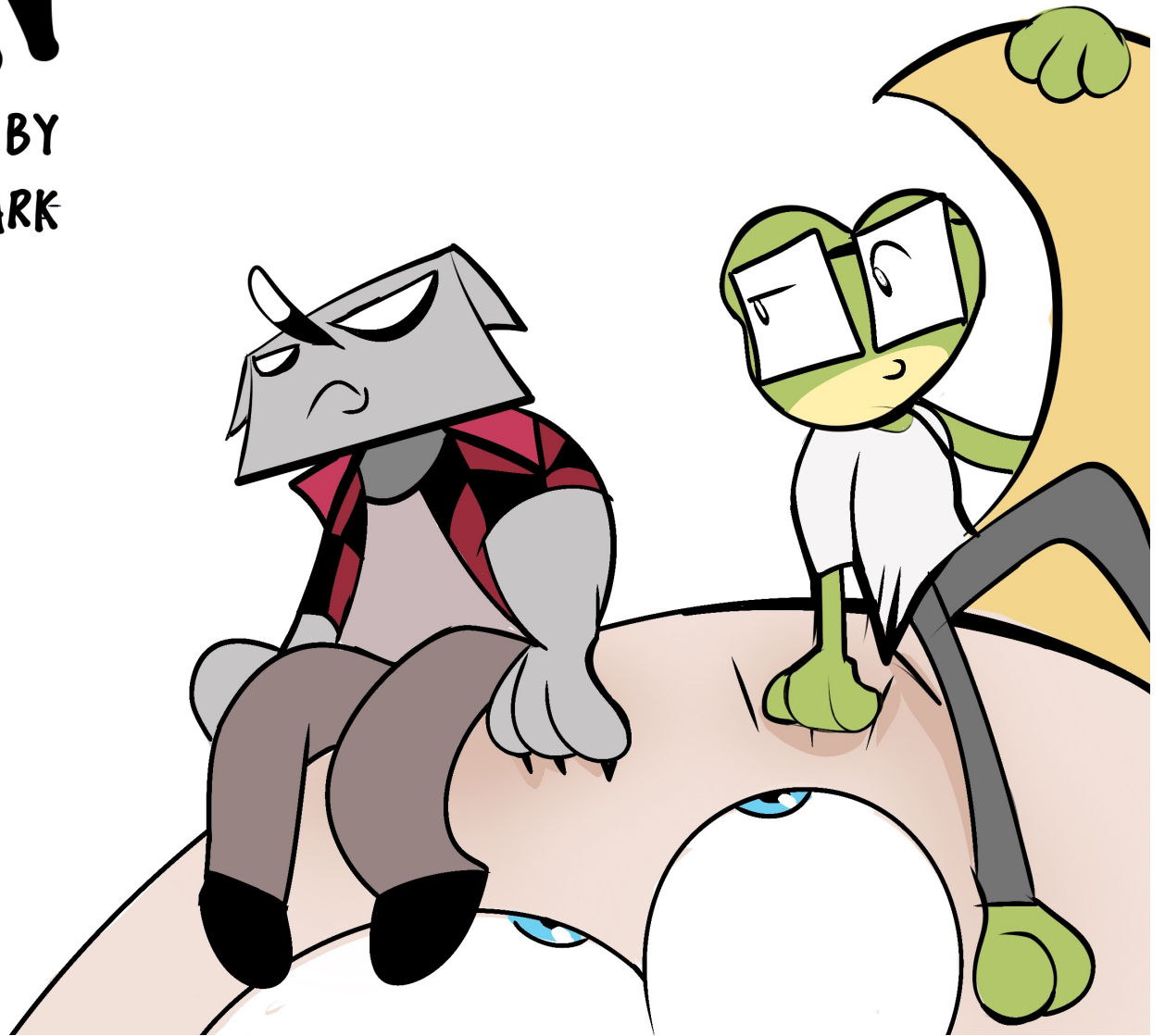


HUEMAN THE HUMAN

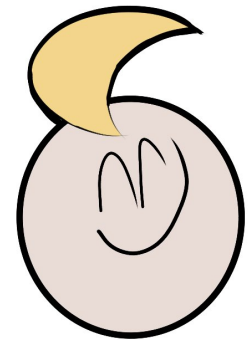
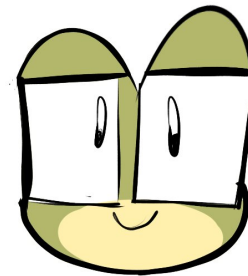
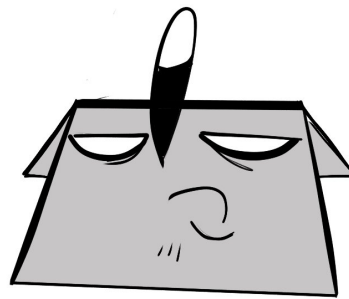
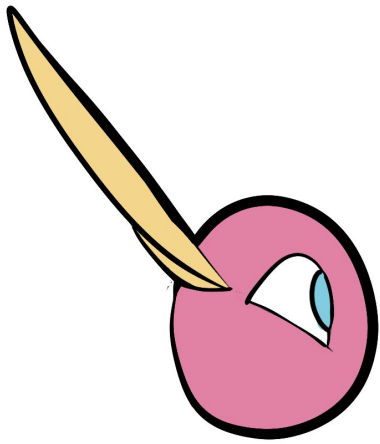
CREATED BY
RAPHAEL CLARK



CONCEPT

Hueman the Human is a surreal comedy about two anthropomorphic animals who accidentally create a human and must figure out how to care for it.

To explain more, the world is ran by intelligent, talking animals, we find two misfit college students Aiden and Chester, who accidentally create and unleash a human using Aiden's lab supplies, named Hueman. Hue (or Huey) is unnatural in every way, the college roommates, have to put aside their differences to take care of this totally new creature.



WORLD



The animals planet is much like ours, except with more biological diversity to help support all species, but the world isn't all perfect, so many animal species leave gaps and challenges for architecture, which in turn leaves most areas rundown and poorly maintained.

