

Project Showbible cotale

www.monomars.com







Mono is a character based animated story, made exclusively to be broadcasted on social media platforms.

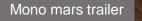




Visit our Instagram Page

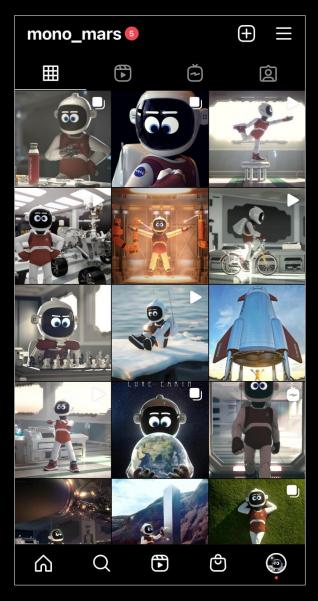






Watch the Teaser Trailer on Youtube

Introduction – Structure





Short animation clips
Virtual Influencer Concept
Mono's Daily Vlog
Mono's daily life and growth
Sponsored Posts
Marketing Content



Short animated Series
Music Content
+ α Content







Introduction – What are the benefits of using social media for animation?

	mono	The Comparison
Summary	Available on Social Media Platforms New type of animation broadcasting	TV series animation Steaming series animation
Format	10 seconds x daily + mini series	Approx. 10 min episodes weekly
Advantages	Cost effective character exposure = Improved character awareness	High cost and high risk for little character exposure
	Fast exposure and growth Comparatively low cost Flexible production and broadcast Early revenue generation from Sponsors/Merchandising	Long production timeline High cost Limited broadcast/distribution Limited merchandising/revenue options





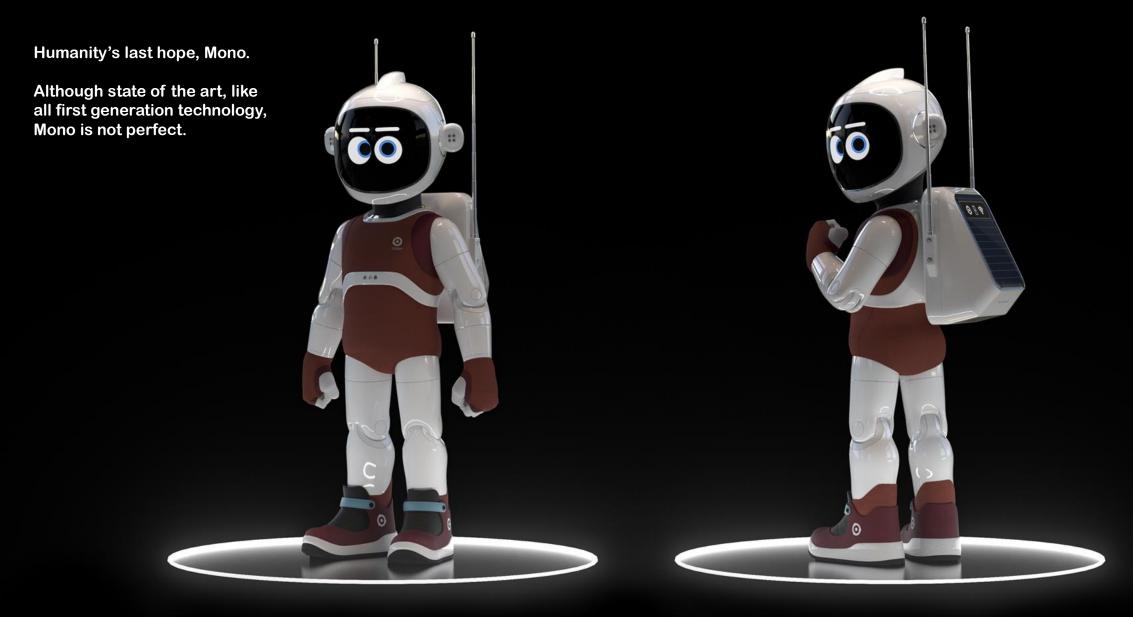
It is the year 2070, Earth.

Although modern society has advanced with high technology, it has begun to have severe consequences from over development and depletion of natural resources.

Scientists from all over the world have gathered to create "Mono", a state of the art android robot bound for Mars, to examine the possible habitability for human life.



