



Nº1

THE ALMOST FABULOUS

HERO-APPRENTICE

ANIMAÇÃO 2D



ANIMADORA

A
EXTRAORDINÁRIA
ORIGEM DESSES
SUPER
APRENDIZES

BY

LUIZ BATALHA,
MATEUS DI MAMBRO
E MATHEUS ROCHA



THE ALMOST FABULOUS
HERO-APPRENTICE



10 X 24'
7 - 11 YEARS OLD

LOGLINE

SAMIR IS A SMART BOY, SUPER-HEROES FAN: BUT WHEN THE OPPORTUNITY TO GAIN SUPERPOWERS SHOWS UP, A JEALOUS VILLAIN COMING FROM THE FUTURE STEALS HIS CHANCE, PUTTING THE CITY AND HIS FRIENDS IN DANGER.

Like many people, as a kid you probably wished you were an **amazing, unbeatable, super powerful hero**, who only goes to bed when he wants to! **But for the sake of all the moms in the world**, I think we can all agree that it's better not to have superpowers.

THE HERO APPRENTICE SERIES IS THE REALIZATION OF THIS FUN DREAM, THE DESIRE TO LIVE A GREAT ADVENTURE, TO WEAR THE RED CAPE AND FACE TERRIBLE VILLAINS.

A series made for those who are **passionate about superhero stories**, who know every detail of this rich universe by heart, and who, even so, wouldn't choose another universe under no circumstance. **But how to surprise such a demanding audience, that knows all the secrets of the hero's handbook?**

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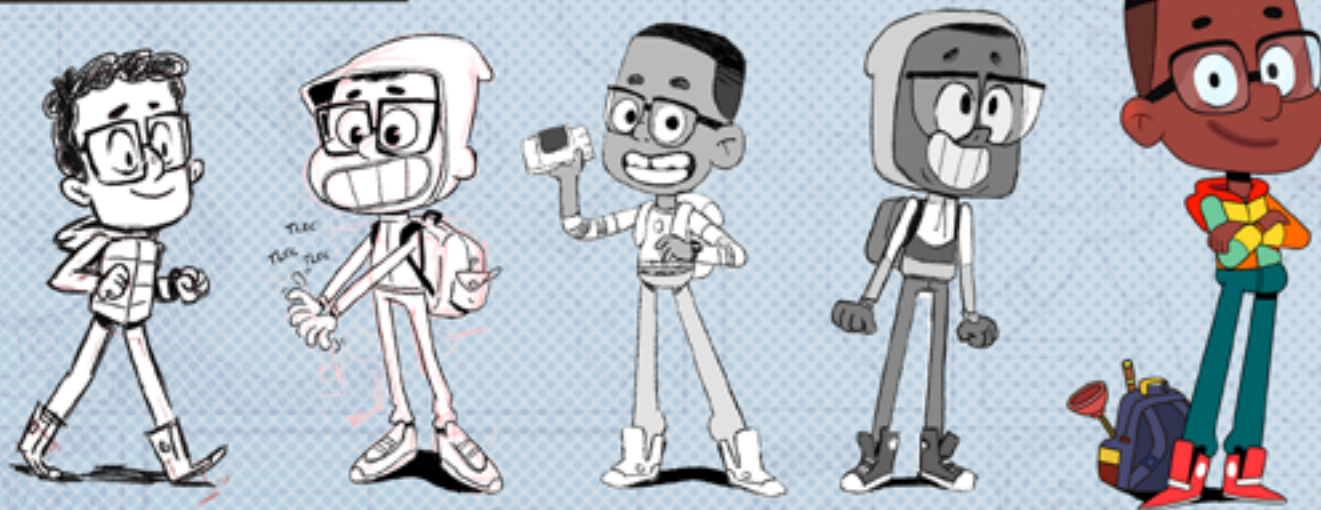
First we start by bringing the big villain

- the final boss - from the future to the present, putting in front of our apprentices someone who knows a lot about them and is always one step ahead. To balance this battle, we've added an extra component: the ability to talk to your future self. Imagine if you could learn from yourself, teach your child self the learnings of the future, **changing your own story**. The present self is in the late **90s**, talking to its already adult self, who lives in the futuristic year of **2021**.

With 10 episodes of 24 minutes each, the first season starts as a typical superhero adventure, but quickly develops beyond the capes and explosions: **inspired by series** like *Gravity Falls*, all this action is stitched together in a beautiful **serialized plot**, bringing many emotions and great revelations until the very last minute!

As in *Costume Quest* and *Kid Cosmic*, it is from a threatening and unexpected situation that the brothers are provoked to **work together and become a team in the process**. Under this looming threat, tensions increase, putting our heroes to the test in ever-greater challenges.

But, after all, who is this hero apprentice? IT'S SAMIR! And little by little, everything

SAMIR'S EVOLUTION

about him will be revealed! For now, it's enough to say he's a boy, he's **12 years old** and he describes himself as: "**the biggest superhero fan** and future biggest hero in the galaxy (or whatever is bigger than that)!" But, as we know, things don't always turn out as we imagine. And imagination is not lacking for Samir! Even so, he couldn't count on the possibility that his sister (Yes! **LUCI**, his own sister!) **would become a superpowered hero in his place**.

A black boy and a girl as heroes. Unusual? Precisely! And they will show all children the heroism that lies within them. And long live

this unexpected duo! Unexpected even for them who, like good brothers, never thought they would agree on anything!

The duo proves that siblings are so different that they end up being complementary. The important thing is that together with Marvin, Samir's best friend (and sidekick), they will learn, in practice, what it really means to be a real hero.



INCITING INCIDENT HOW DID IT ALL START?

You know those super cool stories about the hero who gains powers and saves the world? So... that's not the case! In Hero Apprentice, the villain does the worst thing he can do to a hero! No, it's not defeating him. **He comes from the future and steals the powers that Samir was destined to receive. His plan is more than defeating him: it's preventing him from becoming a hero!**

In the late 1990s, a strange meteorite falls from the sky and the villain Mr. Q and Luci touch it. Both acquire powers. However, the villain doesn't exactly get the powers he wanted so much: he has the ability to turn ordinary people into super villains too. Despite the incomplete victory, the future in which Mr. Q is completely defeated by the super-powered version of Samir no longer exists.

A new future starts to take shape, and the kids' mission is clear. In the end, one thing is certain: now the children must

**THEIR WEAPONS ARE:
SAMIR'S INTELLIGENCE, LUCI'S
STRENGTH AND MARVIN'S HEART**

defend the city and their own destinies. And in addition to courage, they will have a **temporal communicator** built by Samir. **The machine allows him to get in touch with his adult self: the now-failed hero Synapse.** The ingenious device is the bridge between Samir and the future.

And so, in an uncertain way, our story begins!

GIRL POWERED

LUCI is a 14-year-old girl and this is — also — one of the **TARGET AUDIENCES** of The Hero Apprentice series: **girls of the same age and younger**. The show wants these girls to be able to see themselves in Luci. After all, she was **an ordinary girl until she gained special abilities**. And her body, which was already changing with **the arrival of adolescence**, changed even more!

Even in front of so many challenges, assuming a **central role** in the fight against dangerous villains, **Luci doesn't lose her athletic and determined way of being**, as **WONDER WOMAN'S**, her adventurous nature, like **STAR** of the **STAR VS. THE FORCES OF EVIL** and, of course, like **KAMALA KHAN, MISS MARVEL**, learning to handle her newfound powers.

THAT'S WHAT SHE'S GOING TO FIND OUT AND SHOW ALL GIRLS: HOW TO ACCEPT HERSELF AS A STRONG GIRL, A TRUE HERO, WHILE DEALING WITH THE TYPICAL CHALLENGES OF A YOUNG WOMAN OF THAT AGE.



SYNOPSIS

The series follows the **fun adventures** of **THREE HERO'S APPRENTICES**. The group is led by **SAMIR**, who - after losing the chance to gain superpowers from a **strange meteorite** to a **VENGEFUL VILLAIN FROM THE FUTURE** - is forced to put everything he's learned from the comics into practice. Samir has by his side **his best friend** and faithful sidekick, **MARVIN**, and, against his will, **his older sister, LUCI, a super excited girl and the only one who actually has powers in the group**. This **unlikely team** embarks on this **difficult mission**, battling evil villains controlled by the **TERRIFYING VILLAIN MR. Q**. Inexperienced but full of energy, these kids will have to find out **what it really means to be a true hero** in order to **protect their friends and the city of Diamond Hill from this threat**. Lucky for him, Samir has an extra ally: **his adult self**, the hero **SYNAPSE**, who becomes his mentor, speaking to him directly from the future.



tone & genre

It is important to find the **balance between fantasy and "the world as it is"**. This is a quote that Sarah, Samir's mother, always repeats to her son, but it also fits perfectly defining **the atmosphere of The Hero Apprentice series: not so realistic, but not so cartoonish either**.

The **PHYSICAL HUMOR** is a **hallmark of the series**. That's because the trio doesn't stand still, and it's worth remembering: they are still **hero's apprentices!** However, not only from crazy physical battles does a hero live! Samir, for example, may not be the strongest or shoot super powerful rays, but his tongue is unbeatable! It is said that Samir's insights are often faster and more lethal than Luci's punches. With **acid remarks**, Samir's humor reflects one of the comic traits of the series: the **SATIRE OF THE SUPERHERO UNIVERSE**. After all, he has all the references! And we only pick on who or what we love, right?!

SAMIR is only 12 years old, but he is already a **great inventor**: of both trinkets and adventures. A fan of the **GEEK UNIVERSE**, and especially of superhero comics, he always jokes, talks and acts like his favorite hero, the **SUPER ULTRA MIGHTY**.

All he wants most in the world is to have **SUPER powers** to fight a **SUPER villain**, to have a **SUPER exciting life** and full of **SUPER adventures**. And his creations are an extension of him: after all, they are his power! The boy **dismantles all the electronic devices he sees in front of him** to build machines and fight the villains.

