



*“Cartoon stories about nature  
for kids by kids!”*

# *Summary*



*1 - Origin*

*5 - Sample of animals list*

*2 - Pedagogy*

*6 - 3D models*

*3 - Script structure*

*7 - 2D models*

*4 - Program*

*8 - Back ground*

# *1 - Origin*

*Developed by Odile and Pascal, Ataol is a program that invites children to write a script for an animated series.*

*The main character is Atao the little oak. Each one of his stories presents the discovery of an element of nature: an animal, a plant, a mineral or a natural phenomenon.*

*At school, this program gives a chance to elementary classes to experience 4 disciplines in one course: natural sciences, language study, script writing and drawing.*

*After writing a story, professional from the filmmaking and animation fields advice on the content of it and on its structure too.*

*Within a few weeks, the Atao program awakes interest and passion and results in happy class, in often well-balanced informative scripts and in illustrations always surprising for their creativity and beauty.*



# 2 - Pedagogy



*4 steps to write this story:*

- 1 – Discover Atao as the main character*
- 2 – Pick an animal or any other element of nature as the secondary character to discover*
- 3 – Make a Information Board on animal or the element of nature*
- 4 – Write your story with the Meeting, the Problem and the Solution using as many information from the Information Board.*

*The story environment:*

*From, Europe to Asia, from Africa to the Americas and from the North and South Poles to Australia and its neighbor countries, Atao or Mool will travel and discover nature...*

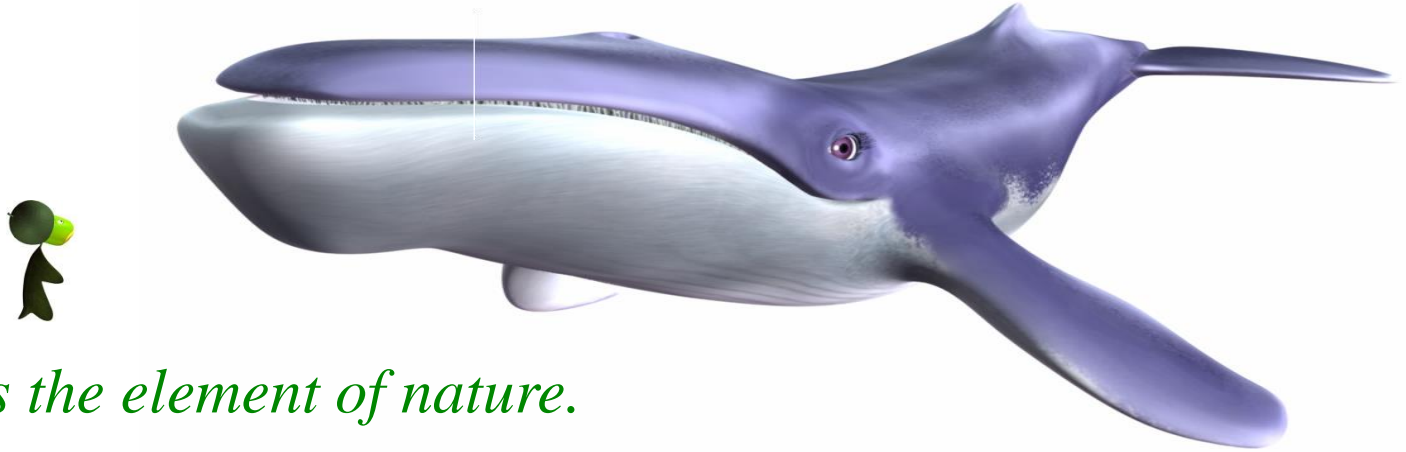
*Atao will his encounter with element of their natural environment. It could be meeting with a bee, a parrot or even a volcano waking up just after that other amazing story when he faced the great tyrannosaur!!! Or a whale, shrimps or a seahorse when diving in the sea...*

*Each story has Atao happily looking around... for something new. That “thing” usually comes to him unexpected and a dynamic adventure begins... After surviving this “ride”, Atao finally gets a little help from – again – unexpected events and makes it save home happy for all the information he gathered during this adventure.*

*Each story will manage to bring/present as many information about the element of nature that Atao encounters. The best part of script writing will be to use those information to create a problem and then solve it!*

*Enjoy imagining using facts!*

# *3 - Script structure*



*1 - Atao meets the element of nature.*

*2 - Atao faces a problem consequent to the nature/information of the element he now discovers.*