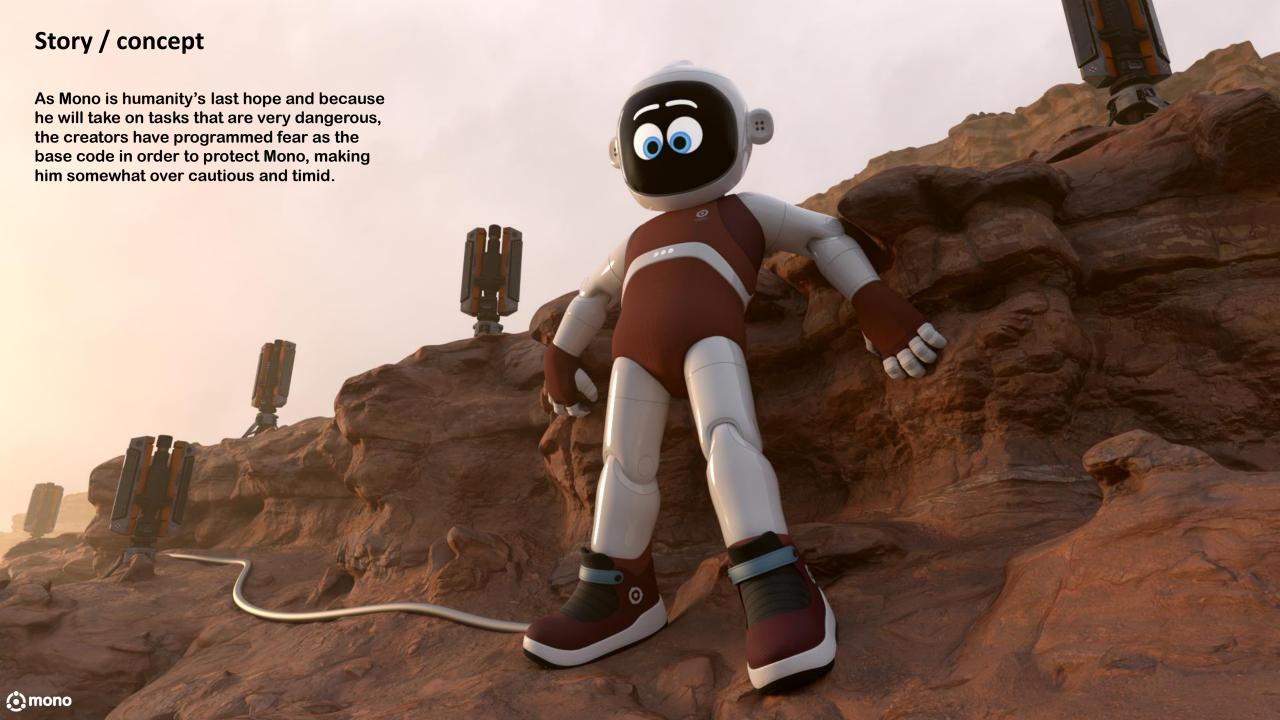












Mono and Friends

Mono's main sidekick "Robo". With high speed and four wheel drive motors, Robo can go further and faster than Mono, providing valuable insight to its surroundings. Robo has a storage compartment, being able to store various research samples.



robó



mono

"Hello" the drone.

Hello can fly high into the Martian atmosphere, becoming the lookout for Mono.

"Dot" is Mono's soil analyzer.

Dot follows Mono everywhere, analyzing the surrounding soil, looking for water and microbes.



