



## Animated Surreal Comedy | 30m episodes

### Series Logline

When his parents lose their jobs to AI automation, Art (a rebellious, disenfranchised 20 year old) is forced to take a job as a skinner - shrinking down to macro size to clean the skin of the ultra-rich, but he discovers a cover-up about this controversial and undignified procedure.

### Themes

- Artistic Expression
- Class • Oppression

### Audience

Millenials / GenZ - enjoy a quirky, edgy, or surreal tone.

### Series outline

On **Art's** first day as a skinner he leaves the boundaries of the job and discovers a symbol and pieces of a map etched into the skin he is cleaning. His anti-tech attitude allows him privacy from his colleagues, but unfortunately draws attention from his bureaucratic supervisor **Sarah**. He tells **his parents**, who both recently lost their jobs to Artificial General Intelligence, that he is attending uni and picked up a cleaning job, and will be sending money home. He doesn't want them to know that he has given up on his future and is just trying to help them get by. Day after day he risks discovery, discipline, and dismissal to piece the map and symbols together to uncover their truth.

**Sarah**, in disciplining Art, recognises the symbol Art has found. It's on a necklace that **her father**, a founder of the skinning technology for DOLOS industries, gave her before he mysteriously disappeared. As her own **superiors** ominously threaten her with termination... or worse, Sarah tows a line of disciplining and encouraging Art into uncovering the mystery. She proposes a deal with Art, hoping to steer his investigation in her own interests.

Eventually Sarah has to join Art on the skin, and together they find a **gang of rebels** who have been living on the skin long-term. The rebels discovered that the shrinking procedure shortens the lifespan of the skimmers, and so most skimmers die at a young age. DOLOS Industries are able to cover up the deaths, and so the rebels are hiding in fear of being executed themselves. Sarah is reunited with her Father, and has to sneak him back to the surface without compromising his health and avoiding capture by the DOLOS Board. Art has to decide if he wants to expose DOLOS Industries' corruption, or continue to work and provide for his parents.

### Pilot outline

Standing in an empty dorm room, Art (20) finishes a phone call with his parents. They wish him well on his first day. Facing a full length mirror, Art zips up a heavy overall. He looks down at the nametag on his chest, brings a sharpie out of his pocket, and scores out the 'hur' of Arthur.

Art holds onto a railing inside a packed capsule with another 50 or so young people all dressed in the same overalls. The capsule penetrates through the abstract landscape until it reaches the desired depth. The pressurised door slides open. The skimmers pour out into the outer epidermic layer, to clean the skin of an ultra wealthy housewife.

As Art starts picking pieces of microplastic out of the skin, a robot, controlled by supervisor Sarah (23, bureaucratic, cold), inducts Art on his first day by playing an AI generated video. This puts Art in a pissy mood, and when he observes Sarah disciplining other Skinners for crossing the lines of their assigned Zones, he gets a chip on his shoulder.

At lunch, Art's attempts to critique his new workplace fall on apathetic ears. His colleagues, slurping on cubic food, don't seem to care about the ethics of the job, the treatment from their removed supervisor, or the state of the world. Art gets frustrated and leaves the lunch area. He spots a trail of food cubes leading out and over the boundary line. He slips away unnoticed.

Art tracks the cubes, until he reaches a large pore, swampy with skin oil. Art jumps in with a splash, and roots about the cave-like pore. He finds lines etched into the skin that look like a map, although rough, chaotic, and incomplete. The clearest part is a symbol. Art takes out his sharpie and draws the symbol on the palm of his glove. His suit beeps - it's time to get back to the shuttle. Art struggles to get back out of the cave, but in the shadows lurks a mysterious figure. With some agitation, the pore erupts like a geyser, pushing Art through to the outer layer of skin.

When Art returns to the assigned zone, Sarah, though the robot, attempts to initiate a disciplinary procedure for Art's behaviour, lateness, and suspected lunch pass theft. Art protests, and attempts to turn the robot off. Sarah sees the drawn symbol on Art's hand. The symbol is also on a necklace around her neck, that her missing father gave her. Is her dad on the skin of this person's body? Overcome with emotion, Sarah stops operating the robot. Art thinks he has successfully frozen the robot and slips away.

Back in his dorm, Art sits on his bed with his dumb-phone calling his parents. They ask him how his first day of university was. He lies, and tells them it was great - he even found a part time job and he'll be sending money home to them. They're humble, proud and hopeful. He ends the call. A screen in his room displays that he is one day into a 90 day cycle as a skinner. The screen changes to an alert - he is required to visit the supervisor's office. His dorm door slides open, revealing a cold, dark corridor. He looks at the symbol drawn on his golve and walks out the door.