

Stompy & Snorty



Join Stompy and Snorty on a musical misadventure through the suburb-sized solar system they call home.

An animated TV series for 3 to 5 year olds.

26 x 7 minutes
(5 minutes of story + 2 minutes of music and dance)



Synopsis

Intrepid Stompy has enormous feet; dreamy Snorty has a giant nose. Together, these unlikely best friends explore their suburb-sized solar system, dodging the tricks of their neighbours, The Knuckles, a mischievous pair of hands.

The friends live together in a little house on a planet the size of a rambling backyard, along with their funny, loveable pets. There's Blinkers, the cool cat with huge eyes; Slops, the rambunctious dog with a massive tongue; and Chopper, the nervous fish with giant chattering teeth. They also share their home with Squeak, the snobbish mouse with oversized ears, and Bones, the bashful skeleton in their closet.

Their next-door neighbours, The Knuckles – a pair of hands that flap from planet to planet causing mischief – make their home in an old piano on the nearby Moon. The Knuckles' playful antics and sleights of hand often send Stompy and Snorty bumbling between the curious worlds in their interplanetary neighbourhood.

Every day the friends embark on adventures at home or to other planets, with their space travel fueled by Stompy's spirit and Snorty's rocket-powered sneeze. Along the way they learn about friendship, the power of the natural world, and that things never turn out quite to plan... but maybe that's ok.

Stompy and Snorty's bumbling misadventures explore themes of friendship, fallibility and cooperation; while intrepid Stompy shows Snorty how to get things done, dreamy Snorty shows his friend the value of taking time to stop and smell the roses.



The Worlds

Stompy and Snorty's solar system is a surreal and playful place, where flowers can bloom in the blink of an eye and a sneeze can power travel through space. It's the scale of a suburb, so the nearby Moon is like the house next door, and a trip to a nearby planet is like a drive to the corner store.

The planet Stompy and Snorty call home is like the ideal world of a child - a cosy house and rambling backyard. Other planets they visit are like places in any neighbourhood, while some are magical and bizarre, like a child's imagination.



Some examples of worlds Stompy and Snorty visit in their first series of adventures.

Home planet

Stompy and Snorty's house sits on the side of a little green planet that's like a leafy, unkempt park wrapped around a sphere. This rambling backyard of lakes, trees and fields is small enough to walk around in an afternoon, but like any good backyard, it's big enough to get lost in. Sometimes the friends find adventures without even leaving their house - in baking a cake or painting the walls or watering the garden.

The Moon

The Moon is the noisy, junk-cluttered next-door neighbour's place, where The Knuckles plonk out songs on their ramshackle piano house. Craters shaped like megaphones poke out in all directions, and these are joined by a crazy network of tunnels underground. The Moon is so close that Stompy and Snorty can climb there on a ladder, but if it's quiet up there, then watch out - The Knuckles are probably up to something.

Beach planet

A little sphere of sun, surf and sand, this world is a great place to picnic and to meet some weird and wonderful creatures from the sea. Stompy and Snorty like to swim, build sandcastles and play on the shore, but The Knuckles don't often play by the rules, and nature has other things in store.

Supermarket planet

A maze of supermarket aisles, this planet is home to the Trolley Beings - flighty creatures with wobbly, wayward wheels. Stompy and Snorty often visit to pick up groceries they can't grow at home, and always end up with more of an adventure than they bargained for.

The World of Lost Balls

All the tennis balls Stompy and Snorty have ever lost are on this planet, which the friends discover when their ball zooms off into space during a game. They set off on a retrieval mission, and find an amazing bounty of balls. But it's not easy getting home with all that booty...

Jungle planet

This wild world is a dense, dark tangle of foliage, flowers and ferns, like the overgrown vacant lot at the end of the street. Giant insects buzz about, monstrous flowers bloom, and Stompy and Snorty find a few surprises lurking in the undergrowth.

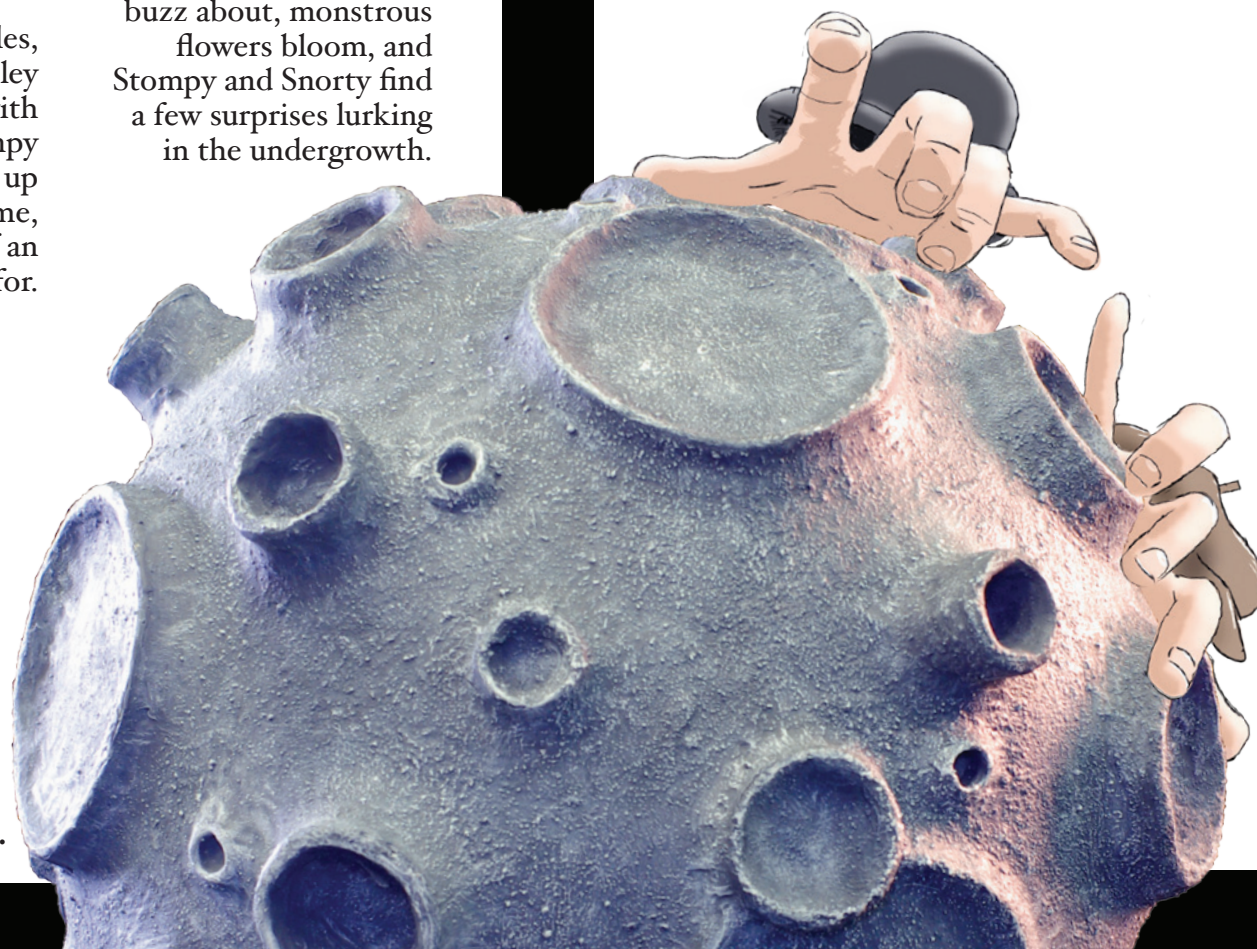
The Characters

Stompy and Snorty and their pets each have an oversized body part with exaggerated personality traits and sensitivities to match. These exaggerations set up opportunities for slapstick, but they're also integral to the storylines, leading characters in and out of trouble.

