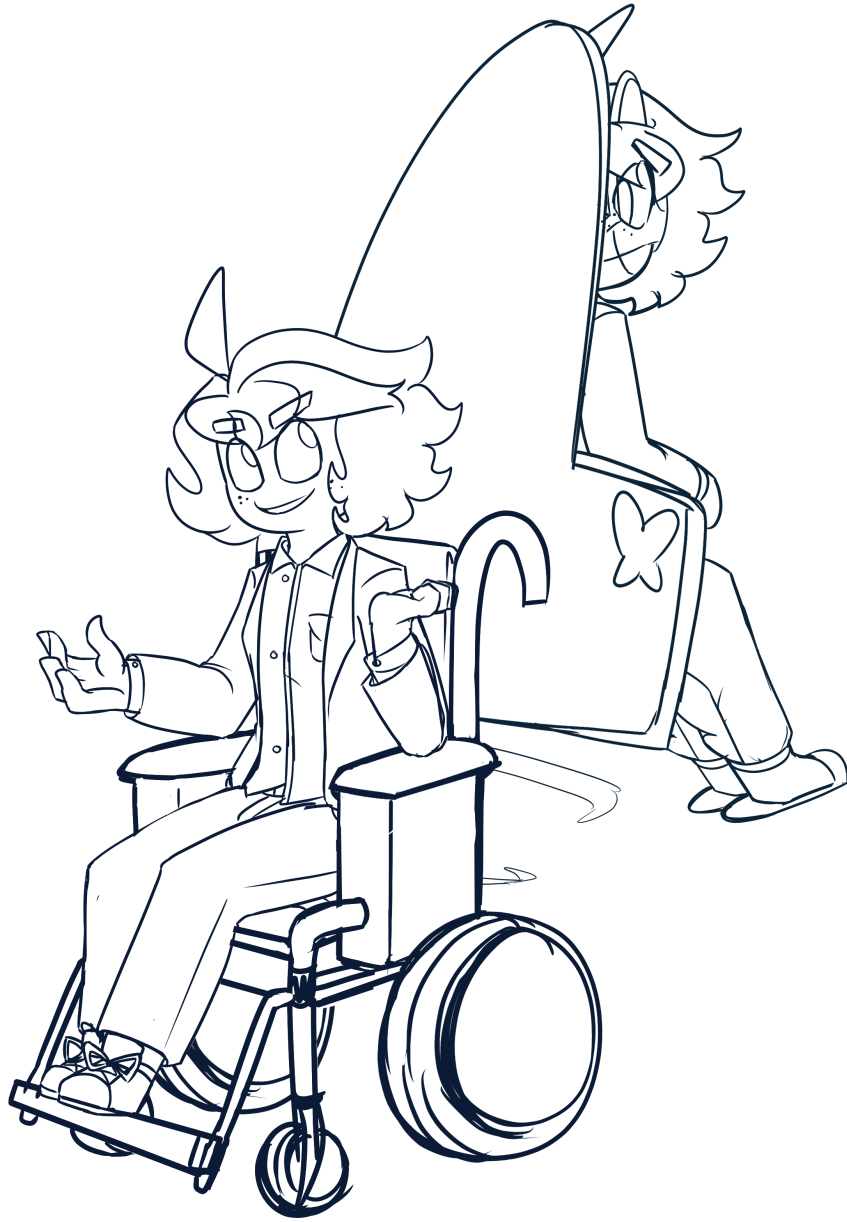


# SUSPENDED ANIMATION

AN ANIMATED SHORT PITCH



CREATED  
BY  
RYAN SHIRCLIFF



One teenage genius and his beleaguered butler will protect the city of Bellexandria...even if that means missing a test or two!

# KYLE KIPLING

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Kyle is an optimistic and kindhearted boy who sees the good in people — even if they don't deserve it. Gullible, but lovable, Kyle's heart is enormous. He always thinks he can be doing more to help others, and with his superhuman intelligence, Kyle believes that his inventions can actively do something to protect the people he loves.



Due to his altruistic nature, he has a tendency to be taken advantage of, or tricked. He's always been an outcast, and the social stresses of middle-school aren't helping him.

Surely everyone understands what Kyle's going through – You don't fit in, though you desperately want to. You don't have many friends, despite the fact you're trying your best to meet them. You're secretly a superhero, and you've got to keep your identity under wraps, lest the revelation put you or your friends or your family or your classmates in danger...