YEA! SAMIR has a **vivid imagination** and sees villains everywhere, causing a **SUPER mess** because of it. From letters to the **PRESIDENT**, spreading serious rumors about a **threat to national safety**, to unusual requests, such as the ordering of nuclear substances to build the **"BEST-GUN-A-HERO-EVER-HAD!"**.

His mother, **SARAH**, has lost count of how many times she has had to leave work

...

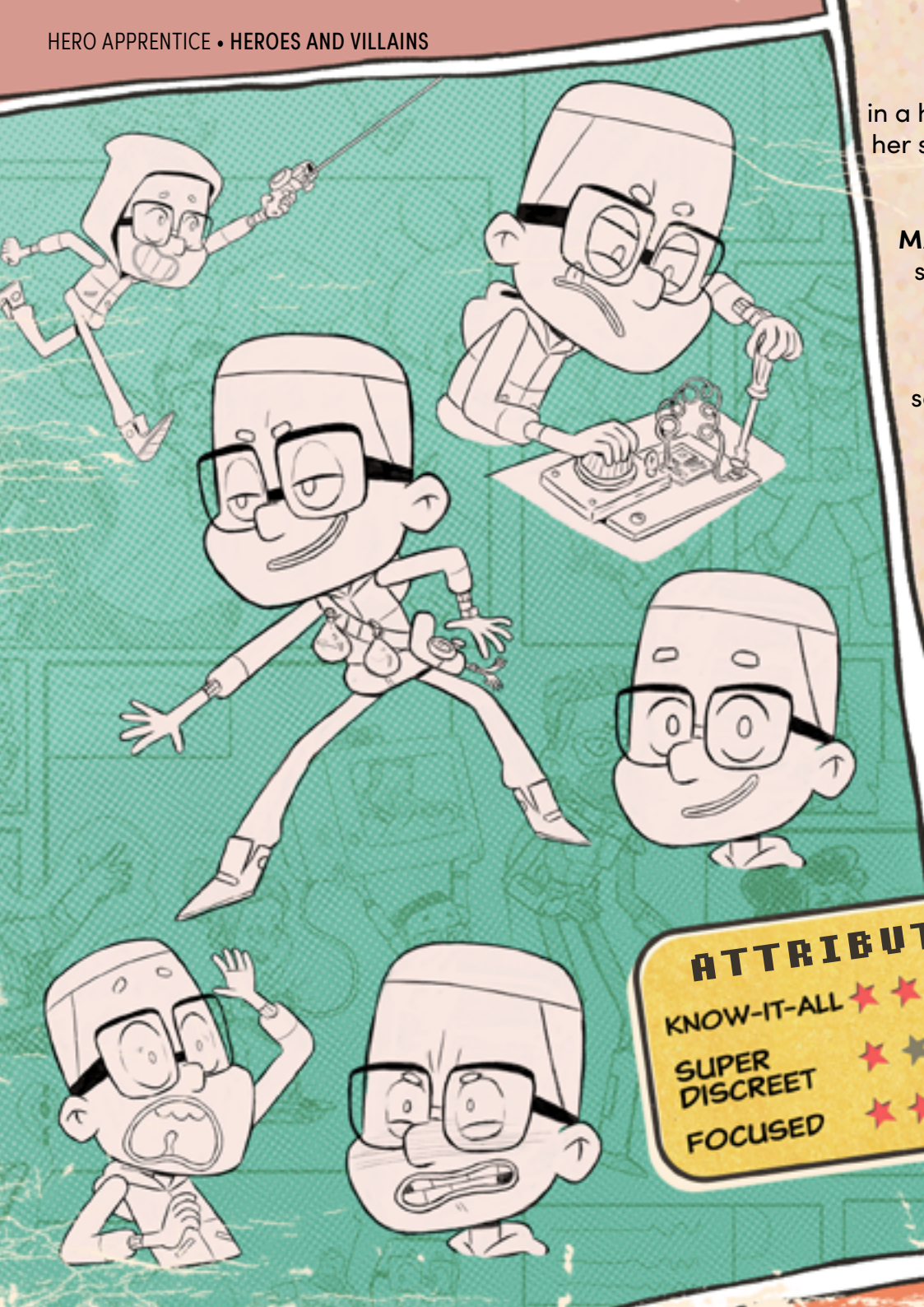
SPECIAL ABILITIES:

HIS SUPER CREATIVE MIND. AFTER ALL, HE HAS SUPERPOWERS ONLY IN HIS IMAGINATION!

SAMIR

SUPER COMIC EXPERT!





in a hurry to solve some problem caused by the - TOO! - creative mind of her son.

Like every good hero, **SAMIR** has his own **sidekick**, his **best friend MARVIN**, who always accompanies him, even on his craziest missions. His sister, **LUCI**, who was **the one who introduced this superheroes world to SAMIR**, now has other interests.

She always mocks her brother, trying to bring him to “reality” and sometimes **has fun making up fantastic stories** to spark his imagination.

SAMIR WANTS TO BE A HERO AT ALL COSTS, BUT HE HAS YET TO LEARN WHAT IT MEANS TO BE ONE.

Not even in his wildest fantasies did SAMIR expect TO FACE a villain who is so determined to end his dreams of becoming a hero, face-to-face. Powerless and feeling increasingly isolated, **SAMIR will need to step out of his comfort zone** and rely more than ever on his best friend, his sister and the hero **Synapse**.

ATTRIBUTES

KNOW-IT-ALL	★ ★ ★ ★ ★ ★ ★ ★
SUPER DISCREET	★ ★ ★ ★ ★ ★ ★ ★
FOCUSED	★ ★ ★ ★ ★ ★ ★ ★

Deep down, what **SAMIR** wants the most is to be **accepted**, respected and, why not, **admired by everyone**. But his “intense” and lively way is not always **understood by everyone**. The chance to become a real hero is everything he’s ever dreamed of, but is he ready to take on **the full weight of that responsibility?**



LUCI

IT'S TIME TO PRESS PLAY
AND GET IN THE GAME!

LUCI is 14 years old and one thing about her is certain: she wants **TO BE A GREAT RAPPELLING ATHLETE**.

She is already seeking her **INDEPENDENCE** working part-time at a **travel agency**. Nothing would suit her more, after all, **she knows the city like no one else and loves extreme sports**, having a lot of fun guiding tourists on tours full of adventures.

For her, there's **nothing better than turning her music on to full volume**, forgetting about the world, and **challenging herself in different activities**. With an eclectic music taste, **LUCI** jumps from **REGGAE** to a **BOYBAND** without missing a beat, she enjoys **LAMBADA, HIP-HOP** and whatever else is on one of her **infinite cassette tapes**.

LUCI is going through a **phase of greater socialization** and her biggest concern is looking cool. And with her **outgoing, lively manner**, she

...

SPECIAL ABILITIES:

SO MANY THAT EVEN SHE DOESN'T KNOW THEM ALL! MUCH LESS CONTROL. SO, THEY END UP CONTROLLING HER.

...

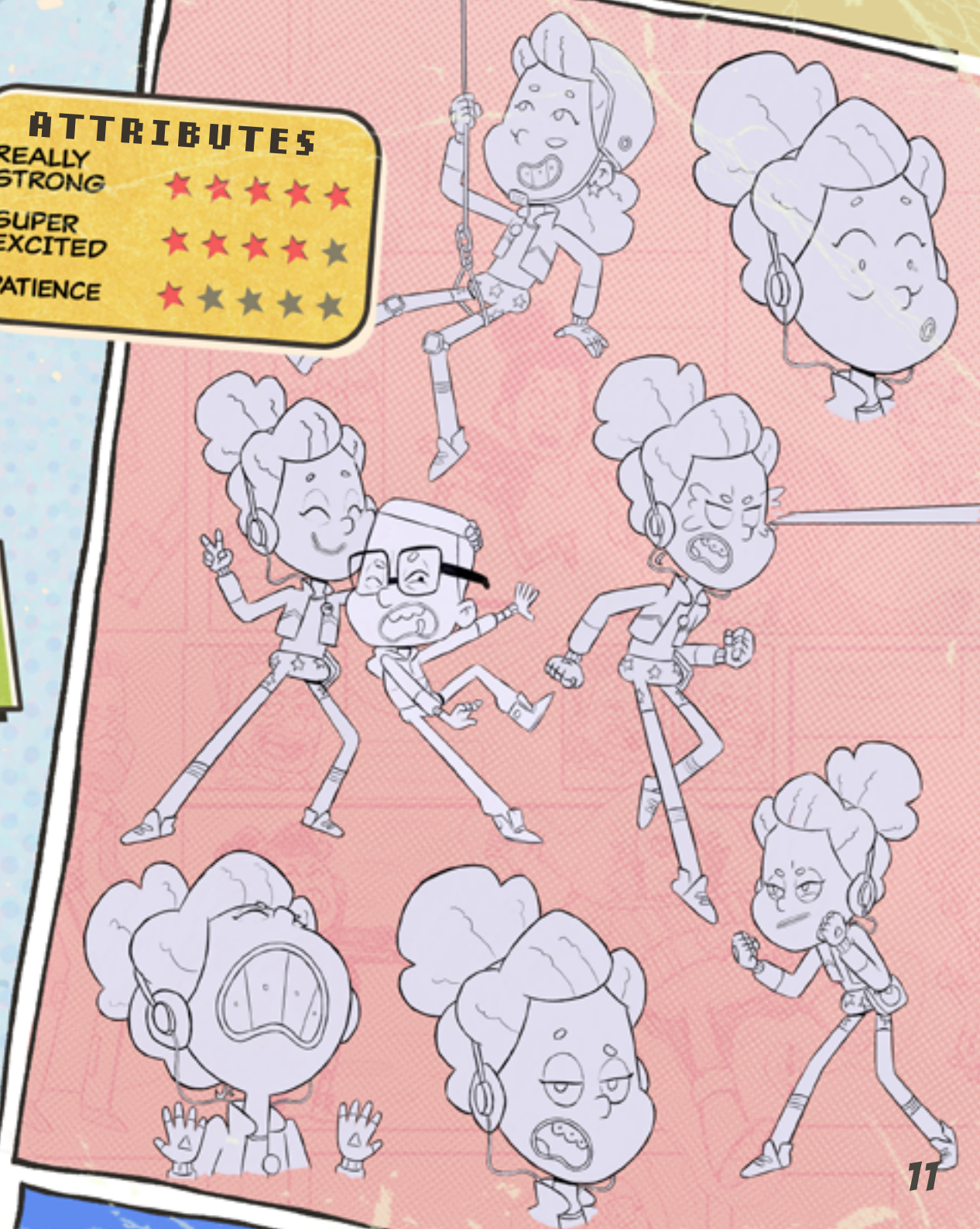
is joining the group of the “cool kids” of the city, the **rappel team**. **LUCI** finally manages to become a **sidekick to the team**, getting even closer to achieving her goal and actually joining the team.