In the soundtrack, each character is represented by a signature musical instrument that echoes their exaggerated physical trait: Stompy's enormous feet are echoed by an electric guitar; Snorty's giant nose by a trombone.

The Main Players

Throughout the series, storylines are largely driven by playful rivalry between Stompy and Snorty and their mischievous neighbours, The Knuckles.



In future series, Stompy and Snorty could travel to any number of exotic planets in their surreal suburban solar system.

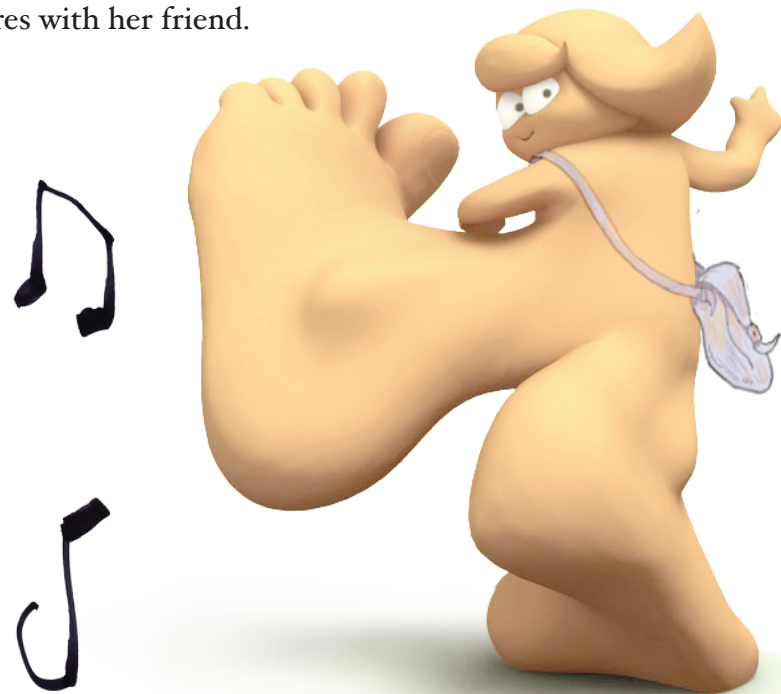
Stompy

- Physical trait • enormous feet
- Personality • an intrepid go-getter with a short temper
- Instrument • electric guitar



Stompy's enormous feet mean she's great at going places – they reflect her passion for adventure and drive to get things done. Stompy is the leader in adventures with her friend, but she's also headstrong and impatient, so often tramples into things before considering the consequences.

With her big feet planted firmly on the ground, Stompy is very pragmatic. A practical problem-solver, she wears a satchel that contains an endless array of handy devices. One of her favourites is a telescope that she turns towards the skies in search of new destinations for adventures with her friend.



Stompy readily expresses her emotions, and does so through a vocabulary of stomps that ranges from happy dancing stomps, to excited tapping, to frustrated stomps. While Stompy is quick to share a smile, she's also easily frustrated, and her biggest stomps cause the ground to shake – with potentially destructive results.

Snorty

- Physical trait • giant nose
- Personality • a gentle, bumbling dreamer with a love for the little things in life
- Instrument • trombone

Snorty's giant nose reflects his love for the little things in life – his heightened sense of smell means he always takes time to stop and smell the roses. Where Stompy is excited by possibility, Snorty is intrigued by the way things are; an avid daydreamer, he can stare for hours at the patterns in a leaf, or the shapes made by clouds in the sky. This is frustrating for Stompy, since she focuses on the big picture while her friend is fascinated by detail.

Snorty's oversized nose makes him top-heavy and unstable – its awkward shape reflects his impractical, bumbling nature. He's eager to please, but often finds his nose gets in the way, and his clumsiness can trigger Stompy's frustrated ground-shaking stomps. Snorty compulsively combs the single strand of hair that grows on his head, and it springs back into a curl when he has a bright idea.

Despite its impractical shape, Snorty's nose serves one very practical purpose: as the engine room for the friends' interplanetary adventures. Snorty hoists Stompy into a piggyback and she tickles his nose with a flower... ACHOOOOO! They blast off using Snorty's rocket-powered sneeze.



The Knuckles

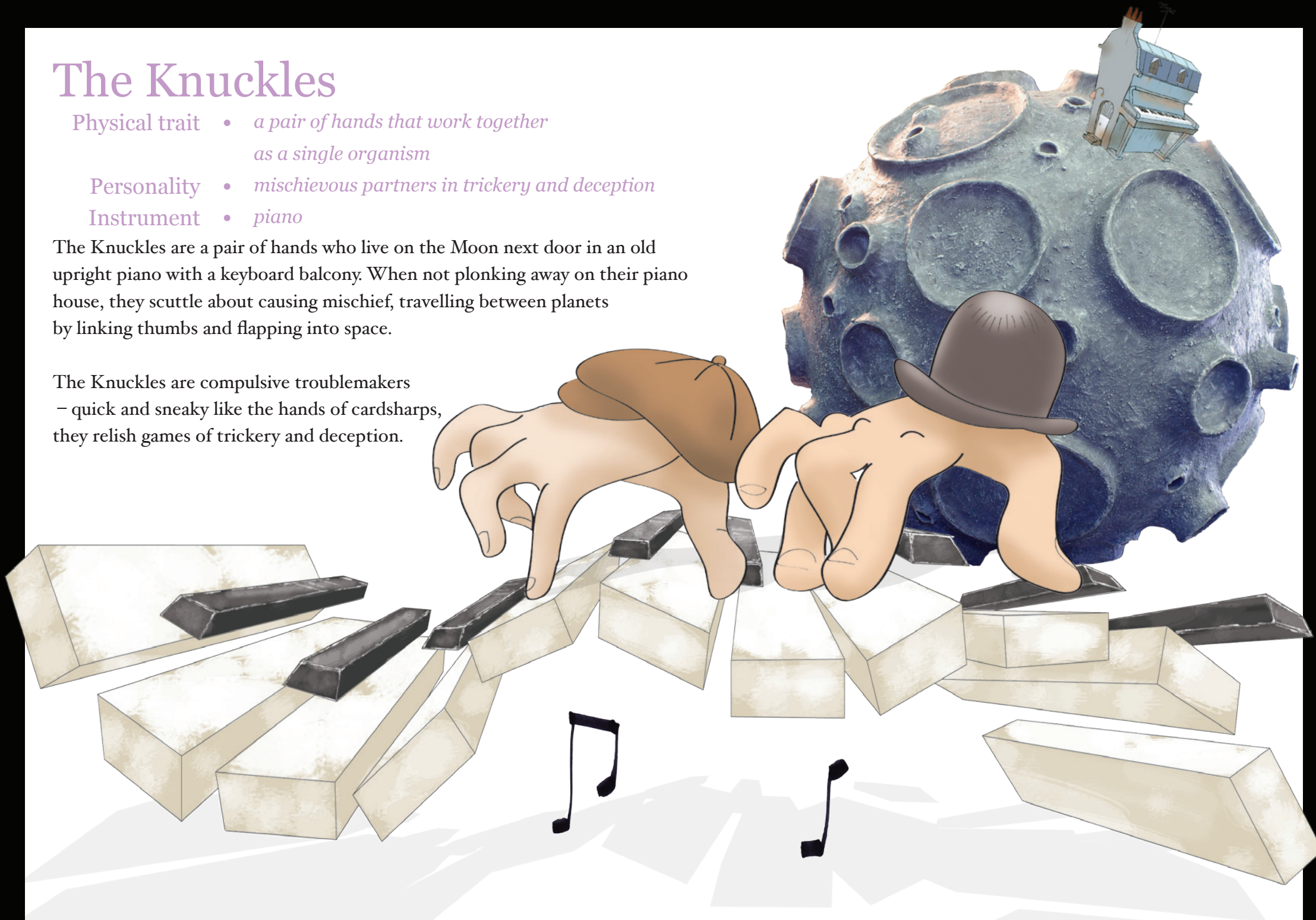
Physical trait • *a pair of hands that work together as a single organism*

