



# DELLA MORTIKA

Steampunk Adventures



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[www.dellamortika.com](http://www.dellamortika.com)

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artsACT & ScreenACT



**EOR MEDIA**  
ENEMIES OF REALITY





# DELLA MORTIKA

## Steampunk Adventures

**LOGLINE:** This is the fantastical city of Della Mortika, where steam is king, where life is hard, but where adventure is always adventure.

**BRIEF SYNOPSIS:** Set inside a pop-up book are the stories of Della Mortika, a melting-pot of characters. We meet three English sisters who are searching for their missing parents, a Russian soldier trying to make his mark on the world, an Irish scamp just getting by, an Aboriginal boy wanting to become a great inventor and an Evil Baron intent on controlling the city. Their paths cross, their lives intermingle, their fates are intertwined.

**FORMAT:** Della Mortika is a paper stop-motion animation of 13 x 12 min episodes (currently developed). It would lend itself to more episodes of either 12 or 26 mins.

**DEMOGRAPHIC:** Ages 8-12 years. Will appeal to boys, girls and their parents.





# ABIGAIL

ABIGAIL is the eldest of the three Della Morte sisters. At 17, she's had to grow up fast in the absence of her parents and take on more responsibility for her sisters than she'd like.

Some days she resents them, other days they drive her crazy, but most days she loves them.

Abigail is cautious and conservative, bossy and idealistic - just like big sisters are and always will be.

Abigail is voiced in the sample episode by **Laura Brent** (*The Chronicles of Narnia: The Voyage of the Dawn Treader, A Few Best Men, Legend of the Seeker*)



*Meet Abigail Della Morte  
the eldest of the three,  
cognisant and circumspect,  
responsible is she.*









# MITCHELL O'CONNOR

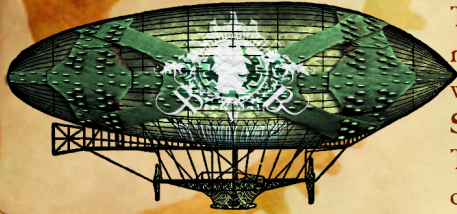
MITCHELL is an Irish street urchin, 16 years of life on the streets has taught him a lot and when he encounters the Della Morte Sisters, who are completely ignorant in the ways of the world, he can't help but assist. He is, afterall, a gentleman first and a pickpocket while you're not looking.

Upon meeting the girls, he immediately falls for the beautiful Abigail, but it is Beatrix with whom a fiery and slightly antagonistic romantic relationship develops over the series.





# THE BARON VON BARBICON



The Baron is an inventor, entrepreneur and mean spirited man amassing a fortune selling weapons of war to both sides in the New South Wales/Victorian Resource Dispute. The Baron comes from a part of Europe no one has ever heard of. Many think he made it up, hiding his past, but none would say that for he is the most powerful, wealthy and driven man in Melbourne and he'll stop at nothing to maintain that status....even if that means the lives of three young girls.









# BEATRIX



*This is BEATRIX in the middle,  
mercurial and full of heart,  
A child no more, yet not fully grown,  
who's to guess her chosen path*



BEATRIX Della Morte is the middle child of the three Della Morte Sisters. She is shy, impulsive, emotional and gullible but she has huge compassion for other people.

She's the kind of girl who falls in love with a smile, believes fiercely in her family and cries at the tiniest thing.

She envies her sister Abigail, wishes she was just like her - mature, collected and beautiful, but she's just Beatrix and one day she'll learn to love that.

Abigail is voiced in the sample episode by Dena Kaplan (*Dance Academy*, *Tricky Business*)





# MRS CROTCHET -SMYTHE

MRS CROTCHET SMYTHE is the angry Scottish woman who runs the Skipping Girl Orphanage for Wayward and Homeless Girls, where the Della Morte Sisters live. She does so with an iron fist, a brass tongue, and a crossbow of rubber balls.

She notices that the Sisters are strongest when together so is constantly trying to break them up. She has also noticed the Baron's interest in them...and oh how she loves a Baron...

Mrs Crotchety Smythe is voiced in the sample episode by Noni Hazlehurst (*Play School, The Sullivans, Little Fish*).





# LIEUTENANT PASHA



# DIMITRIKOV

PASHA is a young Russian man who has come to Australia to seek a new life. He enlisted with the Victorian Army in their fight against New South Wales over resources.

Pasha meets the Sisters during their escapades with the Carousel of Shame.

He takes an immediate liking to the eldest sister - Abigail, much to Beatrix's chagrin.

Pasha is however, a true gentleman; handsome, kind and just a little flirtatious. But is he hiding something behind that charm...

Pasha is voiced in the sample episode by **Xavier Samuel** (*Twilight* - *Eclipse*, *Bait 3D*)





# ZARAH

ZARAH is the youngest Della Morte and is never allowed to forget it. Despite being the 'little one', she is practical, headstrong and impatient.

She's the tom-boy of the sisters, forever climbing machines and pulling toys apart to see how they work.

She is courageous and intelligent, resourceful and energetic.

In the sample episode, Zarah is voiced by Gigi Edgley (*Farscape*, *Rescue Special Ops*)



Now meet little ZARAH  
Curious, clever and comical,  
No puzzle or lock could ever thwart her  
Her skills are astronomical.