dot

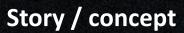


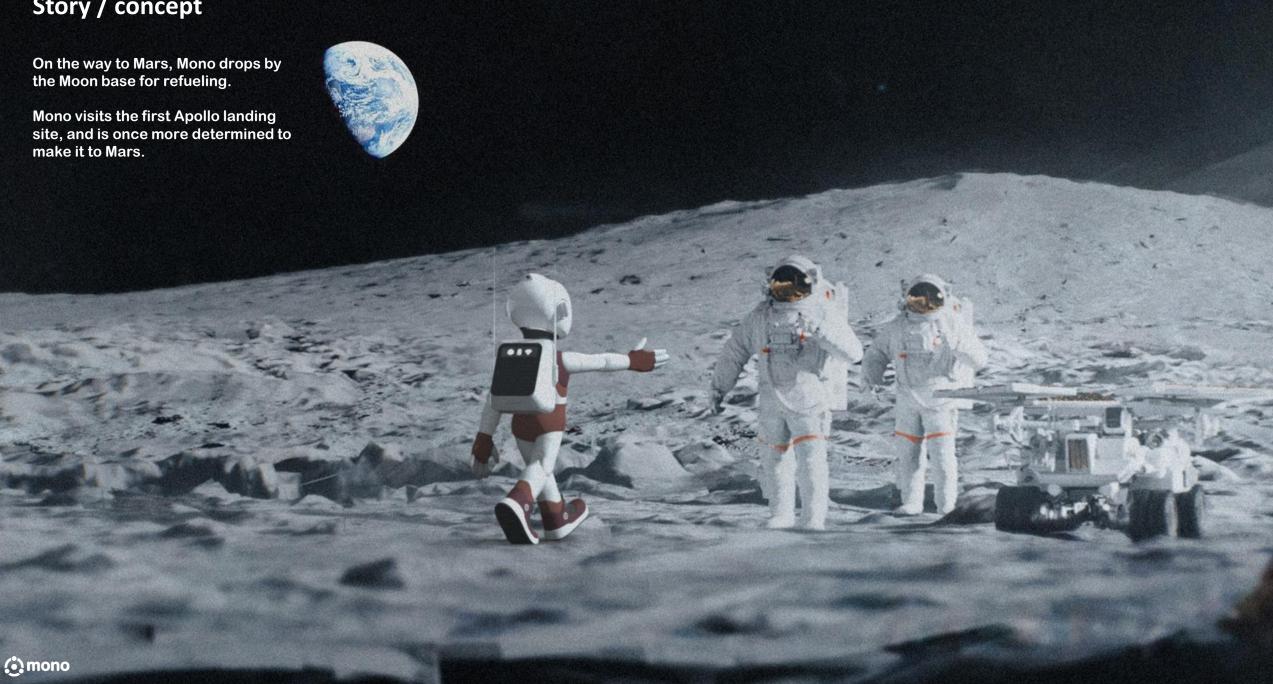
hello



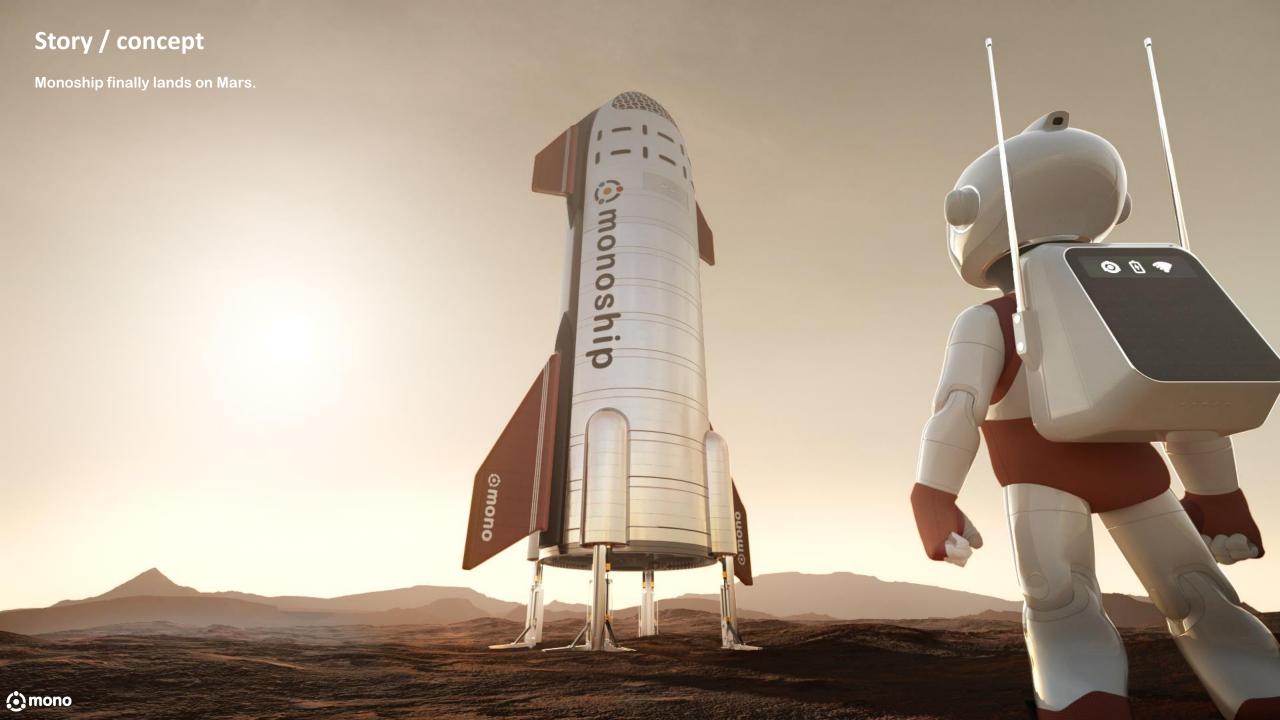




