

CHARACTER NOTES

For Voice Artists

Copyright 2018 Mark Simon

CHARACTERS

MATT

On Earth, Matt is called “Butt Face” by his classmates, “Sweetie” by his Mom and “arf” (don’t ask) by his little sister. With the exception of his best friend Chris, all the kids at school call him “dork weirdo.”

Matt likes it in the factory, because there he’s treated with respect, and that tends to go to his head. He is the Earth-walker that the Dremin have prayed would come because, as the prophecy states, he’s The One that’s never had a nightmare. In the factory, he feels more confident (sometimes too confident). He speaks up; laughs out loud; and literally swings from the rafters.

When he’s in the dreamscapes, he is truly free to be one of the superheroes that he obsessively reads about on Earth. In the dreamscapes there are no limits as to what anyone can do or be. Under Razz’s tutelage, Matt is learning to manipulate the dreamscapes power and avoid the pitfalls. Razz knows that it’s in the anything-goes environment of the dreamscapes that Matt’s ultimate battle will take place with Nightmare King.

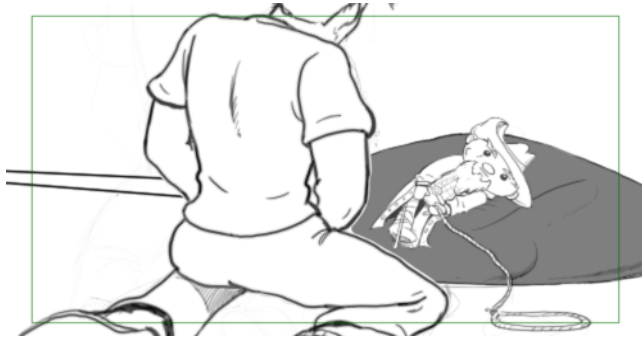
Matt is 12 years old. He’s a shy artist who doesn’t fit in with his family or kids at school. On Earth he is lost. The Dream Factory is his escape from a miserable existence, but it’s also the portal to what he always dreamed he could become. Dream Weaver and Razz have told Matt about the prophecy, but they know he is not ready to be put to the test. It will take time and training to make him a hero. So for now, the burden of destiny rests lightly on his shoulders.



DREAM FACTORY



Scene 5 Duration Panel 4 Duration
 05:04 00:19



Dialog

MATT
Hmmm.

Scene 10 Duration Panel 1 Duration
 01:22 01:02



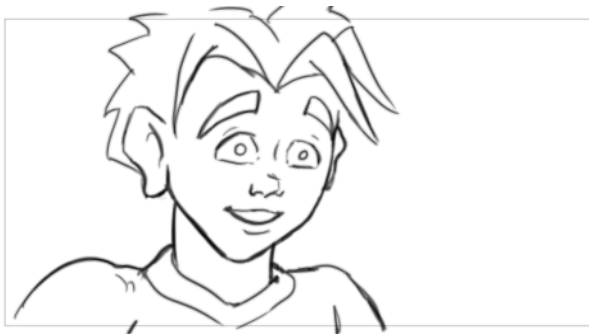
Dialog

MATT
Not good.

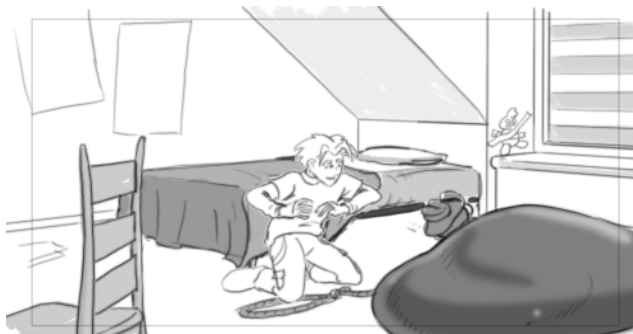
Scene 10 Duration Panel 2 Duration
 01:22 00:17



Scene 10 Duration Panel 3 Duration
 01:22 00:03



Scene 15 Duration Panel 1 Duration
 05:05 00:03



Scene 15 Duration Panel 2 Duration
 05:05 00:16



Dialog

MATT

Haa!

Scene 15 Duration Panel 3 Duration
 05:05 01:17



Dialog

MATT

If I was in you're battle...

Scene 15 Duration Panel 4 Duration
 05:05 01:22



Dialog

MATT

I would dive in and beat them all

Scene 15 Duration Panel 5 Duration
 05:05 00:19



Dialog

MATT

single handed.