Personality • *mischievous partners in trickery and deception*

Instrument • *piano*

The Knuckles are a pair of hands who live on the Moon next door in an old upright piano with a keyboard balcony. When not plonking away on their piano house, they scuttle about causing mischief, travelling between planets by linking thumbs and flapping into space.

The Knuckles are compulsive troublemakers – quick and sneaky like the hands of cardsharps, they relish games of trickery and deception.



The Chorus

Stompy and Snorty share their home with a chorus of funny creatures, each with distinctive physical and personality traits and a related slapstick routine. Their interactions provide funny subplots and are occasionally involved in the central narrative of episodes.

The chorus expands the range of personality types that children encounter in the series, from rude to rambunctious, anxious to arrogant, bashful to bold.

Bones

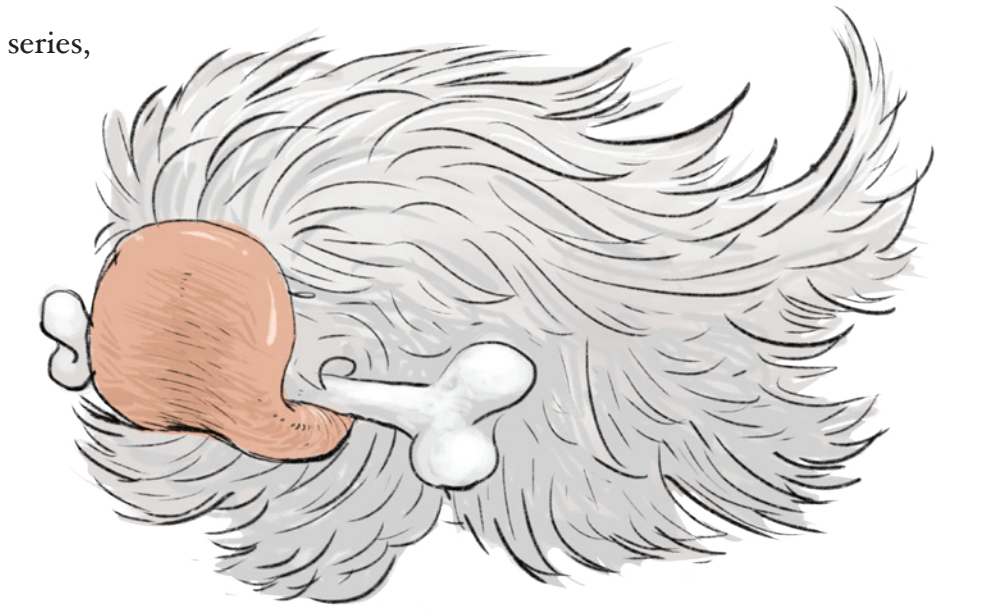
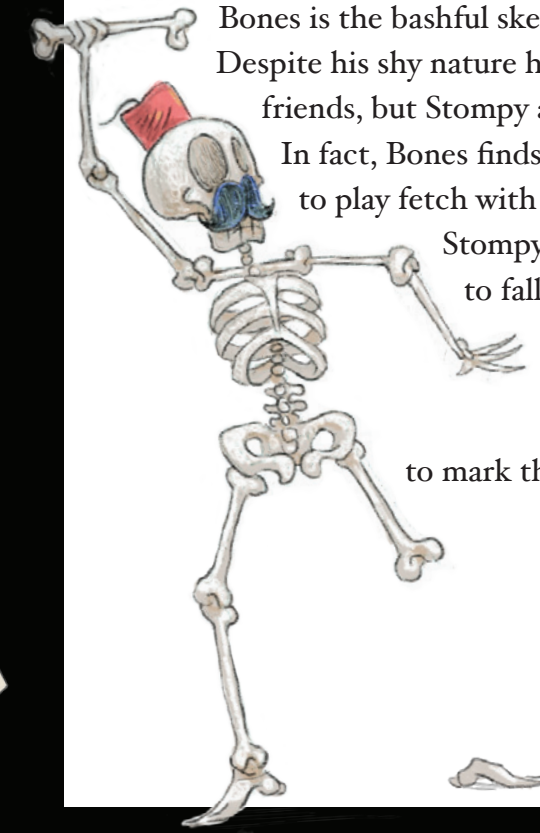
Physical trait • *a dancing skeleton*

Personality • *a bashful introvert who wants to make friends*

Instrument • *xylophone*

Bones is the bashful skeleton living in Stompy and Snorty's closet. Despite his shy nature he often leaps out in the hope of making friends, but Stompy and Snorty seem not to notice him.

In fact, Bones finds his best friend in Slops the dog, who likes to play fetch with his leg bone. When startled, or during Stompy's ground-shaking stomps, Bones tends to fall to pieces, and has to put himself together again. In the opening titles and finale to each episode, Bones plays the role of stage manager, opening and closing the curtains to mark theatrical transitions.



Slops the dog

Physical trait • *a massive lolling tongue in a shaggy ball of fur*

Personality • *a bundle of wild, indiscriminate exuberance*

Instrument • *harmonica*

Slops' massive tongue and sloppy licks express his wild exuberance – he whirls through life like a happy hurricane, a path of destruction in his wake. His rambunctious arrivals often cause Bones the skeleton to fall to pieces, and send the unstable Snorty toppling onto his nose.



