

Creative Presentation
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THE PURPOSE OF A SAILOR



A nautical dark fantasy filled with strange adventure inspired by Norse mythology

INTRODUCTION

The Purpose of a Sailor is a dark fantasy feature film with a nautical touch, utilising the beautiful tales of Norse mythology to elevate its storytelling.

Set on the mysterious seas of 1800s, we explore the strange and exciting secrets that lie in its depths.

An isolated light keeper with his purpose newly stripped sets out into the world on a quest to repair his lighthouse.

Made for mature children (age 12-15+), The Purpose of a Sailor explores the strange magic of this oceanic world, as well as investigating themes of isolation, self-realisation and community.

Its hand-painted style and dark colours create an eerie atmosphere for audiences to lose themselves in this captivating tale of mystery and adventure.



Sinbad: Legend of the Seven Seas (2003)
Directors Tim Johnson & Patrick Gilmore

STORY

We begin on a storm-battered island, where a weathered LIGHT KEEPER lives alone, tending to his light in solitude and safety, and content in his purpose. His light guides ships safely through the dangerous maze of rocks that jut from his island, providing safe passage for hundred of crew, and protecting them from the harsh depths of the sea. His only contact with the town near him, or the outside world, is with the delivery merchant, SAWYER, who delivers his monthly shipment of rations and necessities, and though he may not show it, THE LIGHT KEEPER waits for this with an eager heart. The two make time to converse over tea, talking of the latest news of the last few weeks. SAWYER often urges his friend to explore more of life outside of the island, but every time is refused, for THE LIGHT KEEPER knows that his purpose is too important to forsake.

One day, he finds a man, CYRUS, washed ashore, discarded from a pirate's ship where he was held captive. CYRUS tells him he was searching for the greatest treasure known to man; a single piece of the sun, buried far across the sea. THE LIGHT KEEPER shrugs it off, knowing that he could never leave his purpose on the island. However, one night a horrific storm desecrates his cabin and his lighthouse, leaving his sanctuary in ruins. Heartbroken, the lightkeeper collects the pieces of his home and his precious light, when he suddenly notices a ship in the fog. He tries to turn the ship away from the rocks, but without his light he cannot signal them, and the ship crashes, sending the crew onboard into the merciless waves.

Realising that his purpose is now in pieces around him, THE LIGHT KEEPER is devastated, when he remembers that his next shipment in three weeks time, delivered by the only friend he's ever had – SAWYER. THE LIGHT KEEPER is terrified, but he knows that he must fix his light to restore the only thing that he finds gives his life meaning, and so he makes the decision. Gathering the pieces of his broken home, he builds a sailboat and embarks on a hopeful quest for the piece of the sun, racing against the clock to fix his precious lighthouse before SAWYER returns.

On his quest, THE LIGHT KEEPER rescues a seal from a malicious pod of orcas. This seal, who he names ROY, becomes the first of his new and unlikely friends that he meets across this strange, nautical world. His travels take him to places far and wide, holding secrets and adventures that he could scarcely dream about, from islands he had only read about, to a ruthless gang of pirates who will stop at nothing to reach the treasure first, our character will be tested. Along the way, as he hunts for the precious treasure, he will discover the importance of community, and a newfound meaning in his purpose of helping people.

STRUCTURE

The film will follow a classic three-act structure, including a definitive beginning, middle and end. The main character of THE LIGHT KEEPER will be analysed deeply throughout the film, providing a thorough exploration of his character arc that will be completed by the end. The resolution will be satisfying and throughouly tie together the adventures of the characters to the themes of the film.

ACT ONE will establish the light keeper in his home, isolated on the island. but content in his work of tending the light that provides safe passage for ships. We will explore his behaviours and habits as well as his isolated state and how invested he is in his purpose. We will meet SAWYER, the delivery merchant, and convey his nature and dynamics with THE LIGHT KEEPER, thus proving him a valuable character that our main will eventually save. ACT ONE will also depict the storm that destroys his home, and will end with THE LIGHT KEEPER building a sailboat and embarking on his hopeful quest.

