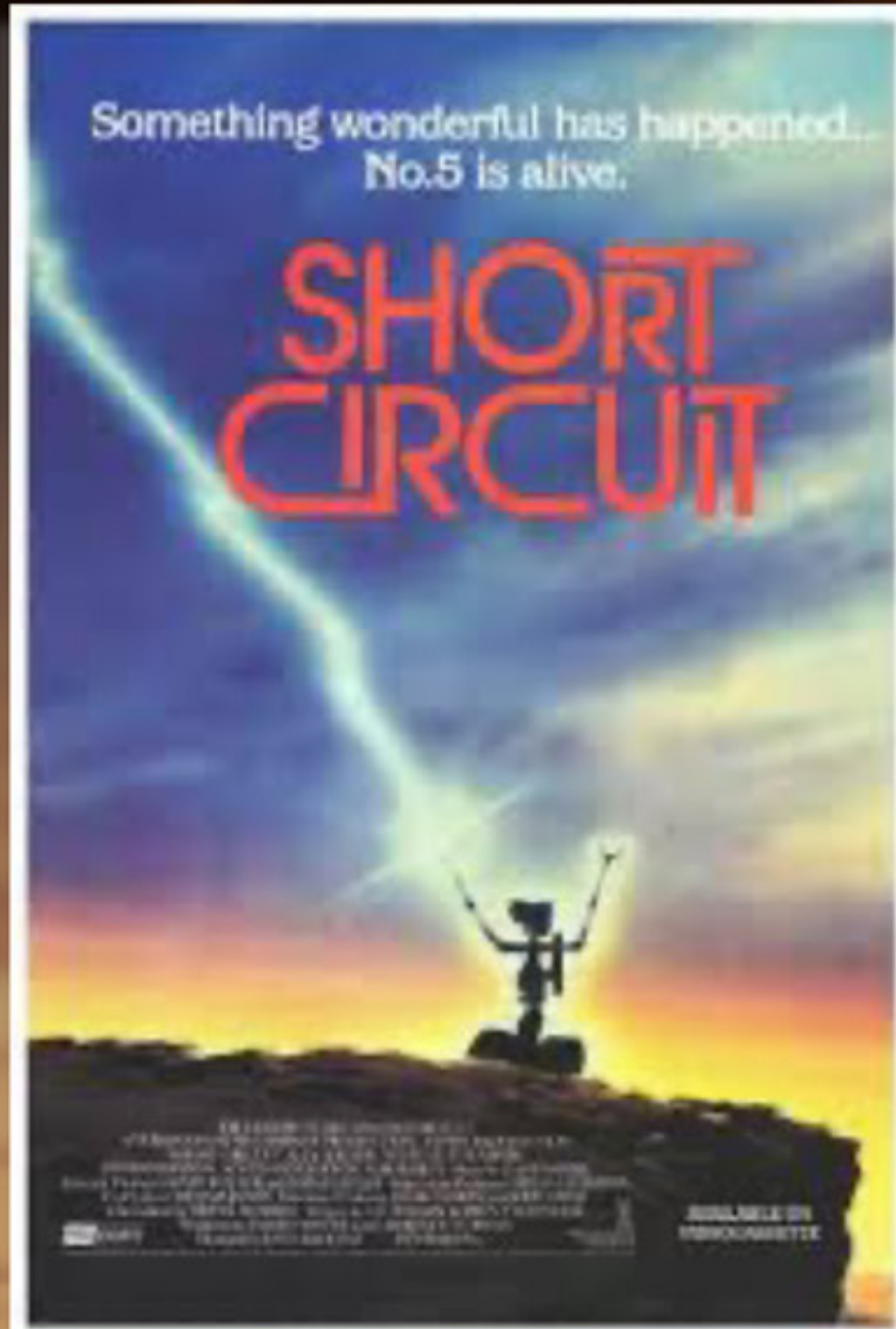


Logline

Three child geniuses inadvertently create sentient mini robots during a robotics summer camp.

It's hard enough to keep the mischievous Minibots under control, but even harder to protect them from the clutches of the sinister tech company who are desperate to get their hands on them.

Comps & References



Synopsis

When Fizzie, Nina and Viktor arrive for their summer camp at *Vericore Industries*, the three young geniuses, all from wildly different backgrounds, are desperate to get their hands on the latest tech to program... so they're a bit disappointed when they're presented with the twelve-inch tall Minibots.