*3 - Atao story grows in something dramatic.*

*4 - At the last moment, when everything seems desperate for Atao, an information about the element of nature solves the problem and transforms a dramatic situation into a beautiful ending.*

# *4 - Program*

*Week 1: Choosing the main character and the secondary character. Drawing main and secondary character in simple interactions.*

*Week 2: Researching information about the secondary character life and environment. Facts in Science Board*

*Week 3: Drafting a synopsis/storyline with encounter/problem/solution basic story structure.*

*Drawing main actions.*

*Week 4: developing the synopsis into a script by using info/facts from the Science Board.*

*Week 5: Reading the script in class for critics. Finalizing the script.*

*Week 6: Designing the book lay-out.*

*Writing the script on an A5 120 gr. blank sheet.*

*Drawing book cover 6 to 8 key actions illustrations of the story on an A5 120 gr. blank sheet.*

*Week 7: Completing story writing for book. Finalizing illustrations line drawing for book.*

*Week 8: Completing illustration in color and editing, Story, Science Board and illustrations into a book.*

# *5 - Sample of animals list...*

## *The Forest:*

*Butterfly*

*Eagle*

*Bear*

*Pheasant*

*Rabbit*

*Beaver*

*Lotter*

*Bee*

*Le furet*

*Wood Pecker*

*Squirrel*

*Owl*

*Fox*

*Le blaireau*

*Lady bug...*



## *The Ocean:*

*Blue Whale*

*Octopus*

*Seahorse*

*Sea Turtle*

*Crab*

*Shrimp*

*Starfish*

*Jelly fish*

*Clown fish*

*Shark*

*Dolphin*

*Lobster*

*Seal*

*Penguin*

*Eremite crab...*



## *The Mountain:*

*Panda Bear*

*Ara Parrot...*

## *The Savana & Jungle:*

*Elephant*

*Boa*

*Crocodile*

*Hummingbird*

*Lion*

*Monkey*

*Tropical frog...*

## *The Prehistoric World:*

*Tyrannosaur*

*Triceratops...*



## 6 - 3D model





# 7 - 2D model (1)

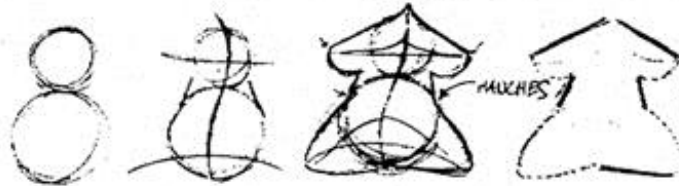
POUR LE  
CHÂPEAU  
SE FIER  
AUX PROPORTIONS  
DE L'AUTRE  
MODÈLE D'ATAO.



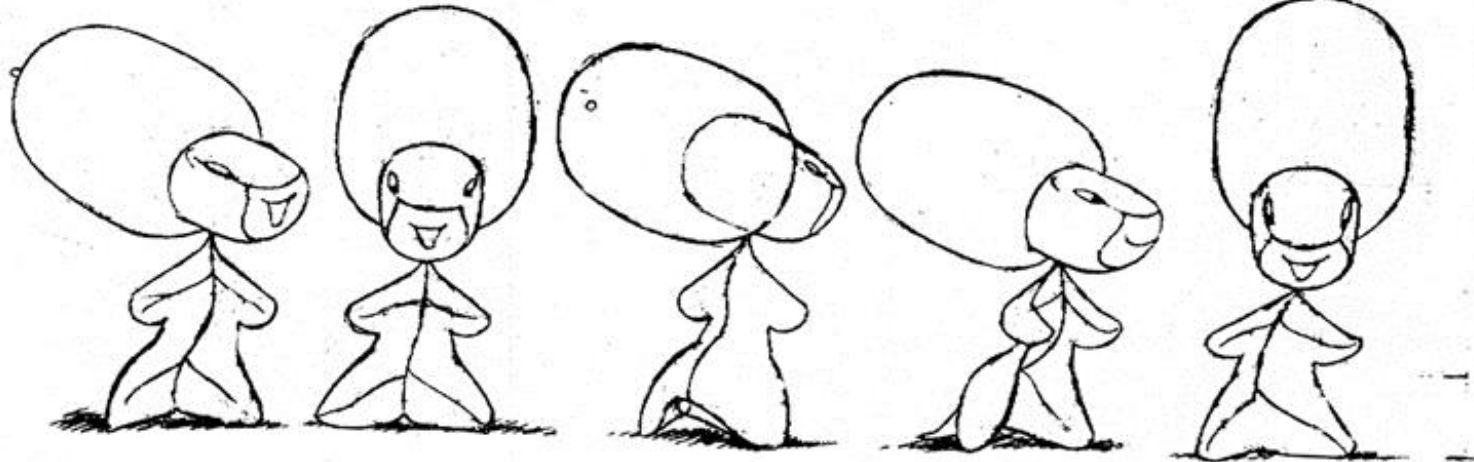
## 7 - 2D model (2)

ΔΤΔΟ<sup>^</sup> MODÈLE.

