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Glitter
GLUE
ENTERTAINMENT

HARMONY'S TUNES

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HI TUNETIMERS, I'M
HARMONY HALF STEP!

 :
7-YEAR-OLD
COMPOSER

 1:
THE BRONX, NY

 2:
THE MUSICAL LANDS WITHIN MY MUSIC

 : SAVING MUSIC, ONE
ADVENTURE AT A TIME, WITH
MY MUSICAL SUPERHERO
SQUAD, THE TUNES!

HI TUNETIMERS, WE ARE
THE TUNES!

P
R
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N
T
A MUSICAL
SUPERHERO SQUAD

HARMONY'S MUSIC

WORKING TOGETHER &
USING OUR MUSICAL
ABILITIES TO SAVE
HARMONY'S MUSIC



I'M MELODY

I'M TEMPO

I'M RHYTHM

I'M DYNIA

LET'S TURN THE PAGE TO
LEARN
MORE ABOUT
HARMONY'S TUNES!

IT'S TUNE TIME!



GOAL

TO HELP DEVELOP CHILDREN'S
MUSIC LITERACY.



MUSIC LITERACY IS THE ABILITY TO **READ, WRITE, AND LISTEN TO MUSIC**, AND THE UNDERSTANDING OF AND APPRECIATION FOR **MUSICAL TERMS, INSTRUMENTS, HISTORY, AND STYLES**.

HARMONY'S TUNES' AUDIENCE WILL ALSO GAIN VALUABLE SKILLS IN **MATH, READING, SELF-EXPRESSION, LISTENING, PROCESSING, SOCIAL COMPETENCE, AND PROBLEM SOLVING**, WHICH ARE JUST A FEW ADDITIONAL BENEFITS OF BECOMING MUSIC LITERATE.

CONCEPT

WHEN A YOUNG COMPOSER NAMED **HARMONY** HAS PARTS OF HER MUSIC DELETED AND
UPLOADED TO A FARAWAY LAND BY A PESKY CONDUCTOR, SHE MUST WORK WITH HER
MUSICAL SUPERHERO SQUAD, **THE TUNES**, TO PUT THE MISSING PARTS BACK INTO HER MUSIC
BEFORE IT'S TIME FOR HER PERFORMANCE!



KEY NOTES

- 22-MINUTE ANIMATED TELEVISION SERIES TARGETED AT TWO-TO-SEVEN YEAR OLD CHILDREN
- SET IN THE BRONX, NEW YORK ON MUSICOOL BLVD AT MUSICOOL'S MUSIC SCHOOL, *AND* IN MUSICAL LANDS WITHIN HARMONY'S MUSIC
- HARMONY'S COMPOSITIONS ARE ORIGINAL AND VARY IN GENRE. SHE CAN ALSO BECOME INSPIRED BY EXISTING MUSICAL PIECES/ARTISTS AND INCORPORATE THEM INTO HER MUSIC. HARMONY'S COMPLETED COMPOSITION IS PERFORMED AT THE END OF EACH EPISODE DURING **MUSIC NOON**, THE SCHOOL'S CONCERT.
- THE SHOW STRONGLY ENCOURAGES INTERACTIVITY AND HOPES TO EMPOWER ITS VIEWERS SO THAT THEY CAN *EMBRACE THEIR OWN UNIQUE MUSICAL ABILITIES*. CHARACTERS OFTEN INTERACT WITH THE VIEWERS AND ASK THEM TO USE THEIR 'MUSICAL SUPER POWERS' TO HELP SOLVE THE PUZZLES.
- VIDEOS OF **MUSIC NOON** ARE POSTED TO THE SCHOOL'S EXCLUSIVE DIGITAL CONTENT HUB DURING THE SHOW, WHICH CAN BE ACCESSED AND ENGAGED WITH IN REAL LIFE BY PARENTS AND THEIR CHILDREN—THUS GIVING THE SHOW A MULTI-PLATFORM ADVANTAGE.



IN EVERY EPISODE...

