

BEING SMART IS MORE THAN MAGIC!

Tim and the Master

TV SERIES

SPInka
Film Studio

6-11
years

13x11
minutes

www.timandthemaster.com



Tim and the Master

SYNOPSIS



THE SERIES IS ABOUT THE ADVENTURES OF A BOY AND HIS TEACHER OF MAGIC. TIM IS A NOVICE SORCERY APPRENTICE, WHILE FOR CENTURIES THE MASTER HAS PRACTICED MAGIC AND LIVED A SOLITARY LIFE. THE MASTER'S REPUTATION ATTRACTS TO HIS COTTAGE ALL SORTS OF MAGICAL AND "ORDINARY" CREATURES ASKING FOR HELP WITH VERY EXTRAORDINARY PROBLEMS. TIM AND THE MASTER WILL HAVE TO NOT ONLY MEET THESE CHALLENGES BUT ALSO FACE THEIR TWO SWORN ENEMIES: SPOILER AND HIS APPRENTICE TRICKER.

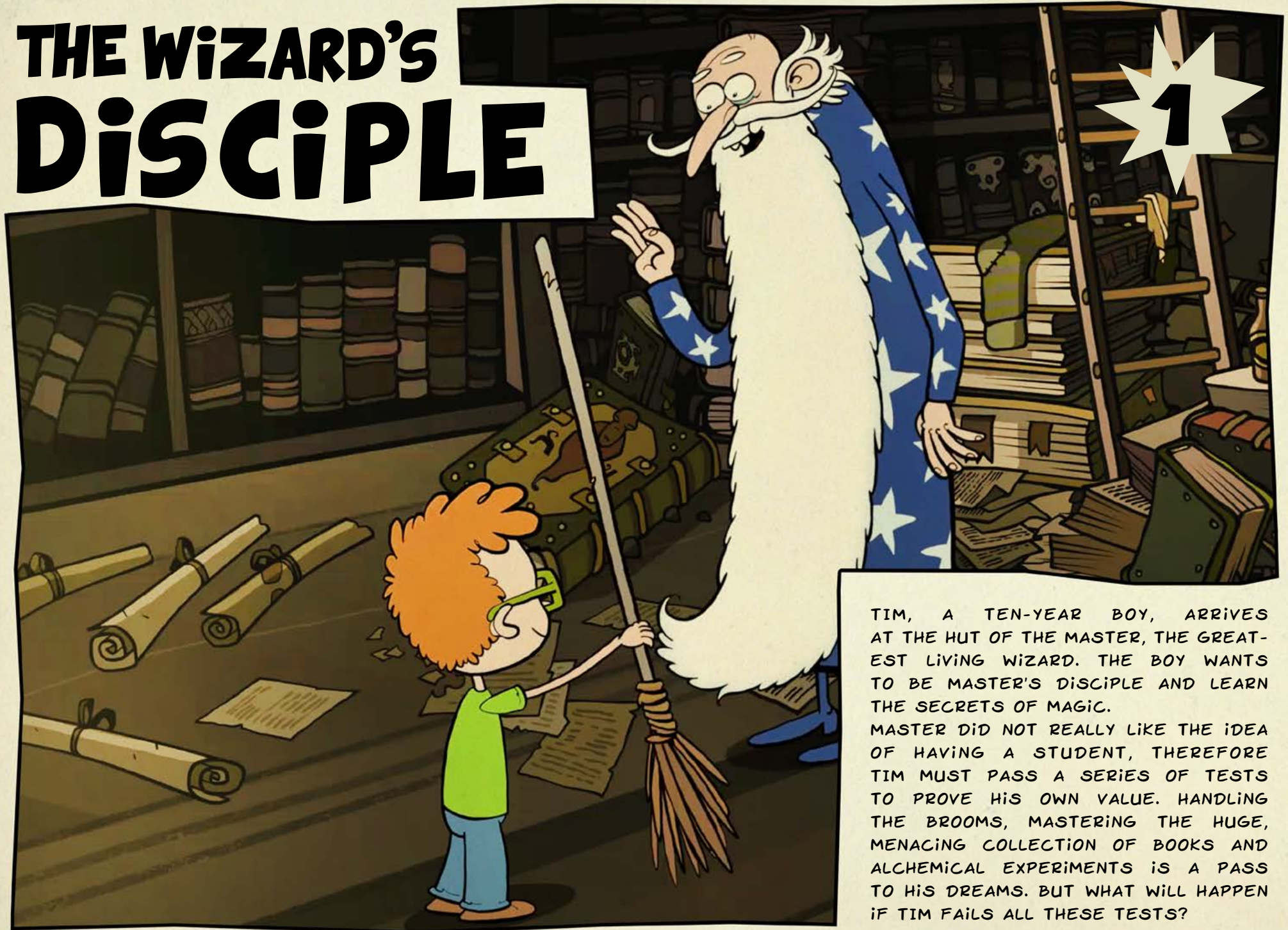
EVERY EPISODE OF THE SERIAL IS A STAND-ALONE STORY, FOCUSSED ON A THEME LIKE COURAGE OR RESPONSIBILITY.