THE BARN



The barn is all animals safe haven for learning, managed by Ms. Jones, the barn stands on its diverse cast of all groups, along with teaching groups, and is the go to place for toomfolory or hangouts

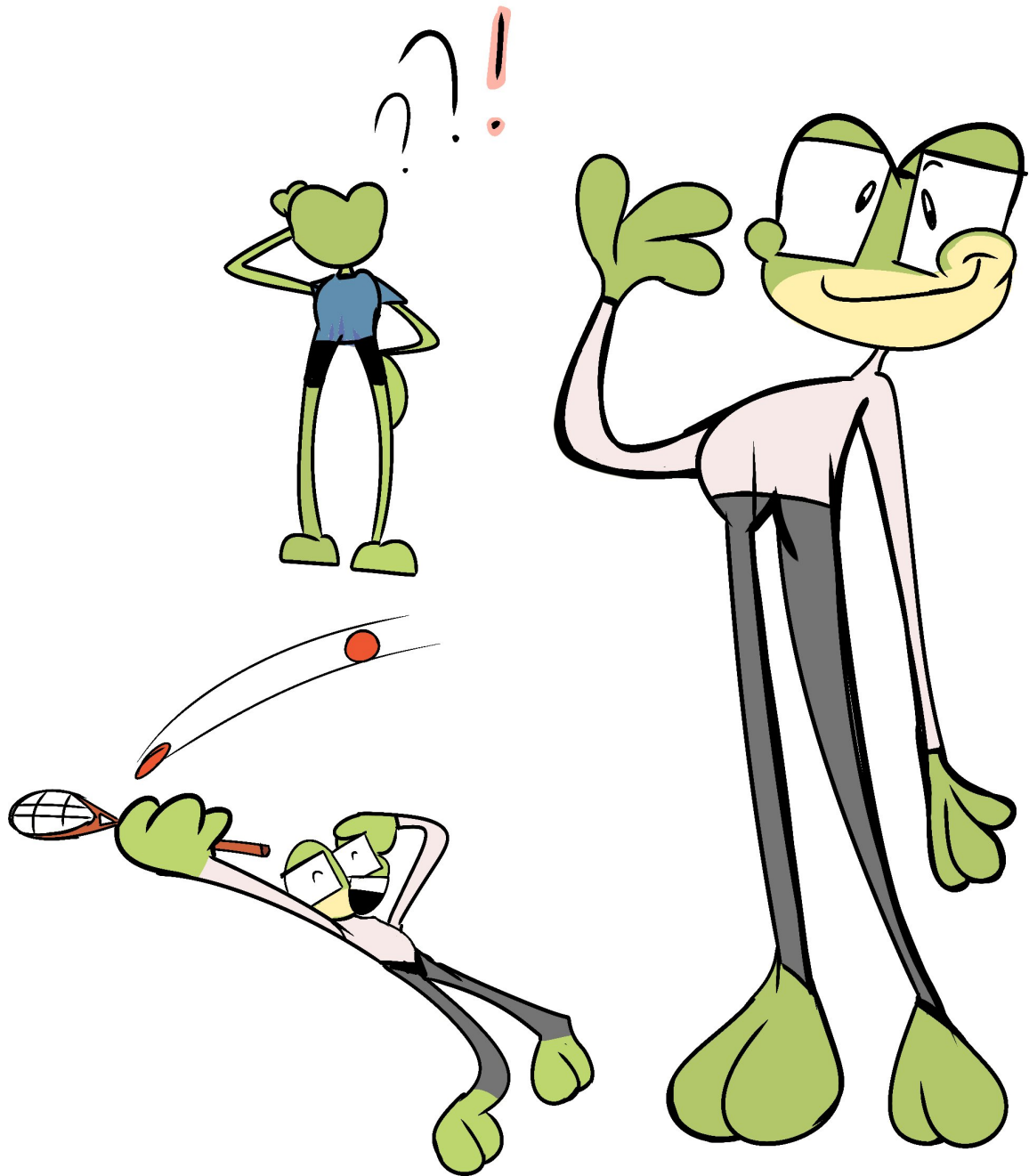
AIDEN

Aiden is a frog who radiates **enthusiasm** with the reckless energy of a firework lit indoors. He's essentially that distant cousin or family friend your parents always compared you to, the one who seemed good at everything while you were still figuring out how to sit upright.

He is compassionate for the most part and constantly thinks outside the box, so much so that the box is now overflowing with his ideas. Aiden's sharp, creative thinking often leaves a few heads spinning.

On paper, Aiden appears perfect, and to some extent, he is. He's kind, helpful, and **competent**; he even volunteers at his mother's animal shelter. In practice, however, he sometimes forgets that not everyone wants help. He has a habit of barging in to solve problems others wanted to handle themselves, and at times struggles to understand perspectives different from his own.

At the end of the day, Aiden's intentions are good. He's a people-pleaser, but not snarky or disconnected, just **genuinely kind**. He's the sort of person who will take time out of his day to help you, making sure you leave with a smile on your face.



CHE\$TER

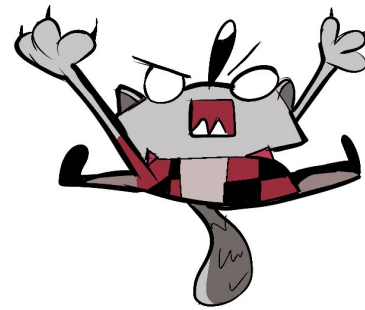
Chester is a raccoon who has turned pessimism into both a hobby and a full-time job. He is, in many ways, the true definition of gloom, and, most importantly, a **thief**.

He is clever, sometimes painfully so. Alongside his partner in crime, Kipper, Chester is among the most wanted criminals in town. They are frequently pursued, but never caught, thanks to Chester's intellect. He is undeniably smart, which only makes it sadder to see his potential go to waste.