Blinkers the cat

- Physical trait • *huge detachable eyes that light up a darkened room*
- Personality • *a cool, aloof observer*
- Instrument • *double bass*

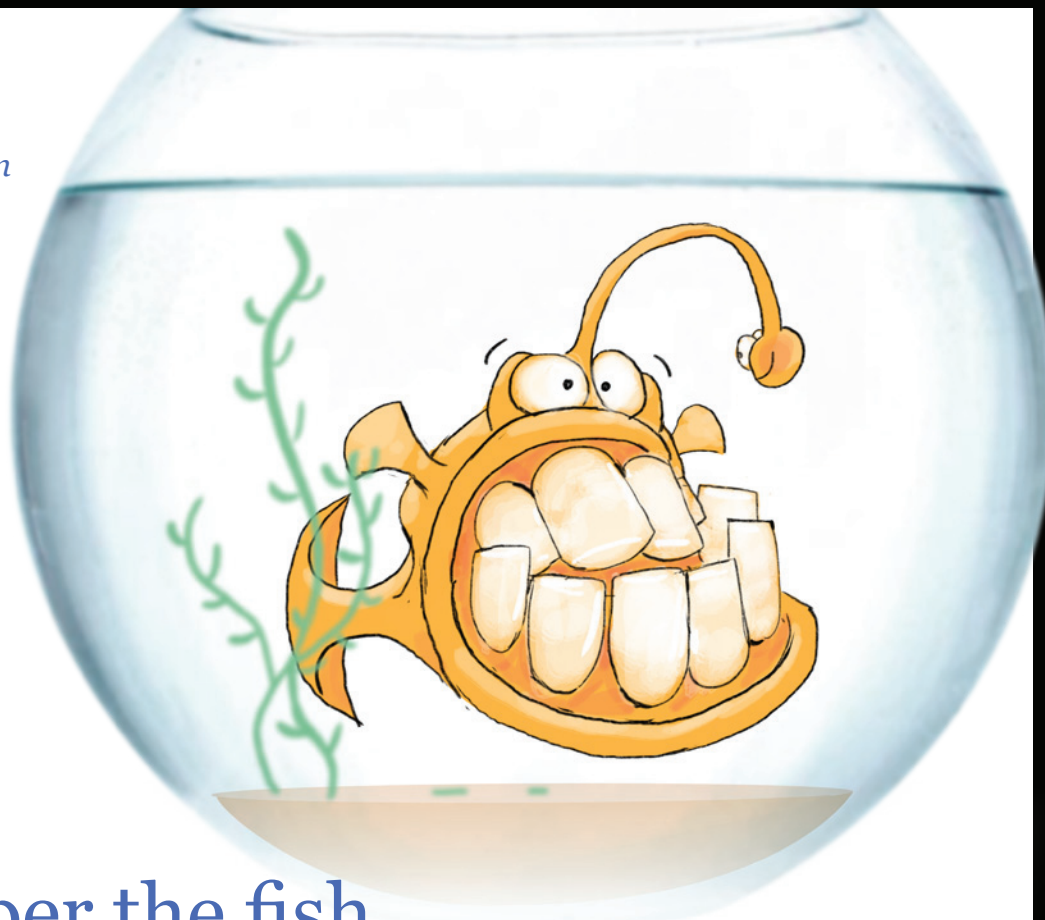
Blinkers' huge eyes help her to see things that might pass others by – she is a cool, aloof observer. When not watching Stompy and Snorty she spends time staring hungrily at Chopper the fish, or eyeing The Birds in the tree outside. Blinkers has the unusual habit of taking off her lamp-like eyes and polishing them on her coat like a pair of sunglasses.



Chopper the fish

- Physical trait • *a giant set of chattering teeth*
- Personality • *a nervous wreck with a ridiculous number of phobias*
- Instrument • *castanets*

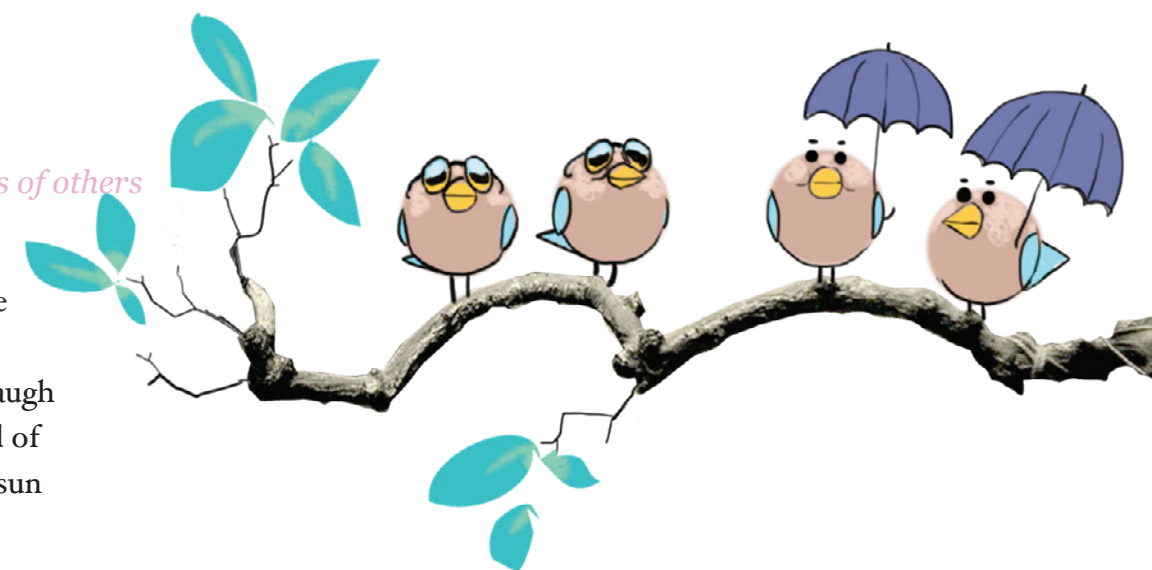
Chopper's giant set of chattering teeth betray his many fears and anxieties – he's terrified of everything, especially Blinkers the cat. Like an anglerfish, Chopper has a lure that protrudes from his forehead and dangles in front of him, but Chopper's lure is a little smiley face. With a memory like a goldfish, Chopper often forgets about his lure, and is suddenly startled by the little face smiling happily at him. Chopper lives in a bowl in Stompy and Snorty's living room, where he cowers behind his water plant, worrying about things.



The Birds

- Physical trait • *a group of squat, short-beaked birds*
- Personality • *gossipy brats who revel in the misfortunes of others*
- Instrument • *piccolo*

The Birds perch in the tree in Stompy and Snorty's yard, their delicate piccolo trill in comic contrast to their constant sniggering and gossip. Like the critics in the balcony in *The Muppet Show*, they are quick to laugh at the misfortunes of others, yet often find themselves at the butt end of the joke. When it rains, The Birds pop out little umbrellas; when the sun shines, they slip on little aviator sunglasses.



Squeak the mouse

- Physical trait • *oversized ears*
- Personality • *a sophisticated snob with luxurious taste*
- Instrument • *orchestral strings*

Squeak's oversized ears make him highly sensitive to noise, so he often storms out of his hole in the living room wall to demand some peace and quiet. But the others find it hard not to giggle whenever Squeak appears – his ears catch on the edge of his hole and rebound, vibrating like tuning forks. A connoisseur of classical music and cheese, Squeak is also a bit of a snob, and despite his tiny stature he looks down on everyone.



Creature Cameos

Stompy and Snorty meet other curious creatures on different planets, from the beautiful butterflies that Snorty finds enchanting, to a crowd of happy hermit crabs, to bizarre beasts like the Trolley Beings that hamper their shopping trips. These creatures – some familiar, some fantastic – make cameos throughout the series, adding colour and humour to the storylines.

Stories

Stompy and Snorty follows the bumbling misadventures of unlikely best friends, engaging with themes of friendship, fallibility and cooperation; while intrepid Stompy shows Snorty how to get things done, dreamy Snorty shows his friend the value of taking time to stop and smell the roses.

The series transforms the feelings and activities of children into a whimsical world explored through colour, humour, music and dance. The stories are told without conventional dialogue, and involve lots of slapstick, repetition and surrealism. They are largely driven by playful conflict between Stompy and Snorty and The Knuckles, with secondary characters providing physical comedy and occasional storylines.