ALTHOUGH MAGIC - IN THE FORM OF SPELLS, ELIXIRS AND MAGICAL CREATURES - PLAYS AN IMPORTANT ROLE IN THE SERIES, THE MASTER'S WISDOM WILL OFTEN BE BASED ON LOGICAL AND RATIONAL THINKING. THIS WORLD OF MAGIC IS SOMETIMES TIED UP WITH UNIVERSAL, MODERN TOPICS WHICH THE PROTAGONISTS HAVE TO DEAL WITH. OTHER IMPORTANT ELEMENTS OF THE SERIES ARE ITS EDUCATIONAL CONTENT AND ITS OFF-BEAT HUMOUR.

A stylized illustration of a wooden signpost in a desert landscape. The signpost is made of two vertical wooden posts supporting a horizontal wooden board. The board has the word "EPISODES" written on it in a bold, black, sans-serif font. The landscape is a vast, yellowish-orange desert with rolling hills and a path leading towards the sign. The sky is a light blue with white, fluffy clouds. The overall style is reminiscent of a classic cartoon or a simple digital illustration.

EPISODES

THE WIZARD'S DISCIPLE



TIM, A TEN-YEAR BOY, ARRIVES AT THE HUT OF THE MASTER, THE GREATEST LIVING WIZARD. THE BOY WANTS TO BE MASTER'S DISCIPLE AND LEARN THE SECRETS OF MAGIC.

MASTER DID NOT REALLY LIKE THE IDEA OF HAVING A STUDENT, THEREFORE TIM MUST PASS A SERIES OF TESTS TO PROVE HIS OWN VALUE. HANDLING THE BROOMS, MASTERING THE HUGE, MENACING COLLECTION OF BOOKS AND ALCHEMICAL EXPERIMENTS IS A PASS TO HIS DREAMS. BUT WHAT WILL HAPPEN IF TIM FAILS ALL THESE TESTS?

THE ENCHANTED PRINCESS



THE KING HAS A SERIOUS PROBLEM, AND CALLS MASTER AND TIM OUT. PRINCESS SOPHIE, ONE OF THE KING'S DAUGHTERS, IS HORRIBLY UGLY. UNFORTUNATELY THE GIRL'S BEAUTY DOES NOT IMPROVE WITH AGE, AND YET IT DOESN'T BECOME THE RULER TO HIDE HIS CHILD. THE KING COUNTS ON THE MAGICAL CRAFTSMANSHIP OF THE MASTER. UNFORTUNATELY, MAGICAL POTIONS DO NOT WORK. NOW, THE ONLY SOLUTION SEEMS TO BE TIM'S RISKY PLAN: HE WANTS TO TURN SOPHIE INTO A FROG. WILL THE KING DARE TO TRUST THE YOUNG ADEPT OF MAGIC?

THE MAGICIANS' DUEL



EVERY HUNDRED YEARS A CONTEST OF MAGICIANS IS ORGANIZED AND EVERY HUNDRED YEARS IT'S THE MASTER WHO WINS. BUT THIS TIME HIS NEMESIS - SPOIL IS DETERMINED TO WIN FOR THE FIRST TIME. SPOIL DOES NOT HESITATE TO USE THE MEANEST AND WORST MAGIC TRICKS. AND WHEN, ON THE EVE OF THE FINAL MATCH, PRINCESS SOPHIE DISAPPEARS IN MYSTERIOUS CIRCUMSTANCES, IT SEEMS THAT THE VILE SORCERER WILL FINALLY HAVE HIS MOMENT OF FAME... UNLESS TIM AND MASTER QUICKLY COME UP WITH SOMETHING. THEY'RE SHORT OF TIME... WILL THEY SUCCEED?