At first glance, Chester comes across as smug, **prickly**, and utterly uninterested in anyone else's existence. This is not entirely inaccurate. But beneath the ego, the sarcasm, and the dark circles under his eyes, he is simply sad, and he does, in fact, care. Chester carries the belief that he is never quite "**enough**," and this mindset drives him to steal, always searching for something truly perfect or valuable, hoping it will finally earn him recognition. More than anything, Chester just wants to feel complete.

Chester is never the first choice.

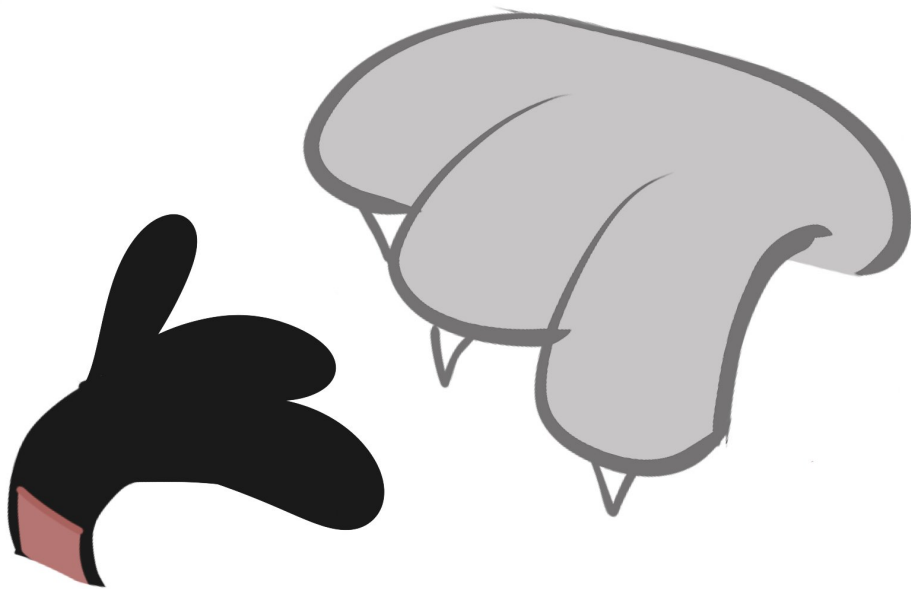
What Chester really needs is less hypocrisy, more sleep, and though he would hiss at the suggestion, a hug.



KIPPER

Kipper, (known as Kipp for short) is a witty chipmunk and Chester's partner in crime. Though he's **far less intelligent** than Chester, he has a knack for outsmarting others with words. He's a fast, sharp thinker in conversation, even if he doesn't always see the traps or dangers that might catch up with them.

Kipper doesn't carry many personal struggles and is generally **easygoing**, if a little behind most people.



HUEMAN

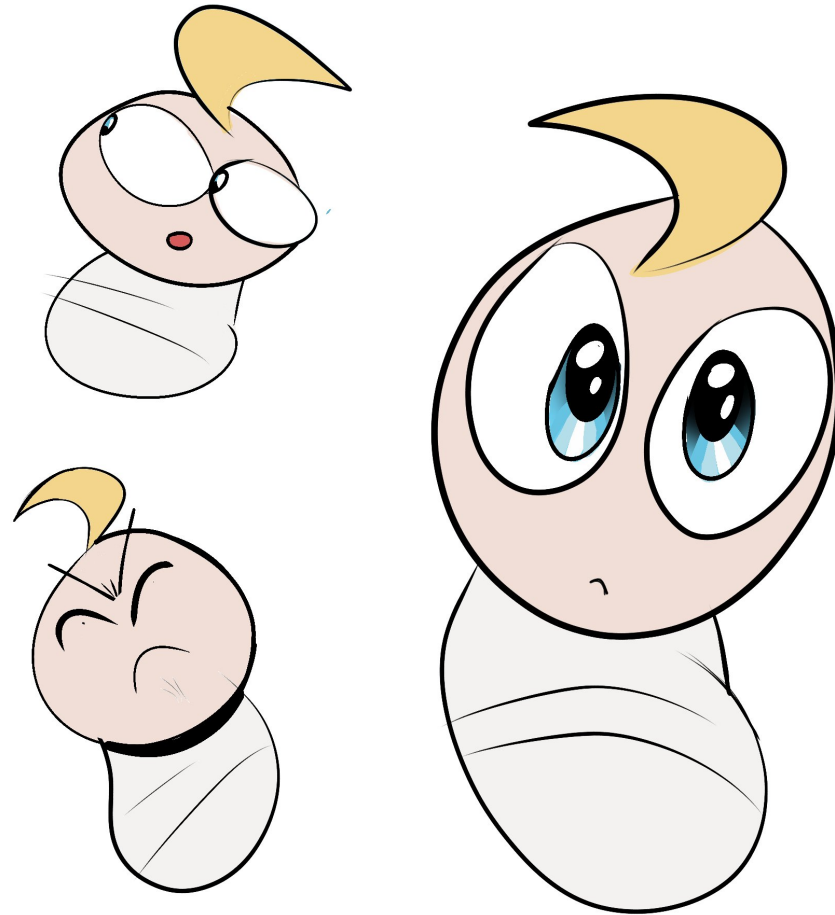
Hueman is disgusting.

Not in a particularly original way, either. He's just a collection of soft, lopsided parts held together by some inconvenient biology and the sort of optimism only babies and true lunatics can pull off.

To animals, he's about as natural as a camel in the middle of an ocean. He smells wrong, looks wrong, but still insists on smiling as though he's in on some joke no one else is laughing at.

His hair, which is a single lock is less common for animals, differing between a moldy puffball and a very tired ferret.