HARMONY HAS A **DIFFERENT** MUSICAL PART DELETED FROM HER MUSIC. THE DELETED PART COULD BE ANYTHING FROM MUSICAL NOTES, DYNAMICS, RHYTHMS, TEMPOS, THE OVERALL SOUND, A GENRE, STYLE, HISTORICAL INFLUENCE, ETC. **THIS MEANS...**

- UNLIMITED MYSTICAL AND UNIQUE MUSICAL LANDS THAT HARMONY AND THE TUNES TRAVEL TO *WITHIN HER MUSIC*
- NEW MUSICAL PUZZLES (THREE IN EACH EPISODE/LAND) THAT THE CHARACTERS AND VIEWERS AT HOME MUST SOLVE
- DIFFERENT PROSOCIAL ISSUES THAT THE CHARACTERS MUST TACKLE, WHICH *PARALLEL THE DELETED PIECE OR LAND*
- EACH LAND RESEMBLES A BOARD GAME, WITH A 'START' AND 'FINISH,' A METRONOME TIMER, AND THREE MUSICAL PUZZLES THAT THE CHARACTERS MUST SOLVE ALONG THE WAY!





IN EVERY EPISODE...

- MUSE, HARMONY'S TABLET, OPENS EACH EPISODE BY INTRODUCING THE EPISODE'S MAIN CONCEPTS TO THE AUDIENCE WITH A FUN AND ENTERTAINING LESSON.
- AT THE END OF EACH EPISODE, HE REINFORCES THE EPISODE'S THEMES/CONCEPTS WITH **VIDEO CLIPS** FROM SOCIAL MEDIA MUSIC INFLUENCERS, PROFESSIONAL MUSICIANS, ORCHESTRAS, POP GROUPS, MUSICAL INSTRUMENT ARTS & CRAFTS SESSIONS, ETC.
- HE ALSO ENCOURAGES VIEWERS TO UPLOAD THEIR OWN **USER-GENERATED MUSIC CONTENT** TO THE SHOW'S EXCLUSIVE DIGITAL CONTENT HUB.



CHARACTERS



HARMONY HALF STEP

PROTAGONIST

SEVEN-YEAR-OLD COMPOSER WHO LIVES IN THE BRONX
AND ENJOYS SPENDING SATURDAYS AT HER
GRANDFATHER'S (GRANDPA WHOLE STEP'S) MUSIC
SCHOOL WRITING MUSIC, PRACTICING ON VARIOUS
MUSICAL INSTRUMENTS, AND PREPARING FOR THE
SCHOOL'S AFTERNOON CONCERT, MUSIC NOON.



DR. DISSONANCE *ANTAGONIST*

A CONDUCTOR AND ASPIRING COMPOSER WHO LIVES WITHIN ALL OF MUSIC AND LIKES TO THINK OF HIMSELF AS HARMONY'S MUSICAL COMPETITOR. WITH HIS MAGICAL BATON, HE'S ABLE TO DELETE PORTIONS OF HARMONY'S MUSIC AND UPLOAD THEM TO OTHER MUSICAL LANDS IN HOPES OF RUINING HARMONY'S MUSIC NOON PERFORMANCE.





MUSE

HARMONY'S SIDEKICK

THE TALKING DIGITAL TABLET THAT HARMONY USES TO COMPOSE HER MUSIC.

MUSE ACTS AS A MAP TO SHOW THE LAND TO HARMONY, THE TUNES, AND THE VIEWERS AT HOME. HE ALSO USES HIS SCREEN TO RECAP THE EPISODE, DISPLAY MUSIC NOON'S DIGITAL CONTENT HUB, AND EVEN SHOW REAL-LIFE FOOTAGE FROM CONCERTS, MUSIC CLASSES, AND INFLUENCERS.

WHEN PARTS OF HARMONY'S MUSIC GET DELETED FROM MUSE AND UPLOADED TO MUSICAL LANDS BY DR. DISSONANCE, HARMONY JUMPS INTO THE WHOLE NOTE ON MUSE'S SCREEN TO TRAVEL TO THE LAND.





TEMPO TUNE

*MEMBER OF THE MUSICAL SUPERHERO SQUAD, THE TUNES
KEEPS TRACK OF THE OVERALL SPEED OF THE MUSIC*

SPECIAL MUSICAL POWER: SPEED BLASTING!

HE CAN SPEED ANYTHING UP OR DOWN BY USING THE TEMPOS FOUND INSIDE THE TEMPO CLOCK ON HIS CHEST. THIS CAN BE DONE BY WINDING HIM UP OR DOWN DEPENDING ON THE TEMPO THAT'S NEEDED. THEN, THE CLOCK WILL BLAST THE APPROPRIATE TEMPO ONTO THE MUSIC, CHARACTER, OR OBJECT.