THE DRAGON



THE MASTER ORGANIZES AN EXPEDITION AGAINST THE MENACING DRAGON. HOWEVER, WHEN THE SORCERER AND HIS APPRENTICE ARRIVE AT THE SPOT, THEY ENCOUNTER A VERY SERIOUS PROBLEM, WHICH WAS NOT FORESEEN DURING THE PREPARATIONS FOR THE EXPEDITION. WELL, THE DRAGON DOES NOT HAVE THE SLIGHTEST DESIRE TO FIGHT. WHAT TO DO WITH SUCH AN ISSUE?

CYCLOP

RESIDENTS OF THE MOUNTAIN VILLAGE ARE TORMENTED BY REPETITIVE AVALANCHES, THAT ALSO DETER TOURISTS. TIM AND MASTER TAKE ON THE TASK OF SOLVING THE RIDDLE OF THE AVALANCHES. INTENSIVE INVESTIGATION LEADS WIZARD AND HIS APPRENTICE TO CYCLOP FRIGHT, WHO IS MORBIDLY SHY. MASTER AND TIM MEDIATE BETWEEN HIM AND THE VILLAGERS. WILL THAT STOP THE AVALANCHE?



DEADLY BORED

THE KING ONCE AGAIN SENDS FOR THE MASTER AND HIS DISCIPLE TIM. THIS TIME THE CASE CONCERNS ONE OF KING'S SONS. THE YOUNG PRINCE IS IN FACT THE MOST BORED BOY IN THE WHOLE KINGDOM. TIM AND MASTER TRY TO DEAL WITH THE PROBLEM AND CHANGE THE PRINCE'S MOOD. TIM WILL ALSO HAVE TO FACE PRINCESS SOPHIE'S MATRIMONIAL ASPIRATIONS. WILL THE PRINCE FINALLY STOP BEING BORED?



THE KNIGHT WITHOUT FEAR



THE KNIGHT WITHOUT FEAR ARRIVES AT MASTER'S HUT. HE ASKS FOR HELP AS HIS BIGGEST WORRY IS THAT... HE KNOWS NO FEAR. MASTER AND TIM UNDERTAKE THE DIFFICULT TASK OF LEARNING THE FEARLESS KNIGHT WHAT FEAR IS. WILL HE DISCOVER THE TRUE VALUE OF COURAGE TOO?

THE ELIXIR OF YOUTH



THE MASTER IS WORKING ON THE ELIXIR OF YOUTH. UNFORTUNATELY, NOT EVERYTHING WORKS AS IT SHOULD AND AFTER DRINKING THE POTION, THE MASTER TURNS INTO A LITTLE BABY. TIM TAKES OVER ALL THE HOUSEHOLD DUTIES AND TAKES CARE OF THE MASTER. WILL MASTER REGAIN HIS OLD FORM?