Each episode consists of a complete 5-minute story with a 2-minute musical finale in which the characters dance to signature instrument riffs and invite the audience to join in. These sections are thematically linked so that the musical genre and dance moves relate to the story, but can also work as stand-alone pieces.



Animation / Visual style

The characters and planets in *Stompy and Snorty* will be created using simple 3D animation, with backgrounds and other visual elements in a mix of 2D and 3D. The animation will use warm bright colours and shapes that are humorous, loveable, bold and surreal.

In the absence of conventional dialogue, character animation will be inspired by the silent but eloquent performances of physical storytellers like Charlie Chaplin and Buster Keaton. The animated series *The Red and the Blue* is another source of inspiration – the main characters are funny and articulate without speaking any decipherable words.

Stompy and Snorty is written and produced with the potential to take advantage of 3D delivery. With its emphasis on physical exaggeration, character interaction with the audience and the spectacle of space travel, the series will showcase the possibilities of the 3D medium. Imagine Snorty's giant nose sniffing out towards you, Stompy reaching out and inviting you to dance, or the friends zooming out over your head as they sneeze off into their solar system.

* <http://www.youtube.com/watch?v=-KHPpNQ9Y2k&feature=related>

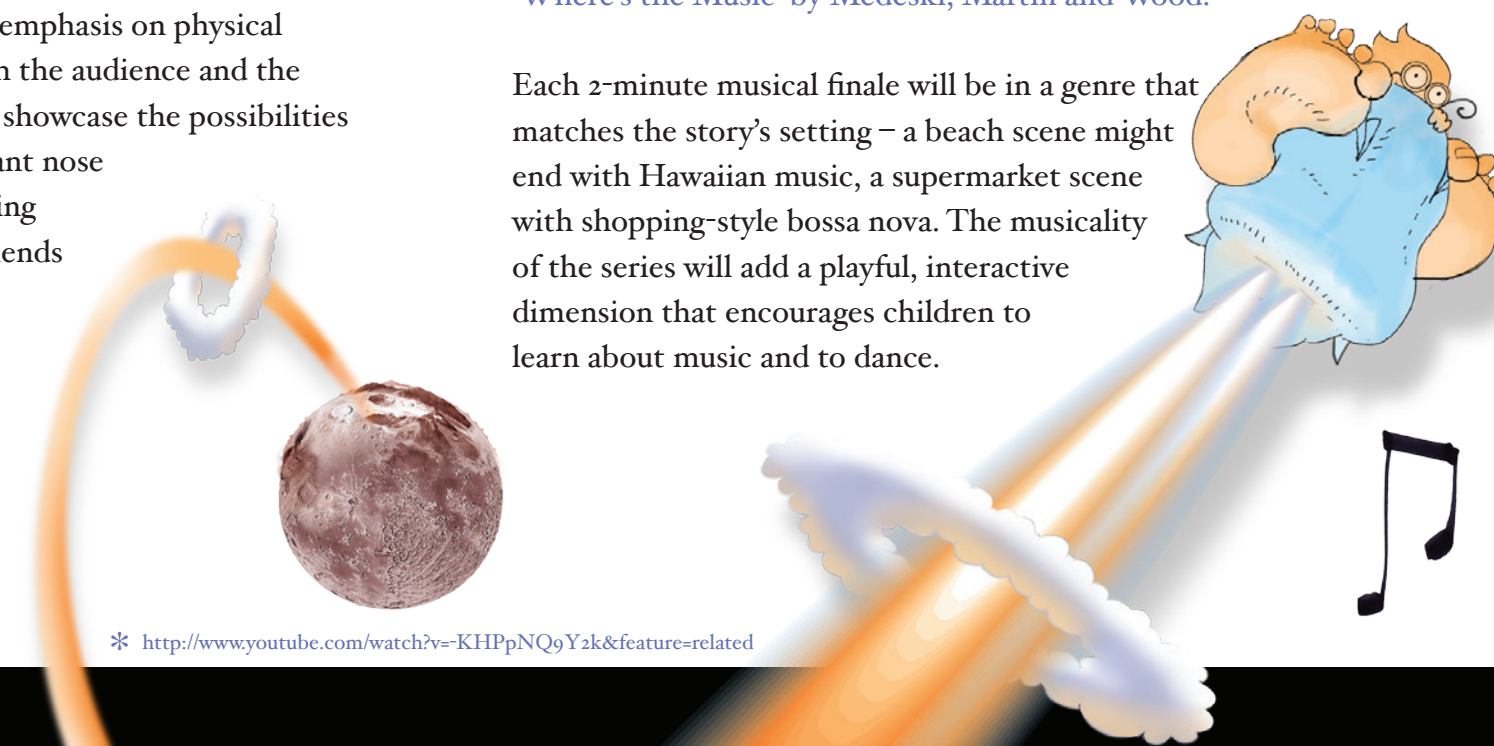
Sound / Music



Since the stories are told without conventional dialogue, music and sound will play amplified storytelling roles. In the soundtrack, each character will be represented by a signature musical instrument. This instrumentation will be used to announce character action – thereby heightening audience interactivity – and to support and enhance each character's personality traits. Signature instruments will also provide sound effects to reinforce visual gags, and musical phrases in lieu of conventional dialogue.

A band of talented session musicians will be brought together in a recording studio to produce a textured, articulate soundtrack. The score will combine a simple groove with expressive vocalisations and playful riffs; it will be funky, upbeat and fun, with a warm 'live' feel. For an example of this musical style see ['Where's the Music' by Medeski, Martin and Wood*](#)

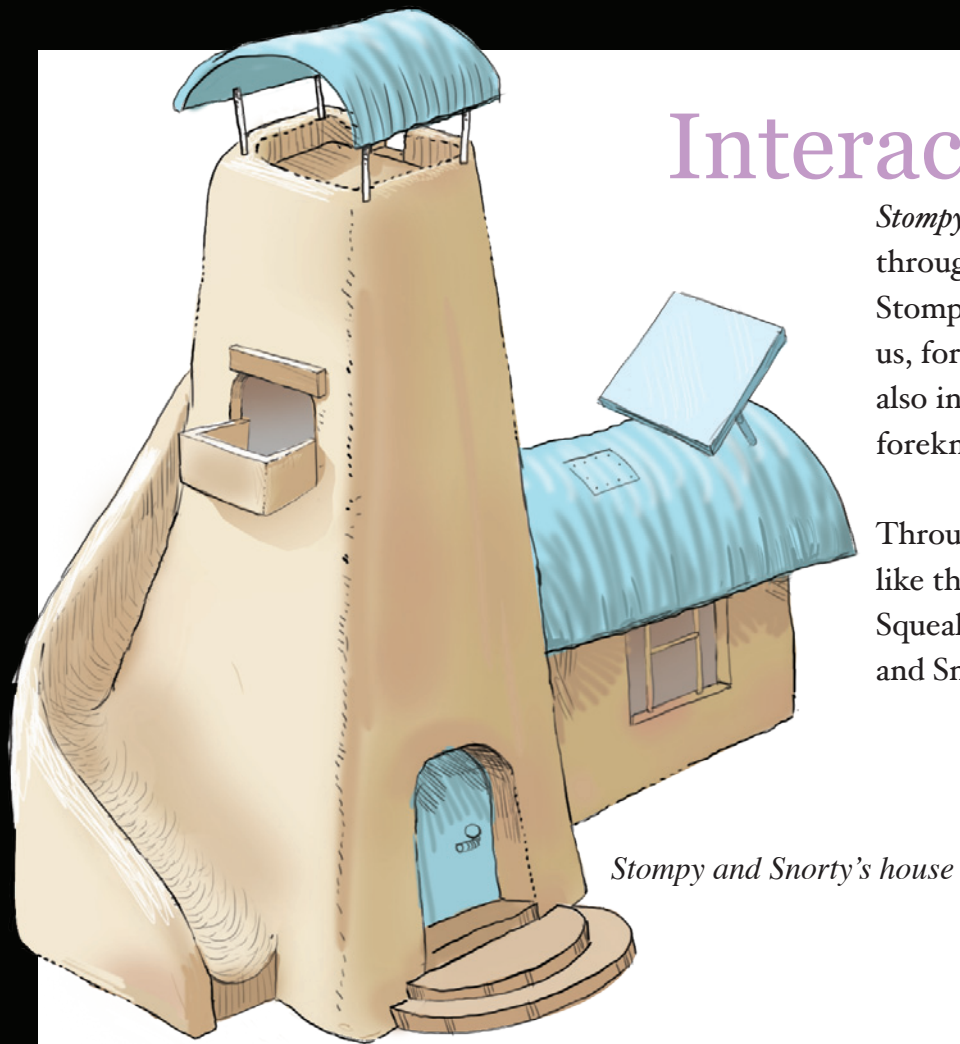
Each 2-minute musical finale will be in a genre that matches the story's setting – a beach scene might end with Hawaiian music, a supermarket scene with shopping-style bossa nova. The musicality of the series will add a playful, interactive dimension that encourages children to learn about music and to dance.



