



Elevator pitch Shattered

"Think *Harry Potter* meets *Finding Nemo* for the digital age. It's about a lonely teenager who is rejected by his screen-addicted world because he prefers nature and living in the real world, only to discover his late father was a legendary wizard from a hidden magical realm. He learns his mother accidentally contributed to our superficial, social-media-obsessed society just to keep humans distracted from finding the magical border. Now, to save both sides from a looming war, he must use a musical puzzle cube left behind by his father to shatter the digital noise and replace the wall between worlds with a permanent bridge of human connection.

Logline:

When a lonely teenager who talks to animals accidentally discovers a hidden veil to a vibrant

magical world, he uncovers a family legacy left behind by his wizard father and must use a musical artifact to stop a war between magic and the superficial mortal realm his mother built to protect him.

Format: 3D Animated Feature Film

Target Audience: Four-quadrant family film (Ages 6 to 96)

Comps: *Frozen* meets *Harry Potter* with the emotional depth of *Inside Out*.

THE LOGICAL CORE (THE CONCEPT)

Shattered is a visually spectacular, deeply emotional fantasy about the walls we build out of fear and the bridges we must cross to find where we belong. It flips the classic "hidden world" trope by exploring the unintended consequences of maternal protection. The story proves that true security doesn't come from isolating ourselves in a bubble, but from building meaningful human connections.

VISUAL AESTHETIC & TONAL CONTRAST

The film utilizes a striking dual-visual style to emphasize the emotional disconnect between the two worlds:

- **The Magic Realm:** An organic, fluid paradise. It features swirling pastel skies, bioluminescent foliage, and architecture that grows naturally from the earth. The animation style uses soft edges, watercolor lighting, and constant, living movement.
 - **The Mortal Realm:** A world of "controlled beauty." It is defined by sharp glass skyscrapers, sterile wooden structures, and perfectly manicured, symmetrical city parks. It looks modern and clean, but carries a cold, rigid, digital glaze to emphasize its superficial nature.
-

MAIN CHARACTERS

- **Leo (14):** Grounded, observant, and isolated. He rejects the digital noise of the mortal world, choosing to speak to animals and sketch nature's geometry. He carries the swirling, iridescent eyes of the Magic Realm.
- **Aura (Mother):** An intuitive, artistic widow. Driven by the trauma of losing her husband, she weaponized mortal vanity through a magical clothing boutique to keep

humans distracted from the veil. She accidentally created a hyper-superficial society that ended up suffocating her son.

- **Lyra (14):** A fierce, adventurous young resident of the Magic Realm. She is the first friend that Leo makes, guiding him through his heritage while loyalty binds them to a shared secret.
 - **Pip:** Leo's hummingbird companion. An iridescent, hyperactive jewel when happy, but a terrifying, sleek drone-like fighter jet with a razor-sharp beak when threatened.
-

THE EMOTIONAL CATALYST: THE ASTRA-CUBE

The narrative heart of the film is a dark glass puzzle box left behind by Leo's late father, the Royal Wizard Caelum. It can only be solved by combining deep emotional intuition with natural environmental geometry. When the pieces fluidly click into alignment, it doesn't unleash weaponized power—it releases a sweeping, unifying symphony that transcends language, breaks through digital noise, and melts fear.

THE THREE-ACT STRUCTURE

- **Act I: The Fracture:** We open on the breathtaking Magic Realm where Aura and the charismatic Royal Wizard, Caelum, fall in love. When a mortal breaches the veil, Caelum is tragically killed by a deflected spell. Terrified and pregnant, Aura flees to the mortal side to hide the doorway forever.
- **Act II: The Wall of Glass:** Fourteen years later, Aura's magical boutique has successfully distracted humanity by making them hyper-obsessed with their looks and social media. Leo grows up an invisible outsider in this screen-addicted world. Following a trail left by Pip, Leo finds a frozen pond, triggers a geometric fracture in the ice, and accidentally steps back into the Magic Realm.
- **Act III: The Discovery & The Clash:** Leo finds a world where he finally fits in, but discovers from Lyra in the Grand Library that he is Caelum's heir. Aura frantically abandons her post to find him, leading to a raw, heartbreaking confrontation where Leo confronts her lies, and Aura realizes her fear-based protection isolated her son.
- **Act IV (Climax): The Anthem of Unity:** A battle-hardened magical army lines up to destroy the veil and strike the mortal world out of fear. Leo steps directly between the glowing weapons and the portal. Listening to the rhythm of his dual heritage, he solves the Astra-Cube. The resulting symphony silences the weapons, forces humans

to drop their smartphones and look up at nature, and permanently dissolves the veil into a magnificent, sunlit bridge of living wood and starlight crystal.

WHY THIS MOVIE WILL SUCCEED

1. **Relevant Social Commentary:** It directly addresses modern parental anxiety regarding screen time, social media addiction, and the decline of real-world human connection in a kid-friendly, non-preachy way.
 2. **Merchandising & Music:** The Astra-Cube is an instantly iconic toy concept (a magical, glowing Rubik's cube), and the unifying symphony provides a massive, chart-topping musical anchor for the film's marketing campaign.
 3. **High Animation Appeal:** The transition sequences—from the rigid lines of the human city to the fluid, bioluminescent curves of the magic realm—give animation studios a perfect canvas to showcase cutting-edge visual effects.
-

Leo (The Bridge)

- **The Actor:** Mason Thames (known for his breakout role in *The Black Phone* and the live-action *How to Train Your Dragon* remake).
- **Why he fits:** Mason has a brilliant ability to voice a quiet, observant, and deeply sensitive teenager who feels completely isolated. His voice carries an awkward, stuttering vulnerability when nervous, but shifts beautifully into a strong, resonant frequency during the emotional climax when he stands up to the magical army.

Aura (The Protector / The Mother)

- **The Actor:** Anne Hathaway (known for [The Princess Diaries](#), [Interstellar](#), and extensive voice work).
- **Why she fits:** Anne can seamlessly balance the dual sides of Aura. She can play the chic, polished, and perfectly curated "high-fashion boutique owner" in the mortal world, but instantly strip that away to deliver raw, breathless maternal desperation. Her voice can hold the deep, cracked grief required for the emotional archive confrontation scene.

Lyra (The Adventurer)

- **The Actor:** Gideon Adlon (known for her excellent animation voice work in *Star Wars: Maul – Shadow Lord* and *Pacific Rim: The Black*).
- **Why she fits:** Gideon brings a fast-talking, vibrant, and fiercely loyal energy to her characters. She can easily transition from a warm, musical laugh while naming forest animals to a hushed, intense whisper when warning Leo about the dangerous history of the veil.

Caelum (The Royal Wizard)

- **The Actor:** Glen Powell (known for his charismatic presence in [Top Gun: Maverick](#) and major upcoming [2026 voice-over roles](#)).
- **Why he fits:** Caelum needs to be instantly lovable, larger-than-life, and dazzlingly charismatic to make the audience care about him before his early tragedy. Glen Powell's voice naturally radiates charm, effortless confidence, and warmth. He can perfectly capture why Aura tripped the moment she saw him, while still carrying the gravitas of a legendary hero.