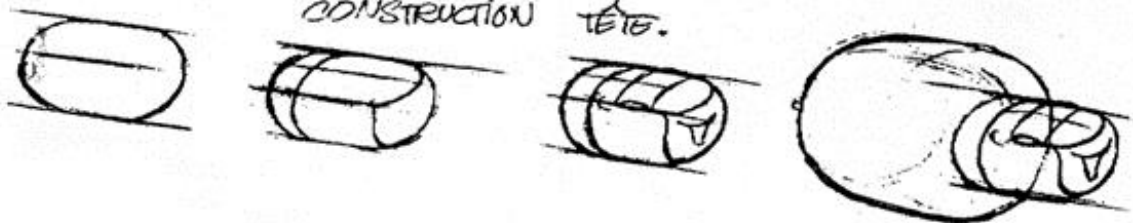
CONSTRUCTION DU CORPS



UTILISER  
L'ALTERNANCE  
DROITE / COURBE  
POUR DYNAMISER LES POSES.



CONSTRUCTION TÊTE.



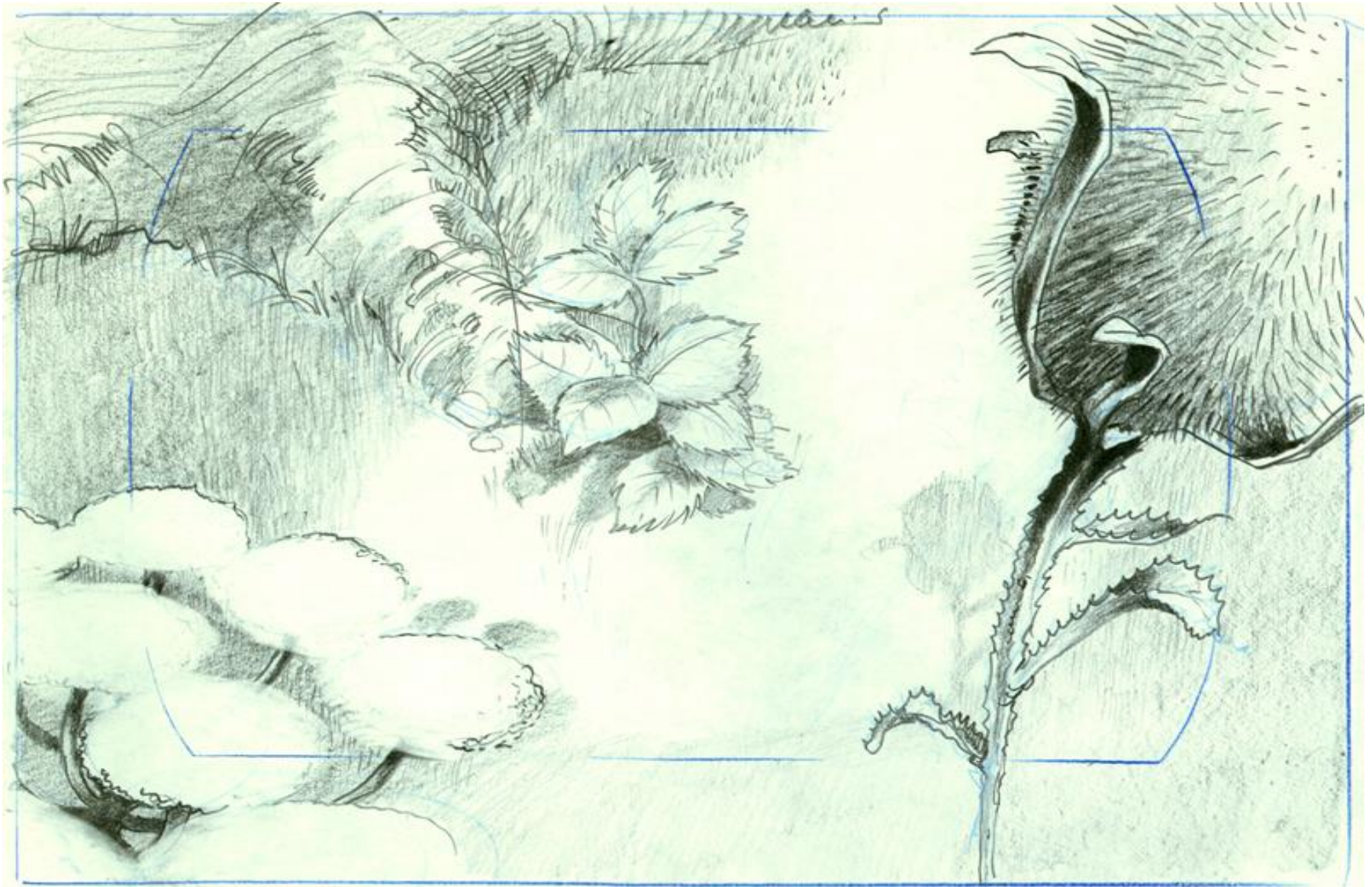


## 8 - *Background model (1)*





## 8 - *Background model (2)*



# Animals of the forest



THE FURIOUS WILD BOAR



THE SLEEPY OWL



THE SCARED QUAIL



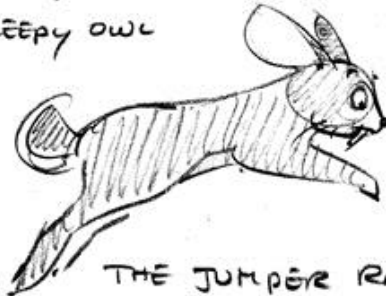
THE TRICKY CUCKOO



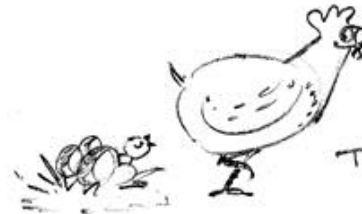