Interactivity

Stompy and Snorty is a highly interactive series – children are encouraged to get involved through character interaction with the audience, ritual, repetition, music and dance. Stompy often draws the audience in with a glance to camera – she looks urgently towards us, for example, when Snorty inhales before an accidental sneeze. The all-seeing Blinkers also interacts with the audience through knowing glances, inviting us to share in her foreknowledge of impending events.

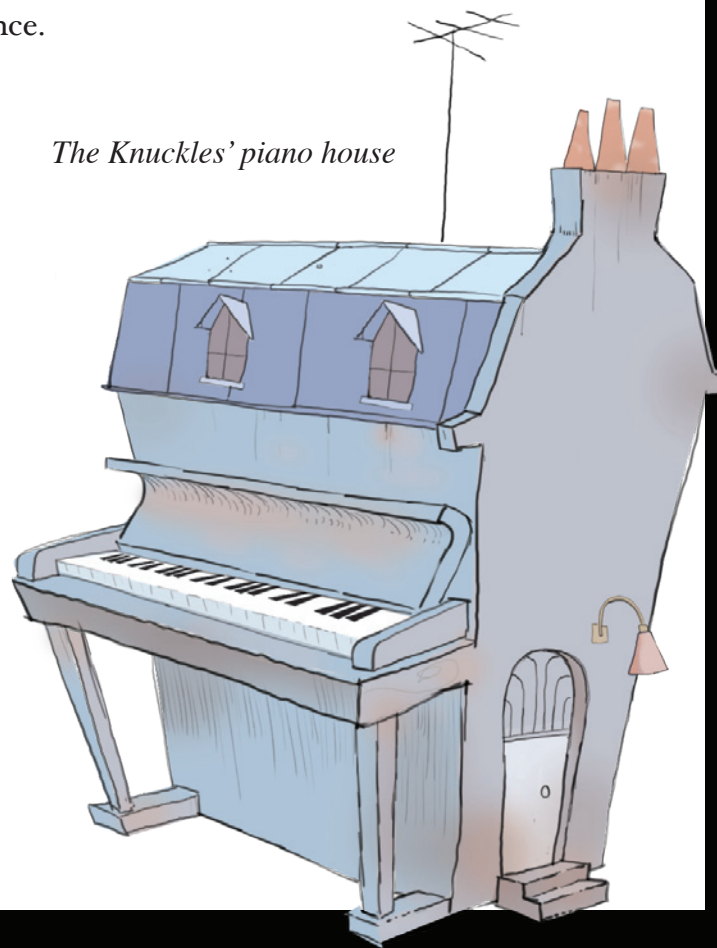
Throughout the series, ritual and repetition mean that children can anticipate funny events, like the build-up to Snorty's sneeze, Bones falling to pieces, or the comical vibrations of Squeak's ears. Children will also look forward to each 2-minute musical finale, when Stompy and Snorty encourage them to join in and dance.



Stompy and Snorty's house



The Knuckles' piano house



Audience

Stompy and Snorty has a core target audience of children aged 3 to 5 years. While the slapstick, repetition and musicality will entertain younger children, the simple narratives will engage older viewers in exploring themes of diversity, acceptance and fallibility. Instead of conventional dialogue, universal forms of communication – facial expressions, gesture, slapstick, music and dance – will ensure the series appeals to children across a broad range of social and cultural backgrounds.