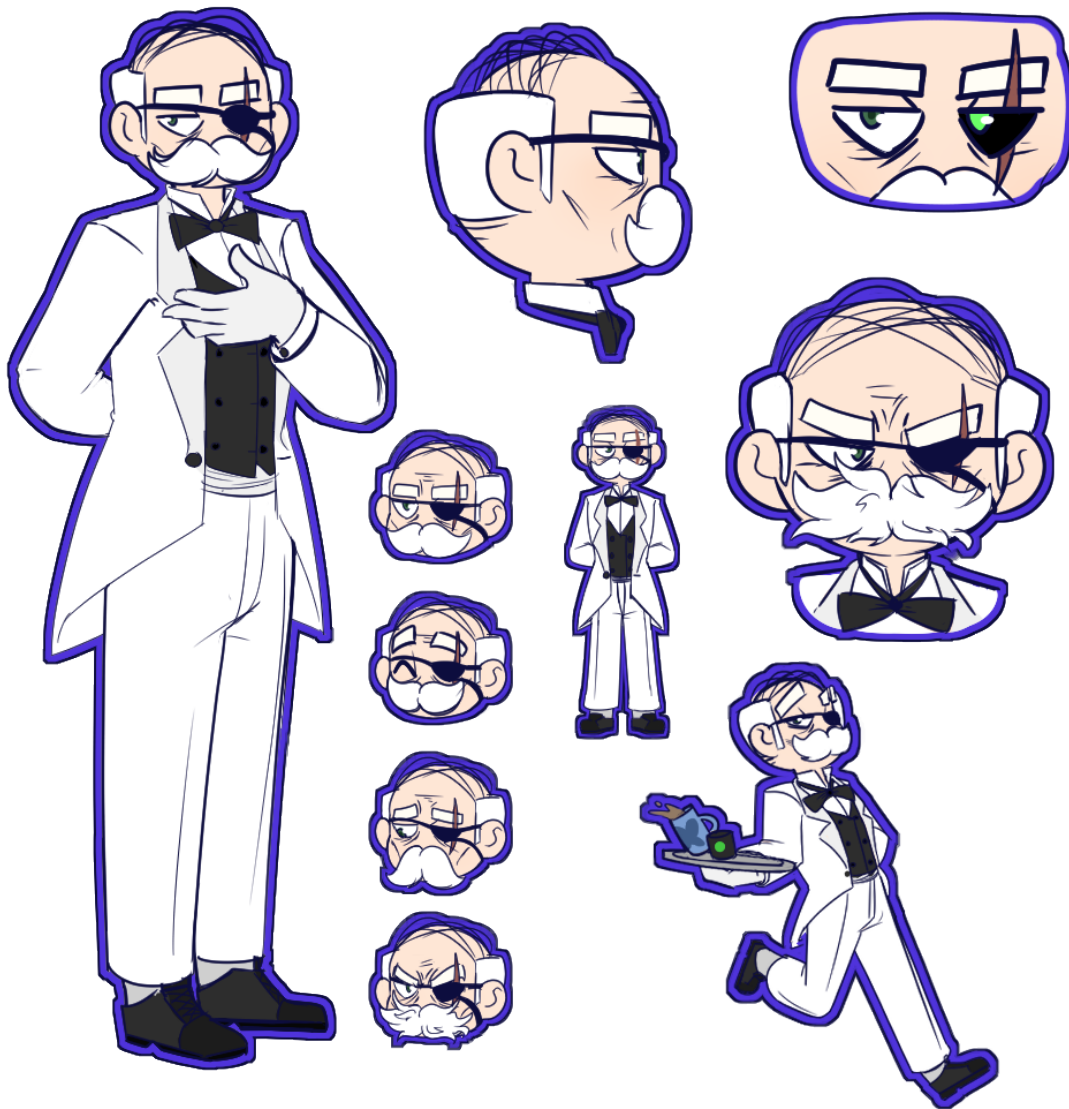
...Wait...that part's not really too relatable, is it?

# "REGINALD"

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Reginald is a prim and proper man who lives his life in a regimented and dictated manner. The butler to the Kipling family, and the current guardian of Kyle Kipling (due to his parent's disappearance), Reginald's life mission is to take care of Kyle. On the outside, Reginald is cold and business-like. But he deeply cares for Kyle, and would do anything to keep him safe...even join in on his superhero antics...



