




ELYSIAN RING

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A person stands in a desolate, snow-covered landscape of a ruined city. In the distance, a glowing, ring-like object with a crescent-shaped opening and a trail of sparks floats in the air. The scene is dimly lit with a blueish tint, suggesting a cold, mysterious atmosphere.

Elysian Ring is a half-hour children's animated adventure series following **Danilo**, a lazy, reclusive 11-year-old who's sent to summer camp on the beautiful planet **Janus**—a tradition expected of all kids his age.

But when Danilo arrives to see the planet has devolved into a **toxic world** soiled by past generations, he teams up with a **sentient trash can**, a **bully from school**, and a **by-the-book survivalist** to find a way home.

With all communications cut off from Earth and their parents none the wiser, Danilo and the gang must fight to survive the desolate world.

However, nature isn't all they must fear. Along with Danilo, all of this year's campers have been scattered across the treacherous planet, many of whom form rival factions, forcing Danilo to mediate complex, real world-adjacent conflicts along his journey.

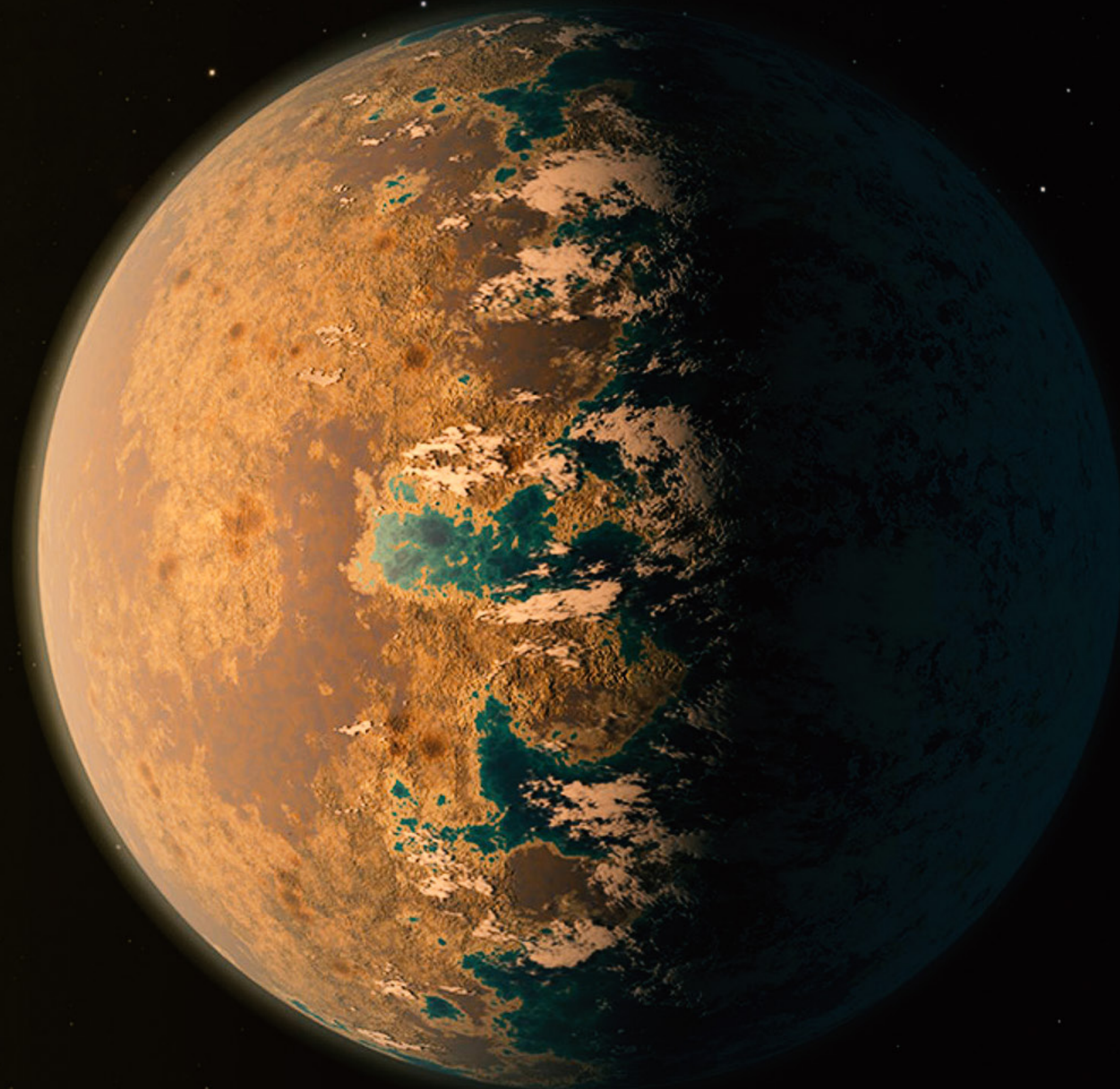
With each difficult decision (and plenty of mistakes along the way), Danilo sheds his passive disposition, taking charge of his future and becoming the hero of Janus.