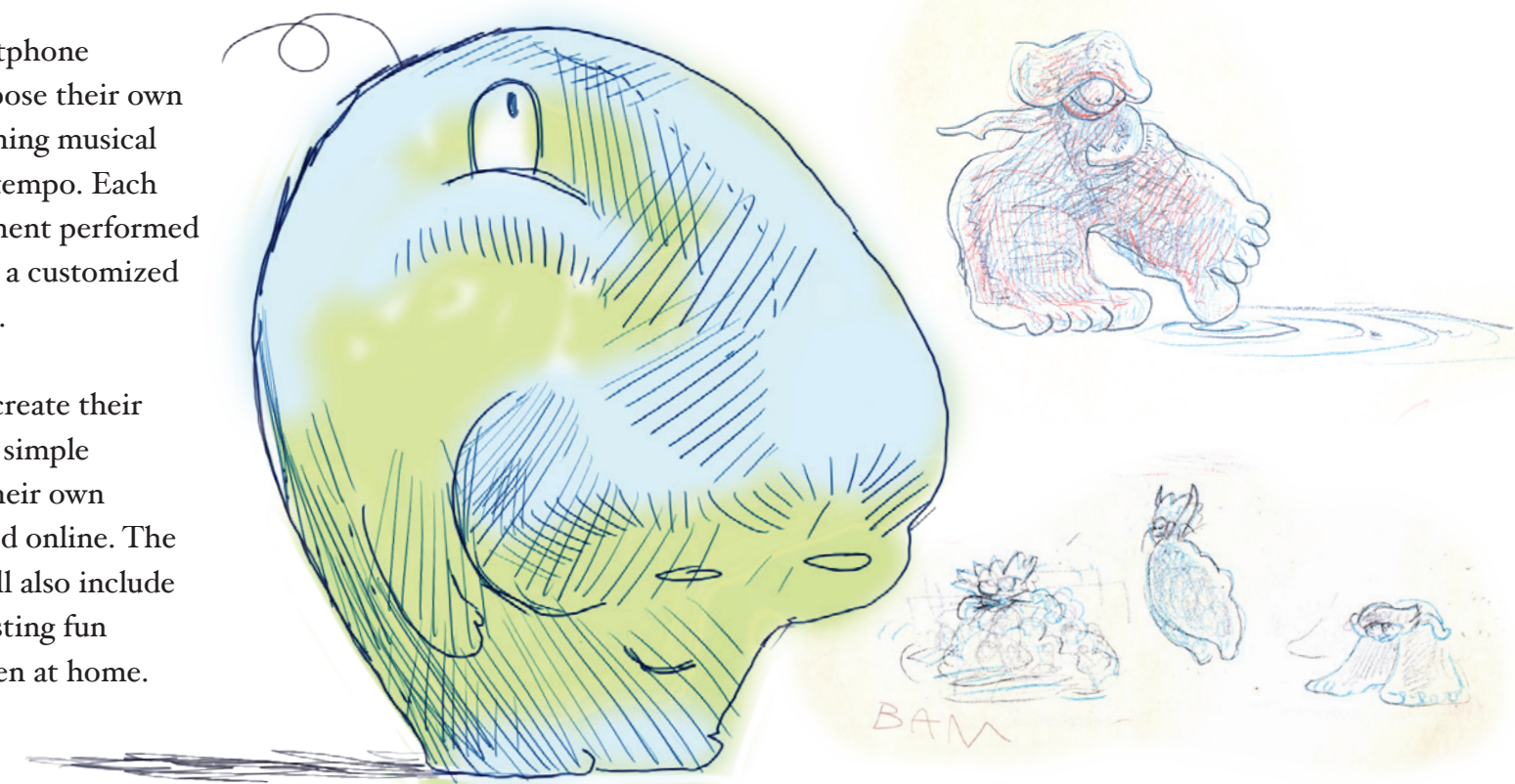
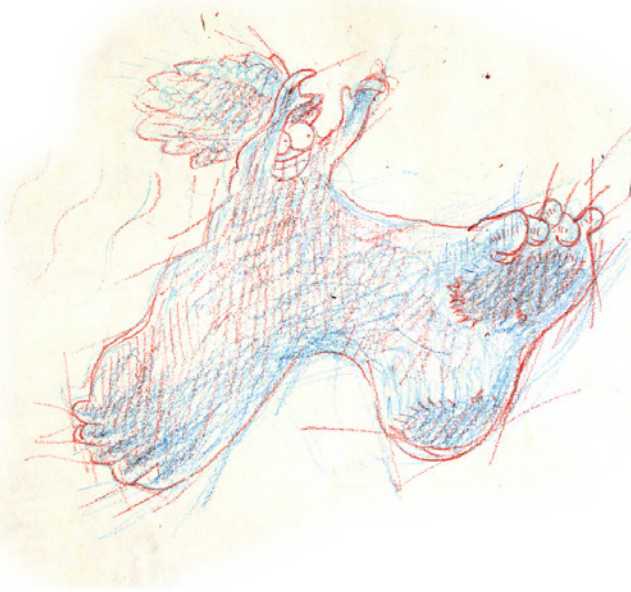
Other delivery platforms

Stompy and Snorty ancillary products will be available across a range of media platforms, including DVDs, books, software, the World Wide Web, smartphone applications, games and toys. These platforms will allow children to further engage with educational concepts introduced in the series, like science, art, cooking, music and dance. These concepts will be explored through puzzles, games and other fun activities that enhance problem-solving skills while encouraging creativity.

Stompy and Snorty's online presence will be an interactive version of their suburb-sized solar system; each planet will host a game or activity with series characters acting as 'activity guides'. Children will be able to embark on adventures with their favourite character, completing tasks on different planets to move the action forward. Alternatively, they can visit individual planets to participate in stand-alone activities and games.

For example, an online game and smartphone application will allow children to compose their own songs by selecting instruments, combining musical phrases and controlling the pitch and tempo. Each phrase will be linked to a dance movement performed by their favourite character, producing a customized dance routine for each assembled song.

Other activities will allow children to create their own planets or 'cameo creatures' using simple assembly-type programs; or produce their own graphic novels using templates provided online. The *Stompy and Snorty* online experience will also include a section for parents and carers, suggesting fun activities they can do with their children at home.



Episodes

sandcastle stomp

The Knuckles' loud piano playing is getting on Stompy's nerves, so the friends decide to visit a tranquil beach planet for some peace and quiet. Snorty hoists Stompy into a piggyback and she tickles his nose with a flower... ACHOOOOO! The friends blast off using Snorty's rocket-powered sneeze. They touch down on a beautiful beach, spread out their towels and lie down... just as The Knuckles arrive and start playing loud piano accordion music. Stompy tries to ignore their racket by building a sandcastle with her friend, but The Knuckles quickly outdo her by building a bigger, better sandcastle... STOMP! The ground shakes as Stompy stomps one enormous foot in frustration, accidentally making the sandcastles (and Snorty!) topple over. A sandcastle-building battle begins and The Knuckles quickly take the lead, but soon the playing field is levelled by the tide.

Stompy's ark

It seems like the rain will never stop and Stompy and Snorty's house is feeling very crowded with everyone stuck inside. Chopper cowers behind his plant while Blinkers eyes him hungrily, and Slops and Bones whirl around the room playing chase. When the house starts flooding, Stompy splashes outside to get some wood, then builds a little boat in the living room while bumbling Snorty tries to help. Together they carry the boat to the door - but it's too big to fit through! STOMP! The



house shakes as Stompy stomps one enormous foot in frustration, accidentally making the boat collapse into a pile of wood. This gives Snorty a bright idea - he carries the pile of wood outside and helps Stompy rebuild the little boat in the rain. It quickly fills with water. Stompy folds her arms and frowns... but the sun bursts out and the friends discover the perfect place for a pool party.



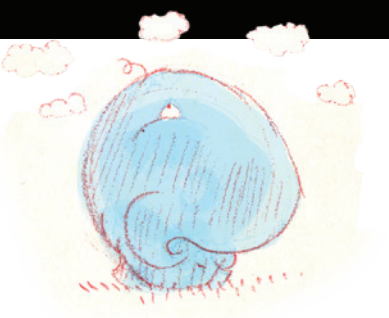
a maze!

Stompy is scanning the skies with her telescope in search of an adventure when she spots a planet overgrown with dense green foliage. She finds Snorty lying in a field, transfixed by the shapes in the clouds. He hoists her into a piggyback and they blast off using his rocket-powered sneeze... ACHOOOOO! They touch down among flowers and vines and Stompy pulls a pair of hedge clippers from her satchel. She starts furiously pruning the foliage beside her. In no time flat, she clips her way to the other side of the planet, accidentally surrounding herself with an intricate hedge maze. Meanwhile, Snorty watches a caterpillar turn into a butterfly, and follows the beautiful creature deep into the maze. Stompy sets off to find her friend with a little help from a pogo stick, but soon discovers the plants on this planet grow in wildly unexpected ways.



sauce switch

Snorty has made a fragrant soup and the friends sit down for lunch, only to discover that they're out of Stompy's favourite sauce. They sneeze off to pick up some more... ACHOOOOO! On the supermarket planet, they search the aisles with the help of a wonky-wheeled Trolley Being and find the sauce just as The Knuckles whisk the final bottle from the shelf... STOMP! The ground shakes as Stompy stomps one enormous foot in frustration, accidentally making shelves collapse and sending Trolley Beings scampering out the door. Back home, Snorty convinces her to try a new type of sauce... and Stompy discovers she likes the new sauce even better! As the friends slurp blissfully on their soup, a pair of hands reaches through the window, with one more trick up their sleeve...