ACT TWO will begin with the introduction of ROY, a seal that THE LIGHT KEEPER rescues from a vicious pod of orcas, and becomes a valuable friend to him. We will also meet the pirates and their leader, CAPTAIN ROBERTO, establishing him as a villain and a threat to THE LIGHT KEEPER. The two first stop by an island, in which there a small town and a vast black lake that spread across $\frac{3}{4}$ of the surface. As he talks to the locals, he learns that the island is home to Fenrir, the monstrous wolf, and that the people have been tasked with ensuring that Fenrir remains sound. The only way that the unbreakable ribbon can be broken is with Sumarbrander, the sword of the sun, which remains locked away in the town centre. However, that night, CAPTAIN ROBERTO and his crew sneak into the centre and steal the sword, using it to cut Fenrir free in hopes that it will get THE LIGHT KEEPER out of their way. Fenrir unleashes on the town, and THE LIGHTKEEPER and ROY quickly rush to help the people. They quickly tie Fenrir back up and the people are eternally grateful. They continue on their journey, finally reaching an island inhabited by giants – Jotenheim. The two explore for a bit, trying to remain inconspicuous, when they come across a wounded giant, LEIF, in the forest. The two help LIEF, who remains in their debt, and they continue on their way, soon arriving at Alfheim, the realm of the Light Elves. While staying on the island, the two help rescue the Light Elves from a vicious attack from the Dark Elves, evil beings who also live on the island and long to reign. The Elves gift them food and supplies for their journey, as well as their help whenever needed. The two embark one final time, bursting with love for their new friends. But they sail into a violent storm, being tossed through the savage waves at no mercy, almost killing ROY. This will be the set-piece of the movie. The two make it to morning, shipwrecked on a tiny island in the middle of nowhere.

ACT THREE will show THE LIGHT KEEPER and ROY being rescued by a beautiful whale wearing a saddle she was sent by the Elves and taken to an island full of glittering caves, where they believe the treasure is. They navigate through the sparkling maze before coming to an opening, with the piece of the sun hovering, suspended in beams of light on a crystal podium. The two approach, when CAPTAIN ROBERTO and his crew appear from the shadows. After a brief struggle and a daring rescue by ROY, THE LIGHT KEEPER reaches out and grabs the sun, and WHOOSH! He spent plummeting down a spiralling dark tunnel, seemingly beneath the caves, suddenly coming to rest in a cave of glittering obsidian, and before him, hovering, the goddess of death, Hela. She tells him that he died during the storm that destroyed his lighthouse, and that he is to be sent to the underwater hall of Rán, where sailors go when they die. She tells him that she saw a bigger purpose in him, and in order for her to welcome him to Rán, he must pass one final test – show her that he is as welcoming to the purpose of helping people not just from afar, but in a whole community. When he asks about the pirates, she says that it was merely a test of resilience, and to his judge of character. When he panically inquires about his lighthouse, she replies that CYRUS will look after it, and that she will give him a hand in rebuilding. And so he is welcomed by the goddess Rán and her giant husband Ægir, he continues in eternal peace, content in the warmth of the friends that surround him, and one day, he is even reunited with SAWYER.



'Fenrir inspiration



Alfheim and Light Elves inspiration



Jotunheim inspiation



Crystal Caves inspiration

THE MAIN CHARACTERS

THE LIGHT KEEPER, aged 51, is a quiet and taciturn man who lives in isolated solitude. He is a gentle giant, and often spends his day tending to his lighthouse with loving care and feeding the seagulls that swoop outside his window. His work on the lighthouse means that he has the important duty of providing safe passage for ships passing through, and he does not take this responsibility lightly, taking after the attitude of his late father. When his life and meaning is uprooted and he is thrown into adventure, he will discover the importance of community that will give a whole new meaning to his purpose.

ROY is a seal, grey with dark spots and ends of his fins, with an innocent and loyal heart. After being saved from a vicious pod of orcas, he forms a bond with his rescuer, finding ways to repay him along the adventures that they both have. He provides a true companion for THE LIGHT KEEPER, allowing him his first glimpse into the values of true friendship.

THE SUPPORTING CHARACTERS

Named after famed Latin pirate Roberto Confresi, CAPTAIN ROBERTO, aged 35, is violent and merciless, often toying with his victims before he robs them blind and leaves them for dead. He terrorises the high seas in infamy, his flag depicting a skeleton mermaid holding a spear, and bringing death and destruction to every ship it finds. His quest for the treasure has been long and scarcely rewarding, and after their only lead, CYRUS, escaped into the safety of THE LIGHT KEEPER, he is determined to beat him to the punch and get the treasure first to rule the seas once and for all.