TRAITS: WILL SOMETIMES LOSE HIS TEMPER, WHICH AUTOMATICALLY WINDS HIM UP. THIS MAKES HIS TEMPO CLOCK RELEASE UNWANTED TEMPOS, CAUSING THE MUSIC TO CHANGE SPEEDS UNCONTROLLABLY.





RHYTHM TUNE

*MEMBER OF THE MUSICAL SUPERHERO SQUAD, THE TUNES
CONTROLS THE MUSIC'S VARIOUS BEATS OF SOUNDS AND SILENCES*

SPECIAL MUSICAL POWER: BEAT THROWING!

HE LOVES BEATBOXING WITH HIS BEST FRIEND, TEMPO, AND HAS A SOUGHT-AFTER COLLECTION OF INTERACTIVE BEAT TRADING CARDS THAT HE CARRIES AROUND WITH HIM. DUE TO HIS EXPERTISE, HE KNOWS WHICH CARD TO THROW ONTO A MUSICAL NOTE, OR ANYTHING ELSE, WHICH CHANGES ITS VALUE.

TRAITS: SOMETIMES HAS A HARD TIME SHARING. ESPECIALLY STRUGGLES WITH SHARING HIS CARDS, EVEN WHEN HARMONY AND THE OTHER TUNES NEED THEM MOST.





MELODY TUNE

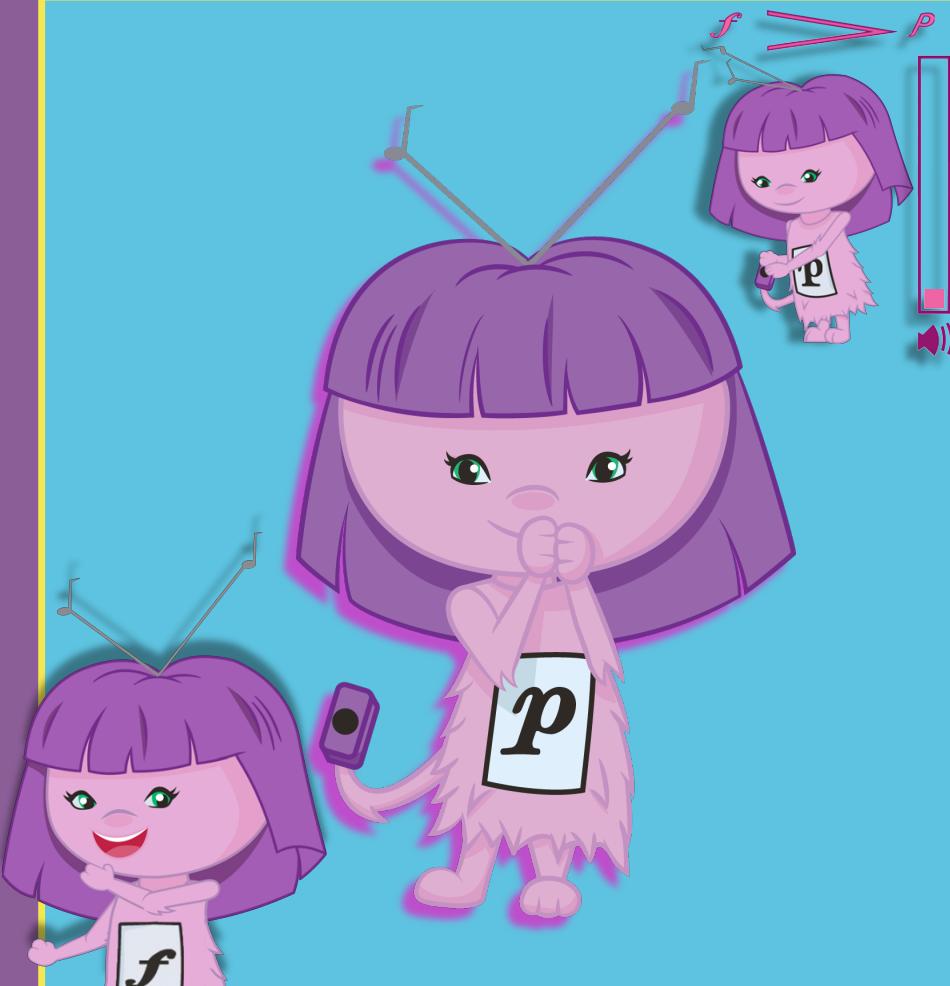
*MEMBER OF THE MUSICAL SUPERHERO SQUAD, THE TUNES
IN CHARGE OF THE MUSIC'S NOTES AND MELODIES*

SPECIAL MUSICAL POWER: NOTE CALLING!