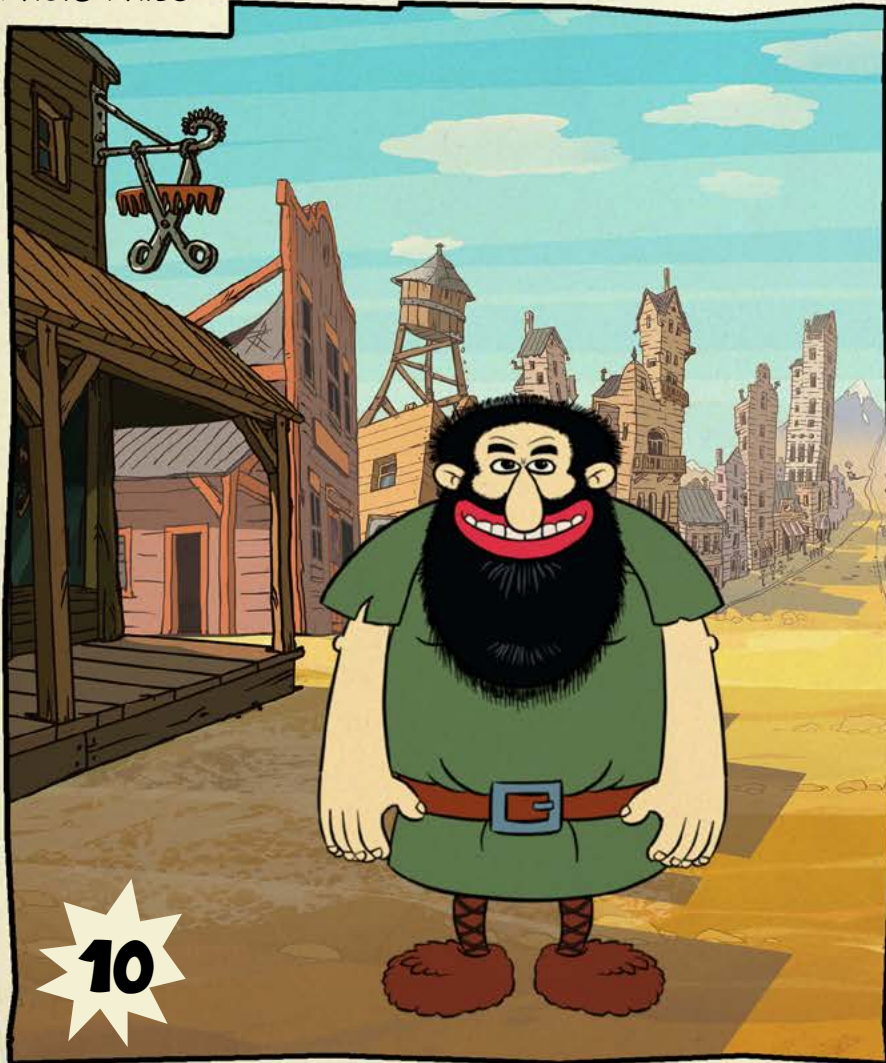
SMALL IS BEAUTIFUL



THE DWARF WHO SUFFERS FROM INFERIORITY COMPLEX VISITS MASTER AND TIM. HE IS UNHAPPY WITH HIS HEIGHT AND HE WOULD LOVE TO BE TALLER, OR EVEN VERY TALL. THE FAMOUS MAGICIAN AND HIS APPRENTICE HAVE TO FACE NOT ONLY THE DWARF'S COMPLEX, BUT ALSO HIS EXPECTATIONS OF HIMSELF AND OTHERS. WILL GROWING TALLER SOLVE HIS PROBLEMS?

THE CACTUS JOE

MASTER TAKES TIM TO THE PLACE OF HIS YOUTHFUL HOLIDAYS TO KALAFIORNIA. IT TURNS OUT, HOWEVER, THAT THE SMALL TOWN THAT THE WIZARD REMEMBERED FROM HIS CHILDHOOD WAS SUBJUGATED BY THE GUNMAN CACTUS JOE. THE MASTER WILL HAVE TO FACE THE BANDIT WHO TERRORIZES THE TOWN. BUT HOW TO DO IT, WHEN THE MAGIC FAILS?



THE CONTEST

TIM PREPARES THE MACHINE TO EAVESDROP THE DISTANT PLANETS FOR THE INVENTORS' CONTEST. HE WANTS TO BEAT SPOIL, WHO WILL ALSO PRESENT HIS INVENTION, AT ANY PRICE. SEEING TIM'S DETERMINATION, MASTER IS TRYING TO COOL HIS DESIRE FOR VICTORY, TELLING THE BOY ABOUT HIS OWN DUEL WITH SPOIL, WHEN THEY WERE CHILDREN. WHAT WOULD TIM LEARN, AND WHO WILL WIN THE CONTEST?



SPOOKY!!!



THE ROYAL CASTLE IS HAUNTED. SLEEPY HOLLOW AND WHITE LADY PLAGUE THE ROYAL FAMILY. THIS PROBLEM GIVES THE KING SLEEPLESS NIGHTS... LITERALLY. CALLED TO HELP, TIM AND MASTER MUST FIND A WAY TO GET RID OF TROUBLE-SOME GHOSTS. DOES THE FACT THAT THE WHITE LADY AND SLEEPY HOLLOW ARE IN LOVE WILL HELP TIM AND MASTER TO PLAY THEIR PART SUCCESSFULLY?