Reginald keeps his emotions within himself. He is patient and kind, yet equally as guarded and protective. He's a type to be easily invested. In order to circumvent that 'flaw', he keeps people and things at an arm's length. Despite his best efforts to appear the contrary, Reginald has a paternal air. He takes care of Kyle, and acts as his advisor and confidant. He may not be the warmest, or the most social, but for Kyle? He will always make himself available.

It burns him that he has to keep so many secrets from the boy. But it's what must be done if he's to be truly safe...

# ABEL RIVERA



The son of the renowned Dr. Carmen Rivera, and the sole heir of Rivera Enterprises, Abel is a rising star in the science world. A humble, sleepy man, it seems that Abel likes to spend most of his time leading citizens on tours of the Enterprise's headquarters, rather than working.



Despite all of the immense praise directed at him, the good doctor seems rather unassuming. He's polite as can be, and if anything, very tired. Abel is a little spacey, and sometimes forgets basic things (like a word, or a simple fact). Despite this, he is a hard worker, and his intelligence is no joke. It seems like it could be superhuman...which sounds a little familiar, doesn't it? Some people claim to have caught glimpses of him after dark, disheveled and giggling. It's no coincidence that Dr. Abel bears a striking resemblance to the evil wannabe-tyrant of the city, Dr. Caine. However, Dr. Abel has gone on record to dispel rumors of him being the mad doctor. As it turns out, the evil scientist is actually his "twin brother"!

As much as it pains him to condemn his mysterious "twin", it's important to tell the people of Bellexandria the truth—he wouldn't want to be falsely accused or anything...

# CARMEN RIVERA

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Dr. Carmen Rivera is a renowned scientist and businesswoman. She is the creator of Rivera Enterprises, a corporation that focuses on the creation of medicinal supplies, balms, antidotes, prosthetics and overall scientific advancements in the field.



She has a strong personality that is not one to be crossed. Pragmatic and tenacious, she is not one to be easily bowled over. While her intelligence isn't superhuman, Carmen is as sharp as a tack.

Not only is she mathematically gifted, but socially as well.

She can bring out the best in people, and while she can be a little stiff at times, Carmen is a priceless friend and ally to have around you. She's charming, driven, understanding, and isn't afraid to chase down her dreams.

She has a tendency to take things too seriously, and puts her son, Abel, under a lot of pressure. But it's nothing he can't handle! She won't be blindsided or caught off guard by anything. She will make sure her son is prepared, and she must make sure the enterprise runs smoothly and without flaw when she's gone. It is her true baby.

# ZURI AZIKIWE



Zuri is a creative and cheerful girl armed with a wild imagination and steadfast determination.

She is peculiar, and there are a lot of rumors about her weirdness...but she's much too air-headed to care about the complaints of stranger-teens. She knows she's a visionary; these kids just don't want to admit it! That's on them! Zuri will let their snide comments roll off her back!



Her enthusiasm is refreshing! She's a burst of energy to everyone around her. She doesn't have many friends, but she's fiercely protective of the ones she does have. Whenever she sees Kyle getting hassled in the hall, or picked at in class, she'll step in to help. Overall, she looks after him.

She's a curious individual, and she likes to act first before asking questions...which can both help and hinder her. She has a bad habit of shrugging off the realities of life, choosing to ignore them in favor of a fictional, yet more palatable narrative. It's easier for her to believe that she'll never grow up; that bad things don't happen as often as they do.

It hurts more to confront the truth, so she buries it. That way, she'll never have to see it.

# MORPHINAE

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When the evil Dr. Caine and his latest havoc-wreaking invention rear their ugly heads, Kyle Kipling transforms into Morphinae! From within his underground laboratory, Morphinae directs his sidekick, Blindspot, and analyzes battle data while staying out of the fray. He is the “man in the chair”, and he does his best work at a distance where he has room to breathe and think freely.



Morphinae utilizes his superintelligence to create unique inventions. On occasion, he uses his own inventions himself, but they’re normally created for Blindspot. These inventions are often used to enhance Blindspot’s capabilities. This can range from hover-boots, grappling hooks, super-jumping, teleportation, shields, levitation, among other boons.

Morphinae’s core strength is his brain, but he also has means of defending himself if the threats come to him. His high-tech hover-chair is outfitted with defenses (shields, invisibility mode) and non-lethal offenses (electric shocks, bindings) that can be used to neutralize a target. He’s not a fighter, but if it comes down to it, he can protect himself. Reginald insisted on that. It was one of his many stipulations before he allowed Kyle to do this.