SHE IS THE PROUD OWNER OF SEVERAL PET NOTES WHO WALK WITH HER ON A LEASH AND HAS A UNIQUE CALL THAT RETURNS LOST NOTES TO THEIR HOME ON THE MUSIC STAFF. WHEN PET NOTES NEED A CERTAIN RHYTHMIC VALUE ADDED OR REMOVED, RHYTHM USES HIS CARDS TO HELP MELODY GIVE THEM A MAKEOVER IN HER MOBILE PET NOTE SALON (WHICH CREATES A 'MELODY' IN HARMONY'S MUSIC).

TRAITS: HAS PERFECT PITCH. PLUGS HER EARS WHEN SHE HEARS UNPLEASANT SOUNDS, OR WHEN SHE'S TOLD SOMETHING THAT SHE DOESN'T WANT TO HEAR. THIS BLOCKS MUSICAL NOTES FROM GETTING BACK INTO HARMONY'S MUSIC.





DYNA TUNE

*MEMBER OF THE MUSICAL SUPERHERO SQUAD, THE TUNES
RESPONSIBLE FOR THE MUSIC'S DYNAMICS*

SPECIAL MUSICAL POWER: VOLUME CONTROL!

THE END OF HER TAIL HAS A REMOTE CONTROL, WHICH CONTROLS THE MUSIC'S, OR ANYTHING ELSE'S, VOLUME. WHEN DYNA SPEAKS, HER OWN DYNAMIC IS NOTATED ON HER BODY'S SCREEN, WHILE HER TV ANTENNAS INDICATE WHETHER HER VOLUME IS INCREASING OR DECREASING (HER ANTENNAS FORM A CRESCENDO OR DECRESCEndo).

TRAITS: VERY SWEET, QUIET, AND SHY. CAN BE AFRAID TO SPEAK UP, AND SOMETIMES THE TUNES HAVE TO USE DYNA'S REMOTE CONTROL TO INCREASE HER OWN VOLUME, WHICH EMBARRASSES HER.



EPISODE STRUCTURE

SEGMENT 1 (10% OF EPISODE)

1. MUSE GIVES THE AUDIENCE AN INTERACTIVE MUSIC LESSON VIA HIS SCREEN TO INTRODUCE THE EPISODE'S CURRICULUM, AND THE LESSON IS THEN APPLIED TO A REAL LIFE SITUATION.
 - FOR EXAMPLE, IF THE EPISODE IS ABOUT FAST AND SLOW TEMPOS, HE MAY COMPARE TEMPOS TO FAST AND SLOW MOVING ANIMALS.
2. DEPENDING ON THE EPISODE, SOME OR ALL OF THE TUNES MAY JOIN MUSE FOR THE LESSON.



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SEGMENT 2 (80% OF EPISODE)

1. HARMONY ENTERS MUSICOOL'S MUSIC SCHOOL AND BEGINS COMPOSING HER PIECE FOR MUSIC NOON ON MUSE'S SCREEN, BUT THEN NOTICES THAT PARTS OF IT ARE MISSING.
2. REALIZING THAT DR. DISSONANCE IS AT IT AGAIN, MUSE SHOWS HARMONY A MAP ON HIS SCREEN OF THE MUSICAL LAND WHERE DR. DISSONANCE HAS UPLOADED THE MISSING PARTS.
3. TO GET THE PARTS BACK BY MUSIC NOON, HARMONY WILL NEED HELP FROM HER MUSICAL SUPERHERO SQUAD, THE TUNES. SHE TRAVELS TO THE MUSICAL LAND TO MEET THEM VIA THE WHOLE NOTE IN HER COMPOSITION ON MUSE'S SCREEN.