It's the tribal politics of *Avatar: The Last Airbender* fused with the mystery-solving comedy of *Gravity Falls*.



SETTING





In the future, Earth kids of 11 years old spend their next **three summers** at camp on planet **Janus**.

Other than some teenage chaperones, camp Janus—a **CampCo™** venture—consists entirely of young children, and marks a significant coming-of-age moment in their lives.

Janus is **tidally locked**, meaning one side always faces its star while the other faces the cold depths of space.

One side is an eternally warm day; the other, an eternally cold night.

It's a half desert, half glacial planet, with a thin, temperate climate dividing the two hemispheres in an endless twilight...

...the **Elysian Ring**.

For generations, kids camped all across the planet, enjoying both its summer and winter sides.

But unbeknownst to many, Janus is also Earth's **trash dump**—a secret deal between CampCo and the governments of Earth to preserve humanity's luxuries back home.

Over time, this pollution devastated Janus, searing the warm side and freezing the cold side to extreme degrees, forcing CampCo to restrict camp operations to the Elysian Ring under the guise of **“climate anomalies.”**





CANIS CAELUS.
(Frost dog, snow cap canine, sky wolf)

And in these vast, toxic wastelands
lurk hordes of beasts; the once-docile
fauna and flora of Janus now mutated
into shells of their former selves.



AGARICUS LORICATUS.
(Brain shroom, capped shroom, helmet fungus)

As CampCo continued the Janus summer program within the pristine **Elysian Ring**, its campers remained blissfully unaware of the harsh realities beyond its edge.





But this year, a strange “**malfunction**” occurs in the teleports between Earth and Janus, **scattering** the incoming campers all across the planet as they trickle in from Earth.

Some are lucky, arriving as expected within the Elysian Ring.

But the vast majority, our heroes included, arrive in the remote wastelands far from the safety of the Ring, faced with the **true state** of the **inhospitable planet**.

A person wearing a dark hooded cloak stands in the center of a misty, ancient forest. The ground is covered in fallen orange and yellow leaves. Large, dark tree trunks frame the scene on both sides. In the background, two glowing stone arches are visible through the fog. The word "CHARACTERS" is written in white capital letters across the middle of the image.

CHARACTERS

DANILO (11)

A stuttering, pint-sized shut-in whose parents are oblivious when he's bullied in front of them. Having long given up on people, he wastes his time away in a beautiful **virtual reality world** built and controlled by his alter ego, **Vipershark**.

Upon his arrival on Janus, Danilo is bitter toward his parents for sending him there and apathetic toward saving himself.

But as he develops a close bond with those around him, he takes initiative and becomes the hero to save them all.

DANILO

Stars explode. Forests have predators. Moms take away your video games. N-n-nature isn't beautiful. It's cruel.