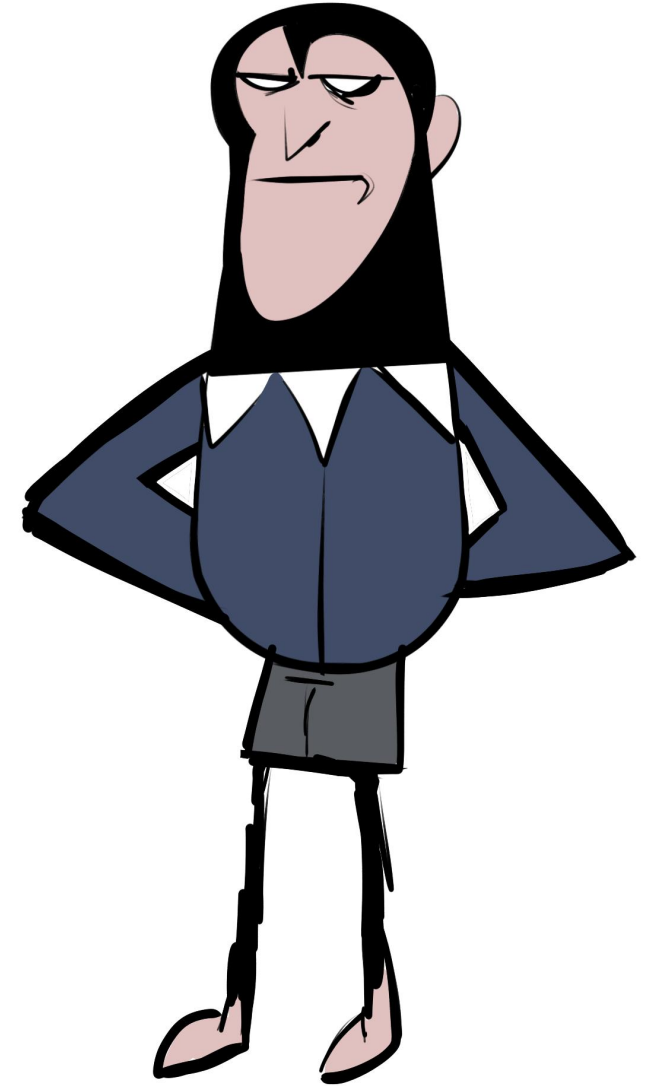
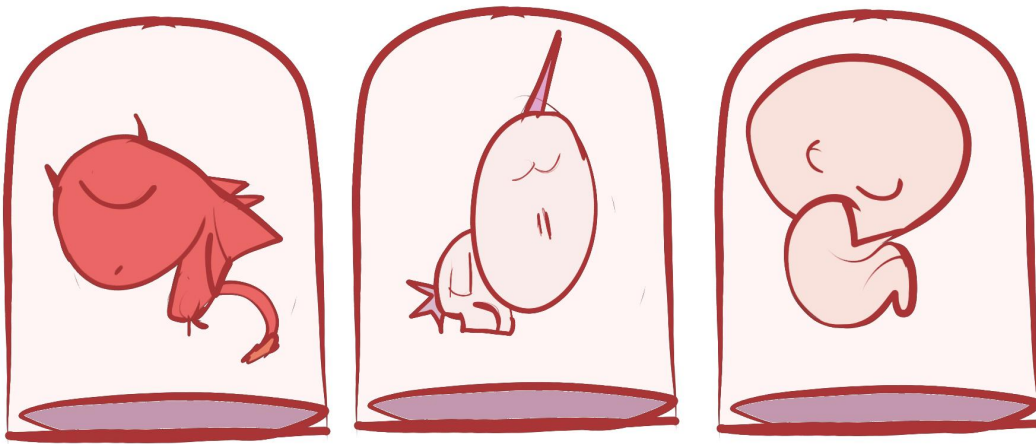
Hueman is strange. Not special, nor profound. Just strange, yet, against all reason, there's something faintly cute about him, ugly in the exact way that makes you want to keep him around.



Dr. Sloan

Dr. Sloan is the founder and CEO of the science lab where Aiden works, though he is nothing like Aiden himself. Sloan is intelligent and somehow seems to know every nook and cranny of people's lives. He is **intellectual** and unapologetically rude about it, not in a boastful way, but in the manner of someone who simply knows more than everyone else and doesn't bother softening it. He places little value on animal life, testing whatever he can get his hands on in the hope of pioneering the next major breakthrough. Sloan is **stern** and largely unapproachable, a hard nut to crack and more **mysterious** than anything else.

Still, somewhere beneath all of that, there may yet be a chance for him to change.

