



# Sidney Mills

Wonders Of The Sea

# ABOUT THE MOVIE

The film follows our young protagonist Sidney (Sid) Mills and her older brother Johnny Mills as they act as cabin boys on a pirate ship that faces the misfortune of being attacked by spirit slaying pirates. Captain Li-Na decides to take Sidney under her wing and as Sidney discovers the wondrous magic that the ocean stores, Sidney has an eerie feeling that the Captain might not be telling her everything...

- High concept
- Trilogy/franchise potential
- Original IP
- Similar to “How to Train Your Dragon”, Studio Ghibli films, and “Pirates of the Caribbean” in its:
  - heartfelt moments
  - likeable protagonist
  - spectacle
  - exciting soundtracks.

1x100 minute feature film. Pirates, Steampunk, Fantasy, Action, Adventure, Family, Exciting, Thriller.

Pre-production: Several script revisions (story editing), Storyboard previsualization and animatic

Production: Korean 2D animation studio will then animate based on the storyboard previsualization

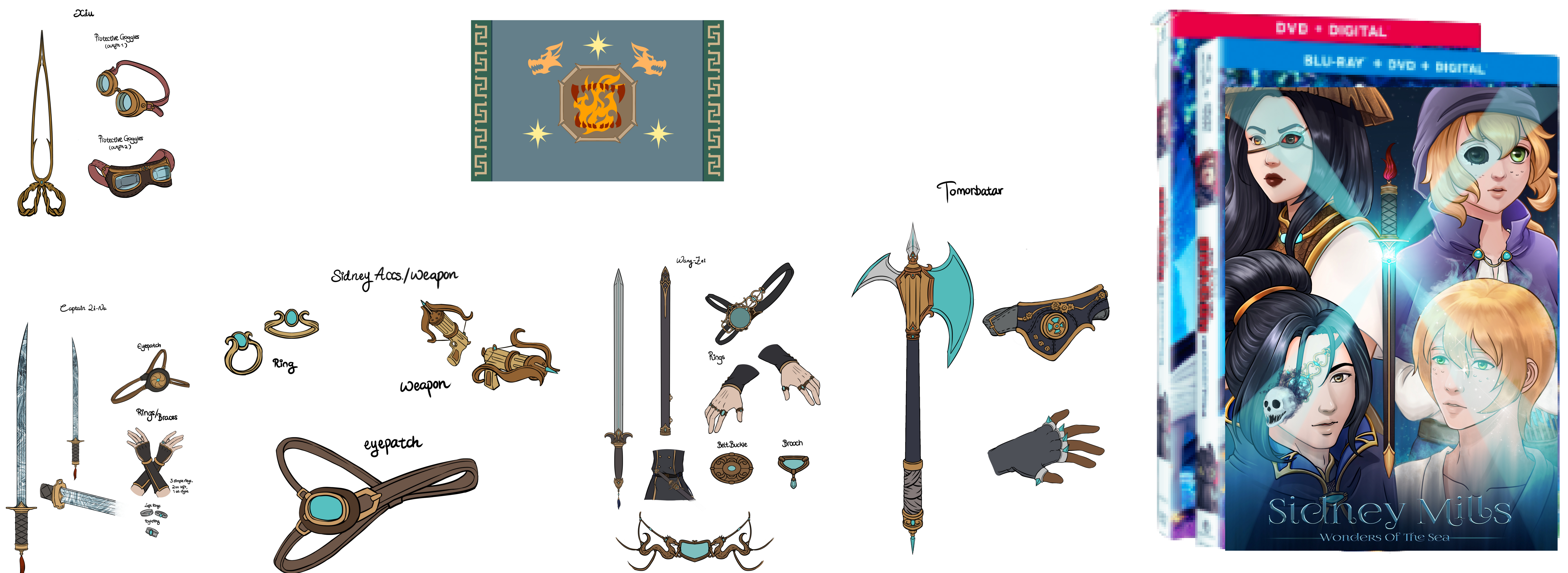
Post Production: Voice acting, Dubbing, Foley, Ambiance, Clean Up, OST, Marketing and promotion

Funding opportunities:

- Merchandise (License to toy companies): Steampunk eye patches, rings, and toy weapons. As well as action figures, dolls, collectibles (funko pops), clothing, posters, artbooks, etc.
- Streaming (VOD): License to Netflix, Prime, Hulu to make up for production costs, as well as negotiate for 2 more movies.
- Franchise potential (Adaptation sales): TV episodes, live-action, graphic novels, novels, musicals.