THE SWIMMER DUCK



THE COLLECTOR MOUSE



THE JUMPER RABBIT



THE MOTHER HEN



THE BUILDER WOOD PECKER



THE SQUIRREL ACROBAT



THE FOX CLEVER



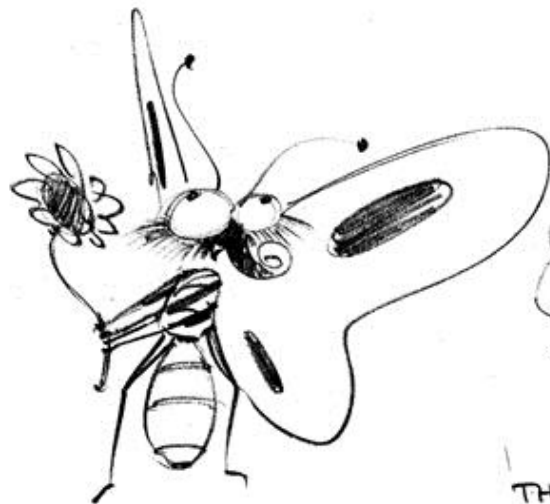
THE HUNTER HAWK



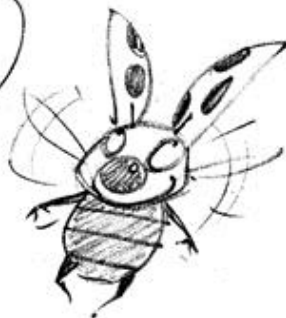
THE DIVER MOLE



# Insects



THE POET BUTTERFLY



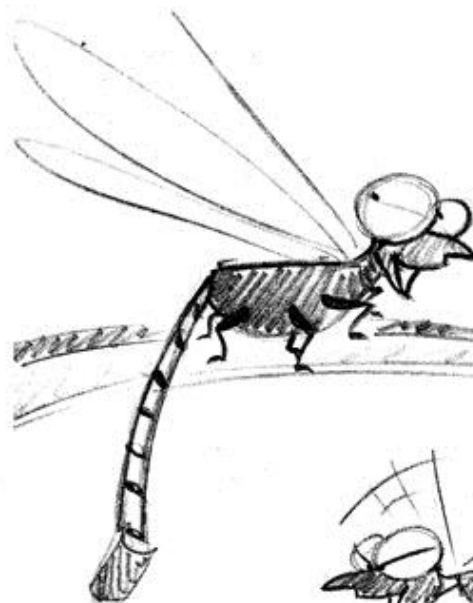
THE CLOWN  
LADY BUG



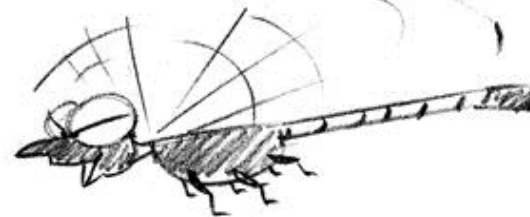
THE WARRIOR  
MANTIS



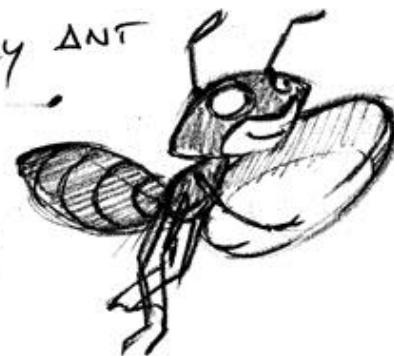