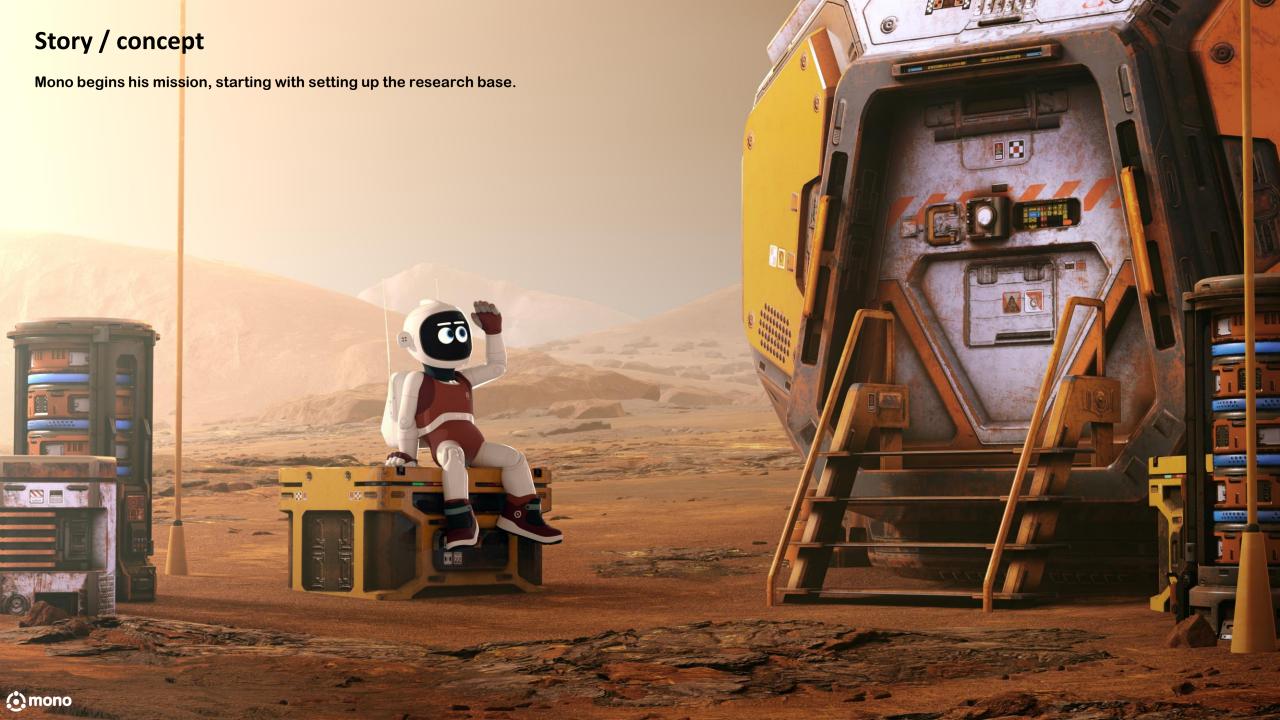














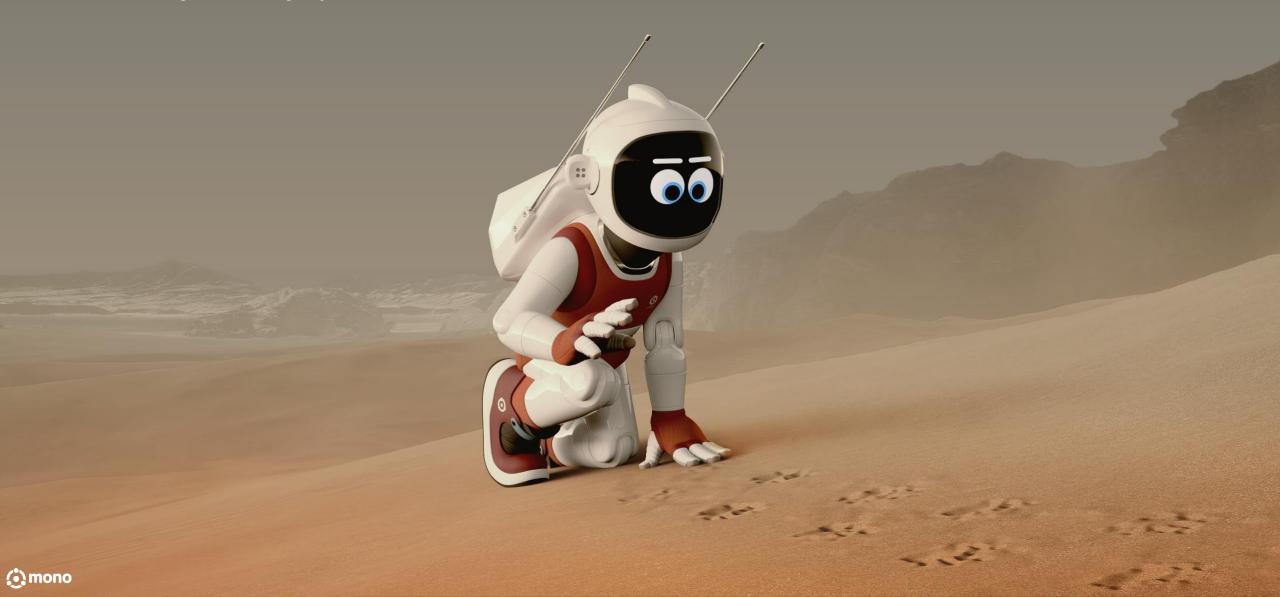




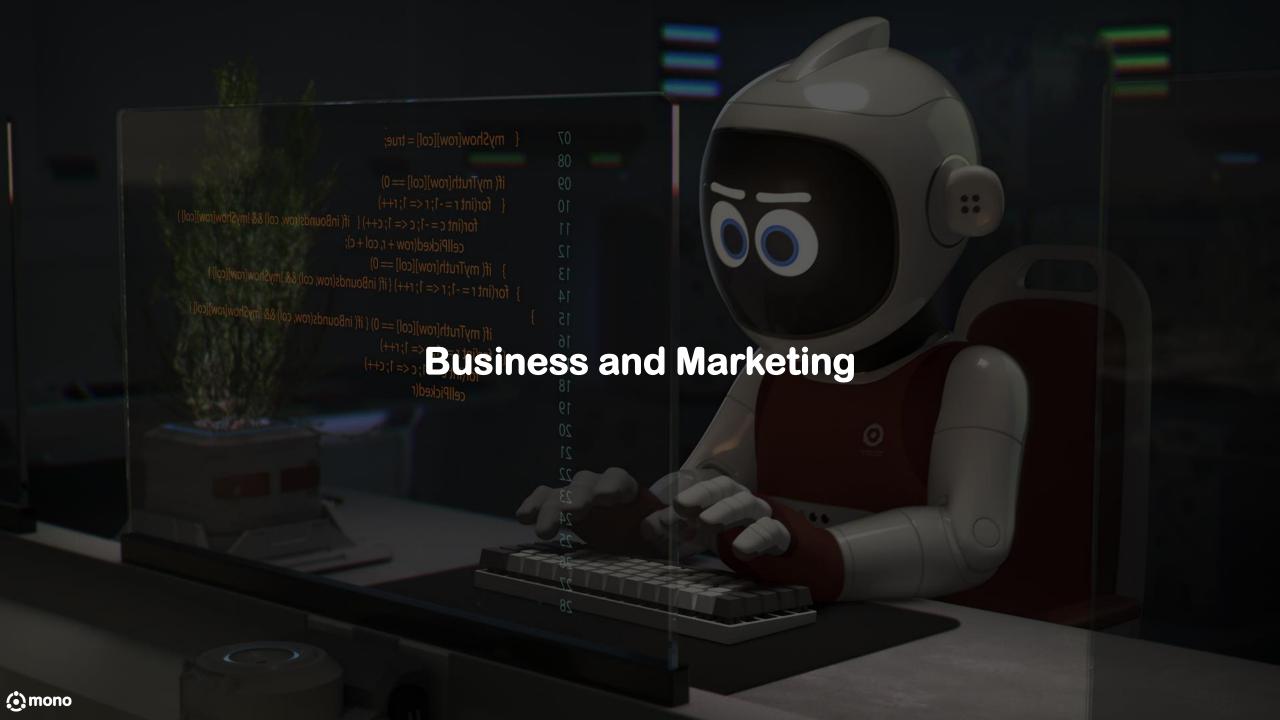




One day on his explorations, Mono discovers what looks like animal tracks. With the thought that a life form could exist on Mars, Mono goes into emergency mode.