SAMIR and **LUCI** have always been very close, but with her sister’s entry into adolescence, she came to see Samir as a child. Her tastes have changed and she, who loved comics, starts to think this universe is just nonsense. Little does she know that what she considers “children’s stories” is about to become real. By accidentally touching the meteorite, **LUCI** acquires

A TEENAGE GIRL WHO, IN ADDITION TO HER HORMONES, WILL ALSO HAVE TO HANDLE HER NEWLY ACQUIRED SUPERPOWERS.

SUPERPOWERS. At first, she struggles with her new destiny, but, with Samir’s help, she will find the heroine inside her.

Luci doesn’t quite know how to control her new powers and this starts to affect her biggest goal: joining the rappel team. So, Luci finds herself forced, more and more, to move away from her passion to help her brother and stop the Villain Mr. Q from causing the chaos. In the midst of so many problems, Luci will have to make a big decision: stay on the rappel team or take on her role as a superhero for good?



SPECIAL ABILITIES:

SWEET AND SUPER CHARISMATIC. HE IS ABLE TO MAKE EVERYONE FALL IN LOVE WITH HIM, BUT WHEN HE GETS EXCITED, HE REVEALS HIS ROCK'N'ROLL SIDE!

MARVIN

IT'S ALL GOING TO BE OKAY!

MARVIN is a 12-year-old boy, Samir's best friend. He is a **CUTE** and **SUPER CHARISMATIC** boy, who **SPEAKS SOFTLY** and only raises his tone when he **sings** to good **ROCK'N'ROLL** or when inspiration strikes.

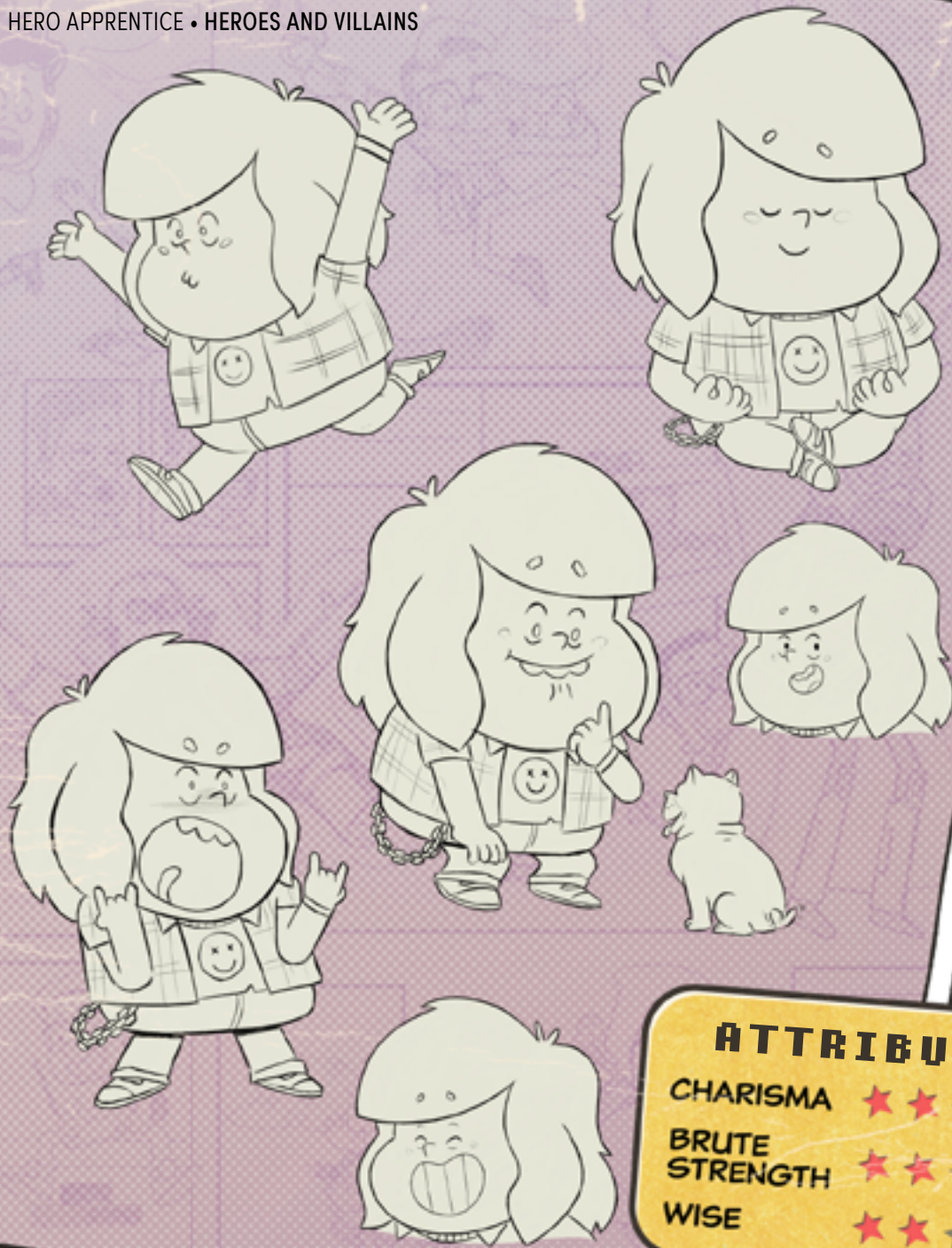
While he is a **huge fan of hard rock**, Marvin has a **strong love for NATURE**, especially **ANIMALS**. He has a **soft personality** and his head in the clouds is often the reason for many laughs from Luci and Samir.

But he doesn't care! As long as he's pleasing his friends, for him it's - almost - always fine. **He divides his time between his family**, his parents and his little sister, **and playing with Samir**. It's rare to hear **MARVIN** say no, **always supporting his friend's strange plans and encouraging his heroic aspirations**.

In fact, **MARVIN** listens more than he talks, being **the group's EMOTIONAL COMPASS**.

MARVIN lives in the **PRESENT** and doesn't usually think





ATTRIBUTES

CHARISMA	★ ★ ★ ★ ★
BRUTE STRENGTH	★ ★ ★ ★ ★
WISE	★ ★ ★ ★ ★

about what he's going to do in the **FUTURE**. Being friends with Samir and playing together with him is more than enough. If it were up to him, everything would continue exactly like this. But when Luci gains her powers and the villain Mr. Q appears, Samir becomes completely obsessed with proving himself a hero, having Luci and his powers by his side. Soon, **MARVIN** is left on the sidelines. He's always together in all the

THE PERFECT SIDEKICK, ALWAYS READY TO GIVE THE HERO A WORD OF ENCOURAGEMENT FOR HIM TO GET UP. MARVIN WILL NEVER DOUBT HIS POWER!

fights, but as time passes and everyone finds their places, Marvin doesn't seem to know what is his role.

Despite his **SWEET NATURE**, Marvin wants this whole mess to end. And since his actions are always governed by his emotional side, how far would **MARVIN** go to make everything go back to the way it was before? Not that he thinks about it too much, but even someone as kind as he is sometimes gets annoyed.

The true and walking comic relief, **MARVIN** is that friend you always want to have by your side: friends with life, a partner and a genuine optimist. Spice it all up with his love of nature and animals and with your metal-fan side. This is a combination to make anyone fall in love.

SYNAPSE

SYNAPSE is the **adult and more mature version of SAMIR**. But not that mature! He is in the future and he communicates with Samir through a machine built by the boy. He is his young self's **ADVISER** on any and all subjects, from fighting the most powerful villains to **SAMIR'S** most feared insecurities.

But **being in the future is no guarantee** of knowing what's best and Synapse doesn't always get it right!

SAMIR'S CHOICES and misadventures automatically influence who Synapse is, so, when Samir is prevented from gaining powers by the villain, Synapse becomes a frustrated hero with an inferiority complex. When Samir gains powers, he becomes a superhero, super arrogant and super overbearing!

...

**A HERO OR AN ANTIHERO?
SYNAPSE'S POWER IS IN SAMIR'S
HANDS, THAT IS, HIMSELF.**

A HERO OF ALL TRADES.

SPECIAL ABILITIES:

HE CAN PUT ANY VILLAIN TO FLIGHT WITH HIS GREATEST POWER: MORNING BAD MOOD. OKAY, OKAY, HE'S PRETTY SMART AND ALL EQUIPPED WITH USEFUL GADGETS TOO.



SYNAPSE AND SAMIR

SAMIR'S GREATEST ALLY IS HIMSELF! OR RATHER, HIS FUTURE VERSION: SYNAPSE. AFTER STEALING A PART OF A DEVICE FROM VILLAIN MR. Q, SAMIR HAS BUILT A TEMPORAL COMMUNICATOR THAT ALLOWS HIM TO GET IN TOUCH WITH HIS OLDER, MORE EXPERIENCED AND MORE TIRED-WITH-THE-HERO-LIFE SELF. A BUNCH OF OLD TVS INTERCONNECTED WITH THE TEMPORAL COMMUNICATOR ALLOW SAMIR TO SEE AND HEAR - NOT ALWAYS VERY WELL - SYNAPSE'S ADVICE.