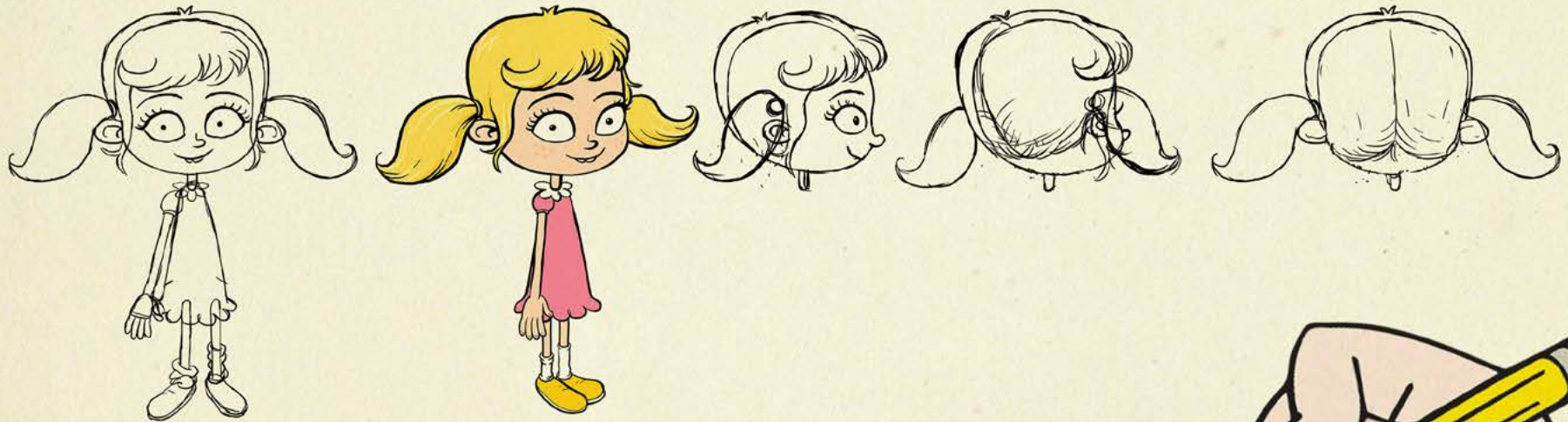
AT THE SOURCE

TO THE HORROR OF FOREST ELVES, THE SOURCE MAINTAINING THE WHOLE WOODS ALIVE, BEGINS TO DRY OUT, BECAUSE OF A STRANGE DARK THING. MASTER AND TIM MUST DISCOVER WHO THIS FOREST PEST IS, DEFEND THE SOURCE OF LIFE AND SAVE THE WOODS FROM DRYING OUT. THE CASE SEEMS TO BE DIFFICULT, ALMOST HOPELESS. WILL THE ATTACK BE THE MOST EFFECTIVE DEFENSE THIS TIME?

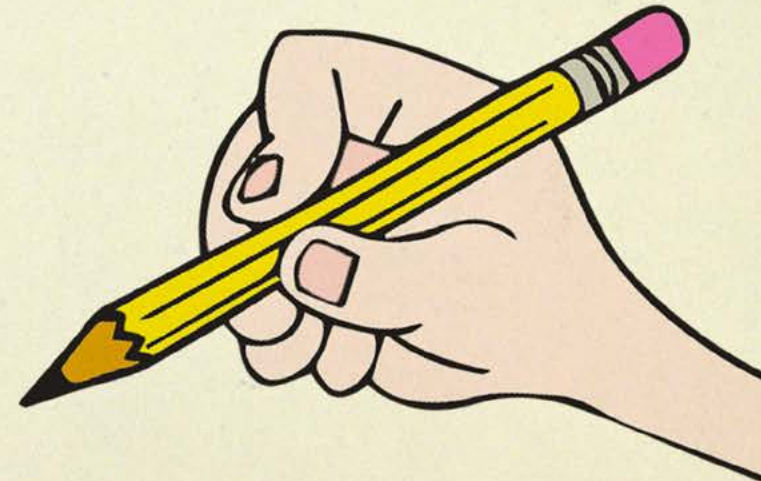


VISUAL STYLE

THE TV SERIES WILL BE PRODUCED IN 2D

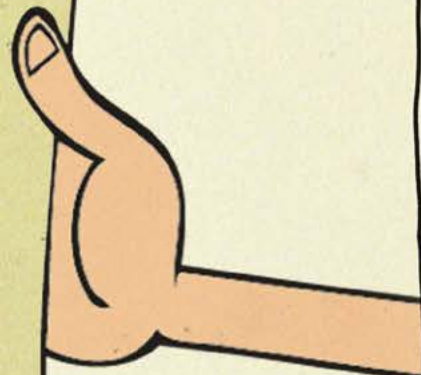
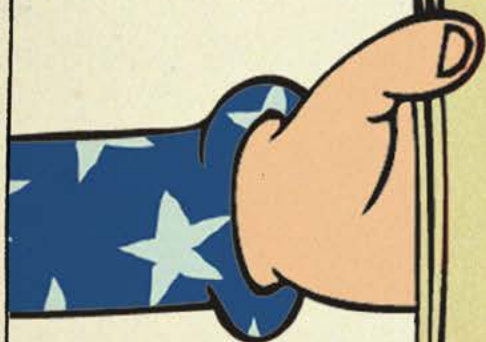


THE VISUAL LAYER OF THE MOVIE WILL BE CLOSELY LINKED TO THE GRAPHIC STYLE ALREADY CREATED FOR THE COMIC BOOK, ON WHICH THE MOVIE ORIGINATES FROM. THE IMAGE IS CHARACTERIZED BY A COMIC LINE, VIVID COLORS AND PRECISE BACKGROUND OR CHARACTER ELEMENTS WHICH ALL MAKE UP FOR A MAGICAL DIMENSION OF THE STORY.