THE TRAPDOOR  
SPIDER



THE PILOT  
DRAGONFLY



THE BUZY ANT

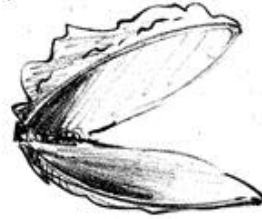
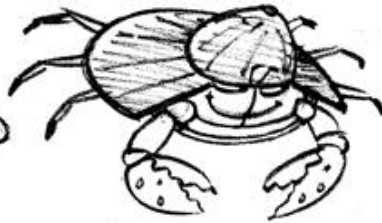


# *Animals of the river and seas*

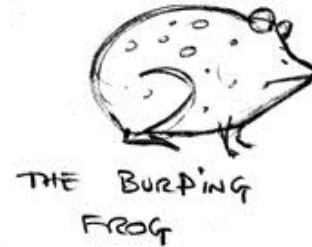
THE STAR  
STARFISH



THE SAMURAI CRAB



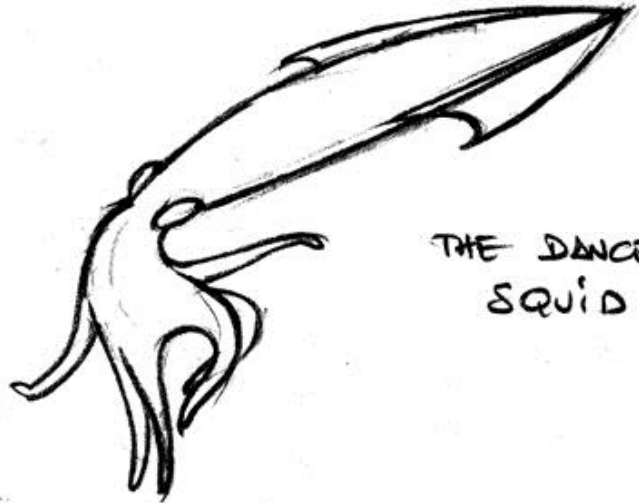
THE JEWEL  
OYSTER



THE BURPING  
FROG



THE SURFER  
SALMON



THE DANCER  
SQUID

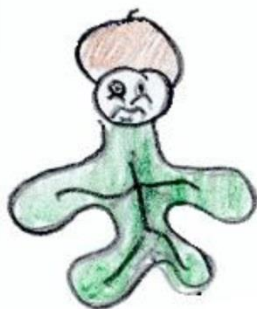
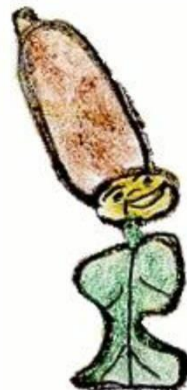