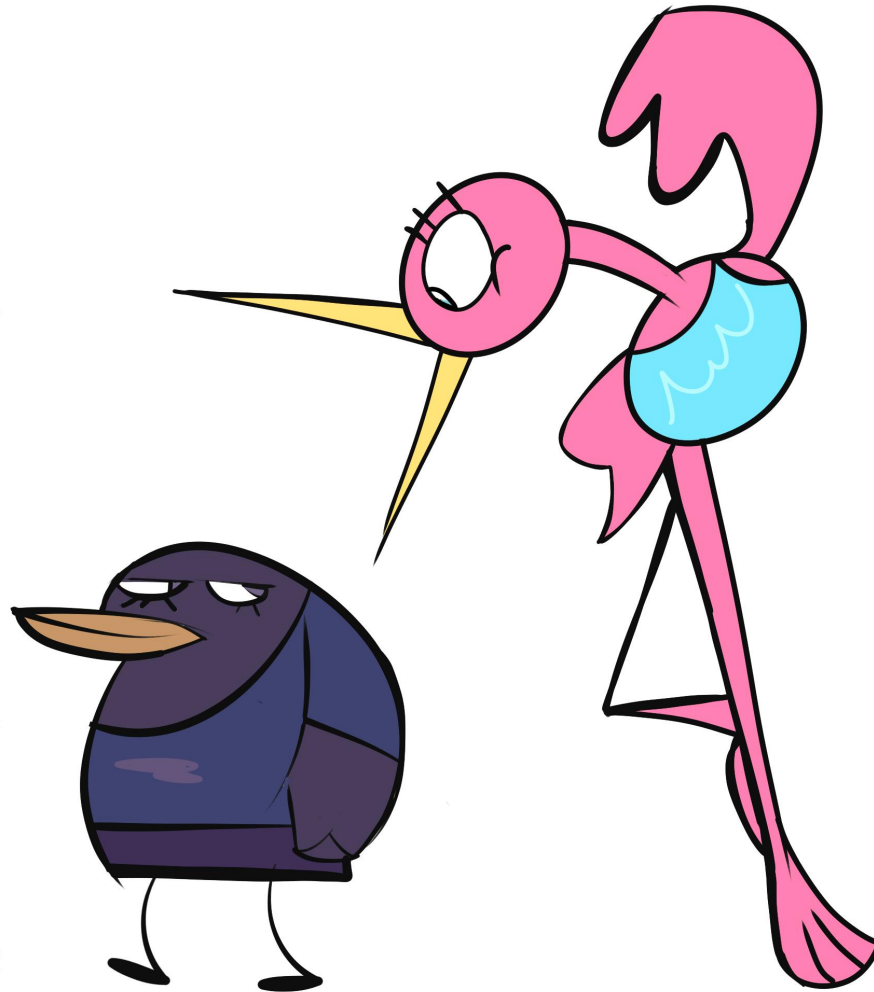


RAINE

Raine carries herself with the attitude of an old grandfather clock. As Lee's work partner and roommate, she takes care of the more boring parts of life, bills, work, grocery shopping. She doesn't find any thrill in these tasks, but handles them anyway, mostly because no one else will.

Raine is extremely precise in everything she does. She's organized to a fault, to-do lists, alarms, and carefully planned routines. Everything is **meticulous**, and she makes sure nothing is done poorly. However, this precision comes at a cost. Raine isn't particularly social and often acts as the voice of reason or the "downer Debby" in most situations. **But** because she isn't much of a talker, people often don't know how to approach her. But those who grow close to Raine quickly realize she's reliable, grounded, and **genuinely good company**.

Raine says she just needs a nap, but what she truly needs is someone to pull her out of her comfort zone. At the end of the day, Raine simply wants to feel normal.



LEE

Lee is a flamingo who truly means no harm to the world. She's bright and also works under Dr. Sloan. Like Aiden, she thinks outside the box, but unlike him, she also knows everything about the box: its width, height, and probably the brand name, too. Lee loves knowing things, which also explains why she loves talking about them. She is almost never the first to stop talking and can easily keep someone up late, rambling enthusiastically about whatever she likes or is thinking about.

Lee is very **chalent and flashy**, yet still kind **at heart**.

While Lee talks a lot and thinks quickly, she doesn't handle criticism well, and her fast attitude often gets in the way, especially at work. She struggles to pick up on social cues that suggest someone wants to end a conversation. **Innocent** enough to assume people always want to talk, Lee can sometimes overdo it. However, in the right environment and with the right people, she thrives. She can stay focused on her work while still being her talkative self, rather than spiraling into side tangents and burning herself out.

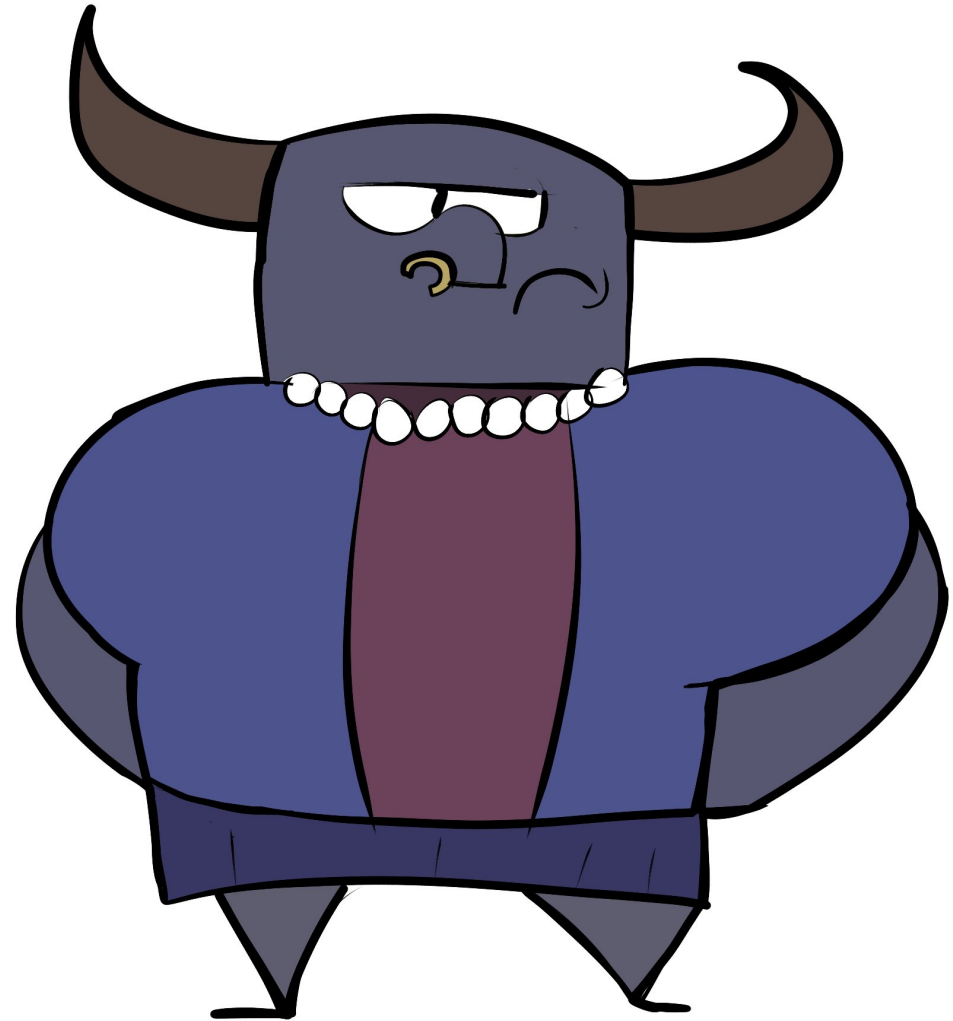
Lee is fun and energetic, arguably even more so than Aiden, but sometimes she just needs a gentle nudge in the right direction.