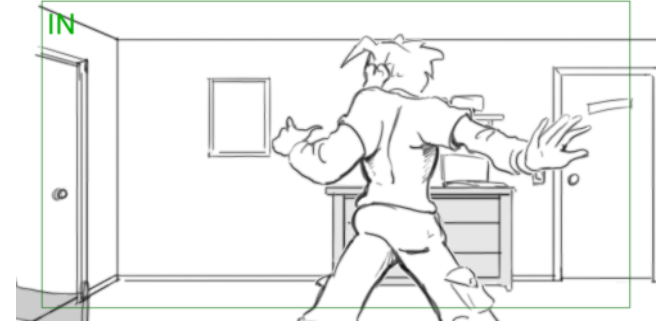
Scene 20 Duration Panel 1 Duration
 02:10 00:16



Scene 20 Duration Panel 2 Duration
 02:10 00:14



Scene 20 Duration Panel 3 Duration
 02:10 00:13



Scene 20 Duration Panel 3 Duration
 02:10 00:13



Scene 20 Duration Panel 4 Duration
 02:10 00:15



Scene 20 Duration Panel 4 Duration
 02:10 00:15



Scene 25

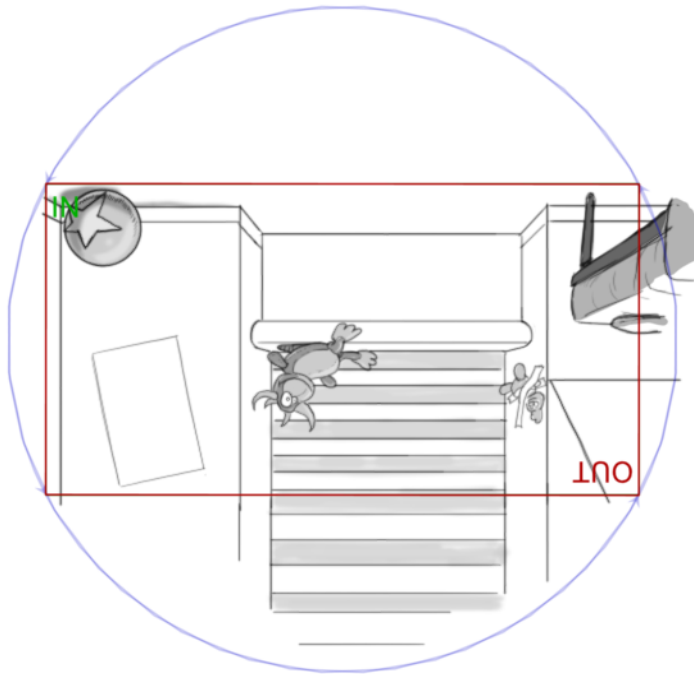
Duration

01:14

Panel 1

Duration

01:14



Dialog

MATT

Aha!

Scene 30

Duration

01:01

Panel 1

Duration

00:04



Scene 30 Duration Panel 2 Duration
 01:01 00:04



Scene 30 Duration Panel 3 Duration
 01:01 00:17



Dialog

MATT

Thought you could sneak

Scene 35

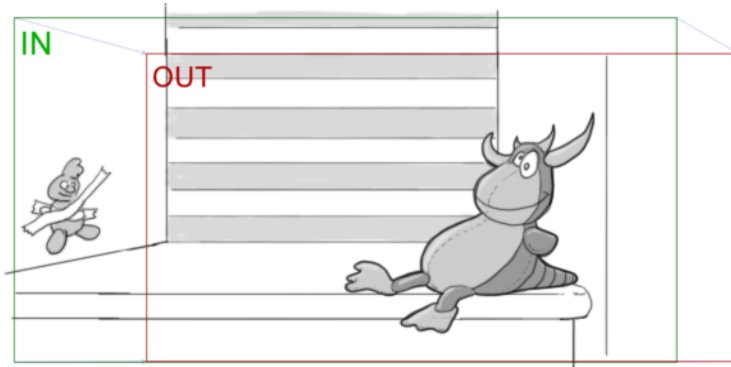
Duration

02:18

Panel 1

Duration

02:18



Dialog

MATT

up on me, didn't you Night Lurk!

Scene 40

Duration

00:11

Panel 1

Duration

00:08



DREAM FACTORY

RAZZ

At times, he feels as old as the factory herself. Before he was chief mechanic, Razz was the General of the elite Dremguar, dragon warriors who are bred to protect the factory. Until Matt came along he was grumbling along in his semi-retirement repairman gig, which was becoming more and more of a full time job thanks to the annoying sabotage of the Nightmare King.

Like all Dremmin, Razz's heart is hopeful once again now that the Earth-walker has come. However, training a pre-pubescent boy who's either a no-show or who shoots spit balls for an entire lesson is not Razz's idea of a relaxing retirement. Grumpy, loyal, demanding, doting, exasperated and endearing all describe Razz.