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SEGMENT 2 (80% OF EPISODE) - CONTINUED

4. AS HARMONY AND THE TUNES TRAVEL THROUGH THE LAND, THEY RUN INTO THREE MUSICAL OBSTACLES/PUZZLES THAT HAVE BEEN PLACED THERE BY DR. DISSONANCE.
5. HARMONY, THE TUNES, *AND* THE VIEWERS AT HOME MUST WORK TOGETHER AND USE THEIR UNIQUE MUSICAL ABILITIES (AKA 'MUSICAL SUPER POWERS') TO SOLVE EACH PUZZLE. SOLVING A PUZZLE GETS SOME OF THE MISSING PARTS BACK INTO HARMONY'S MUSIC. TO GET ALL THE MISSING PARTS BACK INTO HER MUSIC, ALL THREE PUZZLES MUST BE SOLVED.
6. DURING THE THIRD AND MOST CHALLENGING PUZZLE, DR. DISSONANCE ALWAYS APPEARS IN DISGUISE AS ONE OF THE MUSICAL LAND'S VILLAINS—LEAVING HARMONY, THE TUNES, *AND* THE VIEWERS AT HOME TO USE THEIR MUSICAL ABILITIES, AND PROBLEM SOLVING SKILLS THAT THEY'VE GAINED FROM THE EPISODE, TO DEFEAT HIM AND RETRIEVE THE FINAL MISSING PART.
6. HARMONY TRAVELS BACK THROUGH THE WHOLE NOTE JUST IN TIME TO PERFORM HER COMPLETED PIECE AT MUSIC NOON, AND VIEWERS SEE THE PERFORMANCE POSTED TO MUSIC NOON'S EXCLUSIVE DIGITAL CONTENT HUB (WHICH THEY CAN ALSO ACCESS IN REAL LIFE).



SEGMENT 3 (10% OF EPISODE)

1. MUSE RECAPS THE MAIN CONCEPTS FROM THE EPISODE BY SHOWING THE MUSICAL LAND AND PUZZLES ON HIS SCREEN.
2. ACTUAL MUSIC FOOTAGE IS SHOWN TO REINFORCE THE CONCEPTS AND SHOWCASE THE EPISODE'S COMPOSITION (LIKE AN ORCHESTRA, A SOCIAL MEDIA MUSIC INFLUENCER, POP GROUP, MUSIC CLASS, ETC.).
3. MUSE MAY EVEN DEMONSTRATE TO THE VIEWERS HOW THEY CAN MAKE THEIR OWN INSTRUMENTS, OR ENCOURAGE PARENTAL INVOLVEMENT BY ASKING FAMILIES TO RECORD VIDEOS OF THEM PERFORMING AND POST THEM TO MUSIC NOON'S EXCLUSIVE DIGITAL CONTENT HUB (WHICH FURTHER HELPS THEM APPLY THE EPISODE'S LESSONS).



EPISODE EXAMPLES

EPISODE ONE: "DYNAMIC DRAWBRIDGE"

MUSICAL DYNAMICS FORTE (LOUD) AND PIANO (SOFT) GO MISSING FROM HARMONY'S MUSIC AND ARE uploaded to DYNAMIC KINGDOM, WHERE THEY ARE LOCKED UP IN THE CASTLE TOWER AND GUARDED BY A DYNAMIC-HUNGRY OGRE (DR. DISSONANCE). CAN THE TUNES HELP HARMONY LOWER THE DRAWBRIDGE AND RESCUE FORTE AND PIANO FROM THE OGRE BEFORE HE EATS THEM FOR DINNER?

EPISODE TWO: "PET NOTE PARK"

THE TREBLE CLEF'S NOTES GO MISSING FROM HARMONY'S COMPOSITION AND ARE uploaded to PET NOTE PARK, WHERE THEY FALL IN LOVE WITH THE BASS CLEF'S NOTES AND GET ALL MIXED UP! CAN THE TUNES HELP HARMONY IDENTIFY THE CORRECT NOTES AND GET THEM BACK INTO HER MUSIC BEFORE THE PET NOTE CATCHER (DR. DISSONANCE) TAKES THEM TO THE PET NOTE POUND?



