





GARAGE KIDS - 26 half hours

A group of kids whose adventures take place in the real world but also in a parallel and virtual world, Kanadu. The story? A boy of about twelve, Odd, arrives one day in his new neighbourhood and quickly understands at school that certain of his friends are gifted with extraordinary powers. Yumi, for example, is telepathic while Ulrick has the gift of displacing himself at the speed of light. These kids have in fact penetrated the secret of Xanadu, the fruit of the labours of a research group whose laboratory, set in an environment inspired by the old Renault automobile factory on the lle Seguin at Boulogne-Billancourt, is now abandoned. Created by the Professor, a learned eccentric who sunk into madness, Xanadu and its multiple disturbances threaten the destruction of the real world.

Built on the model of a soap opera which unfolds through the series, "Garage Kids" offers in each of its 26 episodes of 26 minutes a complete story in which Odd and his friends – Yumi, Ulrick and also Jeremie, a computer wizard – try to end one of the disturbances in the computer network caused by Xanadu's exuberance. While the idea of clandestine natures and hidden identities should seduce the children while feeding their imaginations, "Garage Kids" rests on the fascination that video games hold for kids today. A confrontation between the real world and Xanadu fully vindicates that of 2D and of 3D. Influenced by the poetry and the visual impact of Japanese animation, the series proposes a graphic universe that's particularly original and strong.



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