MS. JONES

Ms. Jones is the principal and operator of the barnyard. She is **fiercely independent** and knows exactly how to make things work. She tends to rely more on actions than words, though this has never stopped her from standing by her opinions.

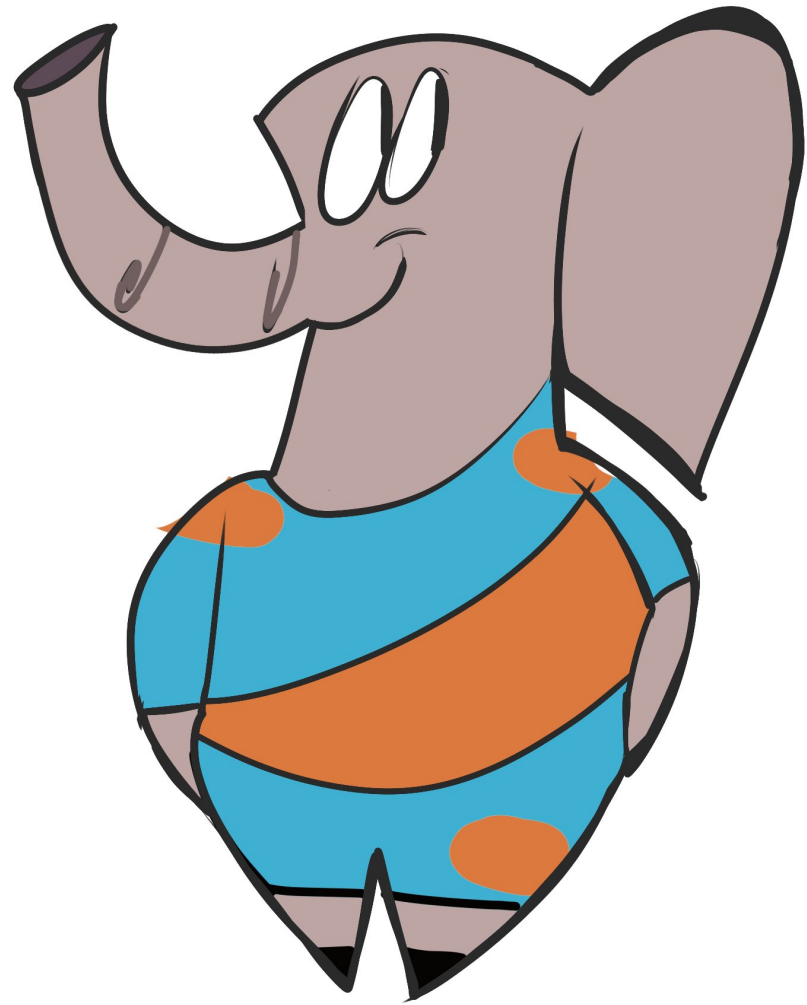
When Ms. Jones knows something is wrong, she doesn't hesitate to call it out, not to shame or villainize anyone, but simply because fixing the problem matters more to her than assigning blame, she speaks up only when necessary. Some view this as harsh, but in **truth**, it's just her way of caring.

Most of the time, Ms. Jones isn't the problem at all. It's the animals who make it one.



HELLEN

Hellen is Aiden and Chester's upstairs neighbor and easily the **loudest** person in their living quarters by a notable margin. She's loud, **showy**, and outgoing, often showing herself with an enthusiastic "tooot!" She isn't quite like Lee; instead of talking endlessly, Hellen is the kind of person who pulls you out of your comfort zone. She's an adventurer and an entertainer. Hellen doesn't mind quieting down when necessary and is aware that she can be a bit much at times, but she enjoys being the center of attention and often seeks approval from others rather than trusting her own judgment, which sometimes leads her to overdo things. Despite this, Hellen is consistently kind and **friendly**, and she would never hesitate to help someone step outside their comfort zone.



CLOVER

Clover is Aiden's former work colleague who continues to check in and help throughout the series. He's relaxed and somewhat **dependable**, the kind of person who's simply there when needed. He keeps to himself, means no harm, and generally minds his own business. While quiet, he's helpful and honest with the people he's close to.

Clover is somewhat technical but doesn't care deeply about most things. He's the type of person who could make friends with almost anyone if they bothered to talk to him first. However, if Clover gets angry, he tends to stay that way for a while. He takes a long time to **cool down** and doesn't always think rationally in those moments. He also tends to take his time with tasks in general.

Still, Clover isn't someone who dwells on the past or should be defined by his **slow pace** or lingering frustration. He's the kind of person you can walk alongside, knowing he'll tell you what you need to hear, nothing more, nothing less.



THEY BOND.. BARLEY...



Barley's different from "don't." Aiden and Chester are required by Law (and Jones) to tolerate one another, thanks to a mandate insisting that predators must bond with their prey. Chester, of course, is far too wimpish to actually do anything to Aiden. On the surface, they hate each other.

WHAT DOES THE AUDIENCE THINK?

The audience witnesses the "creation" of the Heuman, a moment that sets the tone for the story's. A unique species has just been brought into existence for them and their world. Viewers are placed in the shoes of both Aiden and Chester as they learn how to care for Heuman.