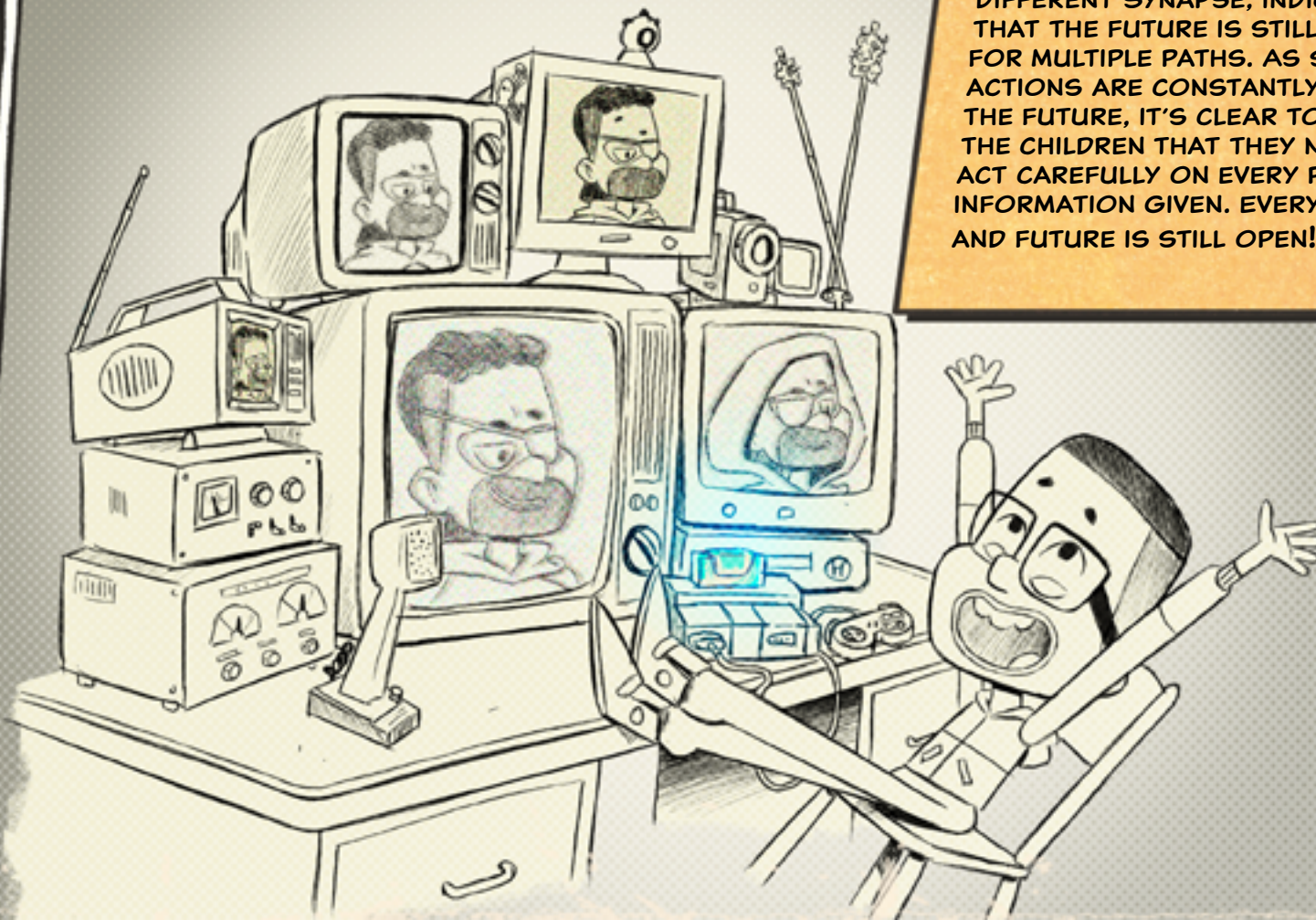
THE PROBLEM IS: WHICH SYNAPSE? IN EACH VIEWPORT WE HAVE A SLIGHTLY DIFFERENT SYNAPSE, INDICATING THAT THE FUTURE IS STILL OPEN FOR MULTIPLE PATHS. AS SAMIR'S ACTIONS ARE CONSTANTLY ALTERING THE FUTURE, IT'S CLEAR TO HIM AND THE CHILDREN THAT THEY NEED TO ACT CAREFULLY ON EVERY PIECE OF INFORMATION GIVEN. EVERYONE'S FATE AND FUTURE IS STILL OPEN!

...
In the future - **SPOILER ALERT!** - Synapse is no longer MARVIN'S best friend and he's not close to LUCI either.

He isolated himself, becoming something of a **LONE WOLF**.

Precisely because he always thought he was right in every situation, he was left **ALONE** and, for that reason too, it will be difficult to correct this problem, because if he can't see this flaw, he can't help **SAMIR** to give another direction for his future version.

Always **ANXIOUS** and full of quirks, **SYNAPSE** will need to find a balance between pride and low self-esteem, after all, he is also, somehow, a hero in eternal learning.





SUPER VILLAIN Q

THE VILLAIN OF VILLAINS

SPECIAL SKILLS:
BEING AN ETERNAL SIDEKICK. HE ALWAYS WANTED TO BE THE ONLY VILLAIN, "THE BEST OF THE WORST". NOW IT'S JUST THE DEVICE THAT SPAWNS VILLAINS. BEING THE MAIN CHARACTER IS NOT HIS THING! BUT, BE CAREFUL: HIS ARMY OF VILLAINS IS QUITE A CHALLENGE TO THE CHILDREN.

MR. Q is a classic villain. Why being nice when being mean is so much cooler? With his plan in place, he won't stop until he proves that he is **THE GREATEST SUPERVILLAIN THAT EVER EXISTED**, better than all the heroes who challenge him, especially those with **SUPERPOWERS**, who, according to him, are nothing more than crooks making work harder for honest villains like him.

Mr. Q **TRAVELS BACK IN TIME** with the aim of intercepting Samir's fate and taking for him the superpowers that would be acquired by his greatest rival in the future, the superhero **SYNAPSE**. His plan doesn't exactly succeed: he **loses important pieces of his time machine** and part of his superpowers are taken over by **LUCI**, **SAMIR'S** sister.

With no means of returning to the future,

SECONDARY VILLAINS

HE COULD BE A VILLAIN LIKE ANY OTHER, BUT HE HAS THE POWER TO PRODUCE MORE VILLAINS, ACTIVATING THE WORST SIDE OF PEOPLE.

SMILE THE CLOWN

WORSE THAN A BAD JOKE IS A BAD JOKE THAT WON'T LET GO OF YOUR HEAD!

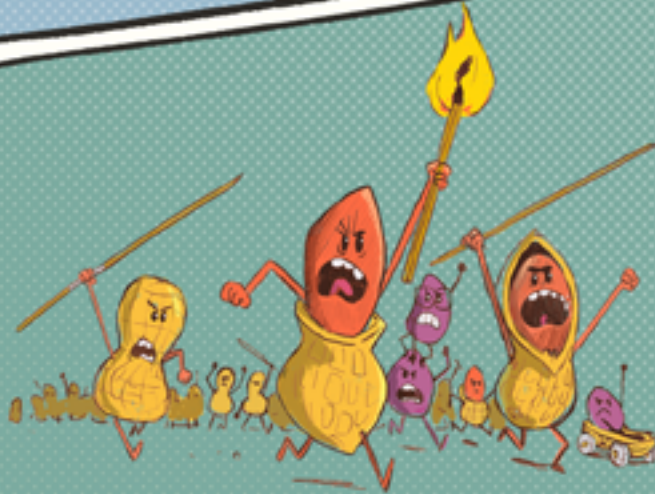
SMILE THE CLOWN WON'T LEAVE ANYONE ALONE UNTIL HE MANAGES TO STICK A STICKER :) IN EVERYONE'S FACE! AND THERE'S NO USE WASHING IT WITH SOAP! HAHAAAA!

NO WONDER EVERYONE IS AFRAID OF CLOWNS!



PEANUT WARRIORS

DON'T THINK THAT BECAUSE THEY ARE SMALL AND DELICIOUS, THE PEANUT WARRIORS ARE NOT THE MOST TERRIBLE BEINGS THAT EVER LIVED ON THE FACE OF THE EARTH! THEIR INDESTRUCTIBLE ARMY WITH ITS MILITARY TACTICS WILL MAKE ANYONE'S MOUTH WATER! RUN AWAY WHILE YOU CAN AND DON'T FORGET TO TAKE THE ALLERGY PILLS!



THE GREAT JACKFRUIT

THE FEARSOME THE GREAT JACKFRUIT IS A CREATURE THAT HAUNTS THE FORESTS OF DIAMOND HILL. THOSE WHO TRY TO TAME THE FRU... THE BEAST, NEVER RETURN TO TELL THE TALE. MAYBE THEY WERE EATEN OR MAYBE THEY WERE CRUSHED! ONE THING IS FOR SURE:

IF YOU ARE GOING TO VISIT THE HILL ECOLOGICAL PARK BE CAUTIOUS AND ALWAYS, ALWAYS LOOK UP!



...
Mr. Q decides to follow his **PLAN B**: conquer the region and place everyone under his **EVIL POWER**. Despite dealing with just children, **MR. Q** starts to worry about their **interventions** into his plan, especially **LUCI** who, if not stopped now, could end up becoming a **big problem** for him in the future, possibly as bad as the superhero Synapse he hates so much.

With the power to **turn ordinary people into villains**, using their weaknesses, **MR. Q** creates an **ARMY OF VILLAINS** in the quiet Diamond Hills. But **not always** your group of evil minions **obey their master**.

GRANDMA VICTORIA

SAMIR AND LUCI'S GRANDMOTHER



SHE KEEPS UNDER A LOCK AND KEY A SECRET ABOUT THEIR GRANDFATHER, THE OBSERVATORY AND THE POWER OF THE METEORITE. NOW, THE HARD THING IS TO REMEMBER WHAT IT IS.

The grandmother is the mother of the children's father. But it doesn't even seem like she's SARAH'S ex-mother-in-law, as she treats her like a daughter and stays at her house more than in her son's. She's always with her gameboy, playing the snake game - a 90'S CLASSIC! - and with a smile on her face.