# BLINDSPOT



When the evil Dr. Caine and his latest havoc-wreaking invention rear their ugly heads, Reginald transforms into Blindspot! As Morphinae's agent on the field, he is directed on the front by the young hero, and carries out his orders with exact precision.



Blindspot utilizes his cybernetic enhancements in combat. Both of Blindspot's arms and legs were previously replaced with stronger, battle-ready, cyborg facsimiles, which possess incredible superhuman strength and speed. Blindspot's right eye is also cybernetic, and is outfitted with a lock-on feature. On occasion, in order to defeat an enemy, Morphinae will upgrade Blindspot's existing parts. This weaponizes Blindspot more and more as the series continues. Blindspot is dedicated to protecting Morphinae. He will sacrifice anything to keep the boy safe. He himself doesn't have much in means of defense, except for his own willness—which can be lacking. It's been a long time since Blindspot has seen battle. He's lost some of his touch...but for Morphinae, he will delve back into those horrid memories of his to dredge up some skill worth salvaging.

# DR. CAINE

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Dr. Caine (doctorate is suspect) is Dr. Abel's "twin brother", and Dr. Carmen's son. When the lights go down in city of Bellexandria, the mad doctor will play, and he will waste not a toy in his ploys. Quirky and a bit of a cad, Dr. Caine is outspoken, loud, brash, goofy, and a prankster who seems to enjoy getting into people's heads.



A trickster at heart, Caine has a soft spot for jokes and puns. He is constantly on the search for things that are fun—he's a mischievous personality who revels in the act of villainy.

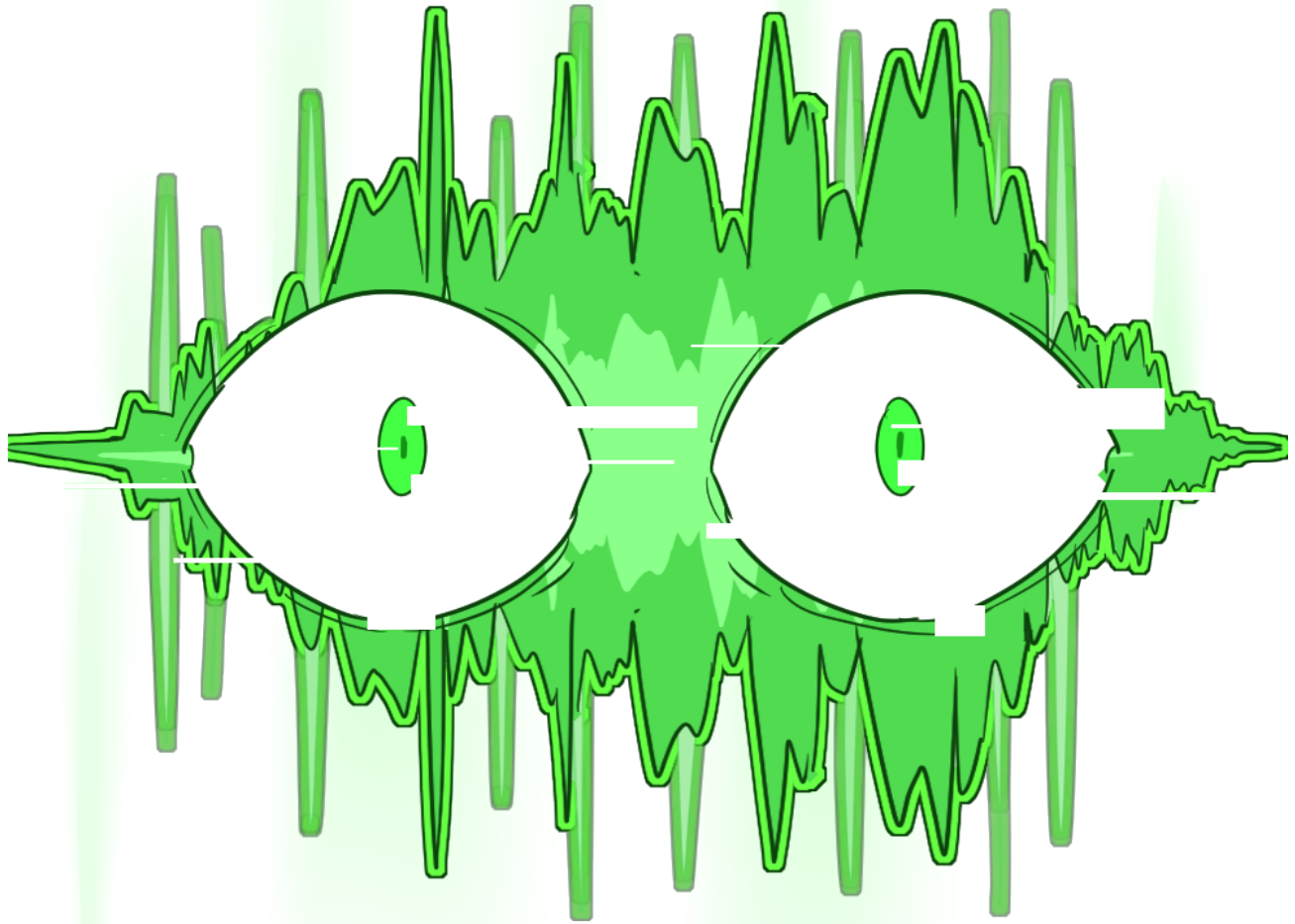
Caine is one of the smartest people in the world, yet Morphinae gives him a run for his money.

