



TITLE: COBALTO

AUTHOR: GIOVANNA MASTANTUONI

COMPANY: FLORA'S ROOM

COUNTRY: ITALY

FORMAT: TV SERIES, 52x5'

TARGET: PRESCHOOL

CURRENT STAGE: PROOF OF CONCEPT





Watch the proof of concept: <https://filmfreeway.com/CobaltoPilot>

Series logline:

Cobalto, a young stone giant with a big heart and even bigger strength, lives in a quiet cave with his perpetually sleeping mother. Each episode, his curiosity and clumsy attempts to connect with the world outside lead him into small adventures where, with the help of new friends, he learns that being strong isn't about what you can hold or break, it's about how you play, share, love and grow together.

Proof of concept financed by **Flora's Room** and **ISRE** (Sardinia Ethnographic Centre).

Flora's Room holds all derivative rights.







Concept:

Cobalto is a stone child who lives in a cave in the beautiful Sardinian nature, surrounded by creatures and animals he plays with and learns from.

Synopsis/treatment of the proof of concept episode:

Cobalto is playing inside the cave. at the back lies a rocky figure snoring loudly. She looks like Cobalto, only bigger and more tired: she is his mother, a true adult stone giant. Cobalto plays by himself, trying to be quiet so he doesn't wake her up. He builds a tower with the stones he finds around him, until the tower collapses and a stone rolls out of the cave.

The object bounces at the feet of an otter passing by. The otter picks up the object between its paws and begins to play with it, amused. Cobalto catches up to her in no time. Driven by jealousy, he tries to snatch the object from the otter. However, Cobalto doesn't realize how strong he is, and when he grabs the object, he squeezes it too hard, smashing it to pieces.

Cobalto cries and withdraws into himself, while, on the other hand, the otter picks up the pieces and shows Cobalto a new way to play with them. Cobalto tries to imitate her, but without success. the otter patiently explains the game to him once more, until Cobalto finally gets it!

Cobalto returns to his mom and shows her how to play, too, and the two have fun together.







CHARACTERS

Cobalto is a very curious giant child who is eager to express himself. He struggles with the lack of communication with other giants but never loses heart, finding friendship and warmth among the animals of the forest.

The character's design is inspired by the Giants of Mont'e Prama in Sardinia.

The other characters fall into two categories: the **giants**, who live in the village alongside Cobalto, and the **forest animals**, who will help the giant on more than one occasion.







ADDITIONAL EPISODES

Dancing Drawings

Deep inside the cave where he lives, Cobalto discovers an ancient rock carving of dancing figures. He wants to imitate them but doesn't know how, until a little caterpillar crawls across the wall. By rhythmically swaying over the carvings, the caterpillar brings the figures to life, teaching Cobalto how to dance for the first time.

A Gift for Mom

Cobalto steals his mother's bread mold with the intention of baking a unique gift just for her, but he makes a big mess with the dough. He turns to his harvest ant friends for help. Using their natural gathering skills, the tiny ants clean up the spilled flour and help Cobalto perfectly knead and press the dough into the traditional mold.

The Lost Sheep

When a giant loses a sheep from their flock, the kind hearted Cobalto steps in to help. The giant-shepherd teaches him a traditional hollo to call her back. The sheep is not easy to find, but the moving clouds in the sky gather above the hills, shifting into the shape of a giant sheep to guide Cobalto in the right direction.





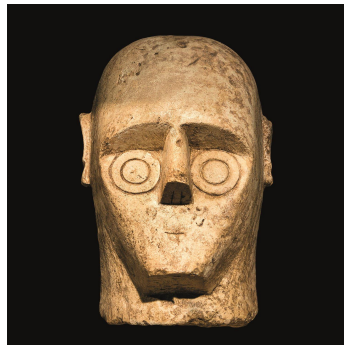
ROOTED IN HERITAGE, DESIGNED FOR THE WORLD

Cobalto's visual identity is proudly inspired by the **Giants of Mont'e Prama**, ancient stone statues from Sardinia's Bronze Age.

Just as Stonehenge captures the British imagination with its prehistoric mystery, the Giants of Mont'e Prama represent one of Sardinia's most fascinating ancient legacies. Cobalto brings this majestic history into the preschool animation world.

The series refers to the Nuragic civilization through its visual and sound cues: rock carvings, traditional music, a deep, harmonious relationship with a wild, untouched landscape and its inhabitants.

Demonstrating its cultural value and authenticity, the project's proof of concept was supported by the Sardinian Regional Ethnographic Institute.



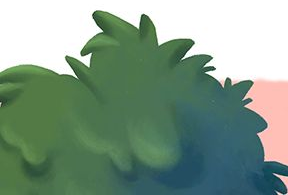




FORMAT AND BUDGET

We are focusing on a format of **52 episodes x 5 minutes** each. The series is entirely non-verbal, ensuring the concept remains truly universal, and features an average of three characters per episode, including Cobalto.

The estimated production budget ranges between **€5.2 million and €6.3 million for the full series** (approximately €100,000 to €120,000 per episode). This variation is closely tied to final artistic and strategic production choices. To balance high-end quality with cost optimization, our production pipeline envisions premium claymation seamlessly integrated with 3D-printed elements and handcrafted finishes.







WHERE WE ARE NOW

The 4-minute proof of concept is completed and was fully co-financed and supported by Flora's Room and ISRE (Sardinian Regional Ethnographic Institute).

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The financing plan remains fully open, offering an ideal opportunity for early-stage creative and strategic co-production or pre-sales.

We are actively introducing Cobalto internationally. More than just financing, we are looking for a visionary partner who believes in the heart, poetry, and global potential of this project as much as we do.





DESIGNS BY GIOVANNA MASTANTUONI, GIORGIO CARTA
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