Her memory sometimes fails, and there are increasingly strong signs that she is getting senile, but she herself treats it lightly, making several infamous jokes. And what is lacking in memory, is left in JUNK! Grandma Victoria, or Grandma Vic, is a hoarder: she keeps all kinds of things she gathers around the house. When Samir wants to do his experiments, he already knows exactly where he can find that strange and super hard to find piece!

SPECIAL SKILLS:
ABILITY TO FORGET EVERYTHING. AFTER ALL, AS SHE SAYS: "FORGETTING CERTAIN THINGS IS A BLESSING, MY SON".

SPECIAL SKILLS:
MORE PUNCTUAL THAN A SWISS CLOCK. SHE IS NEVER LATE.

SARAH

SAMIR AND LUCI'S MOTHER

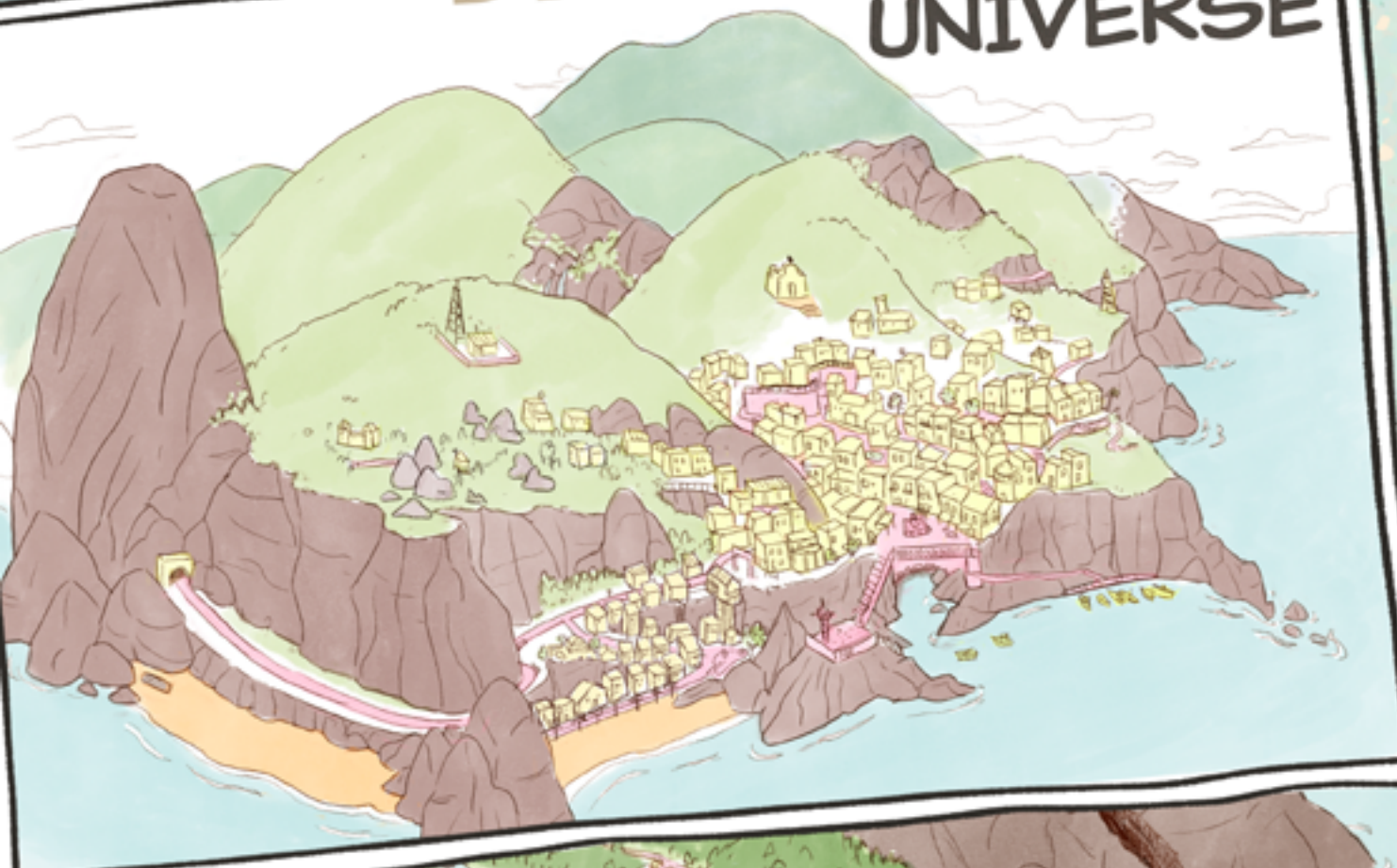


SARAH is a FOREST RANGER and passionate about her work. As she is divorced and her children live with her, she always says that she has a TRIPLE WORKING DAY: she is divided between household chores, work and solving the problems created by Samir. It's not easy being his mother, between an explosion here and a visit from government officials there, the mess only gets bigger, but she always ends up giving in, proud of the golden boy.

"LUCI always gave me less trouble". That's what Sarah said before her daughter's dreaded entry into adolescence. But Luci's growing vanity and her yearning to meet new people will inspire Sarah to reconnect with herself, after all, she's been divorced for a long time now and the kids are all grown up.

A GREAT MOM, THE OLD-FASHIONED KIND, WHO ALWAYS REMINDS HER SON TO BRING A COAT. VILLAINS?! THE REAL PROBLEM IS GETTING A COLD!

THE DIAMOND HILL UNIVERSE



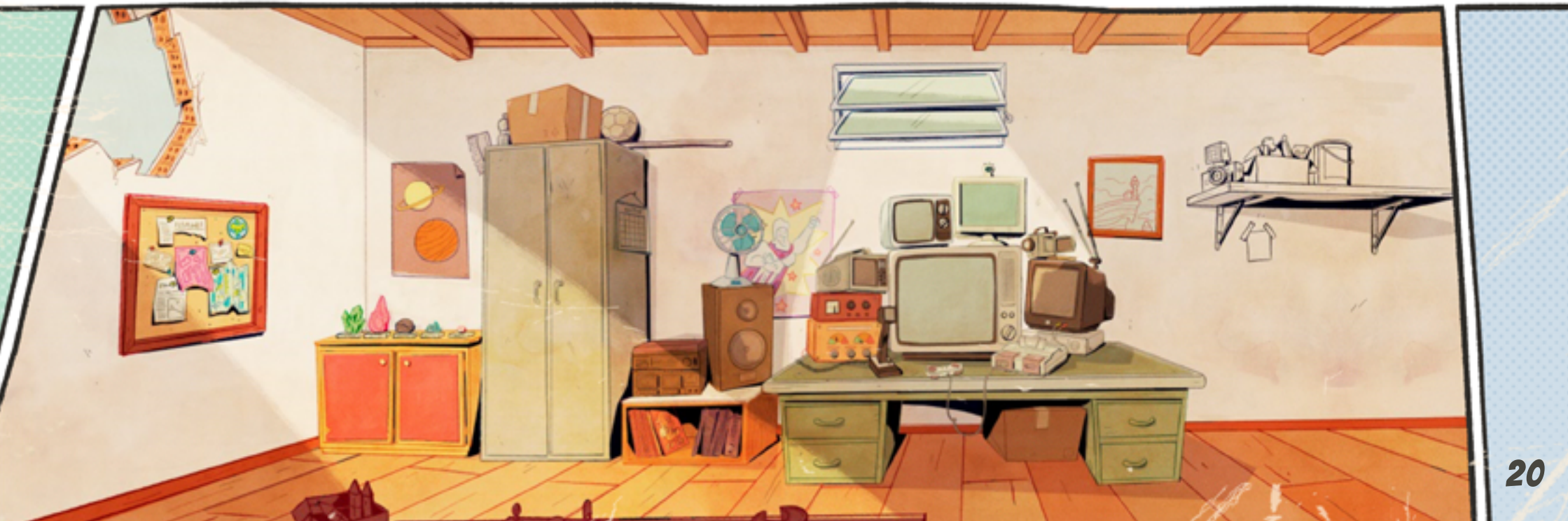
The world of the HERO APPRENTICE series is not completely different from ours. The sky is blue, children play, the sun shines, **METEORITES** fall... OOPS! What do you mean? Meteorites fall? In fact, one day a very specific one fell, **carrying special powers**. And that was just the beginning! From that moment on, **everything changed: a villain came from the future, looking for this super special stone** and, along with him, all sorts of **dangerous and sinister consequences... But don't be scared, please!** Yes, **DIAMOND HILL** city used to be a peaceful place, but... let's change the subject, after all, **it's not all villainy. I swear it's a great place!**

OUR UNIVERSE is packed with the best of the **90'S: its cutting-edge dial-up technology, its super cool fashion and its brick cell phones that are true deadly weapons**. The truth is that without the facilities of the modern world, children will have to **strain** to stay informed and come up with **creative solutions** to the most diverse problems.

THE KIDS' HEADQUARTER


An old, dark, dusty **SHACK**, really loved by **Samir and the other children!** It belonged to **SAMIR'S GRANDFATHER** and was turned by his grandson into a **HQ** to **devise his experiments, plans and inventions.** The grandfather was an **AMATEUR UFOLOGIST**, a **dreamer like Samir**, who also found ordinary life very boring and liked to look beyond this world. And, in addition to the place, **SAMIR inherited all the gadgets his grandpa used to search the universe: radio equipment, tape recorders, antenna, telescope and so many electrical parts and devices** that his grandson ends up using in the machines he creates.