Story / concept Following the tracks, Mono comes to a mysterious looking cave entrance. Upon entering, a new world comes to sight, and sees what looks like ice mineral rocks all over the walls. With the new information that Mars might be able to support life, Mono has to reach Earth to report this astounding discovery. mono





Mono's Instagram Account @mono_mars



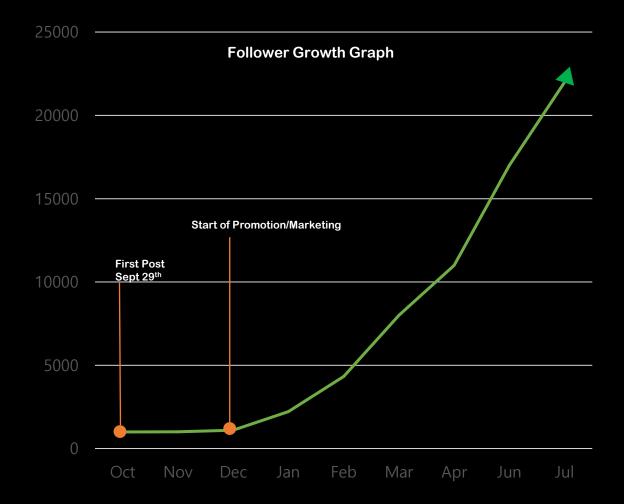
Mono Mars
Digital Creator

51 23K 984
Posts Followers Following

As of Jul 30th 2021 (First post Oct 2020)

Average per post (latest 15 posts, as of Jul 30th 2021)
Views 58,473
Likes 5,155
Comments 36

Engagement Rate 21.95% (Average for popular accounts is < 5%)

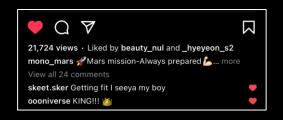


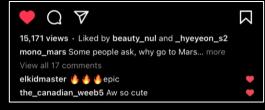


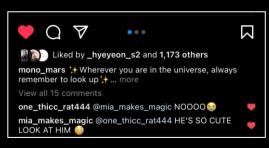
Audience Reactions

From comments to fan letters and fan art, Mono is seeing healthy and positive feedback despite being only a few months old.





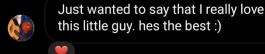


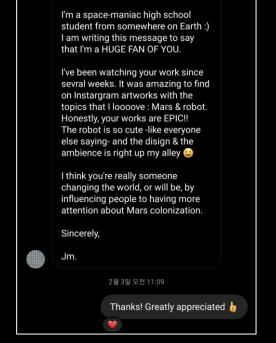












Hello, Mono mars.









Mono is targeting 4 main social media categories for follower acquisition.



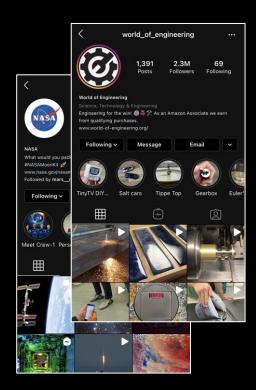
Short Animations

With short but high quality animations and images, Mono's space adventure stories are told in a fun and intriguing way, showing Mono's overall story arc and character growth, attracting followers.



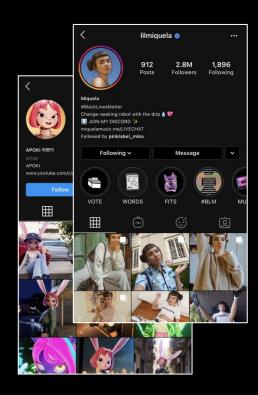
Space Art

As a popular category in the Social Media space, Mono shows high quality space related art work, attracting followers.



Science Technology Education

As Mono's story is parallel with current or near future technology, Mono is a source for space related news and technology.

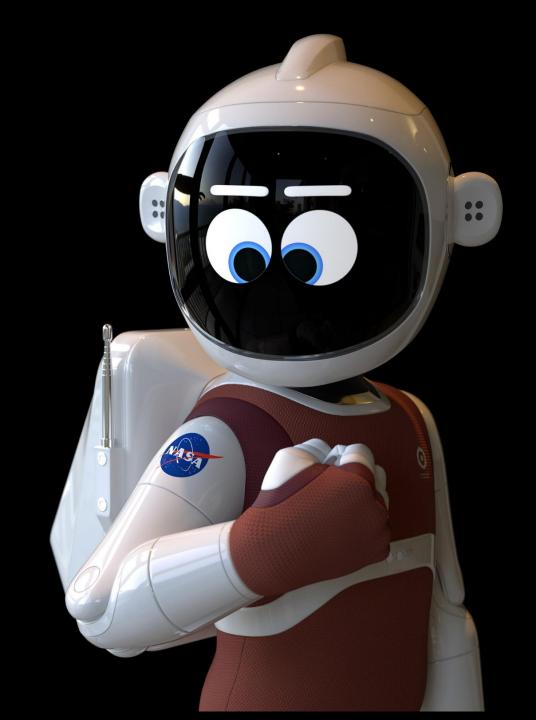


Virtual Influencer

Mono updates the world on the day to day of his journey to Mars. Mono aims to show an attractive lifestyle, attracting followers.