SAWYER is a middle-aged Irish delivery merchant, weathered by his travels, but never without a quick wit. His days are spent on the rough seas, hauling cargo to many a strange place, bringing stories from every dark nook and cranny to tell his friend. When he's not at sea, SAWYER is found at the local tavern, laughing over a pint and telling wildly inappropriate jokes to anyone who will listen. He is the only beacon for THE LIGHT KEEPER in an endless abyss of seclusion, and the two hold each other in high respects. SAWYER will provide as a light at the end of the tunnel for our main character, and will be a driving factor in the motivations of his adventures.

CYRUS is a young and impulsive explorer, aged 32, chasing after the many myths of the sea throughout his whole life, whether they are real or not. He's never actually found anything, but he's adamant that he discovered a new fish, which THE LIGHT KEEPER tries to tell him is actually quite a common species. Although he may not have actually discovered real treasure, CYRUS has strong leads on the piece of the sun, making him a target for CAPTAIN ROBERTO's ruthless crew. After his rescue, CYRUS realises that he may need some time on land to regroup, and gets all the time in the world when Hela asks him to look after the island, and even sends one of her many pets to help him rebuild. He even discovers a new species of crab.

ROBERTOS' CREW

BEAK is a scrawny, 20-something pirate with beady eyes and a huge nose. Ironically, his nose didn't contribute to his nickname, but rather his habit of squawking any and all gossip around the ship. He often gets quite upset when someone asks if his nickname came from his nose. BEAK is a long-time member of ROBERTO's crew, and though he can often irritate his captain with incessant yammering, sometimes a valuable piece of information will find its way through. He is the one who caught wind of CYRUS and his travels.

TEDDY is a 34 year-old giant of a man, towering twice as high as the rest of the crew. He is a man of few words, and his silent demeanour coupled with his enormous build strikes fear into the hearts of sailors. He is a big believer in crushing logs of wood with his bare hands as a scare tactic, claiming that it works every time. While this may be true, it means that the crew often have to make stops to pick up more logs for him. TEDDY follows his captains' orders without so much as a peep, acting as the brawn to ROBERTO's brains.

PEGGY is an eager 28 year-old, as ruthless and violent as her captain, making her the perfect right-hand on the ship. She follows ROBERTO with blinding loyalty, but often coming on a little too strong to her prisoners. She obtained her nickname after her phase of trying to cut off the limbs of every man they held captive - so much so that ROBERTO and his crew had to hold an intervention. However, her enthusiasm and loyalty make her an important addition to the vessel, earning the respect and trust of her captain and crew.

PUDDLE is a lump of a man, aged 45, and the oldest of the crew. However, older does not equal wiser in PUDDLE's case, as his nickname refers to the fact that in a puddle, he'd be out of his depth. He often lumbers around the ship in his own world, but his stocky build proves useful for the heavy-lifting that the other crew don't want to do. He frequently pipes up with some of the most absurd ideas that the crew have ever heard, and sometimes they have no choice but to be slightly impressed at how stupid he is. Nevertheless, he is a valued member aboard the ship.