Trilogy summaries:

- [Sidney Mills: Wonders of the Sea] First movie. Introduces Sidney as a character. A story that can stand alone without a sequel.
- [Sidney Mills: and the Eagle Hunter] Expands on the world. Introduces two new tween characters as Sidney’s friends (Dowon (a boy) and Chen (a girl)).
- [Sidney Mills: Reborn] Concludes the mysteries that were built up during the first two movies with spirits, death, and cycles. Ends the trilogy on a heartfelt note where a huge sacrifice is made



*Gratitude will get me out of my own head.*

## SIDNEY MILLS

A STRONG HEADED YOUNG GIRL THAT IS USED TO LIVING A LIFE IN DISGUISE FOR SURVIVAL. SHE IS OFTEN ANNOYED BY THE OVER-PROTECTIVENESS OF HER BROTHER, FEELING AS IF HE DOESN'T TRUST HER TO STAND UP FOR HERSELF. HER WORDS SEEM TO BE IN JEST AS SHE IS ACTUALLY HEAVILY CODEPENDENT ON HER BROTHER AND HIS LEADERSHIP. DURING THE COURSE OF THE STORY, SIDNEY NOT ONLY FINDS HER OWN SENSE OF PURPOSE AND STRENGTH FROM HER TIME WITH THE PIRATES, BUT ALSO LEARNS MUCH ABOUT TRUE SACRIFICE. LATER BETRAYAL BY THE PIRATES DEVASTATES HER, BUT UPON TRULY UNDERSTANDING THEIR REASONING AND DESPERATION, SHE BECOMES A TRUE SELF-DRIVEN HERO BY THE END.



*What do your thoughts reveal about you?*

## JOHNNY MILLS

THE OLDER BROTHER OF SIDNEY. JOHNNY'S MAJOR CONCERN IS MERELY SIDNEY'S SAFETY. GOING SO FAR AS TO FIGHT FOR HER HONOR, TIME AND AGAIN, JOHNNY IS NO STRANGER TO SACRIFICE IN ORDER TO PROTECT OTHERS. WITH A LOT OF BURDEN ON HIS SHOULDERS TO TAKE CARE OF SIDNEY, BY THE END HE OPENS UP TO HER ABOUT HIS FEARS AND HE NO LONGER HOLDS ONTO THE BAGGAGE OF BEING THE ONE OTHERS LEAN ON, AND INSTEAD BECOMES ONE TO ASK FOR HELP AND ASSURANCE.