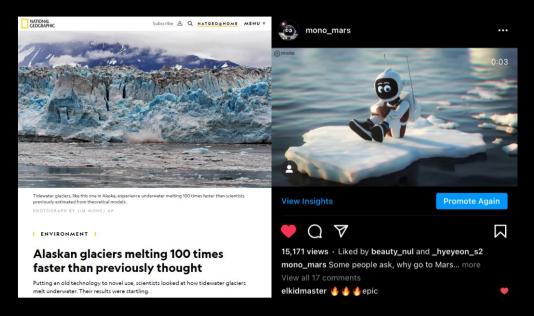


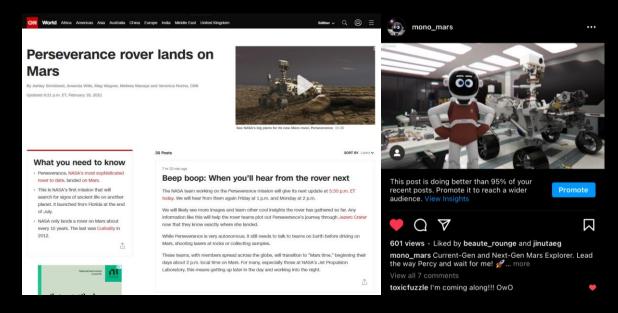
As a space themed content, Mono takes advantage of the fact that humans are making large strides towards Mars exploration and space travel, taking inspiration from organizations such as Nasa and SpaceX.

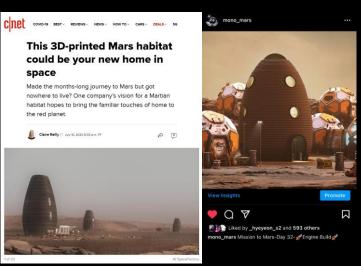


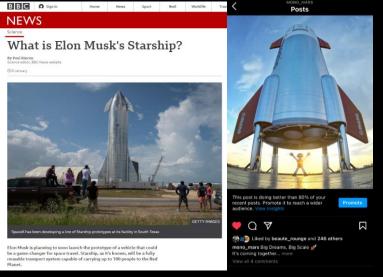


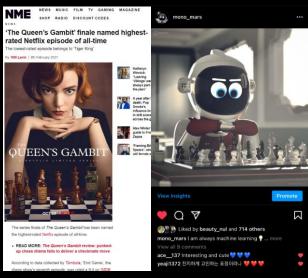
Upon completion of one short animation clip (1~3 days), Mono can immediately share the content on Social Media, equaling to fast character exposure. Mono has the ability of taking current social issues, news and trends to make related contents, thus becoming a method of character exposure.













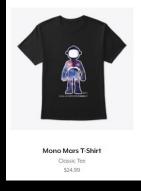








Merchandising







Taking advantage of social media's integration of merchandising, Mono

can create early revenue compared

to traditional animation.





Mono's environment friendly products

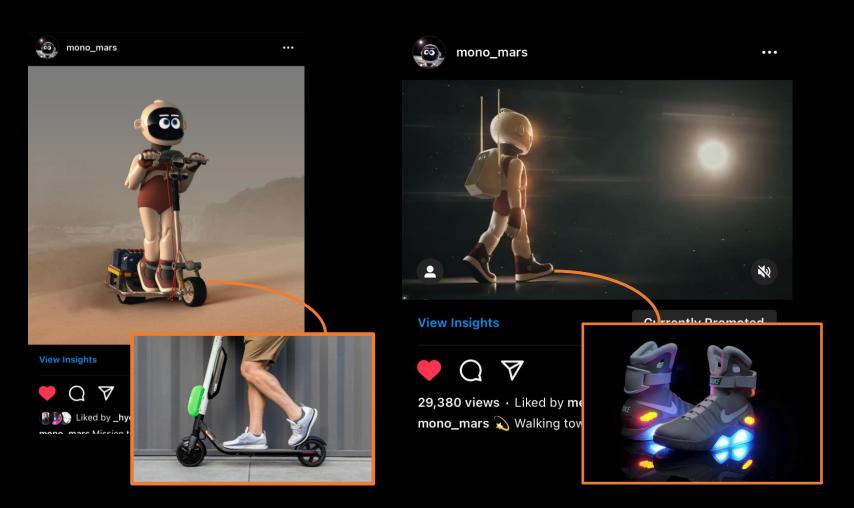


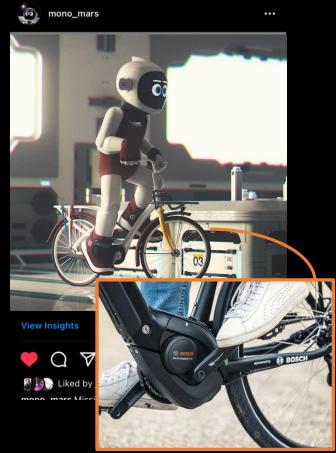
Mono's space related toys and collectibles