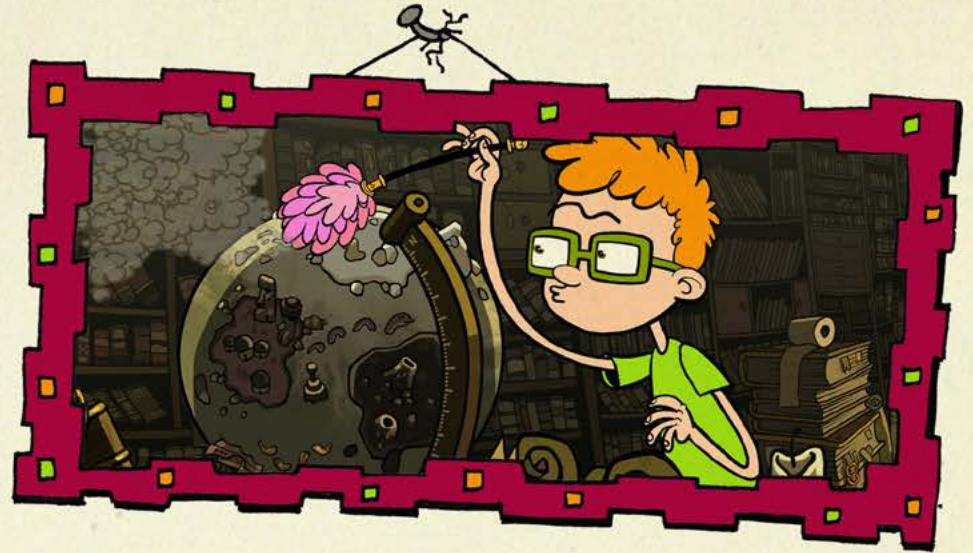




MAiN CHARACTERS



TiM



TIM IS A BRIGHT AND RESOLUTE TEN-YEAR-OLD BOY WHO DREAMS TO ONE DAY BECOME A GREAT WIZARD. HE IS AN ACCOMPLISHED INVENTOR AND DESIGNER, AND HIS INGENUITY ALLOWS HIM TO OFTEN SOLVE PROBLEMS THAT ARE BIG CHALLENGES EVEN FOR THE MASTER. LIKE EVERY BOY HIS AGE, HE LOVES TO DO THINGS HIS WAY AND PLAY ALL SORTS OF TRICKS, WHICH OCCASIONALLY BRINGS UNEXPECTEDLY GOOD RESULTS.



MASTER



MASTER

MASTER IS UNDOUBTEDLY THE GREATEST AND PROBABLY THE OLDEST LIVING WIZARD. HE'S BEEN PRACTICING MAGIC AND SORCERY SINCE HIS EARLIEST YEARS. FOR CENTURIES, HE'S BEEN IMPROVING HIS SKILLS, LEADING A LIFE OF A HERMIT.

THE MASTER IS A LITTLE BIT DISTRACTED, HE OFTEN CONFUSES SPELLS. HE IS CONSIDERED A FREAK, BUT HIS FAME OF THE MOST POWERFUL MAGICIAN ATTRACTS VARIOUS CREATURES AND CHARACTERS SEEKING HELP TO HIS HUT. THE WIZARD IS SATISFIED TO MAKE OTHERS HAPPY USING HIS WISDOM AND MAGIC, AND - DESPITE HIS AGE - ALLOWS HIMSELF TO EXPERIENCE AN ALMOST CHILDISH ENTHUSIASM. HE REPRESENTS A CONSIDERABLE DISTANCE TO HIMSELF AND THE WORLD AROUND HIM. IT IS VERY LAID BACK. MAYBE EVEN TOO MUCH...