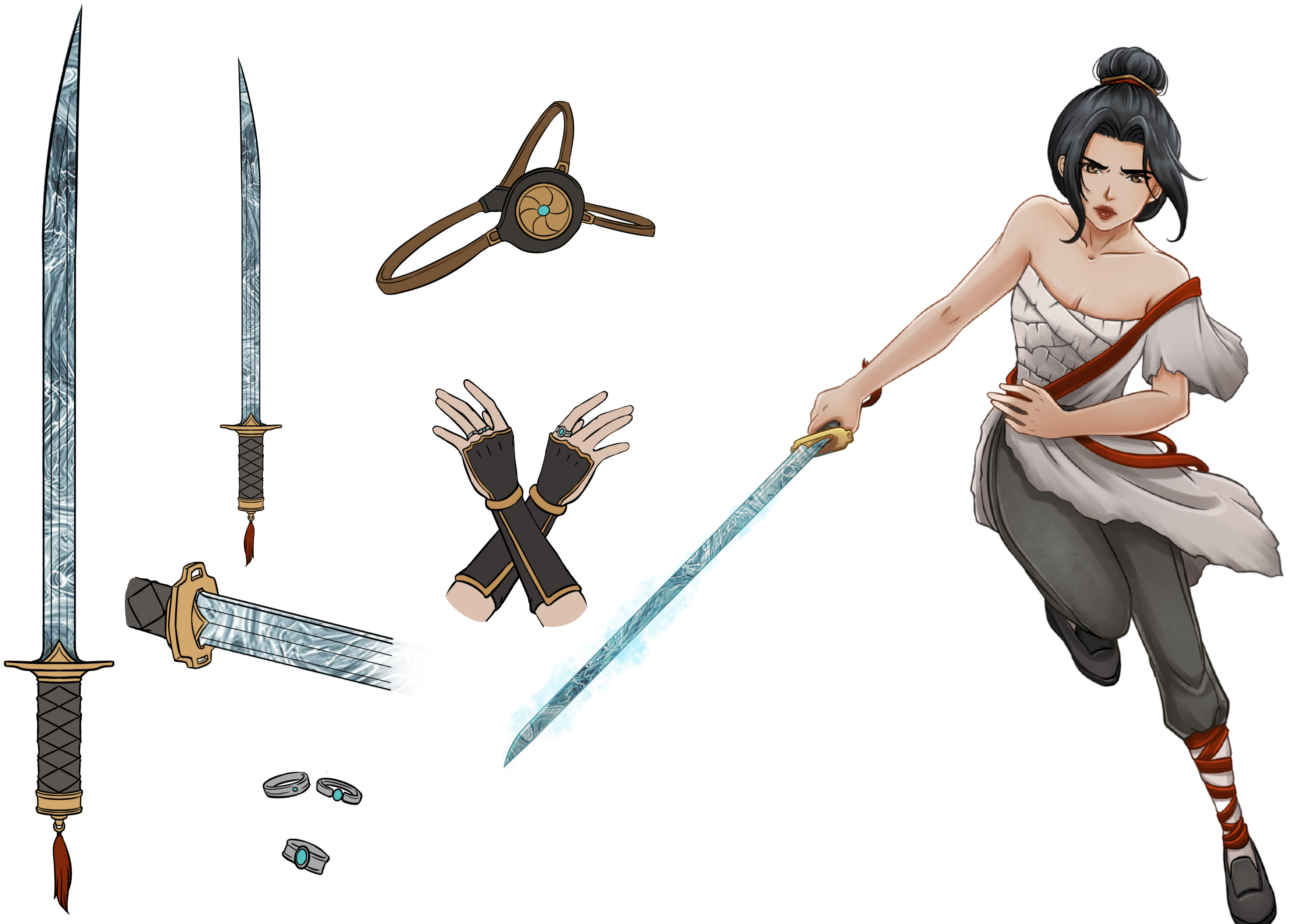




*There will be no secrets aboard my ship!*

## CAPTAIN LI-NA

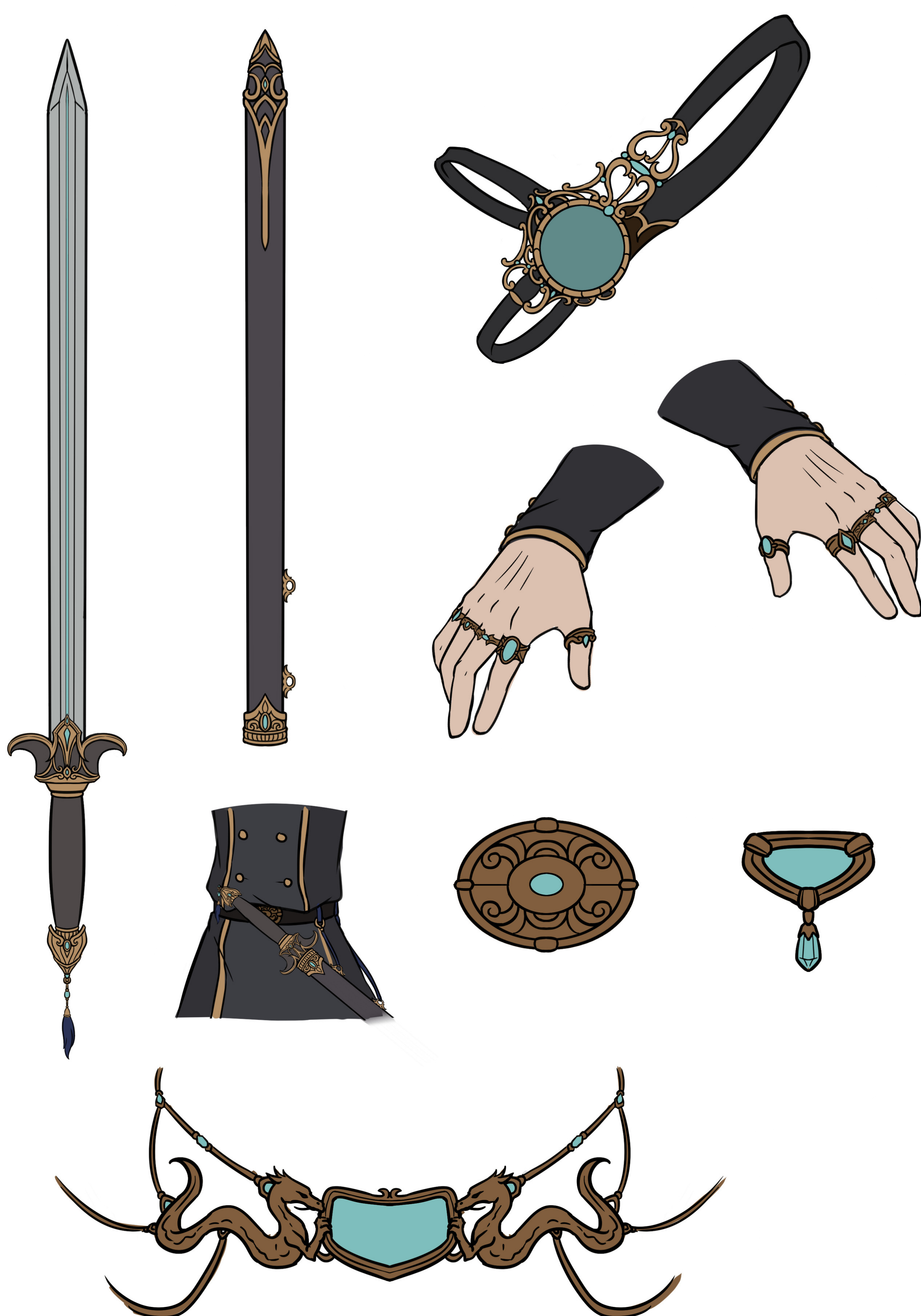
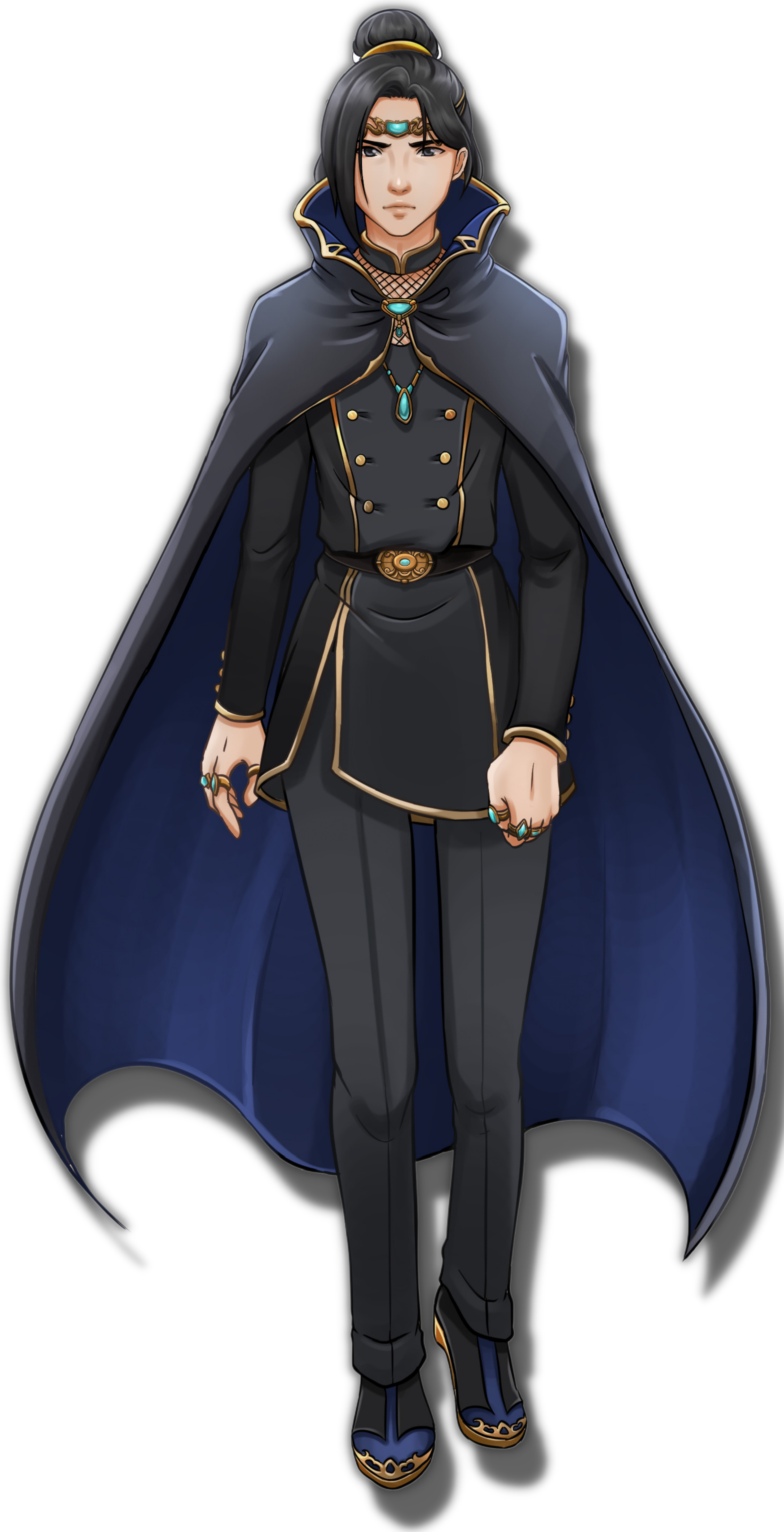
THE CHARISMATIC LEADER OF THE PIRATES. THE CAPTAIN IS CONCERNED FOR HER CREW AND HER HOMELAND, AND CARRIES SOME BAGGAGE AFTER THE LOSS OF HER DEAR FRIEND AND FORMER CAPTAIN. HAVING BEEN A PIRATE AT SEA FOR A WHILE, THE CAPTAIN IS A HARD-HEARTED PERSON THAT DOES WHAT SHE NEEDS TO FOR THE FUTURE EVEN IF IT MEANS DISHONEST PLOTTING AND BETRAYAL TOWARDS HER QUARTERMASTER AND CREW. HOWEVER, UPON MEETING SIDNEY HER GUARD SLOWLY FADES, AND SIDNEY IS ABLE TO RIGHTFULLY SEE THE CONFLICTED, TORTURED INDIVIDUAL UNDERNEATH.



