

# The Legend of ZELDA ANIME SERIES



THE LEGEND OF ZELDA, Has been one of the most influential video game franchises of all time. Released on Feb. 21st 1986, this multibillion dollar franchise helped shaped the gaming industry where it is today. The Legend of Zelda Anime Series is a non profit fan made series that is currently in pre-production. This small booklet well introduce you to our world, players, setting, and a glimpse into what's to come.

- Dylan B, Co-Creator of Zelda Anime.

INTRODUCTION



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THE EPISODES ARE FORMATTED IN A 3 ACT STRUCTURE.

24MIN (INCLUDING BEGINNING AND ENDING TEASER WITH OPENING AND ENDING.)

TEASER: BRIDGES THE LAST EPISODES TOGETHER.

ACT 1: INTRODUCE US TO THE PROBLEM OR QUEST LINK AND HIS COMPANION IS ON.

ACT 2: THE MEAT AND ACTION OF THE EPISODE.

ACT 3: FINDING SOLUTIONS AND ADVANCING TO THE NEXT OBSTACLE.

END TEASER: GIVING A SMALL HINT OR THEME THE GODDESS GIVES, THEN WE TRANSITION INTO THE NEXT EPISODE.

THERE ARE A TOTAL OF 24 EPISODES IN SEASON ONE BASED ON SKYWARD SWORD. THERE ARE SOME KEY DIFFERENCES WITH THE GAME. EXAMPLE, SOME CHARACTERS FROM OCARINA WILL BE MAKING SOME APPEARANCES.

EPISODE'S



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The setting for the whole series takes place in the Land of Hyrule. Originally called The Surface world, the world of Hyrule had broken into the Kingdom Of Hylia in what would one day be called Hyrule. And the Kingdom of Hyrule that is located in North Hyrule, a massive continent size peninsula that used to be bridged to Hyrule. Music is also a Huge star in our series. Meet the Team behind the music!

**DJ STRATKAT:** A.K.A. Kyle Smith. Mr. Smith is a professional DJ, Video Game composer and A passionate expert in sound. His talent and knowledge has brought him through the chaos and his Remixing and arraignment skills bring a mechanical robust of great gusto to the Team. Check him out at his Website: <http://daydreamanatomy.bandcamp.com/>

**THIAGO NEMECK:** A Musician of wonder & talent. This new musician has the organic essence of **ZELDA**. This Artist has some an adventurous passionate Free tone. Check him out @ New grounds, and the Zelda Team is proud to have Thiago on the team.

## MUSIC & SETTING

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“Some character’s Have been re-image, while others stay true to their personalities but also bring something new to the Table. We wanted to bring what fan’s love about these character’s but also have enough freedom to Play around and add are own little mark. For example Each Link has a very different but very distinct Personally.”

Character’s are important to a story, without them there just wouldn’t be much of a story now, would there? So not only does all the character’s speak for the very first time, but each Voice actor we pick, has to have something very distinct, and special about them that not only fits, but Shows the energy, emotion, and the core of the character, but also the Heart.

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## THE CHARACTERS



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ONE Question I keep on getting is, about the Timeline. What about the time? Is the anime based off skyward sword timeline? Is it your own thing? Well to put this question to rest, we are starting off with Nintendo's unified timeline.

After that well dive deeper into the Zelda mythos by rearranging some things around, Like for example Four Swords Adventures/Plus being place in the adult timeline. Having Original new stories with characters, shaking some things up in the Zelda Universe. While the Timeline is a very touchy subject, there are going to be key characters and objects, places, etc that will be over arcing the full series.

Fan's will uncover with us the serects of Hyrule, and some interesting things, Like Who or what really is Majora's Mask, Who the legendary Hero of the Goron was, The Mysteries behind the Shiekah's race. also What happend to Navi when she left Link, and much more.

CONNECTING THE TIMELINE



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ANIMATION IS A GREAT BIG KEY. NOW, WHILE WE ARE LOOKING FOR ANIMATOR'S, I WANT TO BE CLEAR THAT ITS QUALITY OVER QUANTITY. THAT IT WILL TAKE SOME TIME IF WE CAN GET ANIMATORS. IF NOT THEN THE ANIME SERIES TURNS INTO A RADIO PLAY SERIES.

THE SERIES ANIMATION NEEDS TO BE SIMPLE, FLUID, AND HAVE A CONSISTENT WONDERFUL STYLE THAT EMBRACES THE SERIES FULL. IT NEEDS TO HAVE WONDERFUL ANIMATORS, FANS, TO DO IT JUSTICE. BUT WHAT TYPE OF ANIMATION? 2D? 3D? HONESTLY WHATEVER IS MORE EASIER, I PREFER 2D STYLE, BECAUSE OF HOW MUCH FUN IT CAN BE, BUT IF I HAVE TO DO 3D THEN ITS COOL WITH ME.

MY ORIGINAL PLAN WITH THE ANIMATION WAS TO HAVE IT MIX AS BOTH 2D AND 3D. 2D FOR THE TEASERS, OPENING, & ENDING. 3D FOR THE BULK OF THE SERIES.



ANIMATION

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“With adapting something for either film, series, the net, or anything, a lot of people say they will pay tribute but never really do that. I’m not gonna give you any BS, this series is probably the closest it will be to the games but drastically different at the same time.” - Dylan B. Co-creator.

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We respect, and honour Shigreu Miyamoto & Nintendo for their work on this wonderful series that has been in the making for the past 25 years and counting.

SOURCE MATERIAL



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THANK TO ALL WHO READ AND ARE INTERESTED  
IN OUR SERIES. THE LEGEND OF ZELDA BELONGS TO  
NINTENDO, THE ANIME SERIES IS A NON-PROFIT FAN  
MADE SERIES/TRIBUTE FOR FANS, MADE BY FANS.



EPILOGUE