Things go from bad to worse when the kids inadvertently code their Minibots to lead a miniature army in the destruction of the *Vericore* campus.

Fizzie, Nina and Viktor report to the stern course leader Professor Kutz in her office, each of them bearing the remains of their ruined robots. Kutz is actually surprisingly sympathetic and tells them they can remain in the program — IF they can repair their Minibots.

Unfortunately, *Vericore* doesn't have a lot of equipment to spare.

Viktor tells the girls he just might be able to get them access to *Darktech* equipment, seeing as his estranged dad is the founder of the rival tech company *Darktech Industries*.

They set about repairing and renovating their Minibots. It quickly becomes clear that, with *Darktech* materials at their disposal, they'll be able to build robots whose abilities far surpass anything the rest of the students may create.

It's quite late when the trio finish their repairs and collapse, dead asleep in Viktor's apartment. The Minibots are left plugged into a charging station. Shortly thereafter, a bolt of lightning strikes a nearby transformer, causing a massive power surge.

The Minibots jolt and their eyes light up — just before the lights in the apartment, and the entire neighborhood, go dark.

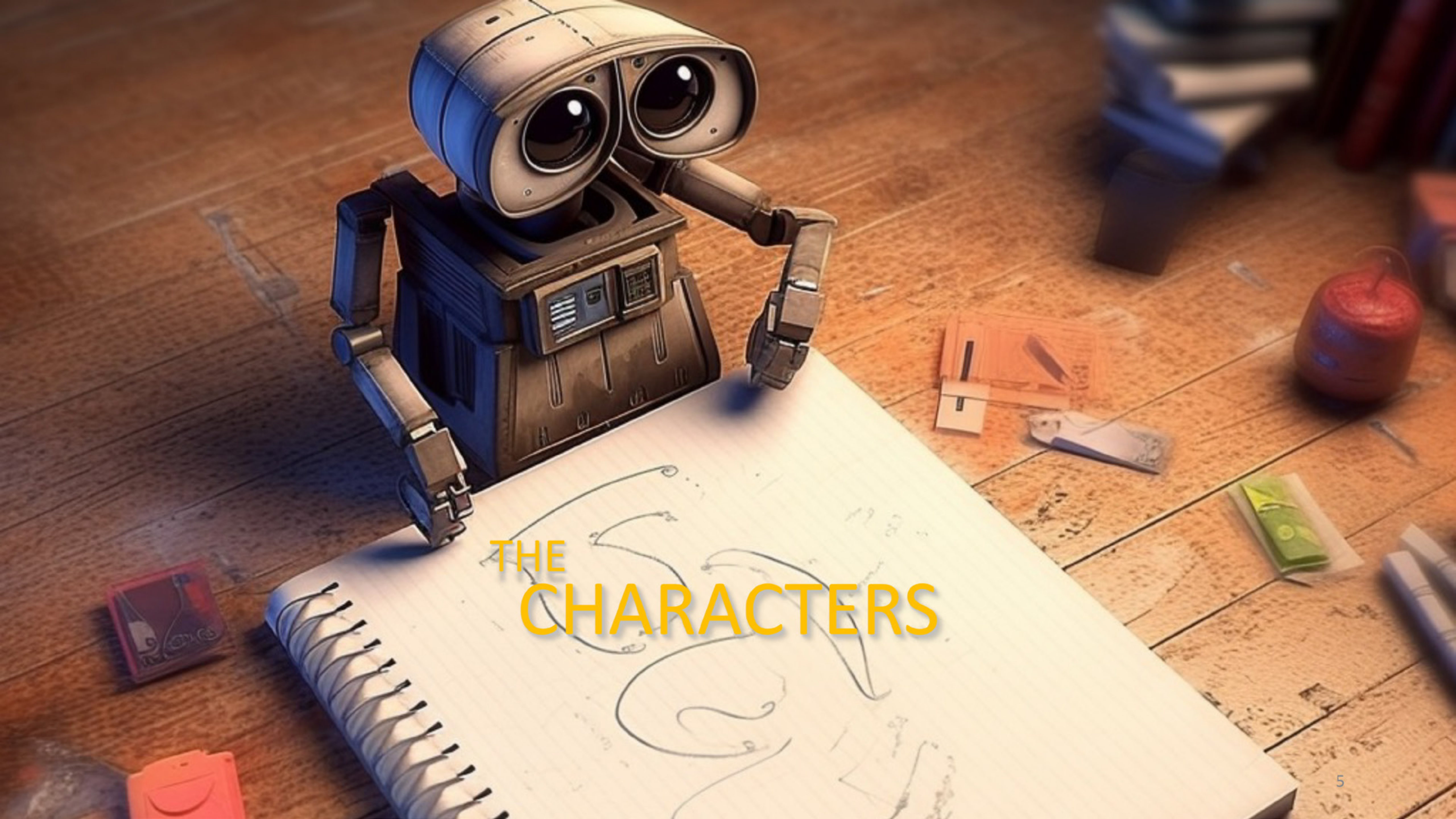
Slowly, the Minibots rise, disconnecting themselves from their chargers. Their night vision kicks in, as they look around in wonder at the apartment, themselves, and each other. Something has changed. The Minibots are now self-aware.

