

THE OLYMPISTS

(working title)



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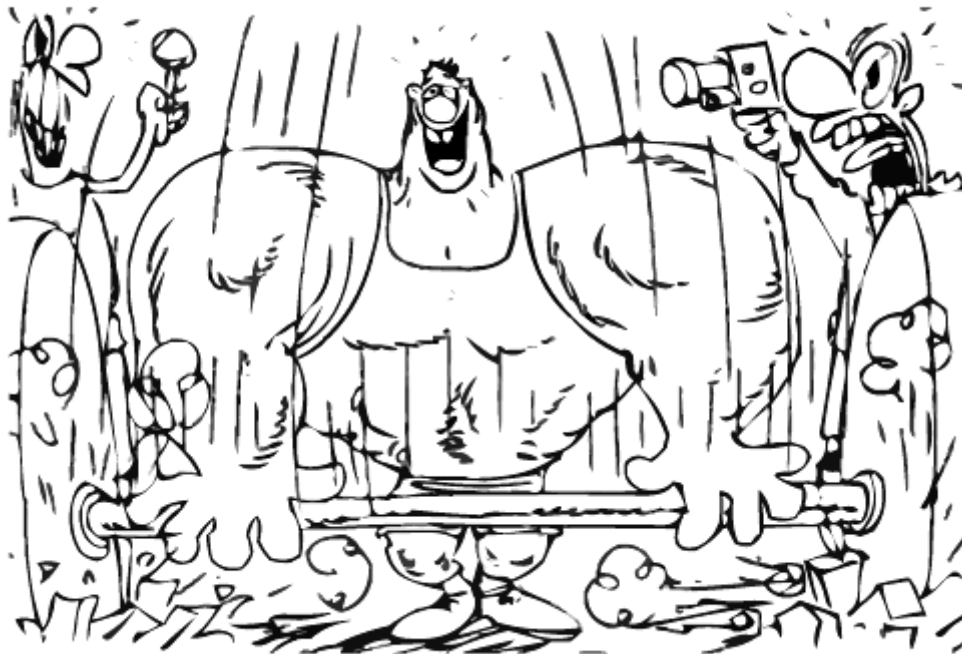
THE FORMAT:

Animated shorts of about a minute each, "The Olympists" relates in the form of vignettes the misadventures of a character participating in various sporting events.

The theme and its format are perfectly tailored for broadcasting during the Olympic games to bring the audience a touch of comedy. Thirty-five vignettes are proposed, with the possibility of adding more.

The concept makes no provision for dialogue; everything is communicated through pantomime and comical sound effects.

This sales bible includes sample illustrations. The final design can be modified to better serve the needs of the series.





THE CONCEPT:

In spite of their short length, the episodes nonetheless present a complete story in the form of vignettes, thanks to their simple and concise structure: the character, tentatively named **the olympist**, is confronted by a problem and must resolve it in a comical and original fashion.

The sports theme is presented within the framework of the Olympic games. Each vignette can present a sporting event where the olympist is a contestant. Far from being an accomplished athlete, he must resort to less conventional but much more imaginative methods in order to overcome the challenge. And although his failure may be guaranteed, he always dusts himself off and tries again.

The challenges, always presented in a sports context, are not limited to sporting events however. We can therefore witness the olympist trying to attend an event without having to pay; his frantic battle with a reluctant folding chair that refuses to be tamed; or the desperate search for the toilets through the maze of an ultra-modern sports complex.





Even if each vignette can be viewed independently from the others, several may compose a single story, as is the case with the examples listed above. They form in that case a short episodic film that invites the audience to stay tuned and see what will happen next.