KEVIN

A dopey, lovable robotic toxic waste receptacle (ie, a trash can)—the last functioning one in his sector of Janus. As the only character native to this world, he provides insight into the dark, mysterious history of the planet, which slowly comes to light as he recovers **corrupted data** buried deep within him.

Though Kevin reveres **Dr. Adrian Price** (his scientist creator), he later learns Price left him behind on Janus during a mass evacuation, and just like the other kids, struggles to understand why his creator abandoned him.

KEVIN

Power regulators are the lifeblood of a machine! You lose it, you die. And it's a painful death. A slow, torturous march to the dark side of the mainframe. Personally, I'm against it. Dying, that is. Do machines have souls?

(wide-eyed)

Would it even matter?



ASTRID (12)



As debate club president, Astrid believes any conflict can be resolved through civil negotiation and diplomacy.

Eager to begin her first year of summer camp, she's read every survival guide and packed every gadget and gizmo one could need to brave the wilderness. But when faced with the harsh conditions of Janus, she learns there's a big difference between reading how to do something and doing it in real life.

With her parents recently divorced, Astrid's younger siblings begged her to delay camp for a year. Though she assured them she'd be back before they know it, she's now faced with the possibility of never seeing them again.

Astrid longs to be reunited with her family. But in order to do so, the rule-following, type-A Astrid must accept that **survival isn't negotiable.**

CHASE (12)

A smooth-talking only child who rides the coattails of his father's success. Whenever Chase gets a bad grade, daddy calls the principal and sorts it out.

As the top dog at school, he frequently bullied Danilo. But on Janus, where his social status means nothing, he fears he'll be outed as the incompetent buffoon he truly is, and relies on **brute force** as a solution to every problem.

When blocked by a brick wall, explosives are the answer. When blocked by a person, a swift hook to the jaw will do.

But through the trials he faces, Chase begins to admire Danilo, learning that true strength goes beyond the ability to intimidate.