Initially, the Minibots start watching television, but they soon conclude the TV isn't giving them enough information fast enough, so they plug themselves into Viktor's laptop and start downloading everything they can. The combination of *Darktech* technology, the kids' own prowess, and the power surge, has created a trio of creatures with actual minds of their own; Light years beyond what anybody could imagine coming out of the robotics summer camp.

Unbeknownst to the kids, somebody else is following their progress — Viktor's father, Vadim Dark, who sent miniature recording and surveillance devices amongst the equipment he provided.

What follows is a wild and chaotic adventure as the mischievous Minibots escape, leading the kids on a wild chase, causing havoc across the city. Dark forces try to kidnap the Minibots for their own nefarious ends, with a finale that takes place as far afield as the depths of Cyberspace where the Minibots meet the billionaire founder of *Vericore*, Anton Feldspar whose consciousness lives in the campus mainframe.

Can Fizzie, Nina and Viktor convince the world that their Minibots are sentient before they fall into the hands of *Darktech*?

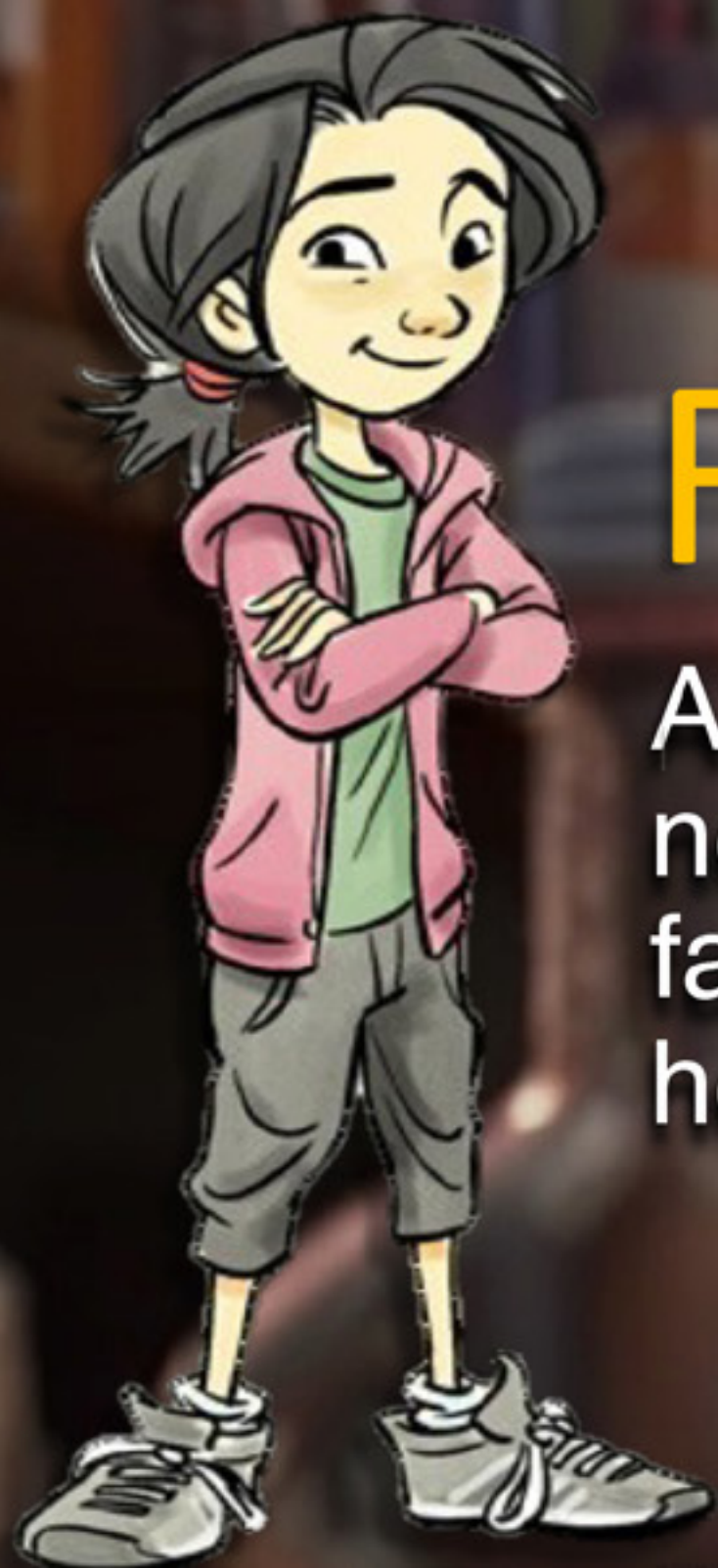


THE CHARACTERS



Fizzie

A brilliant coder, but nervous, uptight, and far too eager to please her folks.



Viktor

Wealthy, and superficially obnoxious, with a hacker's instincts. Viktor will learn from his and his family's mistakes.





Nina

A highly creative but rather spacey flower child. Having been raised in a rather hippie and liberal household.



THE Minibots

Naughty, funny, hyperactive,
and above all troublemakers
with a good heart

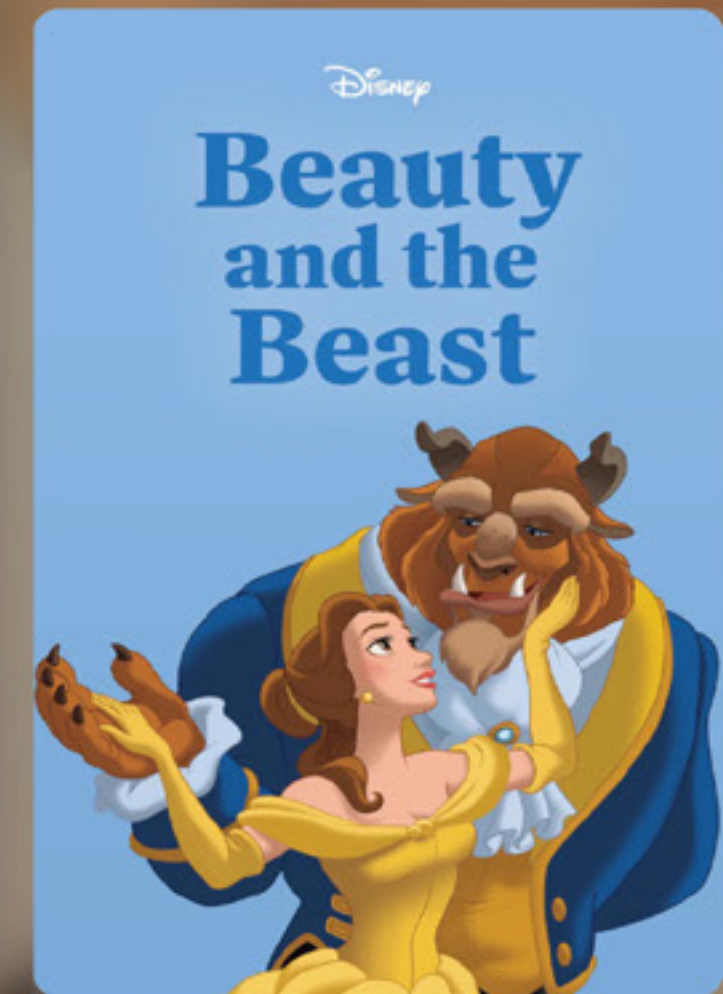
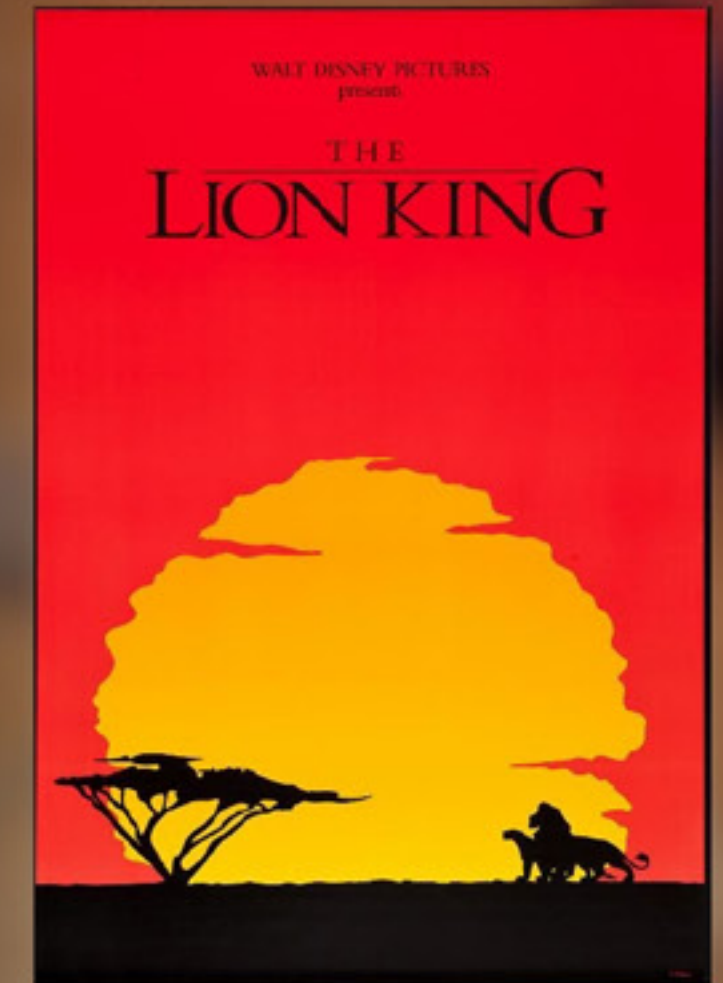
tHE Director