Upside down

The Knuckles land in Stompy and Snorty's yard and sneak about picking flowers. Soon, Snorty hears a knock on the door and finds a beautiful bouquet outside. He takes a deep, blissful sniff... ACHOOOOO! He ricochets around the room with the force of his rocket-powered sneeze, then crashes outside and lands upside down in a flowerbed. Stompy pulls some bubblegum from her satchel and quickly sticks a piece on Snorty's foot. Overcome by the flowers, he sneezes again and shoots off into space... ACHOOOOO! A strand of bubblegum stretches out behind him and Stompy takes hold and starts reeling him in. Meanwhile, The Knuckles glue Stompy and Snorty's furniture to the ceiling, so the friends arrive home to discover their world turned upside down... but maybe that's ok. With bits of bubblegum stuck to their feet, Stompy and Snorty walk up the walls and enjoy an upside-down cup of tea!



ticklish seals

Through her telescope, Stompy spots a beautiful planet glistening with snow and ice, so the friends sneeze off on an adventure... ACHOOOOO! They arrive to find The Knuckles are getting up to mischief tickling seals, which makes the seals giggle and slip off the ice into the sea. Suddenly The Knuckles tickle Snorty and he giggles and slips off the ice as well, then sinks to the bottom of the ocean where he befriends a curious cuttlefish. Stompy tows him back to the surface using her big feet as flippers. The Knuckles sneak up behind him again... STOMP! Stompy stomps playfully, accidentally causing the ice to shake, and The Knuckles quickly make their escape, flapping away to the Moon. It's time for the friends to sneeze off home, but Snorty's nose is too waterlogged. Luckily, his new friend comes up with a ticklish solution.

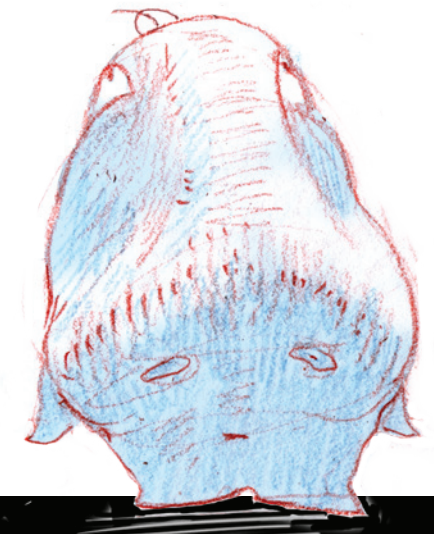


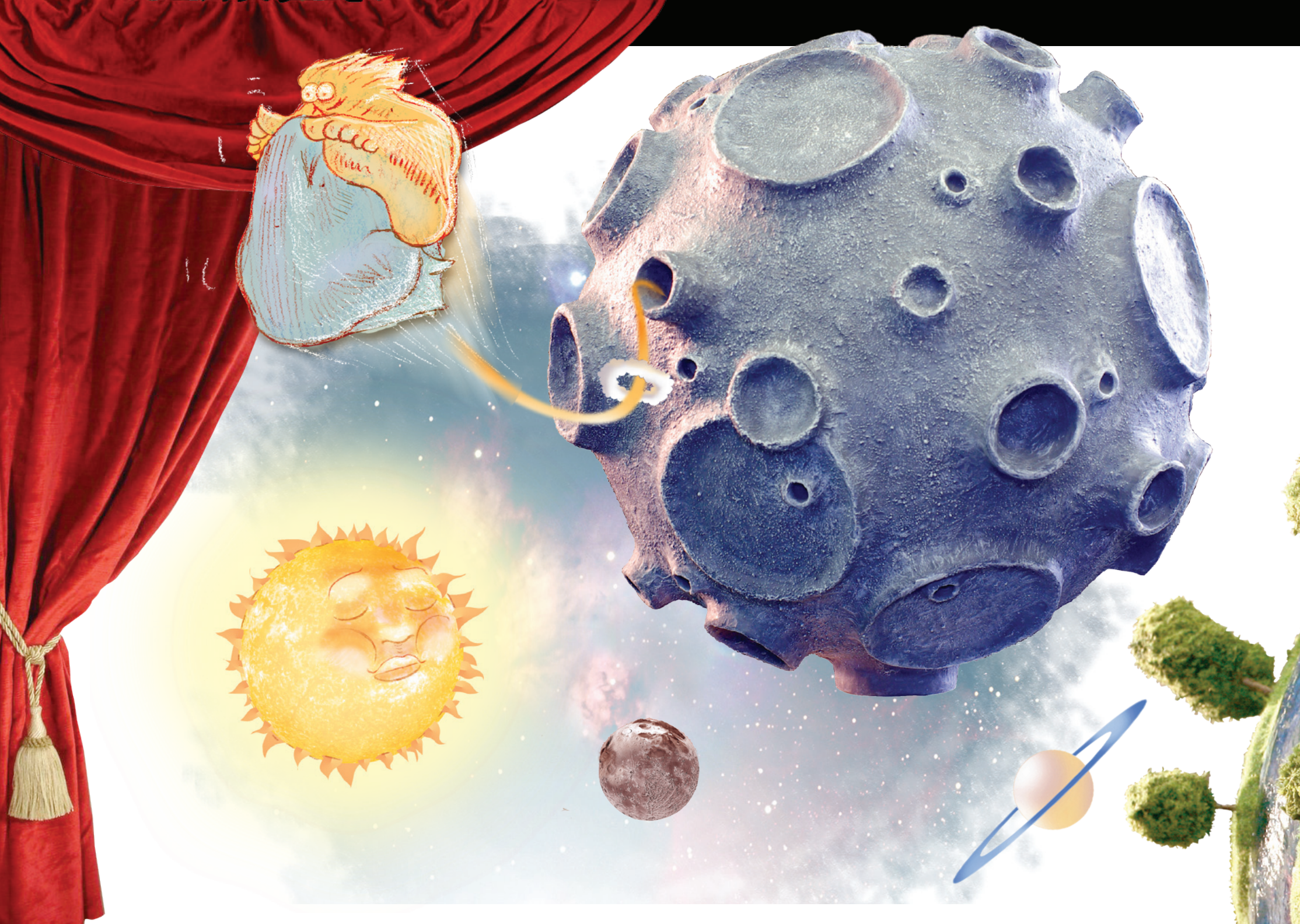
fish fingers

The Knuckles watch as Stompy and Snorty zoom past the Moon on their way into space. A short time later they flap down and land in Stompy and Snorty's yard. They scuttle inside the house, then scuttle back out carrying Chopper's bowl and flap slowly up into the sky. Soon, the friends arrive home to discover Chopper missing... but Snorty finds a trail of wet fingerprints that leads them to the Moon... ACHOOOOO! When they arrive, The Knuckles lead Stompy and Snorty on a musical chase through their piano house, while Chopper swims chattering laps of his bowl and learns some aquabatics. Suddenly The Knuckles hand Snorty a bouquet of flowers. He takes a deep blissful sniff... and their rescue mission takes a rocket-powered turn.

lost balls

Stompy and Snorty are playing a game of tennis in their backyard. Stompy has a very powerful forehand and Snorty is distracted by the bubbles in his glass of lemonade. When the umpteenth tennis ball flies past Snorty into outer space, Stompy taps one enormous foot in frustration... then decides the friends should embark on a retrieval mission. Through her telescope, she discovers the mysterious World of Lost Balls, where all the tennis balls they've ever lost are waiting to be collected. They sneeze off into space... ACHOOOOO! When they arrive, the friends are overwhelmed by all the booty they find, and Stompy tries to take it all home... with comical results.





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Musical Director: Sean Peter



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