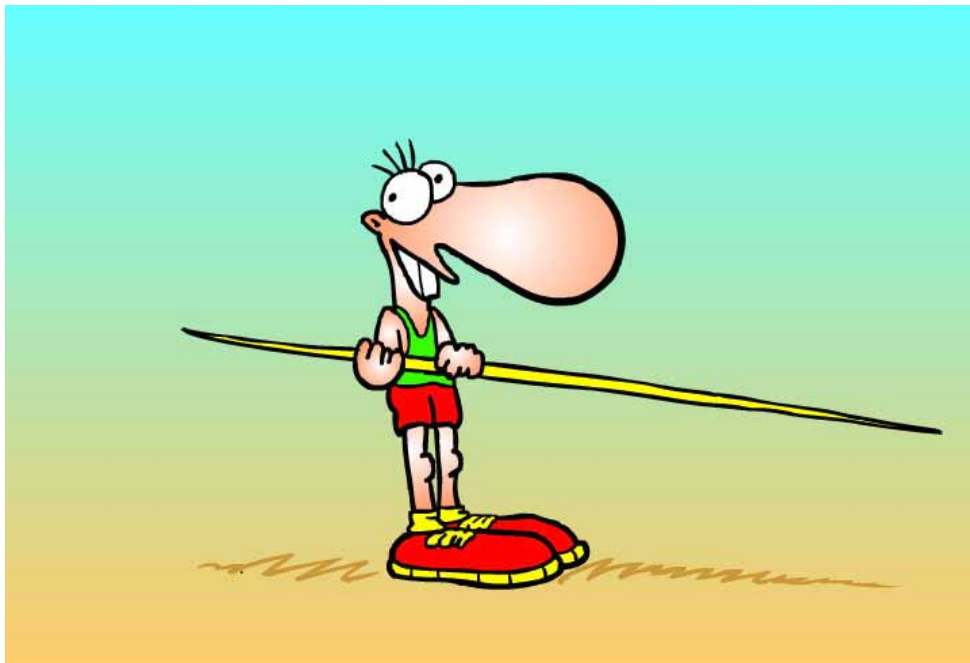




THE CHARACTER:

Caricature of the average Joe, the olympist amuses not only because he's confronted by problems of everyday life, but by his original approach to these challenges. The shortest distance between two points may be a straight line, but the olympist will instead take the most complicated and obstacle-ridden route. For instance, the simple task of buying concession food in the crowded stands becomes an enterprise of major proportions involving clever tricks, an improvised mechanical pole and other roundabout ways of breaching the gap between the vendor and the olympist.

Neither hero nor zero, this sympathetic character will sometimes succeed in his endeavours. Indeed, his failures may amuse but the audience will also take pleasure in seeing his persistence rewarded. But it's all short-lived: the olympist soon finds himself facing a new wall, figuratively speaking. And why take the side door when the most difficult route offers so many possibilities?



"The Olympist"





ADDITIONAL CHARACTERS:

The concept, by its very simplicity and efficiency, can be adapted to variations on the same theme. For instance, additional characters can be introduced in order to flesh out the concept. The context remains the same, but the single character representing the average man is expanded into a diversified group representing the distilled qualities of the original character.

First is the **eternal loser**, who seems afflicted with the worst luck in the world and can never succeed in anything he undertakes, in spite of his best efforts. For the audience, the question isn't to see whether he will win or lose, but to guess how his next failure will come about.



"The eternal loser"





"The cheater"

The cheater cheats without reserve, as his name suggests. The end justifies the means, and all's fair in the pursuit of victory. Bad sport that he is, he'll stop at nothing to win the gold. Alas, his most devious tricks almost always backfire and contribute to his

demise - or worse, he unwittingly assists his opponent in winning!

The eternal winner never loses. Gifted for every sport, he almost always wins the gold medal (which he subsequently unwraps and eats, because it's made of chocolate). The principal role of the eternal winner is to present an obstacle to the other characters and to complicate things for them. The eternal winner may sometimes be the object of the other characters' spite (especially the cheater and the eternal loser) and fall prey to their dirty tricks.



"The eternal winner"





The Simpleton is a likeable but dim-witted fool, upon whom smiles a lucky star. When he wins it is entirely in spite of himself, and losing is only a way to arrive at something better. He's the type to wander onto the playing field by mistake while looking for the exit, and to end up with the gold medal before he's even realized what's going on.



"The simpleton"

All of these characters can act together or individually without ever crossing paths. Regardless of the way they interact, they represent the parts of a whole that complete each other and create an essential and unique balance.





When two lost javelins land outside, the olympist fashions a pair of stilts in order to see over the wall without being caught by the guard, who can look no higher than his nose. (*multiple episode vignette*)

- ✓ The olympist, perched high among the economy seats, decides to buy some food. But a considerable crowd separates him from the vendor. The first orders get lost in the crowd or on the playing field. The olympist improvises various clever tricks to obtain his food, but in vain. When he finally manages to receive it, he realizes that the vendor has forgotten the condiments and must start over. (*multiple episode vignette*)
- ✓ The olympist suddenly leaves his seat and rushes out onto the playing field. He crosses the long jump competition, the pole vaulting competition, the race track etc. He breaks every record but hardly stops to receive the accolades. He finally arrives at his destination, the toilets, where he locks himself in and lets out a sigh of relief.
- ✓ The olympist attempts to take part in a soccer game, but his team mates won't let him have the ball and the players of the opposing team are fierce. When the star player falls and twists his ankle in front of the goal, the olympist seizes the opportunity to score a point. But his cleats puncture the ball, which flies off and lands in the goal of his own team.