THE SERIES





SEASON ONE MAN VS. NATURE

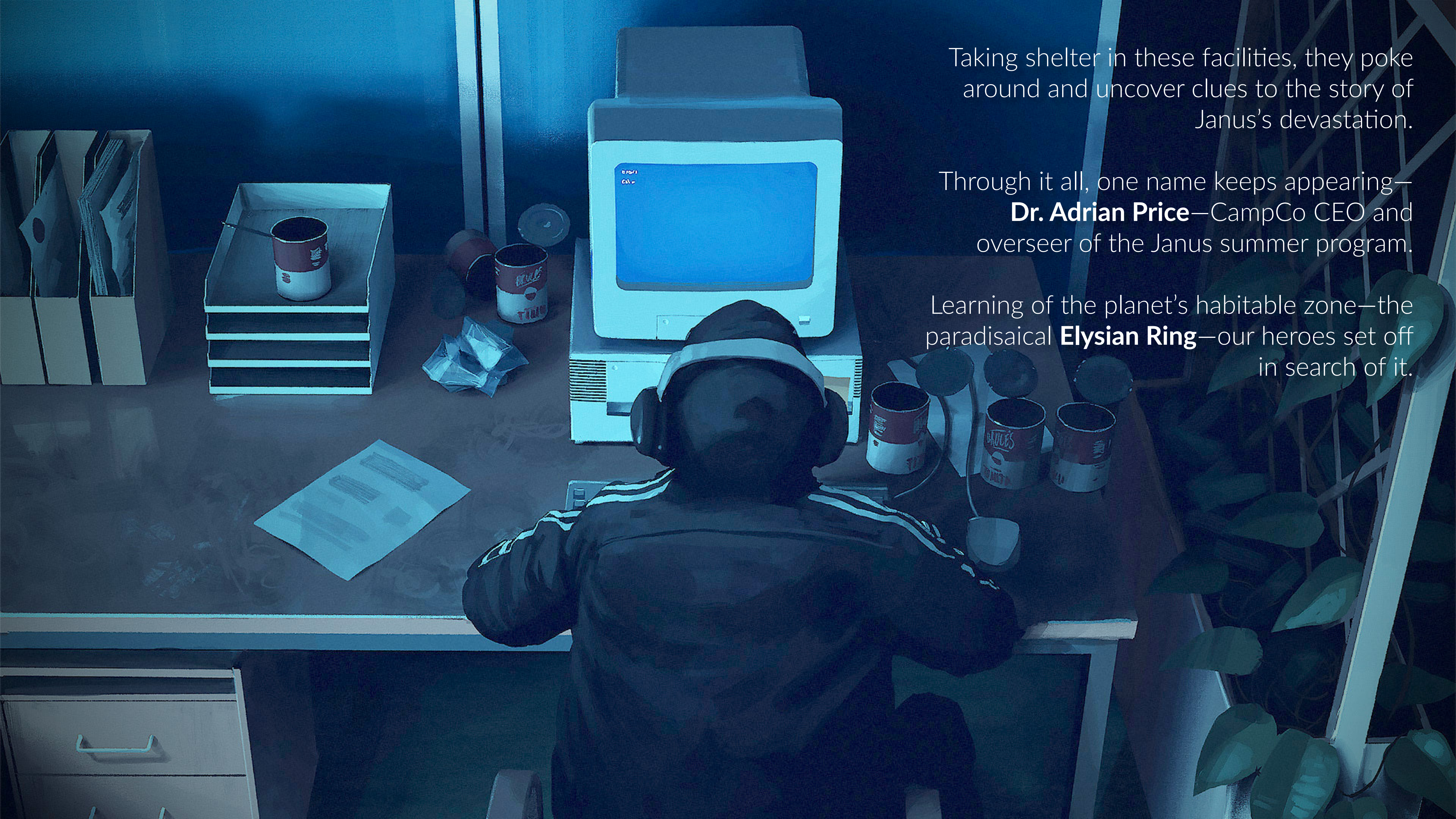
Arriving on Janus's dark winter side, our characters soon learn all teleports back to Earth are no longer functioning.

Overwhelmed and easily discouraged, Danilo retreats into the comfort of his **VR headset**, in which his stronger, braver, and more handsome alter ego **Vipershark** controls a beautiful world crafted by his own hand.

But as no place is safe for long, Danilo and the gang are forced to continue on, reluctantly sticking together in the name of survival as they fight against the harsh elements and mutated wildlife.

They venture across the bitter
snowscape, stumbling upon strange,
abandoned facilities.





Taking shelter in these facilities, they poke around and uncover clues to the story of Janus's devastation.