You'd think this would annoy him, but he seems to enjoy his tussles with the hero. It's a challenge that makes the game of life more interesting—makes the show more interesting. But there's more depth to Caine than one may gleam on the surface. When Caine gets serious, it becomes apparent just how much he's hiding—just what he's capable of. When Mother notices his slacking, and pushes him, Caine will become an entirely new beast in order to please her.

His fear of her judgement pushes him to his limits both mentally and physically.

# MOTHER

Dr. Caine's true mother. A mysterious entity who serves as the (wo)man behind the curtain. Her motivations are unknown, and her true identity is just as obscured, but one thing about Mother is clear — her plans cannot be slowed. Her control is absolute, and her convictions are just as powerful. Although she does not have a physical presence, and she never goes on the battlefield herself, her control over Dr. Caine may as well be akin to her pawn, with her as the queen.



Relentless, she is consistently exasperated by her “son’s” lack of foresight and sense of urgency. She is not above threatening him. She is this faceless, intimidating presence to which even the great Dr. Caine fears. While she doesn’t speak in rhyme, she does speak cryptically of things unknown. She seems to revel in the dependence of others, and orders Dr. Caine to carry out his plans with only occasional micromanaging on her part.

She is a cold-blooded and cutthroat villain who brings out the worst in her “son”. When her plans fail, she vows dire consequences, and the destruction of her enemies. It will not go unnoticed. The appearance of Morphinae and Blindspot have put a severe roadblock in her master plan, but she has confidence that they will soon be taken care of. Squashed, defeated, one by one.

She will see to their destruction herself if she has to, and they will have known better than to speak out against their Mother.

# LOCATIONS

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## *BELLEXANDRIA*

Bellexandria is a bustling, developing cityscape backdropped by scenic skylines and an oceanic breeze. It calls to mind the aesthetic of San Francisco, both in location and in style. Bellexandria is an area that is constantly evolving and restructuring itself.

*Suspended Animation* brings its focus to suburban life in Bellexandria. There is public schooling, shopping malls, farmers markets, congested business districts, among other common areas that make up an average-sized city with a growing population. There is a distinct upper class, with Kyle Kipling living in the richer side of town.

What puts Bellexandria on the proverbial map is the growing power of the healthcare industry.

With the inventions of Rivera Enterprises taking the world by storm, the entire city feels the effects of the company's success. Main exports of Bellexandria are healthcare-like in manner—vaccines, wheelchairs, and even other experimental tech (i.e, personal dream-therapy machines, healing shots, bone restructuring, among other sci-fi inventions).

While most of the plot of *Suspended Animation* takes place in Bellexandria, Kyle, in all of his exploits, will visit different parts of the city—begetting various different styles and ways of life. Bellexandria is a constantly evolving town. One moment our heroes can be at the wharf, the next they could be hiking up a scenic mountain view...

## *THE NET*

Deep beneath the floors of the wealthy Kipling Residence, Kyle has carefully constructed and built his own underground laboratory...with Reginald's help, of course. Accessed through a concealed switch underneath a large portrait of the missing Mr. and Mrs. Kipling, Kyle can access The Net—a technological hub in which the daring Morphinae can lord over the battlefield.