The **HQ** has always been an exclusive space for **SAMIR**, after all, **a hero needs to have his "base", where he can blow things up at his will.** It also served as a "practice area", where, along with **MARVIN**, **SAMIR honed his strategies to defeat villains**, in somewhat unusual and almost dangerous pranks. But after **LUCI** acquires powers, she also starts to frequent the HQ, which becomes the **official hiding place of these hero apprentices.**



HOSTEL

A COMPLETE HOSTEL, IN A RUSTIC STYLE AND WITH MINIMALIST DECOR. LOCATED IN A QUIET PART OF TOWN, ATTACHED TO THE BEAUTIFUL DIAMOND HILL LIGHTHOUSE, WHICH REMAINS OUR GREATEST HISTORICAL RELIC. WE OFFER COMPLIMENTARY BREAKFAST AND WE HAVE AN EXCLUSIVE POOL FOR OUR GUESTS!



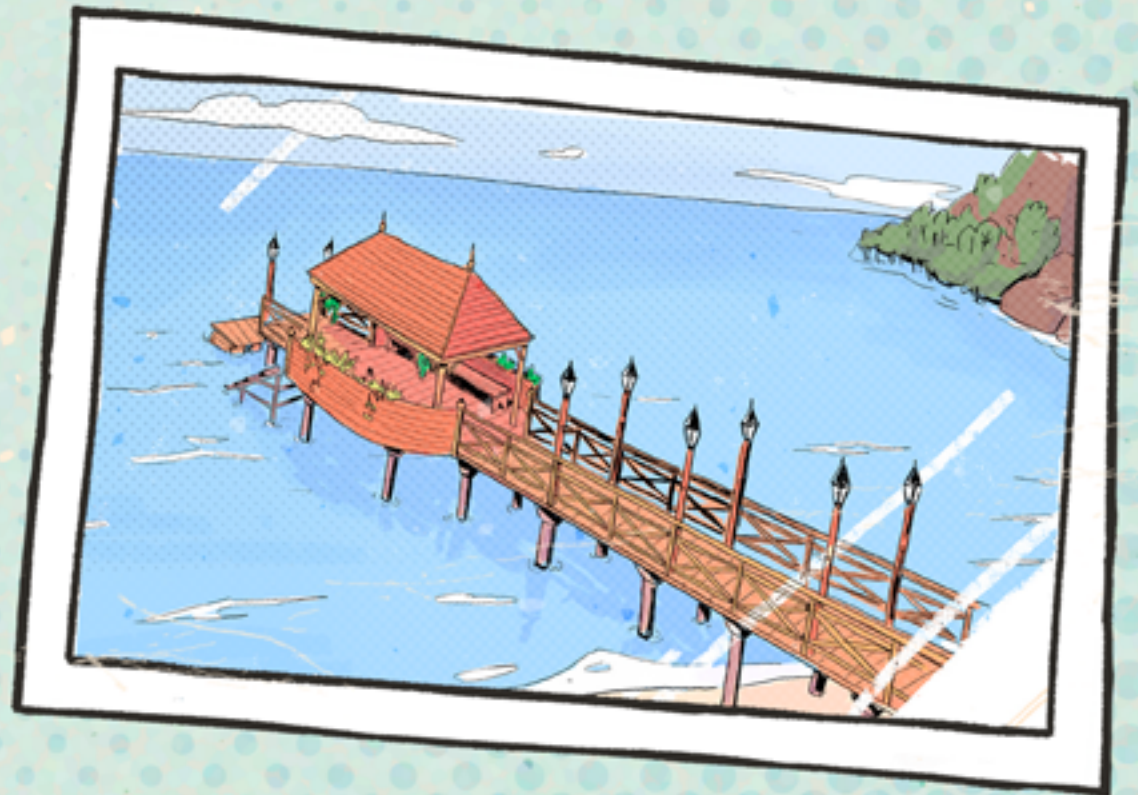
THE PERFECT PLACE FOR ME TO PLOT MY TERRIBLE PLANS! MWAHAHAHA!



SEASIDE TOWN

Surely you've heard of **DIAMOND HILL** and now it's time to see it for yourself! **Wonderful views, natural beauty, a city full of fun and diversity!** It's no wonder that many who visit Diamond Hill decide to stay. **All tribes and races are here!** A real "melting pot"! We welcome differences, after all: no one is the same and no place is the same as Diamond Hill! **Here you will find everything you can imagine and also what you never imagined!**

DIAMOND HILL has the **brightest night you've ever seen!** It's not neon, it's not tabloids, it's the **cleanest and most beautiful sky in the region!** With one of the lowest rates of pollution, this cosmopolitan metropolis is also a



•••

haven of peace and tranquility.

We have trained guides, telescopes and the best: the **HILLS!** Sites that serve as perfect observatories, ideal for seeing everything that happens on the celestial plane. If you are a sky enthusiast and want to see beyond, book your "ASTRONOMICAL TOUR"! And don't forget, if you find a meteorite, be sure to report it to the Samir Geology Center on Hill 2B.

THE CITY OF DIAMONDS is the perfect place to relax, but also for those looking for **SURPRISING ADVENTURES**. Choose your challenge: jump on the huge rock walls and try rappelling? Running the rivers that cross the city, with just a canoe and a lot of courage? Facing the famous hills, risking a climb on the rock walls, from the smallest to the most monstrous ones? Dive into the most beautiful and deepest rivers in the city?

Do you have the courage?



DO YOU LIKE RUNNING? AND HOW ABOUT TAKING RISKS?! ANSWER ALL YOUR QUESTIONS IN THE FOLLOWING FAQ!

FAQ

FREQUENTLY ASKED QUESTIONS

I've been told it's a strange place, with bizarre beings. Is it safe?

We are a hospitable city by nature and we welcome everyone. We can assure you that the human race is the most dangerous among those that have ever been to the city.

The City of Diamonds is famous for being a place of contact with extraterrestrials. Could I be abducted?

Here you can do everything! Open yourself up to new possibilities!

Is it true that Diamond Hill has supernatural energies, miraculous waterfalls, powers that prowl the city?

There is no exact answer. The only way to find out is to explore our amazing city.

AND HOW DOES IT WORK?

The episode structure has two layers: one serialized and one procedural. They complement each other and develop together: starting from our protagonist's journey and his evolution during the season, responding to the series title and following a more serialized structure; the clashes against the "villain of the week", in independent stories that are completed at the end of each episode; Synapse's participation and his exchange of experiences with Samir; and the stories involving family cores, often more humorous.

PLOT A

The main plot revolves around our protagonist's journey. From the moment the meteorite falls and the big villain reveals himself, we follow Samir's growth throughout the episodes: being a hero even without having powers and facing an extremely powerful villain. Here it's all from the children's perspective, especially Samir, the leader of the group, followed by his sister Luci and Marvin. Each one progressing in their own way, to finally answer what it means to be an apprentice hero.

PLOT B

Here, it's all about the bad guys: the villain Mr. Q and his army of villains, his goals and how everything is related to the kids. This plot answers questions related to time travel and its consequences, the rivalry with Synapse and how Mr. Q intends to carry out his revenge plan. Synapse also has its place, being the bridge between the children's present and the terrible future that awaits them if they can't stop the villain.

PLOT C

This plot is the moment to breathe: the relief between the plots of action and tension, in which we see Luci and Samir's interactions with the family, the children's routine beyond the great adventures, their games, walks and normal problems. We also explore more about the difficult relationship between Samir and Luci, the feud between the brothers, and the path to fixing it. The grandfather figure, still mysterious, all family conflicts and setbacks. It's also Marvin's moment to shine with his jokes and situations that only he is able to create.

FROM PLOT
A TO Z, LEAVE
EVERYTHING TO
SAMIR OVER HERE!



THE ARC OF THE SEASON

In Season 1, the kids must learn to work as a team, as they discover together what it means to be a real hero, with superpowers or not, having the ultimate goal of stopping the villain Mr. Q, who intends to prevent the emergence of the hero Super Synapse, his biggest rival in the future, and, why not, all supers from now on. The apprentices fight against time to stop Mr. Q and his army of minions that grow stronger and stronger, fruits of his power to create villains out of people's weaknesses.

As the season progresses and tensions mount toward the big showdown, we learn more about Mr. Q's plans and reasons. He starts to devote his attention to the children, a bigger inconvenience than he expected. It all falls into place and we're halfway through the season, when the stakes mount and the apprentices must put everything they've learned into practice to save the day and put an end to this threat once and for all. By his side, Samir has the support of Synapse, his 20-something older version. Through a temporal device, they communicate throughout the series, tracing different strategies against the villains' advances. The first part of the season arc primarily focuses on the threat of a one-off enemy, classic "villain of the week" format, strung together with cryptic clues that point towards something bigger happening closer and closer. It is at this moment that we get to know our protagonists more deeply, their differences and what makes them special. Samir and his great imagination and passion for comics, but also his strong-willed personality. His best friend, Marvin, who balances his gentle, calm side with his wild, rock'n'roll side. And not least, his excited and dedicated sister Luci finds herself drawn into a world of heroes and villains that begin to get in the way and blend in with her personal life.

The relationship of the siblings Samir and Luci is an essential point of the story throughout the season. These two live in constant arm wrestling, going through moments of envy, whether it's Samir jealous of Luci's powers he desired so much, or Luci jealous of Samir, who always saw her brother as a free spirit who could do whatever he wanted without facing any consequences, while she, the "adult", always needs to be the role model. In the

...



...

end, the recovery of this friendship becomes one of the most important pieces in the fight against the villain, being decisive in the final confrontation.

As we reach the second third of the season, we see the kids being more confident, planning their actions better and trusting each other more. But overconfidence can be a danger and the worst happens. The meteorite, which served as a MacGuffin throughout the season, passing through the hands of Samir and Mr. Q, ends up becoming a weapon in the villain's hand, who uses it against Luci, making her disappear completely. Shocked, Samir and Marvin reach their lowest point, completely defeated. But, luckily, Samir gets Luci's powers, becoming that mighty hero that Mr. Q fears so much.

Samir has everything he ever wanted, but something is missing: his sister. Duped by power, Samir seems to stray from the main task at hand: finding a way to bring his sister back. His behavior strains his relationship with Marvin, tearing the friends apart. Now alone, Samir must undo all these misunderstandings and come up with a plan to bring Luci back, whatever the cost. Finally decided, Samir makes the most important decision of his life, giving up his powers and bringing his sister back.