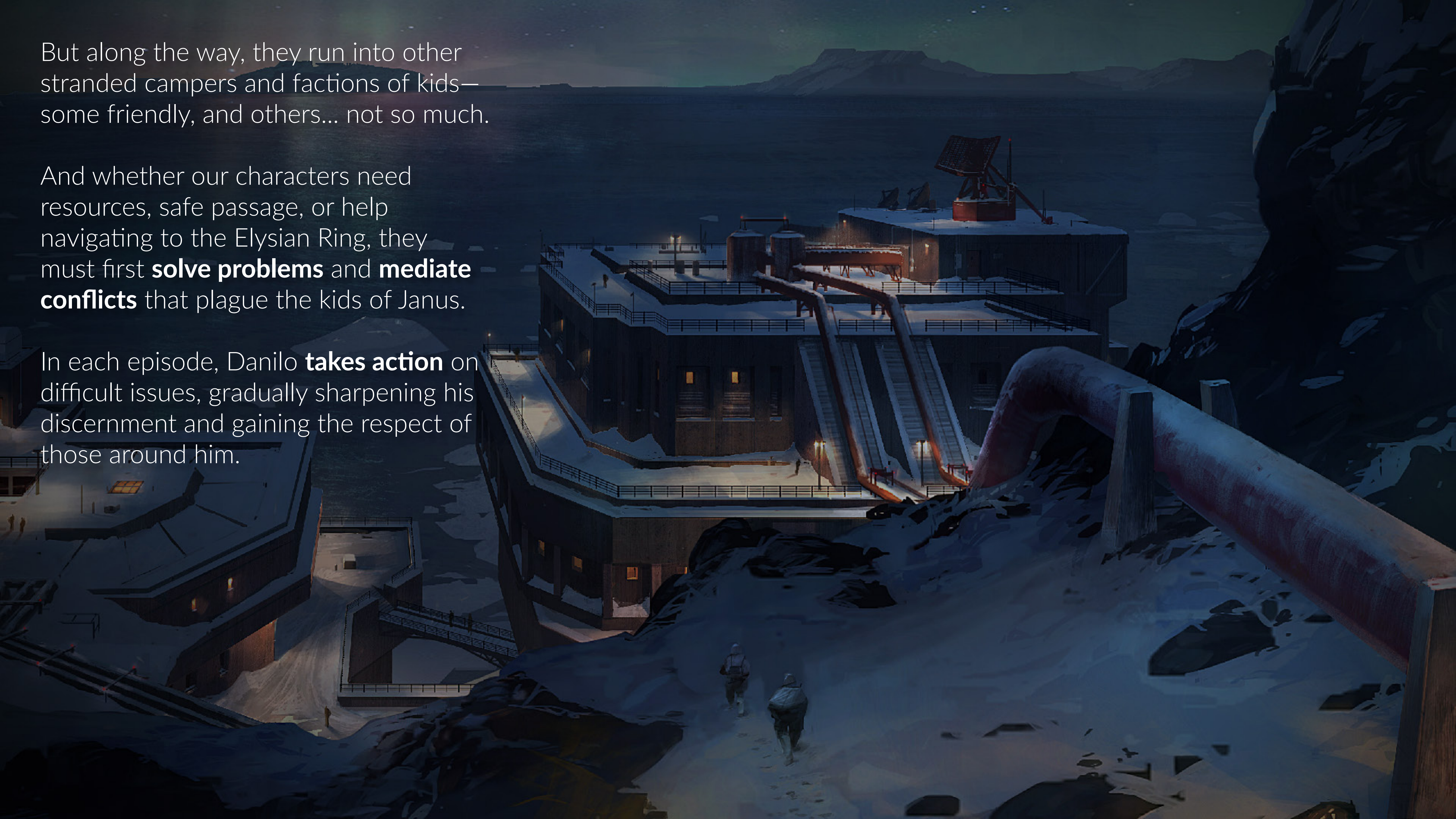
Through it all, one name keeps appearing—**Dr. Adrian Price**—CampCo CEO and overseer of the Janus summer program.

Learning of the planet's habitable zone—the paradisaical **Elysian Ring**—our heroes set off in search of it.

But along the way, they run into other stranded campers and factions of kids—some friendly, and others... not so much.

And whether our characters need resources, safe passage, or help navigating to the Elysian Ring, they must first **solve problems** and **mediate conflicts** that plague the kids of Janus.

In each episode, Danilo **takes action** on difficult issues, gradually sharpening his discernment and gaining the respect of those around him.





At the end of season one, our
heroes make it to the Elysian
Ring, a lush, bountiful landscape
bathed in warm sunlight...

...and learn that it's **shrinking**.

SEASON TWO MAN VS. MAN



Now within the Elysian Ring, our characters want for nothing. Better yet, they discover the **Megaport**, a portal that, if repaired, could return them home.

However, among the kids currently populating the Ring, disagreements arise regarding the use of the Megaport. One side denies the Ring is shrinking and wishes to unite the planet's stranded kids and live there free of their parents' control. The other side believes the ring is shrinking—and is willing to leave the rest of the kids of Janus behind in order to get home. Tensions rise, **bitterly dividing** our heroes.

Complicating matters, a new foe appears. **CampCo androids** raid the kids' encampments and damage the Megaport, causing the “leave” side to accuse the “stayers” of sabotaging their efforts to return home.