Sponsorship / partnership

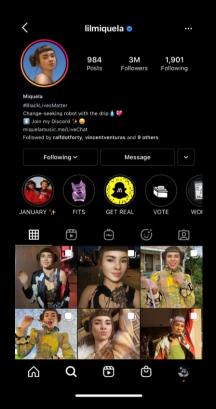
Mono integrates items and elements to the character and story, leaving the door open for possible future sponsored posts.



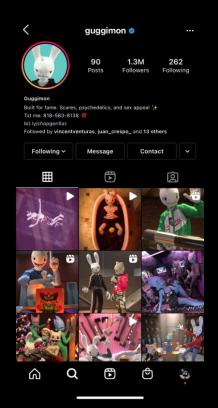




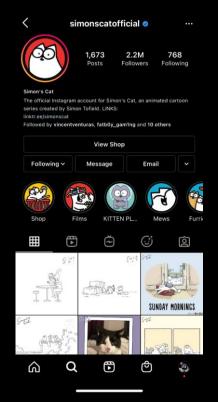
The Competition







1.4 million followers Cartoony and hip character Character merch, fashion sponsors **Total \$16 million funding** (Google Ventures)



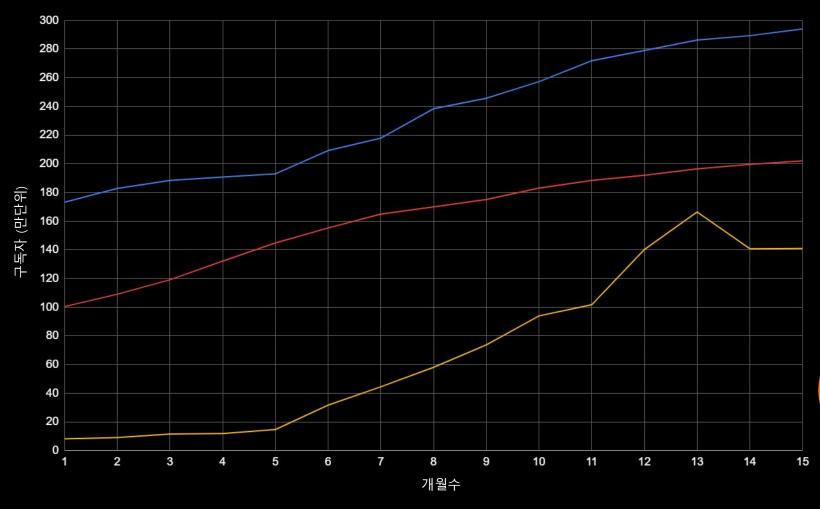
2.2 million followers **Short animations Originally Youtube Channel** Character merch, Ad revenue **Disney, Sesame Street Partnerships**



- ✓ Story
- ✓ Character Merchandising
- ✓ Interaction w/ audience
- ✓ Sponsorship possibility
- ✓ Expandability to other platforms

Business and projection

Follower growth analysis of various Instagram accounts





Miquela 3 million followers Average 80k monthly follower growth



Simon's Cat
2.2 million followers
Average 70k monthly follower growth



Guggimon
1.4 million followers
Average 90k monthly follower growth



From the examples above, we took the lowest value of monthly follower growth of 10k, and set our minimum goal of achieving 100k followers in 10 months.



Business and projection

Instagram's revenue projection from sponsors based on follower count and engagement rate.



Follower	Revenue per post (approx.)	
100k	\$600	
1 million	\$3600	
10 million	\$24000	

Referencing popular character businesses that are based on user counts in Asia, we can project revenue for character merchandising





	User count	Yearly revenue
Line Friends	186 million	\$180 million
Kakao Friends	45 million	\$90 million

Revenue projection based on follower count

Months	Targeted Minimum followers	Yearly revenue from sponsors	Yearly revenue from character merch and licensing	Total Yearly Revenue
8	10k	\$13k	\$9k	\$22k
16	100k	\$62k	\$142k	\$204k
36	1 million	\$357k	\$1.7 million	\$2 million
48	10 million	\$2.5 million	\$4.8 million	\$7.3 million



Thank you

Visit our Instagram





@mono_mars

Watch our Teaser Trailer







Mono mars trailer