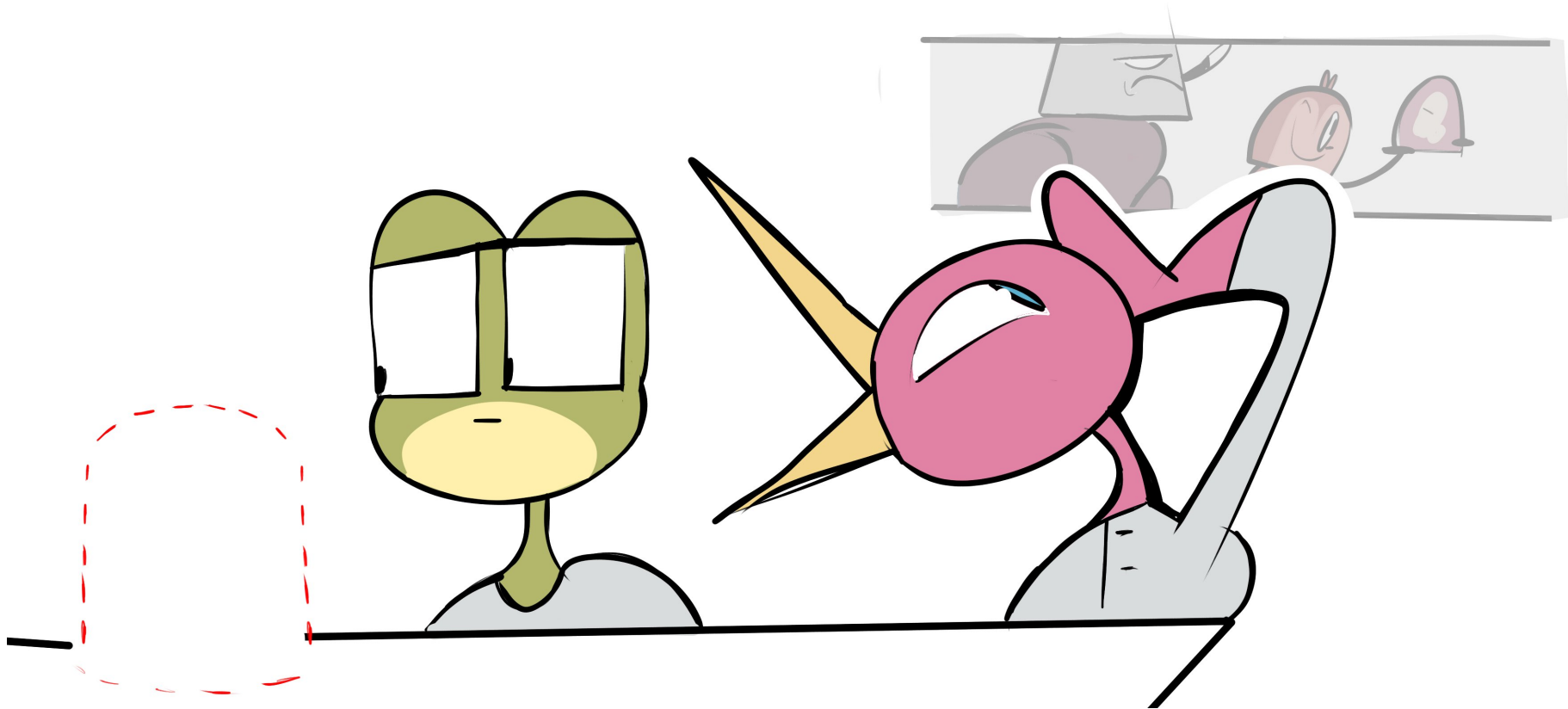
As they raise this child, both characters grow in distinct ways: Chester becomes more caring and understanding, a bit more kinder, while Aiden develops better problem solving skills and a better sense of what to do in difficult situations, and who to help. The audience should come to rely on these two as the caretakers of "our child," Heuman, reflecting a theme of redemption and the idea that anyone can change for the better!

The show is aimed at pre-teens aged 9–12, though it's meant to be universally enjoyable. Families and friends should be able to sit down together and watch without needing to keep track of heavy lore or story.

Similar to shows like Clarence (most notably), The Amazing World of Gumball, Steven Universe, and The Cuphead Show, but with a faster pace, episodes are what tell these stories, and we can see some future events that happen.

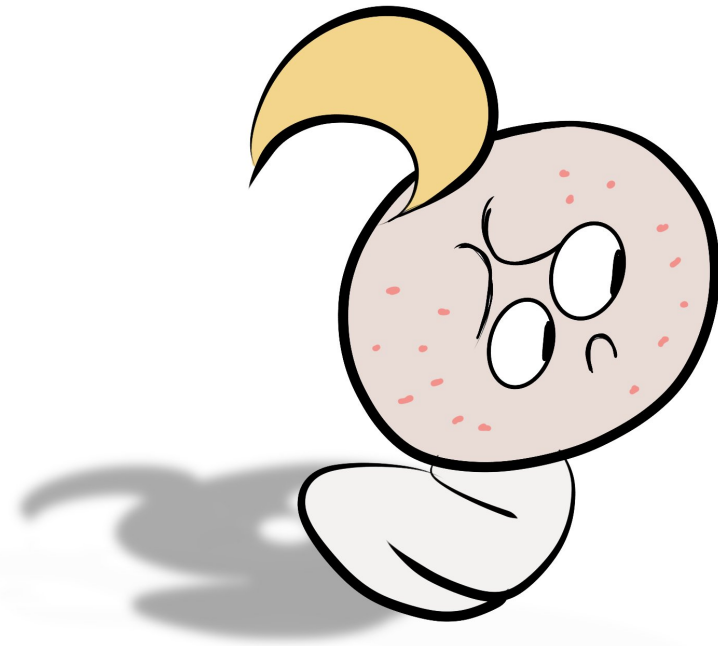
PILOT

AIDEN SMITH HAS JUST BEEN PROMOTED TO A HIGHER LEVEL AT HIS JOB. ON HIS FIRST DAY IN THE NEW ROLE, HE IS TASKED WITH ANNOTATING A NEWLY DISCOVERED CREATURE. HOWEVER, THINGS QUICKLY GO WRONG WHEN CHESTER UNKNOWINGLY STEALS THE VERY CREATURE AIDEN IS ASSIGNED TO STUDY. AFTER A WHOLE DAY OF SEARCHING, THE TWO FINALLY COME TOGETHER TO WITNESS THE BABY EMERGE FROM ITS POD. IN THAT MOMENT, BOTH AIDEN AND CHESTER REALIZE THAT THIS CREATURE REPRESENTS NOT JUST A SCIENTIFIC DISCOVERY, BUT A COMPLETELY NEW BEGINNING IN THEIR LIVES.