Sc FI

Shot 30_A

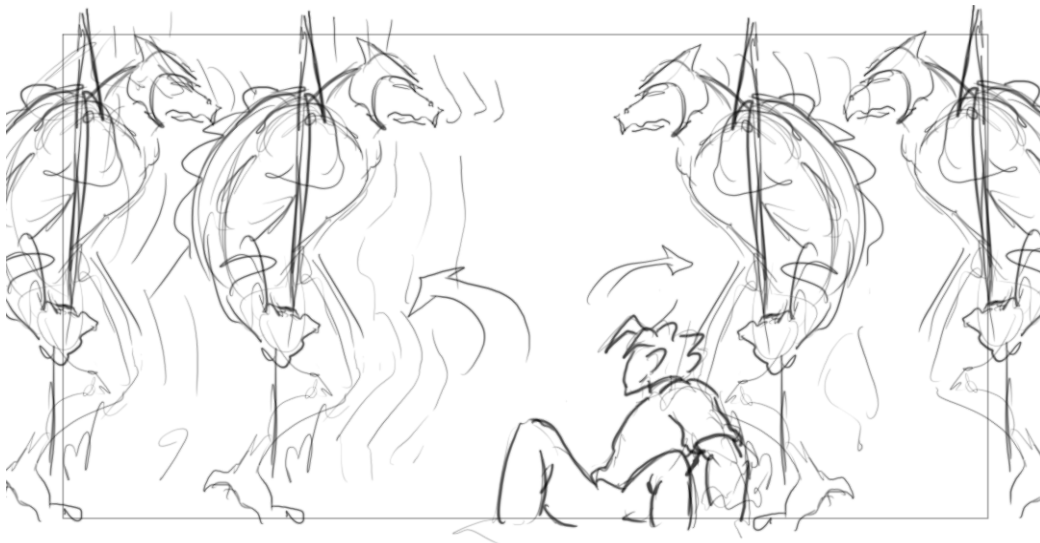
Panel 1



Sc FI

Shot 30_A

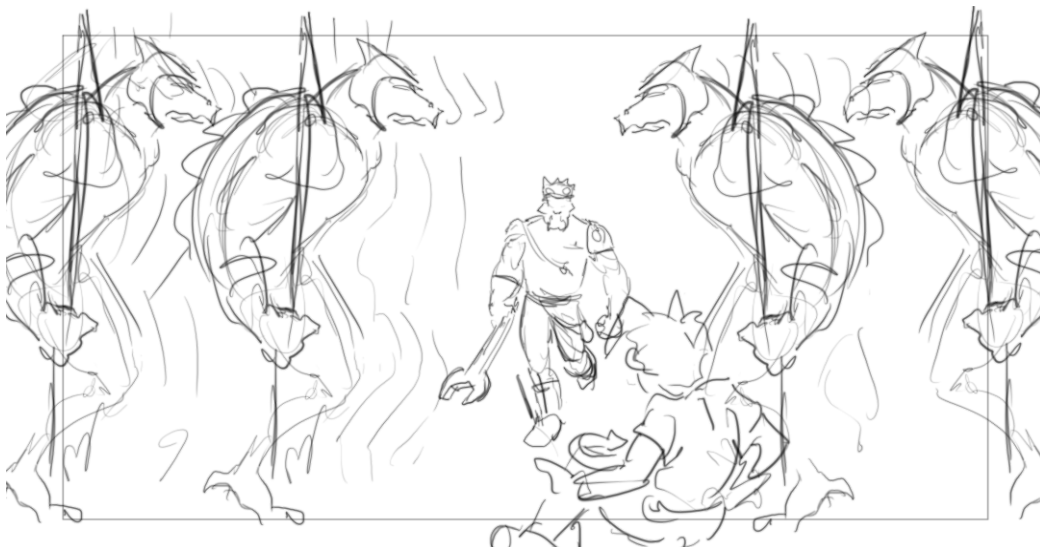
Panel 2



Sc FI

Shot 30_A

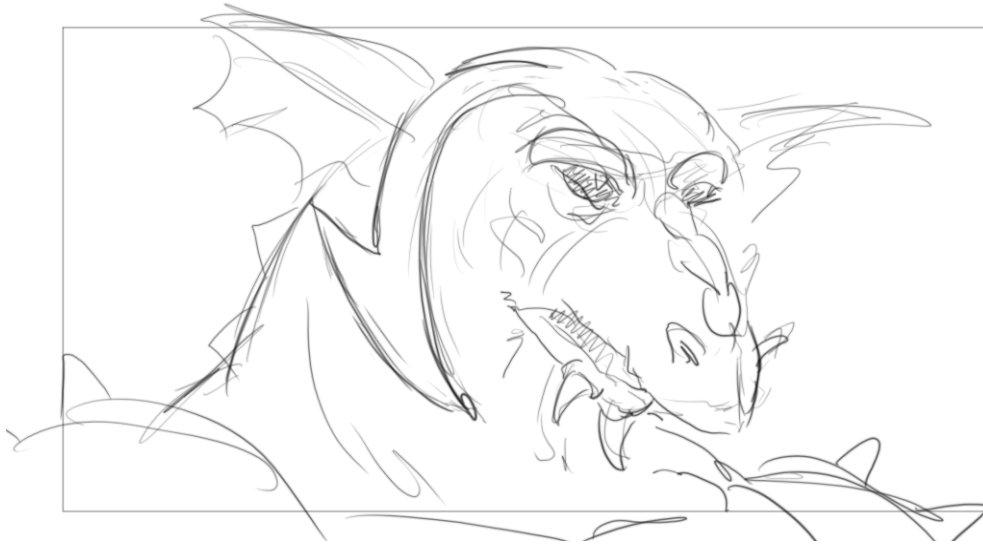
Panel 3



Sc FI

Shot 35_A

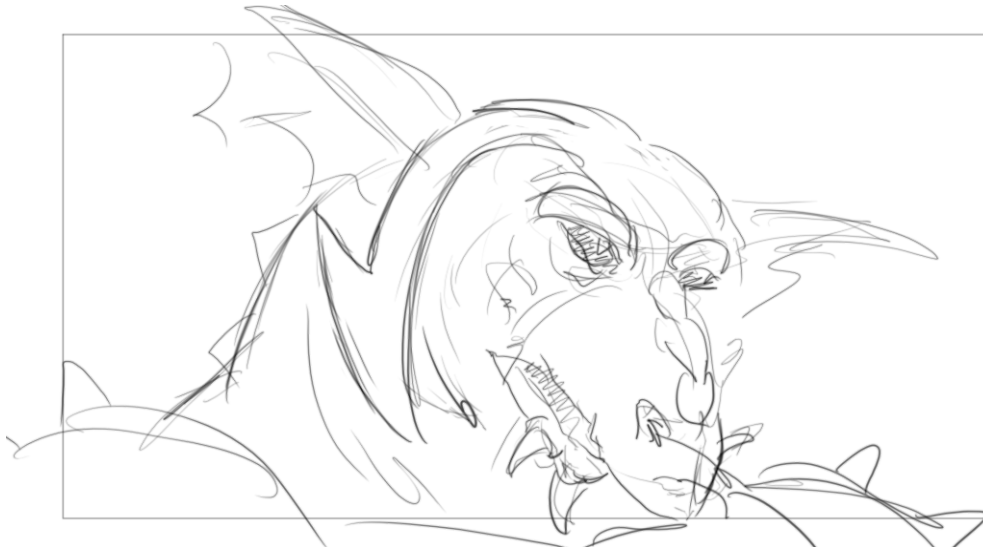
Panel 1



