

SCREENPLAY SYNOPSIS

THE DOUBLE WORLD OF THE DAUZETS

A Feature-Length
Animated Film

SYNOPSIS

When a dilapidated mansion is the only echo of a lost town--when the last stronghold of an even more dilapidated family dies--who will bear a dream that outdoes survival? In the Dauzet family, the line between delusion and possibility is thin and worn. Lorelei Dauzet is an unconventional widow, at once pitiable and detestable, made all the more colorful by the alcoholism she shares with her mother-in-law Tensy, a gracefully deranged beauty. The women are surrounded by their offspring, some glowing, others terrifying.

Litzy Dauzet struggles to mask an unplanned pregnancy with a dream that is as improbable as the happy ending Lorelei long ago deserted. Sibling Walon has his own plans for the family, none that consider the sudden genius of his young daughter. The only things more sickening than the tracked plastic encroaching the Dauzet home are young Vidette and Vidal, who take the notion of evil twins to a new level. And amidst death and deceit, Tofer manages to fall in love with what might be the last bit of beauty in town. As each character navigates the heavy divide that has grown between them, their personal stories bleed into one another with the setting's growing urgency. The Dauzets straddle two worlds: that familiar space that refuses to turn its back on history, and a new plastic prospect, dimly passing itself off as a habitat.

PRODUCTION NOTES

The Double World of the Dauzets will be rendered in 2-D animation, with contrasting illustration styles to represent the disparity between the inner lives of the Dauzets and the rapidly changing external world around them. A painterly, languid style will be applied to all of the characters and their home, while stark, photo-realistic imagery will surround them in the outside world. The narrative's shifting, multi-faceted perspectives will be coupled with the animation's swift changes in perception, frequently marked by striking, abrupt stylistic adjustments.