Realizing the easy living within the Elysian Ring has regressed him into a lazy complacency, Danilo **throws away** his VR headset for good and sets off to investigate the origin of the CampCo androids in hopes of bringing peace to the Ring.

With the help of his friends, he learns the androids were sent by the mysterious Adrian Price to sow discord among the kids and prevent them from revealing the truth about Janus.

But when Danilo returns to the kids of the Elysian Ring to explain, **it's too late.** War erupts, and all comes to a head in a heated battle, during which the Megaport goes haywire, expelling copious amounts of sludge and toxic fumes, **razing the entire Elysian Ring.**

In the chaotic aftermath, the kids of the Elysian Ring scatter. Believing Adrian Price to be the key to saving the planet, Danilo rallies our heroes to search for him, rumored to be hiding **somewhere in the scorched deserts** of Janus...

SEASON THREE MAN VS. MACHINE



Our heroes venture forth into the daytime side of Janus, a blistering desert crawling with CampCo androids, **abnormally aggressive** since the Ring's destruction...

Thus, atop Janus's known threats, the kids here also live in fear of the androids, with many settlements having succumbed to their rule, living in "safe," but **hopeless, over-policed** states in the name of "**environmental preservation.**"

As Danilo searches for Price, he helps liberate these settlements from the android occupiers and dismantle their corrupt power structures. Price grows desperate, his time running out.

Meanwhile, talk of Danilo's good deeds has reached every corner of Janus. His VR headset is found, its beautiful world interpreted as a dream for Janus's future. Kids across the planet begin to mythologize him, referring to him by his pseudonym, the **Vipershark.**

Danilo has become in real life what he was in his video game.






In a climactic assault on Price's compound, Danilo and his small coalition find themselves gravely outnumbered by CampCo androids and on the brink of defeat, when...

...**legions of kids** arrive from all across the planet; factions both familiar and new, united to fight alongside the hero of Janus.

Danilo confronts Price, who lambastes the kids as ungrateful for the sacrifices his generation made for them. But Danilo counters—if each generation had to make such great sacrifices for a better world, **why must his generation be complacent?**

After a final altercation, Price accidentally injures himself with toxic waste. As he succumbs to his wounds, he gazes upon the dying world around him, and Danilo, a young child who took responsibility to save it.

The two have a final moment of reconciliation.



With Janus on the brink of total environmental collapse, the kids **halt** the pollution stream from Earth. As trash quickly piles up on Earth, the adults enter the now-functioning portals to investigate. They step through to find their children standing among the horrifying reality that is Janus.

Overwhelmed by the problem they left to their kids, the adults ask for guidance from those who've actually experienced Janus.

All eyes fall upon the one who **solved problems** and **mediated conflicts**. The one who **took action** in the face of a **hopeless** situation...

Danilo.

The **Vipershark**.

A cinematic landscape from The Lion King at sunset. The scene is framed by large, gnarled tree trunks on the left and right. In the center, a vast savanna landscape unfolds under a warm, golden sky. The ground is covered in dry grass and small, rounded bushes. Several acacia trees are scattered across the horizon. In the background, a large, flat-topped rock formation (Pinnacle Rock) stands prominently. The word "EPISODES" is centered in the middle of the image in a white, serif font.

EPISODES

"CRITICAL MASS"

Danilo and the gang arrive at a colony of kids with a broken teleport that only lets kids arrive—**not leave**. Thus, kids continue to trickle through, expecting to arrive at summer camp.

However, with the colony's food supply dwindling, more mouths to feed will mean starvation. But if the portal is closed, any kids passing through will be trapped within the void... **indefinitely**.

While Danilo and Kevin desperately search for a solution, Astrid and Chase think closing the portal would be for the best.

When the colony decides to search for another settlement, Danilo and friends are tasked with the decision to leave the portal open or close it before moving on.