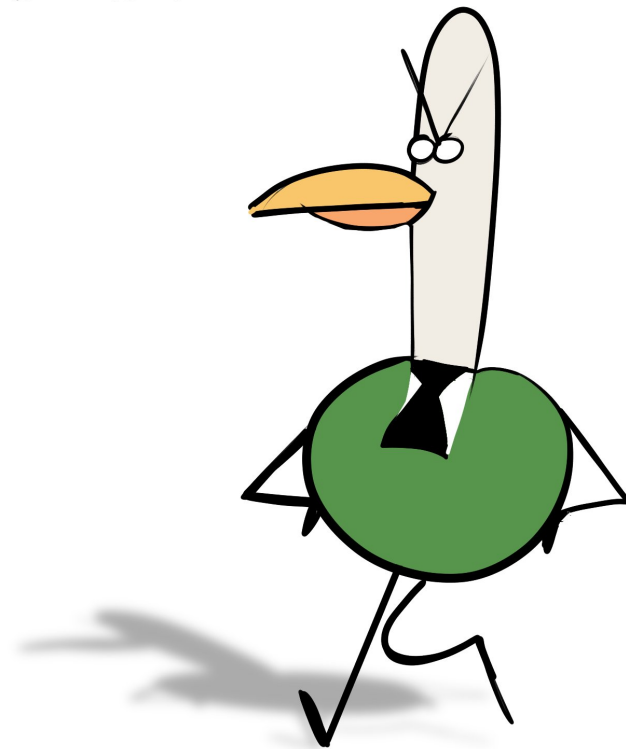
BABYS FIRST SICK DAY

HUEMAN INEVITABLY CONTRACTS HIS FIRST ILLNESS, CHICKENPOX! WHICH IS ABOUT AS ALARMING TO AIDEN AND CHESTER AS DISCOVERING YOUR HOUSEPLANTS HAVE A FEVER. THE TWO ROOMMATES EMBARK ON A FRANTIC QUEST FOR THE PERFECT CURE, ACCIDENTALLY DISPROVING HALF OF MODERN MEDICINE BEFORE STUMBLING ONTO GINGER, THOUGH ONLY AFTER AN IMPRESSIVE AMOUNT OF ARGUING AND NEAR POISONINGS.



LANDLORD

SEEMINGLY WITH NO BARRIERS, WE FIND OUT THE LANDLORD ENFORCES A STRICT "TWO ANIMALS PER DORM" POLICY, WHICH IS FINE BY EVERYONE ELSE. AIDEN AND CHESTER MUST FIGURE OUT HOW TO CONCEAL THE EXISTENCE OF AN ENTIRELY NEW SPECIES IN THEIR APARTMENT WHICH IS NO SMALL TASK CONSIDERING HUEMAN'S TENDENCY TO SCREAM AT CEILINGS AND LICK ELECTRICAL OUTLETS.



BELONGING

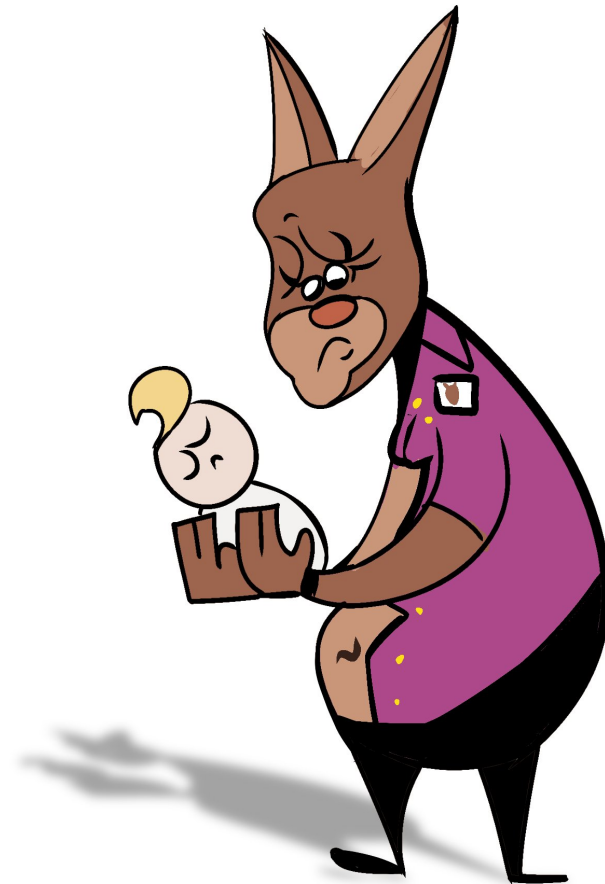
AFTER A FIGHT, CHESTER DECIDES THE MOST LOGICAL SOLUTION IS TO FIND HUEMAN A "PROPER HOME." THIS INVOLVES DUMPING HIM WITH FISH, ABANDONING HIM IN THE DESERT, MISPLACING HIM IN THE JUNGLE, AND LOSING HIM IN THE FOREST, EVEN SELLING HIM, ANY ENVIRONMENT, CHESTER PUTS HUEMAN. BY NIGHTFALL, HUEMANS ALMOST LOST, BUT CHESTER REALIZES THERE ISN'T A SPECIES OR GROUP HUEMAN BELONGS IN, LEAVING HIM AND AIDEN TO TAKE CARE OF THEIR NEW CHILD



THE BABYSITTER

CHESTER DEPARTS FOR HIS HOMELAND, CANADA, TO VISIT
FAMILY AND AN INTENSE COURSE IN CULINARY SCIENCE.

LEFT ALONE, AIDENS MOM IN AN ATTEMPT TO HELP
SENDS A BABYSITTER FOR HUEMAN. CHAOS ENSURES.



MORE THAN "ANIMALS"



Throughout the episodes we see more of each characters personal life's, each one has atleast some part viewers can bond with, each animal is human in a way (personality and how they act). Hueman the human brings everyone together, giving something purposeful to just watch.

THANKS
FOR
READING!