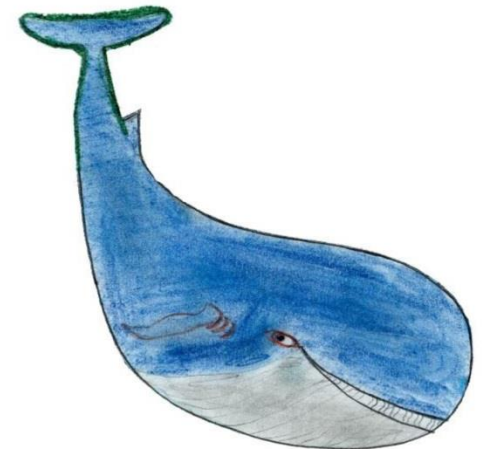
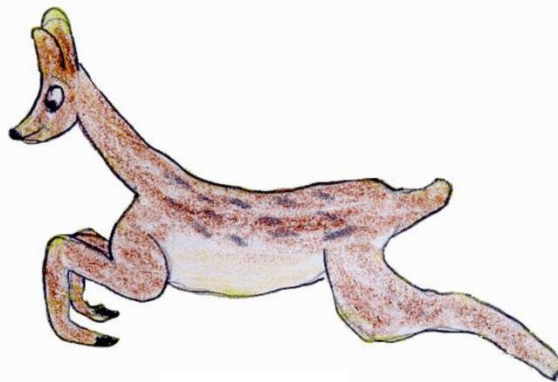
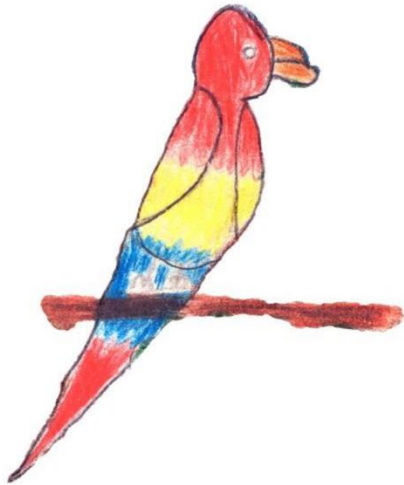
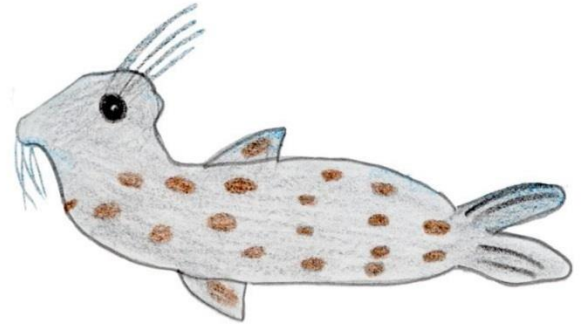
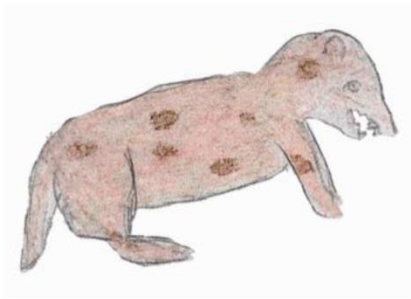
THE MAJESTIC  
SEAHORSE



# *Atao's stories...*











Le lieu de l'histoire	Les personnages	La reproduction
Ils vivent en Amérique au Brésil. La plupart des perroquets nichent dans les terriers et sur le rebord des Galapagos.	Les romains les considéraient comme des animaux fumeurs et les plaçaient dans des cages d'ivoire. Les marins portaient des perroquets sur leurs épaules.	Leurs œufs sont très arrondis, blanches et sans dessin. Les petits naissent nus et sans dessin dans un creux d'arbre ou un rocher. Les oiseaux ont un développement très lent.

Le corps	Les habitudes	La nourriture
Leur longueur totale dépasse parfois le mètre, plumage rouge agrémenté de jaune, de vert et de bleu. Bec pointu et crochu. Longue queue.	Pour grimper, ils se servent à la fois du bec et des pattes.	Ils se nourrissent de graines, de nectar, de fruits, de bourgeons, d'insectes, de moais et de petits animaux.

Ataô et le perroquet ara macao  
Ataô se promène avec ses aînés. Lourdain, il voit un splendide oiseau, perché dans un arbre, à couleurs vives rouge agrémenté de jaune, de vert et de bleu. Ataô très surpris décide d'imiter l'animal en se déguisant. Il veut le faire avec toutes

sortes de plantes et de feuilles. Il avait des fleurs rouges, alors il prend quelques pétales pour faire le plumage de son corps. Il les accroche avec de la résine. Il continue ses recherches et il prend des feuilles bien vertes. Ensuite sur sa route, il trouve une superbe plume rouge

pour s'en faire la queue. L'oiseau (perroquet) avait l'air de se moquer de lui. Ataô ne trouve pas ce qui manque. « Ah mais oui il manque le bec, mais avec quoi vais-je le faire ? » Lourdain il a envie d'une banane. Après l'avoir mangée il a l'idée de se servir de la peau pour faire le bec.

Il l'accroche, autour de sa tête, derrière en faisant un nœud. « Voilà c'est fini » Le perroquet part très amusé. Ataô rejoint ses aînés.

Bonne-Helen, Sylvain, Guénacelle,  
Jean - Binétorpe