From this point to the end of the season, the story progression intensifies into one big free-for-all as the kids race against time preparing to face off against Mr. Q and his army of villains, which is finally complete. The final showdown is a special two-part episode that closes the big arc of the season. With the city taken hostage, Mr. Q makes a full-force final attack against the apprentices, putting everything they've learned to the test. Emerging victorious, Samir, Luci and Marvin celebrate, being recognized throughout the city as the heroes who saved Diamond Hill.



EPISODE SYNOPSIS

01

SUPER ORIGIN

Samir, along with his best friend Marvin, simulate a super hero adventure inside his hideout, his grandfather's old observatory. Samir takes everything with the utmost seriousness, making the game more epic and dramatic. But a tremor caused by a meteorite interrupts the fun and - for Samir - it can only mean one thing: gaining superpowers! For him, everything can become an origin story. Samir runs towards the place, leaving Marvin behind.

In town, Luci finishes her protein shake at the tourist shop where she does small jobs. Luci notices a lost tourist and decides to help him. In readiness, unaware that this is the Villain Mr. Q, she helps him locate his destination. Upon arrival, a surprise: Samir, her brother, is also there. Between them, a meteorite shines on the ground. Samir runs to get it, but he is stopped by Mr. Q, who reveals that he came from the future with the aim of preventing the emergence of a superhero. In the midst of the mess, Luci and the villain touch the meteorite together. Before he could act again, Marvin shows up and headbutts Mr. Q, knocking him down the cliff. With the kids running after him, Mr. Q flees through the city and ends up accidentally touching a grumpy traffic cop who turns into a giant.

The kids face this new enemy, who seems to be particularly annoyed by Luci and her bike. They narrowly come out victorious, leaving a great deal of damage in the place. Samir, who already had a reputation as a troublemaker, takes the blame along with Marvin and Luci, while Mr. Q steals the spotlight and pretends to be the great savior. Samir investigates the location of the meteorite crash and finds a strange device.

02

GENERATIONS

Samir is super curious about the object found, but he'll have to leave that for later. As he took the blame for the damage in the city, he will spend the day helping his grandmother Victoria, to learn to be more careful. Meanwhile, Luci spends the morning denying what happened to her, but her newfound powers start to get out of control. She does everything she can to hide her new skills from her co-workers.

Mr. Q, frustrated at not being able to execute his plan and without his time travel device, finds himself stuck in the past. He returns to the place where the meteorite fell and finds neither his device nor the meteorite, which was carried away by the current. Using his powers, he transforms the feisty ranger into the fearsome Great Jackfruit to be his faithful sidekick. Forcing the monster to find his device, he comes across Samir walking around the park with his grandmother. Samir tries in every way to protect her, as she never gets to see the villain, making it seem like Samir is being rude and inattentive. Luci, trying to isolate herself as her powers are getting out of control, ends up meeting Samir in this situation. She helps him defeat the Great Jackfruit, which ends up fleeing into the forest.

Mr. Q is furious with yet another defeat and decides that beating these kids is his main goal from now on. Samir redeems himself by showing that, despite all the mess, he was paying attention to the story his grandmother told about his grandfather. Arriving at HQ, Samir notices that the device is activated and, by connecting it to his grandfather's equipment, he is able to contact someone in the future. And that someone is himself: Synapse!

03

CHANGE OF PLANS

Mr. Q decides to extend his stay in the past and now he needs to find a place for his Den of Evil. He settles in at Lighthouse Hostel, which allows him to be isolated and still have a full breakfast. On the other side of town, Samir spends the day talking to Synapse, getting to know himself better. Despite Samir's insistence, Synapse manages to avoid talking too much about the future so as not to cause a time paradox, but he lets slip that his sister Luci is missing in the future. Worried with the news, Samir and Marvin begin to escort Luci everywhere she goes. This drives Luci crazy, after all, what 14-year-old girl wants to be escorted by brats?

Back at the Lighthouse Hostel, a family of foreigners is also staying, breaking up the peace of Mr. Q. The pesky guests are transformed into an army of evil peanuts and, at the behest of their master, attack the innocent citizens of Diamond Hill to attract their newest and young archenemies. Fearing for his sister, Samir decides to consult his future to find out if the Peanut Warriors would be the end of Luci, as she is allergic to them! When calling Synapse, Samir discovers that the future is dominated by Peanuts and that, although they are not responsible for Luci's disappearance, they need to be defeated. Synapse helps by providing information that could help Luci harness her powers to defeat this delicious threat.

Samir, Marvin and Luci spend the day training at HQ. The Peanut Warriors meet the apprentice heroes and a real battle is fought. Although clumsily, the three friends manage to defeat the tiny legion. However, a few Peanuts manage to escape to inform Mr. Q where is the kids' HQ.

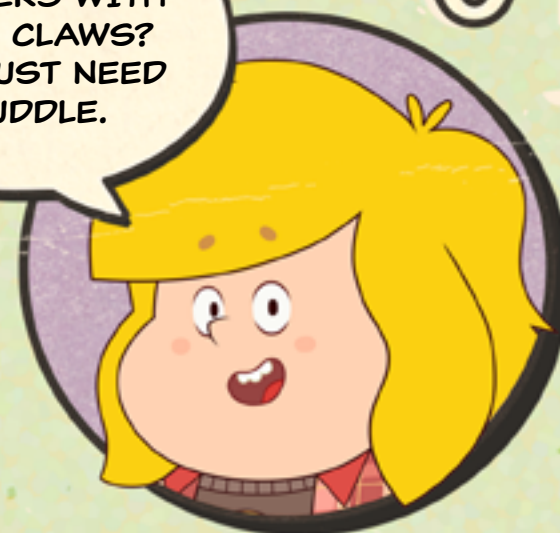
GIRL POWER

Luci is getting more and more comfortable with her powers and, as a consequence, Samir feels more and more jealous that he was not the one to become "super". Tensions between the brothers mount and Marvin tries to defuse the situation, but unsuccessfully. To make matters worse, Sarah, Samir and Luci's mother, finds the meteorite in the Forest Park where she works. She takes it home and Samir sees the perfect opportunity to create his own heroic destiny. Samir delves into his grandfather's books to understand how celestial bodies work and does a series of experiments on the meteorite. Despite Synapse's assistance, all he manages is to get his pet turtle to be swallowed by the stone.

While Samir plays the mad scientist, Mr. Q puts his plan to separate the children and build his evil machine in motion. To do so, he turns the town's triplets into a trio of monsters that work in perfect harmony. Luci, overconfident, decides to single-handedly stop the triplets from robbing a video game factory, but she is easily defeated. With Samir completely engrossed in his attempt to gain powers, it's up to Marvin to stop the triplets from continuing to rob other factories in town. He then tries to do what he does best: being understanding. And with a beautiful speech, he manages to reverse the triplets' transformation by bringing them back to human form. The day is saved, but the children's friendship is shaken and Mr. Q gets closer to his main goal.

04

**MONSTERS WITH
SHARP CLAWS?
THEY JUST NEED
A CUDDLE.**



06

IDENTITIES

Still obsessed with the idea of gaining superpowers, Samir deepens his experiments on the meteorite, unsuccessfully. Samir is surprised by the disappearance of his pet turtle and starts looking for it. During the search, something unusual happens: every time he says the name of his pet, the meteorite responds by moving a little. To get the kids out of the house, especially Samir who is always inside the HQ, Samir and Luci's mother asks them to take their grandmother to the beach and relax. Marvin, of course, goes along, properly dressed in his dolphin shorts.

Children enjoy the day at the beach with no villains in sight. The fun doesn't last long and Samir finds Mr. Q enjoying the beach sun in his golden armor. The apprentices take the offensive and go have it out with him, but they are ignored by the villain who asks the kids if they didn't know that villains also need a vacation. The mess sets in. Mr. Q plays the victim and asks the lifeguard for help, transforming him into the terrifying Tentaculous, a giant octopus man. In the middle of the beach, the locals and the tourists, the children enter into combat with the monster.

The apprentices defeat the enemy and are surrounded by the locals, who celebrate their victory. Meanwhile, Mr. Q disappears without a trace. The children end the day. Moments later, Mr. Q sneaks into Samir's HQ and takes note of everything he finds.

05

METEORITE

On a sunny day, Mr. Q has his breakfast, unable to contain his smile. Finally the pieces of your plan begin to fall into place. With a piece of the meteorite he stole from Samir's HQ, Mr. Q investigates its unique properties. The hostel owner starts pressuring his only customer, suggesting that he should rob a bank, since he is a villain. Mr. Q almost turns him into one of his minions, but he remembers that his breakfasts are really delicious, and he backs out.

Samir, now known by the entire city, enjoys his moment of fame as a hero. He takes too much advantage of his new status, which starts to worry Luci, causing a rift between the two. Mr. Q, accompanied by his "assistant", the owner of the hostel, decides to make some small withdrawals through the city's banks. He steals all the money while singing about how good it is to be a villain. The disagreement between the brothers turns into a competition of who is the best superhero, wreaking havoc across the city.

The mess gets bigger, putting other people in danger, forcing Samir and Luci to put the argument aside to solve the problems they created themselves. Marvin, upset, feels that everything is the fault of this hero thing. Overjoyed, the hostel owner counts the money he "earned", but his joy is short-lived, when Mr. Q uses every penny to buy parts for his machine online, in effect leaving the hostel owner even more indebted.

07

SUPERPOWERS

Luci struggles to bring back some normality to her new life as a hero. She puts her favorite music on full volume and has a lot of fun riding her bike around town, rappelling and reading magazines about extreme sports around the world. With Luci's possible disappearance closer and closer, Samir communicates with Synapse trying to find a way to gain powers from the meteorite. Synapse lists all of his failed attempts, disappointing Samir even more. The Villain Mr. Q remains working on his big project: a weapon capable of stealing Luci's powers.