EPISODE THREE: "TEMPO TRACK"

HARMONY'S THREE MOST IMPORTANT TEMPOS ARE DELETED FROM HER MUSIC AND uploaded to TEMPO TRACK, THE MOST TREACHEROUS RELAY TRACK IN ALL OF MUSIC! WITH THE TEMPOS HELD CAPTIVE INSIDE THE RELAY BATON, TEAM TUNES MUST COMPLETE EACH LEG OF THE RACE TO PASS THE BATON BEFORE TIME RUNS OUT - OR ELSE THE TEMPOS ARE STUCK IN THE BATON! TO MAKE MATTERS WORSE, TEAM TUNES IS RACING AGAINST TEAM PRESTISSIMOS - THE FASTEST TEMPO TEAM IN MUSIC - AND THE RACE'S JUDGE (DR. DISSONANCE) IS THE ONLY ONE WHO CAN CHOOSE A WINNER.

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EPISODE EXAMPLES

EPISODE FOUR: "TRICK-OR-BEAT"

HARMONY'S RESTS ARE DELETED FROM HER MUSIC AND UPLOADED TO THE MOST HAUNTED HOTEL IN ALL OF HALLO-BEAT TOWN, RHYTHM RESORT, WHERE THEY'RE LOCKED UP IN ROOMS AND GUARDED BY SOME VERY GHASTLY GHOSTS. ACTING AS 'RHYTHMBUSTERS,' HARMONY AND THE TUNES MUST DECODE EACH DOOR'S SECRET RHYTHM KNOCK TO BUST DOWN THE DOORS AND SAVE THE RESTS FROM THE SPOOKIEST GHOST OF ALL, GHOST OF RHYTHM PAST (DR. DISSONANCE). OTHERWISE, HE'LL KEEP THEM LOCKED UP - FOREVER!

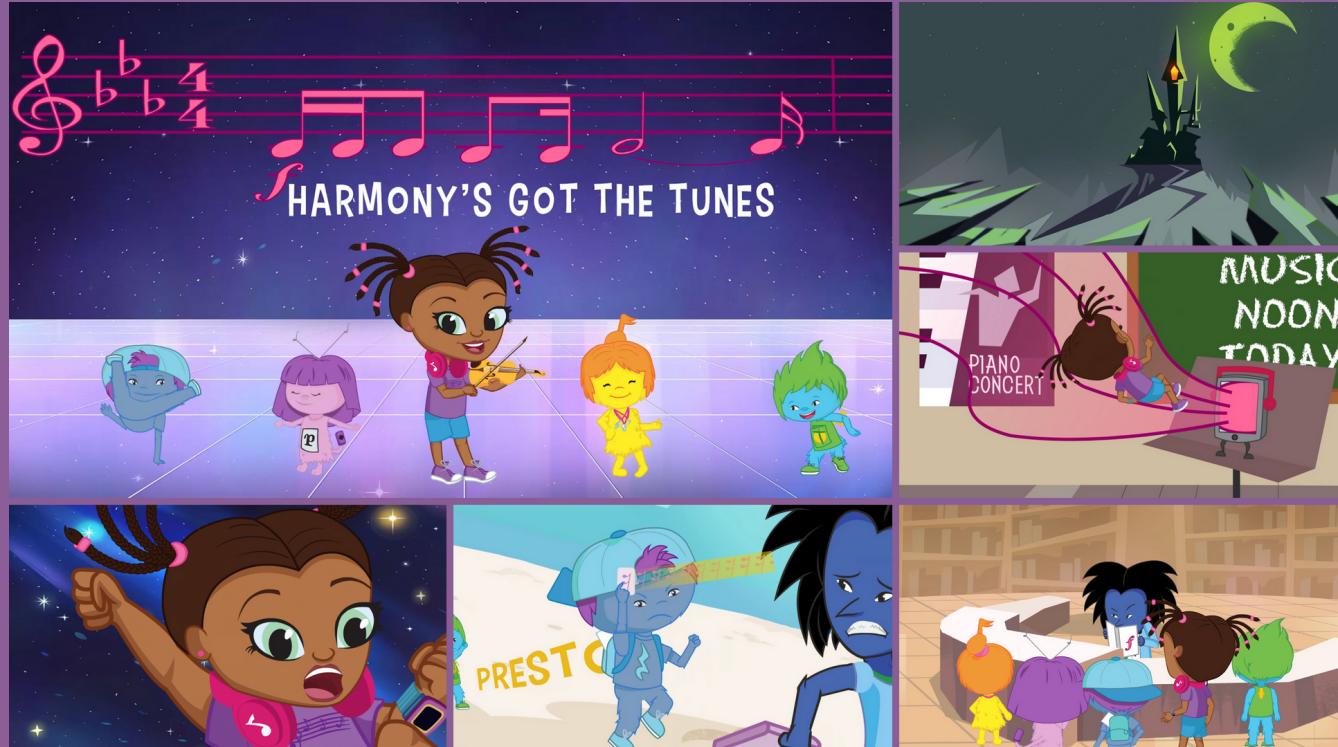


EPISODE FIVE: "COOL CATS' CLUB"