"PLANET OF JUDGMENT"

Danilo and the gang discover a crazed tribe of geeks who imprison Chase for his crimes of bullying them back on Earth. Astrid, a fierce opponent of violence, thinks the kangaroo courts and silly punishments are childish, but is unable to reason with them. Is reasoning with these kids even possible?

She then implores Danilo to help. But having been a victim of Chase's vicious bullying, Danilo is entertained by the spectacle.

However, as the punishments become more and more severe, Danilo begins to question the end goal.

Do Chase's victims want justice or revenge?

“THE SACRED TEXTS”

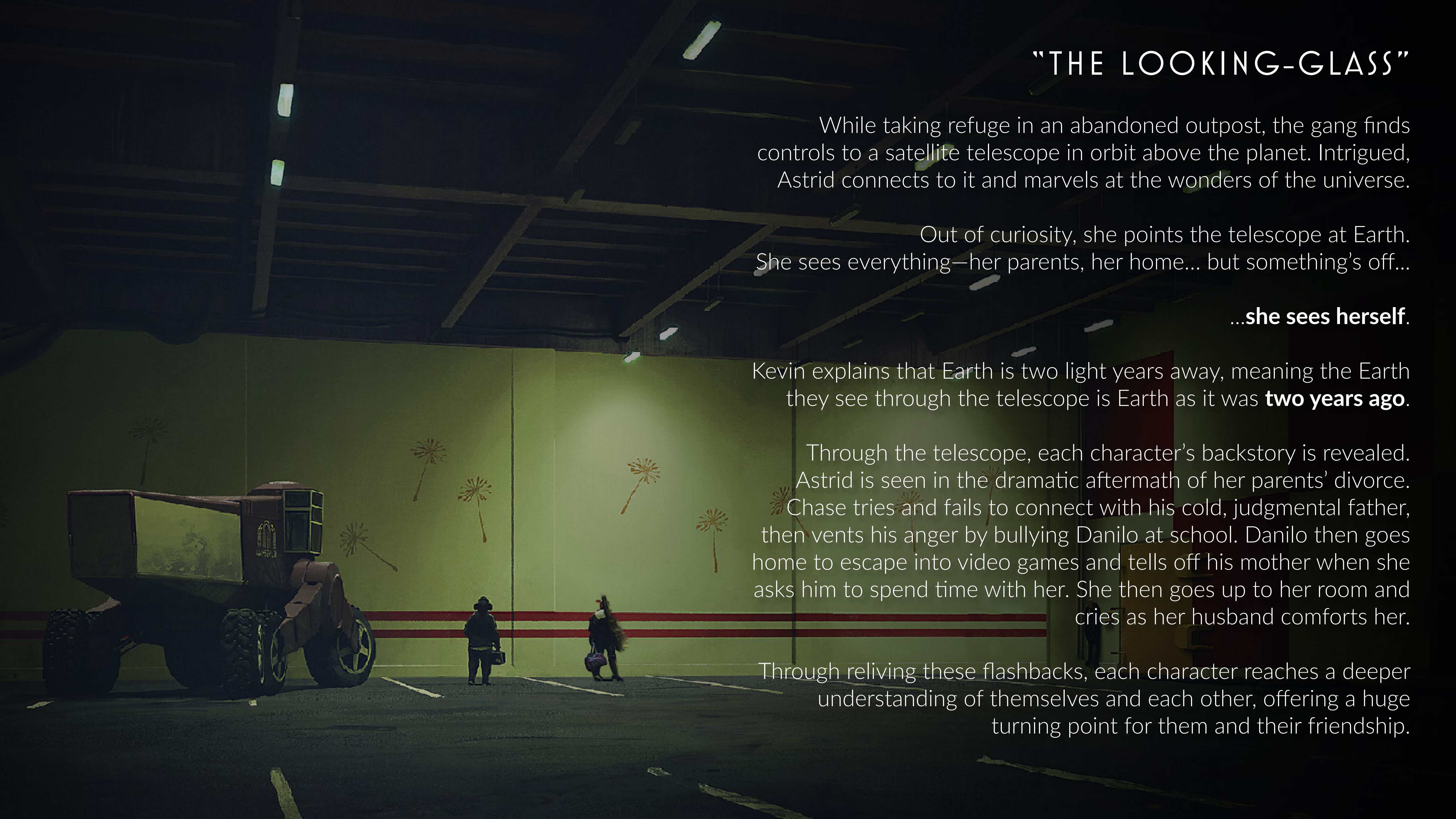
Danilo and the gang discover an old campground inhabited by a group of kids led by **The Archivist**—a boy on his third year of summer camp on Janus. Longing for the camp he once knew—and a dear friend he spent every other year with—he meticulously preserves the camp’s history through artifacts of previous years; songs, activities, artwork, and most notably, the **Janus Charter**—an old rulebook containing rules and guides on wilderness survival.