Sc FI

Shot 35_A

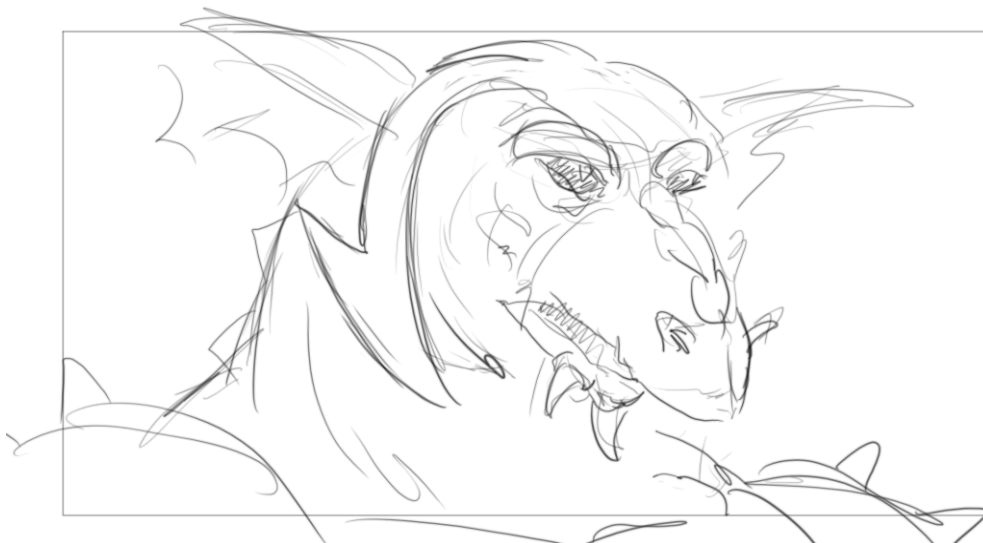
Panel 2



Sc FI

Shot 35_A

Panel 3



Sc FI

Shot 40_A

Panel 1



Sc FI

Shot 40_A

Panel 2



Sc FI

Shot 40_A

Panel 3



Sc FI

Shot 40_A

Panel 4



Sc FI

Shot 40_A

Panel 5



Sc FI

Shot 45_A

Panel 1