*Leadership requires stability.*

# QUARTERMASTER WANG

A KIND HEARTED, BUT PRACTICAL MAN, THE QUARTERMASTER IS THE ONE WHO OFTEN REMINDS THE CAPTAIN OF THEIR HOMELAND OBLIGATION. WHILE A SYMPATHETIC PERSON, THE YEARS OF WARRING AGAINST SPIRITS ON THE SEA HAS HARDENED HIM, AND HIS MAIN DRIVE AND PURPOSE IS TO PILLAGE THE SEA OF ITS SPIRITS SO THAT HE MAY RETURN HOME.







*Truth will set you free.*

# FIRST MATE TOMORBATAR



THE FIRST MATE IS A BRASH AND STRAIGHTFORWARD INDIVIDUAL, BUT NOT A CRUEL MAN. HE SPEAKS IN SHORT SENTENCES, OFTEN BLUNTLY REMINDING OTHERS OF EITHER THEIR DUTIES OR THEIR OWN OVERSIGHTS. WHILE NOT EXACTLY COMPASSIONATE, HE NEVER SEEMS TO ACT OUT MALEVOLENTLY, POSSIBLY JUST BITTER FROM THE DAUNTING AND NEAR ENDLESS NATURE OF THEIR TASK. EVEN AS TERSE AS HE IS, HE IS KNOWN TO SHOW KINDNESS TO SIDNEY, AND POTENTIALLY MAY EVEN TAKE A LIKING TO HER.



*My loyalty is conditional.*

## XIU

AN ENDEARING WOMAN WHO TAKES OWNERSHIP AND PRIDE OF HER ROLE ON BOARD THE SHIP AS THE ENGINEER AND FORGER. SHE IS UNIQUE TO THE CREW DUE TO HER SPECIAL ABILITIES AT TURNING OCEAN ORE INTO EQUIPMENT PIECES FOR BATTLE. SHE HARBORS A DEEP ALLYSHIP WITH THE CAPTAIN AND AN EVEN DEEPER FRIENDSHIP WITH THE QUARTERMASTER. XIU'S BUBBLY PERSONALITY ATTRACTS MANY TO HER, INCLUDING THE INNOCENT CURIOSITY OF SIDNEY MILLS. HOWEVER, XIU REFUSES TO GIVE THE ANSWERS TO SIDNEY'S QUESTIONS, AS THE MANY SECRETS THAT SHE HOLDS ARE NOT FOR HER TO TELL.



