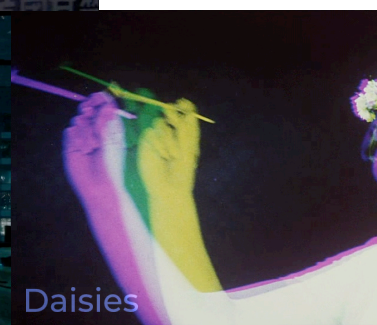


A young eccentric woman, who has just discovered her **true powers**, finally finds others like her in an underground community. But now she must find a way to help this community survive or risk losing the **only people** that understand her.



# Animalistic

# Context

Animalistic is not only a commentary on what it feels to be **queer right now** but also a new angle on what it means to be **true to yourself**.

The main theme expands on the recent increase of positive queer representation in the media and online. It highlights the fact that whilst acceptance of the queer community has been **great for queer people**, it's been **bad for queer business**, with the loss of 70 queer space in London alone since 2006.

Additionally it explores what happens when the **representation** that is portrayed can be problematic or **reductive**, causing further misunderstandings, and even fetishising, of the queer community.

I believe if we want queer representation to be truly accepted, our stories must try to appeal to those **outside of the LGBT+ community**.

Therefore the queer themes of accepting yourself and navigating the world when you're different are abstracted into a fun **Sci-Fi/Adventure feature** so that anyone, regardless of identity, can enjoy, relate to and hopefully begin to empathise or understand that being different isn't something to fetishise. It's to **be celebrated**.



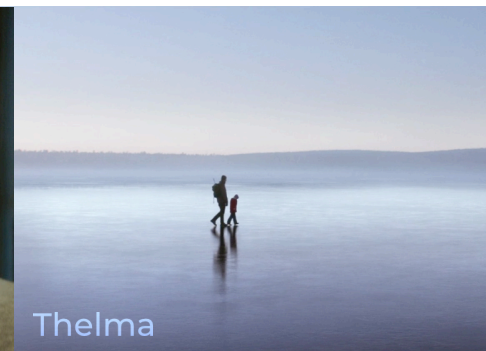
Kick Ass



Birds of Prey



Get Out



Thelma

# Characters

## **Beavie Castorini (Beatrice)**

*the newcomer*

Whilst Beavie doesn't know who she is yet, she does know she yearns to belong. She often doesn't know what to say, and has always felt more comfortable expressing herself visually.

She **wants** to find people like her, so she can find out who she is.

She **needs** to learn that finding yourself/true validation can only come from within

## **Hiro**

*the scorned ex*

Sensual, delicate but with a unhinged fire behind her eyes. Vex Vulpes' ex-girlfriend, these two fell out when Hiro was accepted into a esteemed kinship and Vex wasn't.

She **wants** to continue to promote her new successful community after the underground community rejected her

She **needs** to accept what happened in the past between her and Vex and do what's right for the community now

## **Ursa**

*the kin-mother (leader of the kinship)*

Her cool and calm surface contrasts with her nurturing soul. They may be harsh with their words, but they're fiercely loyal to their family.

They **want** the world of underground slams to stay the same

They **need** to accept that the world is always changing and growth is a good thing

## **Chad Chadwickson**

*the real trouble maker*

Slick smart guy that altered Hiro's new community into a popular TV game show. Believes they are acting in good intentions by bringing Animalistics to the main stage.

He **wants** to be a successful producer

He **needs** to understand how harmful a limited portrayal can be

## **Vex Vulpes**

*the top performer*

Stubborn, fiery and not afraid to stand up for what she believes is right. She is only happy when she's in charge and winning. Vex got her revenge on Hiro by ostracising her from the slam community.

She **wants** to be the best there is in the slam community

She **needs** to accept that winning isn't everything, achievements can come from personal relationships too



Reference for the visualisation of Animalistic powers

One third of society is classed as having the genetic defect “Bestio Psychosis”. These people are colloquially known as **Animalistic**.

This genetic condition can develop in anyone. It gives the individual **super human abilities**. However, these abilities are severely **misunderstood**. They do not operate like the traditional superpower, instead they're visual expression of a person's inner strength and esteem. They often take elemental forms, such as a crack of electricity in the air or a sudden bloom of flowers.

Something so new scared society initially, leading to the community being **shunned** and forcing them underground.

Here they formed **kinships** (families) which get together frequently in secret meet ups called **slams**. In a slam, Animalistics can express themselves safely, and be who they are without the threat of expulsion. The slams themselves are a mixture of drag balls, voguing and capoeira.

They **vary in style** but always have the same aim: whoever expresses themselves the best, through movement and their powers, defeats their opponent and wins.

As time went on, the community has been slowly **accepted into mainstream culture**. At first this seemed like clear progress but slowly the motivations behind societies acceptance began to reveal themselves...

# World Building

## ACT 1

Beatrice stands out from others. She's popular but doesn't ever feel **connected** to others around her, no matter how hard she tries.

Then Beatrice discovers she has **powers**. She begins to understand why she has always felt different; she's an Animalistic. Looking for validation, she tells her friends. But they excitedly tell her to join The League, the mainstream TV show which features a contest for Animalistics. Her friends continue to get excited, not noticing Beatrice's hesitation.

The pressure from her friends, who are trying to define her before she can define herself, reaches a **boiling point** on a night out.

Whilst getting some air outside the bar, she sees another Animalistic and **follows** her.

Beatrice meets Vex Vulpes and Ursa. They teach her about the animalistic community and how The League (set up by Vex's ex-girlfriend Hiro) caused the underground community to slowly **die** off. As The League only takes the more traditionally feminine presenting Animalistics in, many have been left out.

Beatrice begins to feel **included** as Vex helps her with her new name to match her newfound abilities; Beavie Castorini.

## ACT 2A

She finally agrees to go **undercover** in The League for her new friends, with the aim to win by any means necessary. Then she can use her fame to revive the original underground community.

But when Beavie joins the league she begins to **befriend** Graceful, the typical "cookie cutter" Animalistic that Beavie and her new friends mock.

Beavie is trained by Vex and a hesitant Ursa. They set their plans in motion to **sabotage** the competition.

However Beavie starts to realise Graceful isn't that different to her, and she's actually **great** at what she does because she's true to herself. Whilst Beavie gets sucked into this mainstream world, Vex and Hiro also begin to reconnect.

## ACT 2B

A big plan pays off, giving Beavie the win in a **crucial** match and saving her. Beavie starts to notice her powers aren't as strong as they used to be.

Ursa **leaves**. She wasn't too keen on the idea in the first place, and now she fears she has lost her last friends to The League.

Graceful, now Beavie's **only** friend, is severely hurt by a scheme Beavie set up earlier in the competition.

When Graceful finds out it was Beavie's plan, she also leaves her. Beavie has **no powers**, no friends and doesn't know what to do next.

## ACT 3

Beavie witnesses as Graceful bounces back quickly. Her resilience in the face of other's doubts makes Beavie realise that true validation must come from within. This also reveals how she will recover her powers, by being **true to herself**.

Beavie is in the finale against Graceful and she loses. But she's **happy**.

No longer seeking other's approval Beavie sets up her **own community** with Vex and Ursa. A space where all those who feel different can join, Animalistic or not.

# Synopsis