# CHARLIE BUTTONS



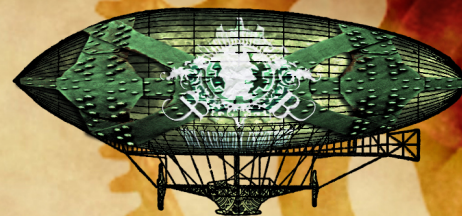
Charlie Buttons is a curious and clever ten year old rascal, an indigenous boy from 'The Snowy' in Ngunnawal country. He boarded a steam train to Melbourne at the age of seven to see what delights the big city held, always planning to return to his family with tall stories and piles of copper.

In bondage to a scrap metal merchant, who found him sleeping in a shed, Charlie works hard but often takes off for more exciting adventures when the mood takes him., which is where he encountered his now best friend Zarah. They share a love of mechanical things, a desire to figure them out and a cleverness used for cunning!

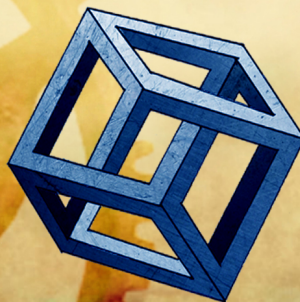
Charlie and Zarah find each other when times are tough and troubles abound for two children in a harsh and unfamiliar city.



# THE MACHINES



Each episode will feature an elaborate, intricate and more often than not, malevolent machine. The Baron is using his 'agents' all over Melbourne to build the components of his time machine for the season finale. From the Library of Wonder, to the Carousel of Shame, the Astounding Astrolabe, to the Great Gazali's future-predicting difference engine - great machines, gadgets, contraptions and trifles all decorate and help create the world of Della Mortika.





# THE EPISODES

## 1. The Shipwreck of Sorrows

The Della Morte sisters are shipwrecked and placed in the Skipping Girl Home for Wayward and Homeless Girls.

## 2. The Library of Wonder

The evil Professor Malefic imprisons children in order to exploit their young and vivid imaginations in his glorious Library of Wonder.

## 3. The Carnivale of Calumny

Pasha rescues the Great Gazali, who then provides a clue for his quest using his fortune telling machine, a Babbage-inspired probability-calculating computer.

## 4. The Asylum of Despair

The evil Dr Hippocampus attempts to capture Mitchell and subject him to his brain-control machine.

## 5. The Steam Powered Man

Abigail encounters a steam powered man with an interesting story to tell about a man interested in artificial intelligence and armies of robots.



## 6. The Emporium of Avarice

The Widow Dolarchevsky spins a web of deceit as she operates the Emporium of Avarice. She sits in a glass booth overlooking her huge store and accumulates money and gold through her hydraulic cashier system, which on the surface looks legal enough.

## 7. The Shriving Wall of Secrets

The Whisper Catcher, a Rumorologist, operates the Shriving Wall of Secrets - the place people relieve themselves cathartically of their hidden truths. However, he uses what he hears for his own and his master's benefit.



### 8. The Garden of Broken Dreams

The Curator of the Garden of Broken Dreams catches broken dreams and takes them to his garden conservatory where they wander aimlessly.

### 9. The Carousel of Shame

The Constabulary operate a Carousel of Shame where they imprison citizens who perpetrate petty crimes.

### 10. The House of Pestilence

Dr Contagion is Superintendent of the House of Pestilence and attempts to subject Charlie Buttons to his Miasma Extraction Machine which will render them senseless.



### 11. The Locomotive of Malevolence

Engineer Oliver Coalbuster drives the Dandenong Dasher which tends to take passengers off the beaten track.

### 12. The Vale of Tears

Black enshrouded widows are grieving so much that they are unable to do anything for themselves. They are starving to death in a valley they are lured to by an evil Baroness who steals all their possessions.

### 13. The Astounding Astrolabe

The Astounding Astrolabe allows the Della Morte sisters to travel through time and space to rescue their parents from the Evil Baron.



# ANIMATION STYLE

The style of animation is paper-cut outs, shot in a three-dimensional set in a stop-motion fashion, with some composited elements. The adventures of the three girls is contained in a large, old book. The film begins with the unlocking and opening of that book, a pop-up book containing the world of Della Mortika. In stop-motion, the pop up book will open and the buildings will rise from the pages. This will happen with the transition from scene to scene - the silhouettes of the Victorian Steampunk world, the beautiful Della Morte sisters, the handsome soldiers, the story-book story-telling and the dark world create a new and beautiful visual experience.





# THE WORLD

The world of Della Mortika incorporates paper engineering with puppets and pop-ups in a steampunk stop-motion animated tv series show-casing the adventures of the characters in a dark, dangerous, elegant and exciting world.



An alternate Melbourne of the 1800s provides the backdrop for the story. Magnificent Victorian public buildings, dark and dirty laneways and extraordinary transport systems are a fitting milieu for the adventures of the young girls. The world is filled with amazing machines including cable cars and steam locomotives, mechanical and spring-loaded cashier systems, hybrid wind and steam-powered flying machines, gas lighting and the ever-present coal-burning power station continuously spewing out its foul smelling smoke, enveloping the city in a putrid cloud.

Melbourne steampunk society provides a slippery structure for the young characters to navigate. For the Della Morte Sisters, their background is privileged, their current circumstances harsh and poverty stricken. For Pasha Dimitrikov, he feels he has something to prove, for the Baron von Barbicon, he must walk the line between political diplomacy and his evil, malevolent dreams for the city. In this world invention and innovation are highly valued and wealth measured in patents and intellectual property is coveted and tightly guarded.

Steampunk Della Mortika is a town out of time. The normal line of history is altered in this world making it appear archaic and advanced, Dickensian and Orwellian, elegant and spooky.

The tone of the series is excitement in the midst of danger, with villainous intrigue offset by comedic moments and romance.





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