# SUMMARY

## SHORT VERSION

The story begins with a Captain and his Lieutenant, looking at an enchanting oceanic gem, muttering of prophecy and treasure. The protagonist Sidney Mills and her brother Johnny are then shown on the deck of a pirate ship, tending to the deck as recent additions. Sidney, to avoid danger among these outlaws, pretends to be a boy for her own safety. Johnny's over-protectiveness causes light harassment from the crew to Sidney, to her identity being blown and Johnny having to duel for his sister's protection. With the implication of a lost duel being dire, Johnny manages to come out on top in the end (or so we think). Not long after, there is an attack by an invading pirate crew from the East. Within moments, the crew are blacked out from the far deadlier foreign pirates, who cut through the crew almost effortlessly.

The Captain of this ship is named Li-na, who briefly confronts the other Captain, before striking him down and taking the gem from the opening shot. They take Johnny and Sidney as well, shoving them in a jail cabin. With Sidney being paranoid, Johnny is oddly calm. Through time and bonding with their captors, Johnny and Sidney are eventually able to learn more about their captors and their past. The hostility that they encountered each other ebbed over time, with Sidney even befriending the Quartermaster and Johnny with Tomorbatar. Unbeknownst to the siblings, however, is that these pirates plan to ultimately kill Johnny, for reasons unknown to the audience and Sidney. However it is revealed in the final act that Johnny was actually slain in the earlier invasion before these Eastern pirates, and that he was a spirit of the sea all along... Captain Li-Na, Quartermaster Wang, and the First Mate Tomorbatar discuss with the rest of the crew when to proceed, ultimately deciding to hold off and let Johnny's "bond strengthen" with his sister before they do so. Despite the dastardly nature of their conversation, the atmosphere is somber and mildly resentful, as if this work is not out of greed but necessity.

As life with the pirates continue, the siblings come to realize that the crew were less out to pillage and rob, and more to harvest what is known as "Sea spirits", for the good fortune and magical ore that they drop when defeated. These "ocean ore's" are then turned into equipment and weapons to help them slay the spirits better, most notably they are turned into a mechanical monocle/eye patch, a ring, and a weapon whose tip is forged with the ore. As their journey continues, Captain Li-Na begins to struggle with rumours and conspiracy on her ship, Quartermaster Wang starts a coup, and the struggle to slay the biggest sea spirit beast reveals a fatal secret that was meant to stay buried.

First draft Screenplay: [https://thetooncave.files.wordpress.com/2021/07/sidney-mills\\_wonders-of-the-sea-10.pdf](https://thetooncave.files.wordpress.com/2021/07/sidney-mills_wonders-of-the-sea-10.pdf)

# THEME

Starting from the deck of a pirate ship with Sidney disguising herself as a boy, as well as Johnny disguising his true nature as a spirit, the beginning shows through these characters that the truth is often dangerous. This leads to a major running theme of secrecy, but ultimately goes to show that most of the secrecy shown ends up having poisonous, counter-productive results to what the characters intended. However, most characters are able to work through these situations with empathy and communication, ultimately leading the theme to the fact that “the truth shall set you free”. The other, very prevalent theme is the concept of sacrifice for the betterment of everyone, displayed by nearly every major character’s story arc.

# LORE

The spirits of the ocean drop magical ore, Ocean ore, that can be forged into magical items and equipment capable of dealing damage to the Spirits. It is said that the existence of Sea spirits brings bad luck to those around them, a result of the negative thoughts and intentions that one can have at death, and they sow this discord around them. It is seen as a nearly holy activity by some to slay these spirits, allowing the deceased to finally pass over to the next life. It is also known that a defeat of a Sea Spirit causes the one who slayed it to have abnormally good fortune that is distributed evenly with those they care about, and the luck increases with the size and strength of the spirit. The Mongolian pirates, famous for their hunting of these ocean spirits, take a sliver of the ore, and insert it into the eye socket of their mechanical monocle/eye patch hybrid eyewear. This gives off a distinct “teal” glow, and allows the pirates to see ocean spirits with assistance of the device.

# SYMBOLISM

The film drives a heavy symbolism with the nature of the negative thoughts and strife of the dead at sea becoming Sea Spirits. It shows how many of the problems faced by the protagonist, and other characters, are ultimately cyclical just as the formation of the spirits. Putting them to rest relieves their ill, but doesn’t prevent future tragedy, nor can the characters really do so. The characters that ultimately go through the most pain are also the ones that have to make the biggest sacrifices, showing that out of fear and strife, purpose and drive can be born. Even characters with the most “noble” pursuits have to question the means and lengths that they have to go, and even those who don’t sacrifice physically are sacrificing morals and beliefs to ultimately survive.

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