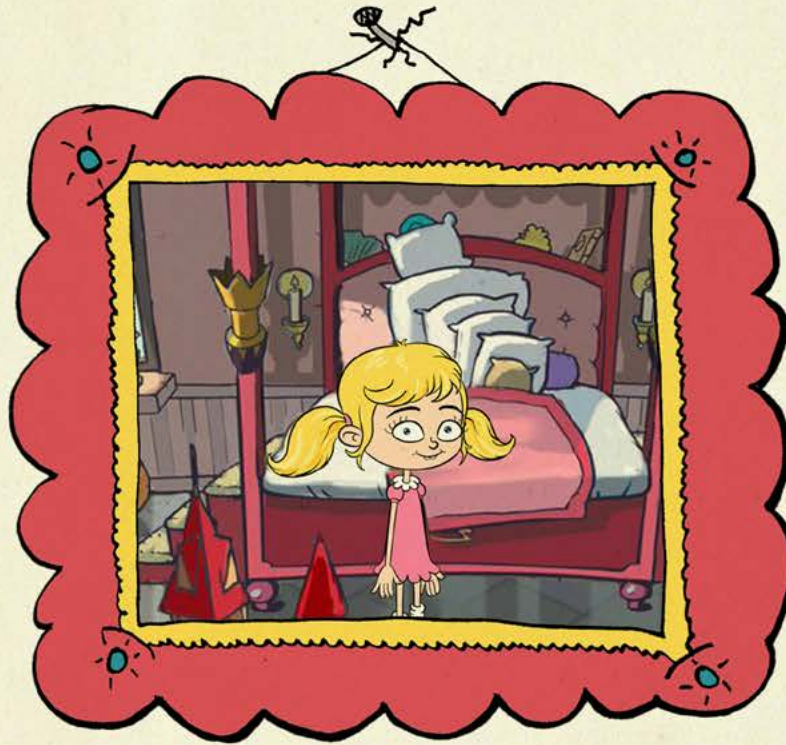
THE KING



THE KING IS A WISE AND JUST RULER, TAKING CARE OF HIS KINGDOM AND HIS PEOPLE. HE IS ALSO THE FATHER OF A BUNCH OF CHILDREN AND A PARTICULARLY... UNLUCKY FELLOW. THE ROYAL FAMILY IS CONSTANTLY TROUBLED BY VARIOUS WOES AND WORRIES.



PRINCESS SOPHIE



SOPHIE IS A VERY INTELLIGENT, BRAVE AND NICE GIRL. SHE IS ALSO EXTREMELY ATHLETIC, AND WHEN NECESSARY, SHE CAN KICK ROUNDHOUSE BETTER THAN CHUCK NORRIS. SOPHIE IS JUST PERFECT, ALTHOUGH SHE WASN'T ALWAYS LIKE THAT. ONCE SHE WAS TURNED INTO AN UGLY EYESORE AND ONLY THE INTERVENTION OF TIM AND MASTER SAVED HER BEAUTY. SINCE THEN, GRATEFUL FOR THE HELP, SOPHIE IS IN LOVE WITH TIM. THE PRINCESS IS DOING HER BEST TO SHOW THE BOY HER FEELINGS, BUT TIM'S HEAD IS OCCUPIED WITH OTHER MATTERS.

SPOILER

SPOIL IS THE EXACT OPPOSITE OF THE MASTER AND FROM THE VERY BEGINNING, HIS FIERCE OPPONENT. HE IS A GRIM AND EMBITTERED SORCERER WITH MAGICAL ABILITIES NO LESS IMPRESSIVE THAN THE MASTER'S TALENT. HOWEVER, IT'S BEEN CENTURIES, SINCE SPOIL HAS BEEN LIVING IN THE SHADOW OF HIS HATED RIVAL.



TRICKER

AN UNPLEASANT BOY OF UNATTRACTIVE APPEARANCE, WHOSE STRONG POINT IS DEFINITELY NOT THINKING. HE HAS NO SENSE OF HUMOR EITHER - HE CANNOT DETECT SARCASM, TAKING EVERYTHING VERY LITERALLY. EVEN HAVING GOOD IDEAS TRICKER HAS A PROBLEM SHARING THEM WITH OTHERS, BECAUSE OF HIS SPEECH DEFECT - HE DOES NOT PRONOUNCE "R".