After being guided downward via a stylish elevator, the soft-blue double-doors open to reveal the curved structure of The Net. Fashioned in a circular shape, with a domed ceiling, the large room itself is built to resemble the arch of a butterfly net.

Across from the doors is a large curved monitor that dwarfs Kyle's form, and is used as his main access computer. Whenever Kyle needs to see something important, be it a file or a cute cat video, Kyle only needs to use his mind. When in The Net, Kyle is mentally connected to almost all visible machinery. It's almost as if the entire room acts as one large brain...

The Net also has various different tools and inventions hidden beneath the various domed "panels" that make up the ceiling. Like little pockets within a beehive, and with the wave of a hand, Kyle can open up a hatch, and retrieve the tools necessary to create something wonderful.

In animated media today, there is a distinct lack of LGBTQ+ representation.

While great strides have been taken to break the mold that holds back progress, still, there is resistance.

It is a widely perceived misconception that the inclusion of sexuality inherently makes the medium affected sexual in nature.

This assertion could not be falsier.

In childhood, we discover our identities. Through the media we ingest, we form opinions about the world, and begin to understand ourselves—who we are, who we love, and how we feel. It is a harmless exploration of character. It is a necessary social evolution.

Not all children fit into the typical heteronormative, cisgender mold. How can one expect these children to grow, to learn, to understand themselves, when they are actively denied the ability?

*Suspended Animation* will have LGBTQ+ characters, both main and supporting. Their orientations will not be hidden, nor highlighted as an ‘issue’ on ‘a very special episode’. Their identities will be treated as they are meant to be—normal, natural, and perfectly fine.

One can only take baby steps for so long. Sooner or later, you must walk forward.



# EPISODE PREMISES

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- 1) In a workshop connected to Rivera Enterprises, the bumbling Dr. Abel shows off his latest creation to his two young “interns”, Kyle and Zuri. He begins to demo “Dream Capture” technology, a groundbreaking invention that chronicles and records dreams. However, when the Dream Capture begins to go awry, and locks the doctor in his nightmare, Kyle and Zuri must don their own Dream Capture helmets and defeat their own nightmares in order to rescue the scientist.
- 2) The circus is in town, and Reginald has tickets! Kyle, Reginald, and Zuri take the night to visit the Jaunty Pylons Floating Circus and eat their weight in cotton candy! Or, they’d like to do that, if Dr. Caine didn’t butt his nose into the show! Using brainwave technology, the mad scientist has brought the ringleader under his control! While keeping Zuri none-the-wiser, Kyle and Reginald must try to covertly free the show from Dr. Caine’s clutches, before anyone gets hurt!
- 3) After one too many suspicious absences from classes, Kyle is sentenced to after-school detention. Having never been sent to detention before, Kyle is understandably nervous...but he becomes even more nervous when he learns that Dr. Caine is wreaking havoc at the exact time Kyle is serving his sentence! Kyle has got to find a way out of detention to help Blindspot combat the mad doctor without getting himself suspended from school!
- 4) Reginald’s unexplained hatred of Rivera Enterprises has kept Kyle from going on after-school fieldtrips to the head-factory for years. But finally, after what feels like eons of resistance, the old man bends, and allows Kyle to go with his classmates. Lead by the scientist Dr. Abel, Kyle is like a kid in a candy shop, and geeks out over all of the science around him. He even meets the mastermind behind the brand itself, Dr. Carmen Rivera. However, this heavenly day is ruined when Dr. Caine locks all the tourists and scientists in the building. He turns this technological haven into an inescapable death-trap. After faking his ‘capture’, Kyle has to lead the tourists and scientists out, and guide them past the dangerous traps Caine has set for them, in order to reach an exit. All the while, he has to trick Reginald into thinking that everything is alright at the factory—if Reginald knew things were going *this* bad, he might never let Kyle visit ever again!
- 5) The annual Palentine’s Dance is upon Xandria Secondary School, and Zuri is in trouble. She has a crush on one of the most popular girls in school. During the event, she has the chance to ask her dream-girl to dance, but she’s afraid her crush won’t like her for who she is—she has no idea how to even get her attention in the first place! Kyle wants to help his friend, but has no idea how. When Dr. Caine crashes the dance to terrorize the lonely-heart teens, Kyle sees the chance to not only save the day, but to help his best friend find true teen-love while he does. Kyle can’t say anything special to Zuri, but advice from Morphinae might give her the confidence she needs!



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