By strictly following the Janus Charter, the Archivist brought hope to his cold and starving colony, learning how to harvest food and power the camp’s generators for warmth.

However, the Archivist also uses the Janus Charter to justify his unquestionable authority and enforces all of its rules, no matter how counterintuitive. One part of the guide details how to harvest and eat a fruit, which the pollution has mutated and makes kids sick. Another requires them to wear official camp clothing, despite the fact that it’s unsuitable for the bitter cold.

When tensions rise as the kids question the validity of a rulebook written for a camp that no longer exists, Danilo finds himself caught between the Archivist’s reign—whose reverence of the past has kept them alive (albeit barely)—and a group of angry kids bent on tearing everything down without an order to replace it with.





“THE LOOKING-GLASS”

While taking refuge in an abandoned outpost, the gang finds controls to a satellite telescope in orbit above the planet. Intrigued, Astrid connects to it and marvels at the wonders of the universe.

Out of curiosity, she points the telescope at Earth. She sees everything—her parents, her home... but something's off...

...she sees herself.

Kevin explains that Earth is two light years away, meaning the Earth they see through the telescope is Earth as it was **two years ago**.

Through the telescope, each character's backstory is revealed. Astrid is seen in the dramatic aftermath of her parents' divorce. Chase tries and fails to connect with his cold, judgmental father, then vents his anger by bullying Danilo at school. Danilo then goes home to escape into video games and tells off his mother when she asks him to spend time with her. She then goes up to her room and cries as her husband comforts her.

Through reliving these flashbacks, each character reaches a deeper understanding of themselves and each other, offering a huge turning point for them and their friendship.

ARTIST STATEMENT


Now more than ever, young people struggle with anxieties of a deteriorating planet, feeling abandoned by leadership unwilling or unable to ensure a habitable world for future generations.






Cynical messaging from adults exacerbates these anxieties.

Famed conservationist David Attenborough even went so far as to claim that **“humans are a plague on the Earth.”**

A full-page photograph of a polar bear and its cub on a small, melting ice floe in the Arctic. The sun is low on the horizon, creating a bright, hazy glow and reflecting on the dark water. The ice is fragmented and thin, with dark water visible between the pieces. The polar bear is standing on the right side of the floe, looking towards the right. The cub is walking on the left side of the floe, also towards the right. The sky is filled with soft, white clouds.

How can a child reconcile their existence
with a world that thinks they're a disease?

A firefighter in full protective gear is shown in silhouette, fighting a large fire at night. The firefighter is holding a hose and spraying water onto the flames. The fire is intense, with bright orange and yellow flames rising from a structure that appears to be made of bricks or concrete blocks. The background is filled with smoke and fire, creating a dramatic and urgent scene.

Children must instead be taught that everyone is born
into a uniquely unforgiving world.

Some are born into wars, famines, and plagues.

Some are parentless.

Some are crippled by disease and disability.

This is by no means to dismiss the severity of climate change, but rather to give children a hopeful view of the future.

To give them the **agency** to take charge of their lives; to **courageously face** the unprecedented challenges set before them and make the **best world they can**.