LOCATIONS





**MASTER'S
HUT**



**MASTER'S
HALL**



**MASTER'S
LIVING ROOM**



TIM'S ROOM



**MASTER'S
BEDROOM**



**MASTER'S
LIBRARY**



**MASTER'S
LAB**

THE FOREST





**THE
CASTLE**







SPOILER'S LAB



MOUNTAINS





TIM AND THE MASTER



UNIVERSAL CONTENT



EDUCATIONAL VALUE



FUN FOR EVERYBODY

iP

PRIORITY



HIGH QUALITY OF THE PROJECT



DEVELOPING THE PROJECT
IN INDIVIDUAL EUROPEAN
COUNTRIES



CREATING COMMUNITY
AROUND CHARACTERS

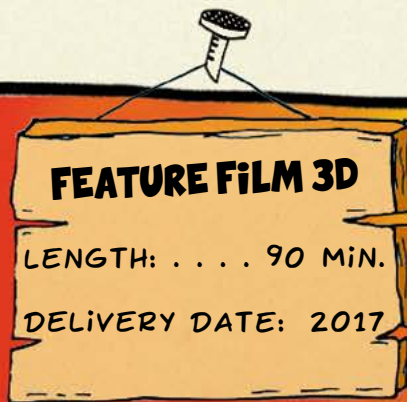


BUILDING OF A RELIABLE
BRAND

GENERAL INFORMATION

IMAGINE HARRY POTTER WRITTEN BY TERRY PRATCHETT AND YOU WILL GET TIM AND THE MASTER. HUMOUR, IRONY, MAGIC, MONSTERS AND ADVENTURE - ALL PACKED IN 11 MINUTES EPISODES.

INTERNATIONAL TITLE: TIM AND THE MASTER
CATEGORY: TV SERIES
GENRE: COMEDY-ADVENTURE / CHILDREN, FAMILY
TARGET: 6-11 YEARS
LENGTH: 13 X 11 MIN
TECHNIQUE: 2D COMPUTER ANIMATION, CUT-OUT TECHNIQUE
INSPIRED BY: TYMEK i MISTRZ - THE COMIC BOOK
PRODUCTION COMPANY: SPINKA FILM STUDIO
DELIVERY OF 13 FIRST EPISODES: APRIL 2017



CREATIVE TEAM

RAFAŁ SKARŻYCKI

(SCRIPTWRITER)

A graduate from the University of Warsaw. He is co-creator of the "George The Hedgehog" comic strips and the "Tim and The Master" series. Winner of the Grand Prix at the International Comic Festival in Łódź. His works have been reviewed in "Tekstylika Bis, the dictionary of young Polish culture" (Piotr Maracki 2006). In 2008, Rafał's script for the comedy "Złe Nowiny" (Bad News) was awarded at the International Screenwriters' Festival Interscenario. His first novel "Teleznovela" was published in 2009. Rafał Skarżycycki is the scriptwriter of the film "George The Hedgehog" and currently preparing the script for "Diplodocus". He is a member of the Polish Scriptwriters Association.

GRZEGORZ HANDZLIK

(DIRECTOR, SUPERVISOR)

Co-founder of Hanna-Barbera - Poland, and artistic director and animation supervisor on Hanna-Barbera serials from Los Angeles. In 1995 he founded Orange Advertising Studio, now Orange Animation Studio. On two occasions he has been awarded the European Medal for collaboration with producers from France and Germany during the making of "King Matt the First" and "Papa Lowe".

PAWEŁ PEWNY

(PRODUCER AND EXECUTIVE PRODUCER)

His love of the cinema and animation has meant that his entire adult life has been devoted to producing animated and feature films - short and full-length - and CGI animation.

His back catalogue includes: "Loneliness On The Net" (S@motność w sieci), "Chaos" (Chaos), "It's a Perfect Night for Suicide" (Od pełni do pełni), "Testimony" (Świadectwo), and serials such as: "Naznaczony", "Usta Usta", "Włatecy móch", "1000 Bad Deeds" (1000 złych uczynków).

PIOTR REISCH

(PRODUCER)

A graduate of the Warsaw School of Economics and City University of New York (MBA), with almost 10 years of experience in the film industry. He produced and coproduced among others "Me now" (dir. A. Jadowska), "Chaos" (dir. X. Żuławski), "Skylights" (dir. B. Linda), "A Woman in the Fifth" (dir. P. Pawlikowski), "Carnage" (dir. R. Polański), "Włatecy Móch. Ćmoki, Czopki i Mondzioły" (dir. B. Kędziercki). Since 1998, President of the Board of SPI International Polska, since 2006 President of the Board of Kino Polska TV.

**FEATURE
FiLM**



**COMiC
BOOKS**



**iNViTATION
TO
MULTiPLATfORM
PRoJECT**



**TV
SERIES**

GADGETS



GAMES



JOIN US!

... OR WE
WILL HOKUS POKUS
YOU TO DO IT...



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