WHEN HARMONY'S JAZZ MELODIES GO MISSING FROM HER MUSIC, SHE AND THE TUNES ARE TRANSPORTED TO THE JAZZ CLUB, COOL CATS' CLUB, WHERE THEY MEET THE CLUB'S ALLEY SCAT CATS AND THEIR BAND LEADER, CAT KING COLE! BUT WHEN THE SCAT CATS SHOW HARMONY AND THE TUNES THE FAMILIAR PIECE THEY'VE BEEN ASKED TO PERFORM BY THE CLUB'S OWNER (DR. DISSONANCE), IT BECOMES CLEAR THAT A CAT BURGLAR STOLE PARTS OF HARMONY'S MUSIC. TO FIND OUT WHO THE REAL COPY CAT IS AND GET HARMONY'S MUSIC BACK, THE MOST PURRRRFECT SOLUTION IS... A JAZZ-OFF! CAN HARMONY AND THE TUNES PROVE TO THE COOL CATS' CLUB OWNER THAT THEY KNOW ALL THAT JAZZ?

LOOK/STYLE

- 2D ANIMATION WITH BRIGHT, CRISP, AND CONTRASTING COLORS. THE TUNES' COLORS EVOKE HAPPINESS AND COMFORT
- SKETCHED/SOFTENED BACKGROUNDS FURTHER EMPHASIZE FOREGROUND CHARACTERS AND IMPORTANT MUSICAL OBJECTS



FEEL/TONE

- MUSICAL LANDS OFTEN APPEAR FANTASTICAL TO CONTRAST REAL-LIFE LOCATIONS AND SETTINGS
- THE STYLE IS INSPIRED BY A HINT OF NOSTALGIA WITH A FRESH FEEL IN THE “REVIVAL AGE”

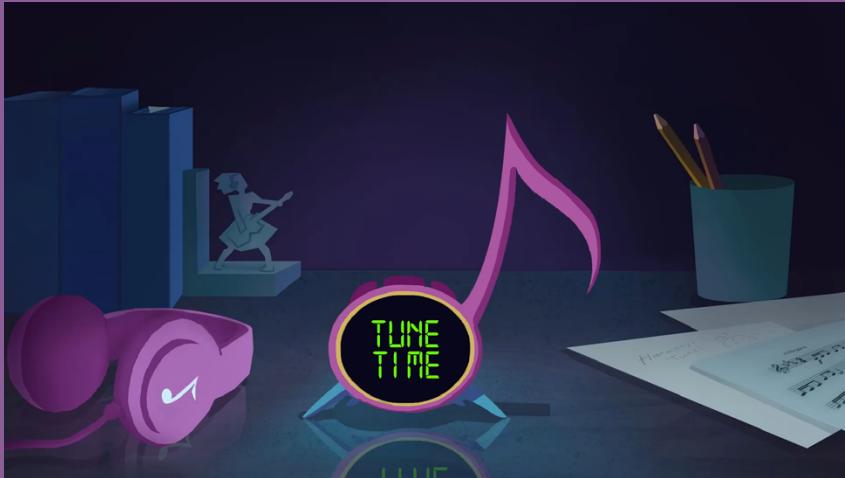






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THEME SONG



[HTTP://BIT.LY/HARMONYSTUNESTHEMESONG](http://bit.ly/HarmonyStunesThemeSong)
OR SCAN THE QR CODE TO WATCH THE FULL VIDEO →



MUSIC LITERACY + HARMONY'S TUNES

INFORMATIONAL VIDEO EXPLAINING THE IMPORTANCE OF MUSIC LITERACY DEVELOPMENT AND THE BENEFIT OF HARMONY'S TUNES



DON MOST

Ralph Malph, "Happy Days" and Big Band Recording Artist



CHLOÉ BRYAN

Madison, "School of Rock" on Broadway

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