Samir drops his meteorite experiments and goes to meet Marvin. Luci goes to her brother's HQ to leave a note: she feels things have gotten a little out of hand the last time and she seeks to make amends, grateful for all the help Samir has given her. Unintentionally, Luci activates a device attached to the meteorite, and has her super powers absorbed back into the meteorite without her realizing it. In town, Mr. Q "parades" with his Peanut Warriors, which carry various parts for his machine. Luci and Mr. Q cross paths. Powerless, Luci finds herself in a difficult situation. At that same moment, Samir gets in his HQ and touches the meteorite as a last attempt.

Samir gains super powers. Super Samir was born. He flies through the city and finds his sister in danger. He faces countless villains, easily defeating all of them. Mr. Q has a terrified look in his eyes, remembering the future that awaits him. It becomes clear to Luci that somehow her powers were passed on to Samir.

THE DISAPPEARANCE

Samir couldn't be any happier. He fulfilled his dream and became super powerful, filled with special abilities. Overconfident, Samir assures his sister that she is now protected and nothing bad could happen to her. Luci feels like she's missed something very important. Her powers, adventure and even playing with her brother are sorely missed. In a desperate move, Luci decides to take the meteorite from Samir's HQ and tries, herself, to find a way to activate it to take her powers back, unsuccessfully. Later, when using the temporal communicator, Samir finds the other side of his super powerful version, the Super Synapse, who he had never met until that moment. Extremely confident, Super Synapse stands as the realization of Samir's dreams.

Samir, Luci and Mr. Q meet. Mr. Q uses his super weapon to steal Samir's powers and, in an attempt to protect his brother, Luci is shot by the power extractor in his place, being dragged into the meteorite, to everyone's surprise. Samir takes the meteorite and runs away, defeated. The worst happens and the kids suffer a serious setback: as predicted, Luci disappears leaving Samir and Marvin alone to face Mr. Q and his army of villains.

Without his sister and surrounded by doubts, Samir suffers his greatest defeat. He seeks guidance from his adult self through the temporal communicator, but that Synapse wasn't the same one that always helped him. Samir discovers that he needs to rely less on his powers and decides to come up with a plan together with Marvin to bring Luci back.

08

SUPER SAMIR

Samir starts his day focused. For him, bringing his sister back is being a real hero. He starts his plan, with the support of Marvin, his partner. Samir sees for the first time how the power of the mind can surpass the power of special abilities. Samir sets a trap to lure Mr. Q, with the promise to trade his powers for Luci. Samir uses the temporal communicator to talk to his adult self, but they can't get along. Despite this, Samir has an idea that could come in handy in the worst-case scenario.

Samir arranges the decisive meeting. Not far from their HQ, Samir and Marvin are face to face with Mr. Q. The deal is to exchange the powers for Luci. Samir puts his plan into action using a fake meteorite, but as clever as he is, Samir is outmatched by the enemy. Samir is enraged and launches himself into a direct attack, but he is again bested by Mr. Q, who steals Samir's powers using his extractor machine. Finally, all the meteorite's powers were gathered in one person: the worst of them all. Mr. Q brags in the face of so much power. Luci was still trapped in the meteorite with no chance of getting out.

Samir uses his last card: Marvin triggers the temporal communicator and asks the usual grumpy old Synapse for help, who resurfaces after Samir has lost his powers. Synapse warns that the energy is inside him, just a little push should be enough. Taking advantage of a careless moment by Mr. Q, Samir uses his vital energy to power the extractor machine that was already empty. The energy is enough to bring Luci and the turtle back from inside the meteorite. Even without powers, Luci looks fearlessly at Mr. Q, who gets scared. Upon approaching him, his powers return to Luci almost of their own accord, back to their true owner. Mr. Q manages to escape. The apprentices are together again. It's time to get ready for the final battle.

09

10

SUPER TEAM

It's time for the final showdown against Mr. Q. Luci is back after being trapped in another dimension inside the meteorite. Samir gave up his powers, but he couldn't be happier to have his sister back. Samir, Marvin and Luci are determined to put an end to Mr. Q once and for all. On the other side, Mr. Q gathers all of his minions and prepares his grand invasion. He quickly takes the city hostage, preventing anyone from entering or leaving Diamond Hill.

The team of apprentices face off against the first villains as they search for Mr. Q in the midst of the chaos spread across the city. Mr. Q knows he doesn't stand a chance against the kids and Luci's powers in a direct confrontation. The strategy is divide and conquer. Mr. Q has prepared decoys at strategic points of the city. To find the real Mr. Q and dominate his army, the children split up and set off each in their own quest. But even the apprentices couldn't know what was about to come: Samir, the mind of the group, has to face the strongest villain of all. Luci, with her incredible powers, will fight an enemy that attacks the heart and spirit of her adversary. And lastly, Marvin, faced with the smartest enemy of all, Mr. Q in person.

Overcoming their greatest weaknesses, the apprentices emerge victorious, putting an end to the invasion of the villains. Luci is more determined than ever to help others and become the best hero as possible. Samir found the balance he needed so much, but without losing his passion for the universe of heroes. And Marvin, after going through so many ups and downs, has matured quite a bit. Samir takes Luci to meet Synapse, but when he turns on the communicator, another person shows up: the hero Magnanimous, the adult version of Marvin. He says he has terrible news and that the children's help is essential.

SCRIPT - EPISODE 01**EX. HILL - ABANDONED HOUSE - AFTERNOON**

In an epic mood of adventure, a mysterious figure cautiously approaches an abandoned house on the top of a hill. Strongly protected by great guards, SAMIR, the hero, defeats them one by one using his incredible powers. In quick slashes, he takes down the first one using his telekinesis, the second one with his laser beam and the last one with his super strength.

SAMIR (V.O.)

Now there's no turning back! It's
time to show why this world
chose me as its main defender.

The camera opens to reveal large dolls made of metal junk and an ingenious creation made of ropes and gears that simulated all of the super powers. Samir positions himself facing the door. We hear strange sounds coming from inside.

SAMIR

(frenetic)

Iáááá!

IN. SECRET HIDEOUT - AFTERNOON

Light gets in the dark shed. Stuck upside down, MARVIN shows a beautiful countenance of happiness when he sees Samir. On the floor, a bucket with a small fish with a fin attached to its back.

MARVIN

Samir! Good... My legs
were starting to tingle...

Samir gives him a scolding look.

MARVIN (CONT'D)

Oh! Yes! I was captured,
be careful, Super Samir.

SAMIR

Don't worry, my faithful sidekick!
Marvin, pull the lever! Spiders!
They are covering your body,
let me help you!

Samir scratches his friend's legs. Marvin pulls a lever, starting a series of challenges, just like those in American Ninja Warrior. Marvin looks on in awe of his friend's skills, who shows excellent agility. At the last obstacle, a tremor disturbs Samir, who ends up tangled in a net.

EX. HILL - ABANDONED HOUSE - AFTERNOON

A glowing object covered in flames streaks across the sky.

SAMIR (V.O.)

Wait, did you feel it?

MARVIN (V.O.)

Was it my stomach?

IN. SECRET HIDEOUT - AFTERNOON

Quickly, Samir changes his facial expression from surprised to extremely excited. He stands up and looks out the window epicly.

SAMIR
(squeaky voice)
Marvin! Marvin! I'm
feeling it, it's time!

Marvin rocks himself upside down trying to see what's going on through the window.

MARVIN
What's happening, Samir?!

Samir keeps staring at the object in the sky.

SAMIR
Don't you realize? Today is the day
that I gain superpowers or that I become a father!

MARVIN
A father?!

Samir closes his eyes, thanking the skies.

SAMIR
Well... Either it's a spaceship
carrying a super baby, or an intergalactic
meteorite. I have no doubt this time!

Samir crosses the door and gets ready to leave.

MARVIN
But what about that other time?

Samir freezes, putting on a wan smile.

WHO WE ARE

MO
VIO
GA

CASA DE
CONTEÚDO

Since 2012, our productions have brought diversity and originality to the screens, combining technical quality and artistic relevance. They are series and feature films, in animation, documentary, reality and fiction formats, as the original format *Drag Me as a Queen*, finalist of the APCA Award, winner of the Destaque Reality Show (Outstanding Reality Show) Award at Rio2C 2019 and finalist of the TBI Content Innovation Awards 2019; distributed by NBCUniversal Formats. Also the series *Cozinhando no Supermercado* (Cooking at the Supermarket), an original format created for Discovery H&H, finalist for the C21 International Format Awards 2016.

AUTHORS

**MATHEUS ROCHA**

Hi, I'm one of the Matheus(es) behind this amazing project, I'm an advertising agent and screenwriter by profession. As one of the creators, it's a great pleasure to share my childhood creating this universe: the 90's. Borrowing my experiences to create a fun and nuanced world with the power to delight children and their parents. Samir, Luci and Marvin, now it's up to you!

**LUIZ BATALHA**

My super power is writing with both hands! But don't tell anyone, that way I can use one of them just to draw! And it was drawing that I pursued a career as an animator and now a director, contributing with my creator friends in the development of this beautiful project. I have been in this field for over 10 years and I always seek excellence to be able to deliver to the new generations nothing less than what I received.

**MATEUS DI MAMBRO**

As a kid I was a bit like Samir, crazy about living the adventures of comic book heroes. I grew up drawing these adventures and today I am a director, animation director, animator and character designer. Over the past few years, I've worked on several productions such as short films, features and animated series, but creating the HERO APPRENTICE universe is a real pleasure on its own. It's sharing a little piece of me!

THE ALMOST FABULOUS
HERO-APPRENTICE

CREATED BY
LUIZ BATALHA
MATEUS DI MAMBRO
MATHEUS ROCHA

ART DIRECTION
LUIZ BATALHA
MATEUS DI MAMBRO

TEXTS
HELENA SCHOENAU
MATEUS DI MAMBRO
MATHEUS ROCHA

SCRIPT
HELENA SCHOENAU
MATHEUS ROCHA

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BABOON ANIMATION





Realização:

MOVIOGA

C A S A D E C O N T E Ú D O

Apoio Financeiro:



SECRETARIA
DE CULTURA

SECRETARIA ESPECIAL DA
CULTURA

MINISTÉRIO DO
TURISMO