Tony Bancroft

Following his work on feature length productions such as “The Rescuers Down Under”, “Beauty and the Beast”, and “Aladdin”, Tony was appointed Supervising Animator on the Academy Award winning feature “The Lion King”, and was responsible for creating, designing and overseeing the animation of *Pumbaa*, the warthog.

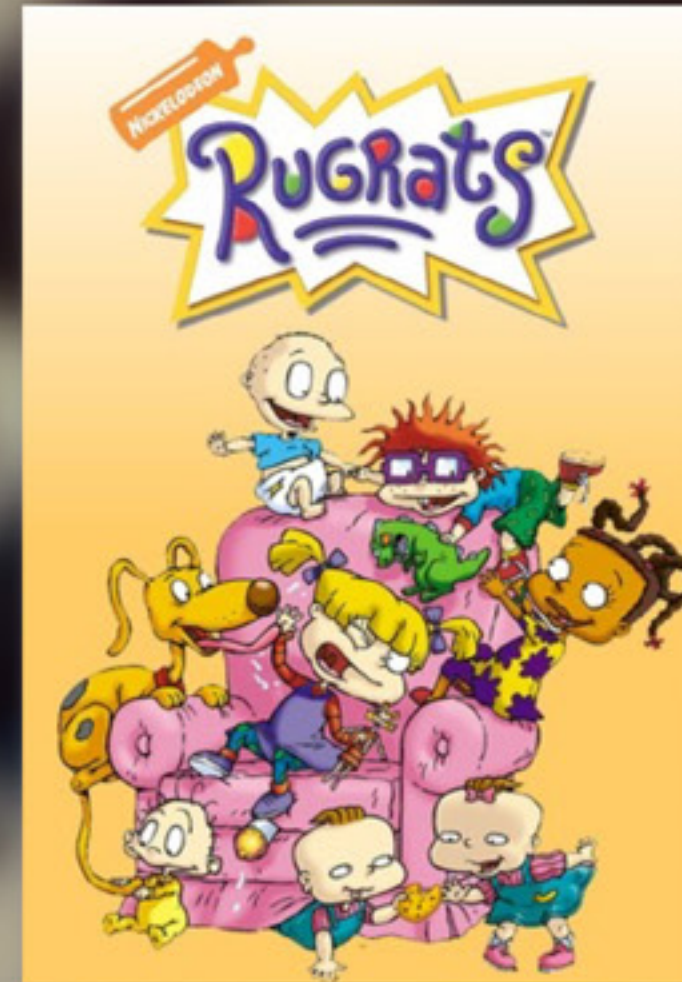
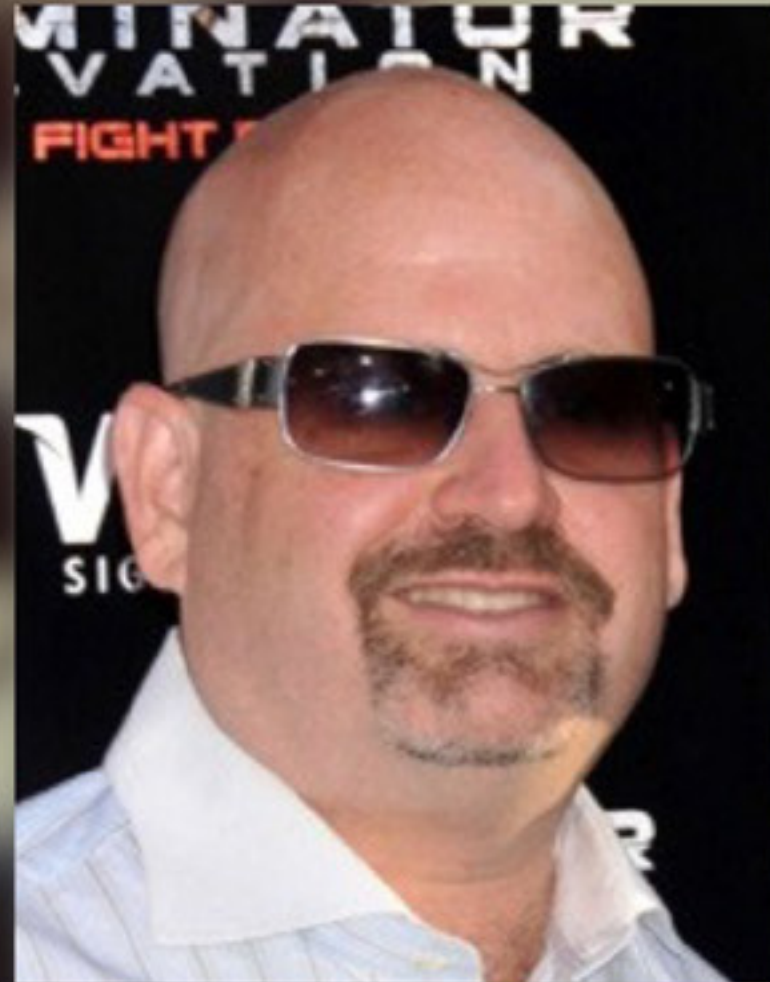
His exemplary work led to the opportunity to co-direct Disney’s 36th animation masterpiece, “Mulan”. “Mulan’s” release grossed over \$300 million worldwide. It earned Tony an *Annie Award for Best Director*.

He was the Supervising Animator of the character “Kronk” in Disney’s “The Emperor’s New Groove”. Tony also served as Animation Director for Sony Pictures release, “Stuart Little 2”, and more recently has worked as an animator on “Mary Poppins Returns” and “Space Jam: A New Legacy”.



THE WriteR

Michael Ferris



Mike has written for both film and television. He started off working on low-budget horror, action and martial arts movies for the likes of Roger Corman – at this time Mike was also a story editor for the children’s TV series “Rugrats”.

“The Game”, a feature which he co-wrote on spec and sold would eventually become the David Fincher film starring Michael Douglas. This catapulted him into bigger projects, including Sandra Bullock’s, “The Net”, as well as occasional tentpoles like “Terminator 3: Rise of the Machines”, “Terminator Salvation” and “Catwoman” with Halle Berry.

In 2000, working with Steven Spielberg, they created the supernatural-themed television series, “The Others” which aired on NBC. Since going solo, Mike’s recent work in animation includes various episodes of “The Simpsons”, a “Rugrats” revival, as well as script consultation for a consortium of Chinese film producers.



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Contact

John Adams
john@evolutionaryfilms.com

Diane Shorthouse
diane@evolutionaryfilms.com