THE GODS



Ægir, Rán's giant husband who lives with her in a gold-plated hall under the sea



Hela, the Norse goddess of death

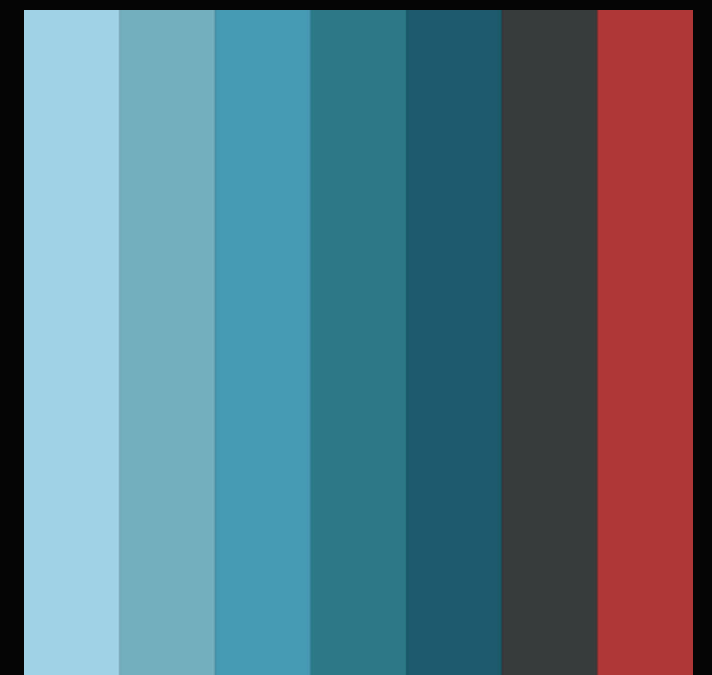
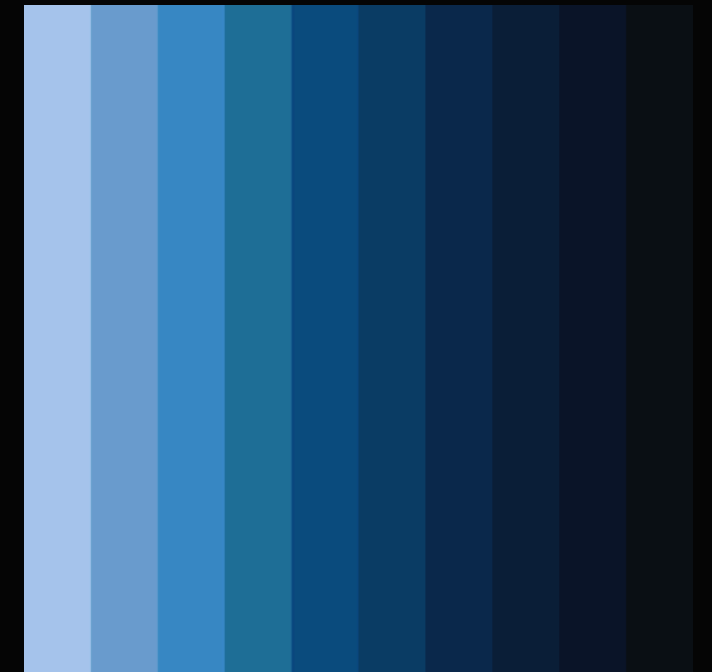


Rán, a giantess who rules the watery underworld for those lost at sea

tone & style

The visual style will be cinematic, energetic and detailed, bearing resemblance to older Disney productions, including the hand-painted 2D animation techniques and exaggerated expressions. The animation will be fast-paced during action scenes and utilise a comic-like style, much like *Puss in Boots: The Last Wish* (2022). It will depict lots of deep blues and inky blacks to portray the dark fantasy aspect, as well as splashes of tarnished brown, deep red and bioluminescence to communicate the fantastical elements of the world. The animation and design will have hints Norse mythology, from which the ending is derived, such as a painting of The Nine Daughters in the cabin and a brief sighting of the sea serpent Jörmungandr in the background.

The 1800s time period setting will allow for the use of distinguishing character and set design, as well as employing a fantastical and adventurous atmosphere throughout the film. The score will be primarily original and employ gothic motifs, featuring cello tracks and a ‘sea shanty’ vibe for most of it, and a harrowing soundtrack during the shipwreck scene in ACT 2 including a bass didgeridoo to give it a dark and tense feel. The tracks will be heavily inspired by composer Adrian Von Zieglers tracks from his 2020 album *Darkness Eternal*, as well as Cornish composer Paddy Mitton, particularly the track *Bury me at Sea*.





The detailed, hand-made and fantastical style of director Tomm Moore's Song of the Sea (2014)



The dark and strange magic from Disney's Pirates of the Caribbean



The charm and eerie whimsy of Tim Burton's The Nightmare Before Christmas (1993)

BUDGET CONSIDERATIONS

Proposed timeline: 1.5 years

Director/Writer/Storyboard Artist: Unpaid, obtains some profit from the film

Character & Set Modeler/Rigger: \$80 per hour

Animator: \$40 per hour

Technical Director: \$90 per hour

Producer: \$60 per hour

Composer: \$100 per minute

Proposed Budget: \$700 000 for 90 minutes

CONCLUSION

The Purpose of a Sailor is designed as a stand-alone feature film with a classic three-act structure for mature children, and lends itself to the captivating atmospheres forged in the dark fantasy genre, and utilising the gripping mystery of Norse mythology to elevate storytelling. Taking visual and emotional inspiration from many classics of the early 2000s, such as Sinbad: The Legend of the Seven Seas (2003) and Tim Burton's extensive works, the film creates an eerie, nostalgic feel that will resonate with audiences. The themes of isolation and purpose relate strongly to the societal values of today, with many feeling alone due to the rise in technology and resulting in real world shut-off, thus teaching an important lesson about the significance of strong community in growing a person's character. Overall, this film will be an enchanting homage to the original dark fantasy tales that we crave, providing an eerie nostalgia that will reverberate around the brains of audiences for years to come.

**THANK
YOU.**

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