

MOS and ByS based on COMIC CANON



K based on STORYWORLD EXPANSION

SH, SN and SB based on CHARACTER ASSETS

COMPLETED/ANNOUNCED

Batman
Wonder Woman
Aquaman

BvS
2016
(multi-character introduction)
(character foils: outer conflict internalized)

Justice League 1/2
2017/2019

PROPOSED

Krypton
20XX
(the fascinating techno-cultural complex and geo-political apparatus governing Krypton, leading to its ultimate demise)

Live Action TV Series

Supernatural
(alien genetics & info-terrorism)
20XX

b) Brainiac
a) Bizarro

SH, SN and SB based on CHARACTER ASSETS

Superblue
20XX
(mutates into a hero who must learn to adapt as he battles the POV that he must hide his unique somatic ability and stellar origins)

Superhuman
20XX
(psychomania gridlock & reverse engineered cultural invasion)

The Rated-S pictures push Superman's character to fight for the spirit of hope and justice, when masked by dystopic forces that succumb Metropolis to:
a) false progress; b) a plague of totalitarian citizen control; and c) deep somatic anarchy.

Superman develops new superpowers to battle modern villains, whose approaches to combat require hyper-intelligence.

NEW SUPERMAN uses non-violent conflict resolution and new Kryptonian philosophy and science.

MOVIES based on mined character assets and new storyworld facets that transcend canon and antecedent adaptations.

Video Games/Animated Series

THE SUPERMAN FRANCHISE CHARACTER GRAPH
a divergent IP trajectory for the Superman character based on Rated-S, with new standalone narratives.

EXTENDED SUPERMAN UNIVERSE

S

RATED-SOCIAL

Contains hyperstory, fortified narrative, social themes, and participatory content designed to support "media metabolics."

NEW FRONTIER ENTERTAINMENT TECHNOLOGY

ANCILLARY based on monetized character "affinity and utility" on Coloramba/Cineramba...



The new Superman trajectory features Henry Cavill & Dylan Sprayberry.

Man of Steel

New Comics

Man of Tomorrow

CUSTOM HYPERSTORY DRIVES NEW NARRATIVE DESIGN TERRITORY

Superman
DIVERGENT
KAL-EL
character growth

Krypton/Smallville-Metropolis

(multi-world introduction)
Clark Kent/ Superman
MOS
2013
(character flaw: inner conflict externalized)

MOS and BvS based on COMIC CANON

TITLE S U P E R B L U E

GENRE Superhero/Sci-fi/Action

LOGLINE An alien infant crashes to earth during a space weather event that conceals his arrival. The miracle child, who must adapt to earth, is adopted by two loving farmers who struggle to help the boy control his ability while hiding him from the outside world.

Exhibiting superpowers, and the escalating growth of his intellect, the boy must be socialized into a world that can never fully accept him. With rigorous rearing behind him now, an emerging teen will attempt to participate in a world that is far different from the one he's seen through telescopes and in books.

Quick to adapt, his physical skill make him a rising star at his school as a stellar athlete, and a “quarkish” clown. But his surge in popularity brings conflict that puts the whole town on edge. And with little time before graduation, tragedy befalls his family pushing the young man to a lesser fate.

With no future before him, a young Clark Kent, burdened by guilt and loss, leaves his hometown to face the world as an outcast, believing the gift that he bears is a curse he must live with.

This prequel to the Man of Steel feature contains the full narrative that some of the Smallville flashbacks refer to. It is the story of a boy name Clark Kent, who struggles to discover his origins, and ultimately the courage to face the world.

SUPERBLUE

SYNOPSIS

ACT 1 -- An infant crash lands to earth during a space weather festival celebrating rare celestial lights. Concealed by the bacchanal pre-dawn youth rally, a thrashing Kansas rave, Kal-El's arrival remains unknown to the townsfolk, with the exception of the Kent family, whose farm borders the annual all-night festivities.

Awoken by an upper register doppler, coupled to an explosive percussion, Jonathan Kent discovers a strange "prop" that has damaged his barn. Alien and beautiful in form, the unidentified object is discovered to bear an abandoned child. When the arc of the crash, and the path of the craft, are observed, it is determined by the Kent's that the child is not a local orphan as suspected, but an alien one who struggles to survive once removed from the capsule.

Fighting his new environment the boy child struggles to breath, and is believed to have died during the night hours, an impossible reversal of their joy, and a loss from a gut wrenching error to remove the child from the capsule.

Martha, grief stricken, beholds the still and blue child, unable to accept the tragedy. Swaddled on the barn floor with the boy, it is only at the break of dawn, with a first beam of light through the crashed barn ceiling, that the boy awakens from a cellular torpor that protected his life during the night.

A miracle, from the dawn of the morning light, the child appears to be reborn, resuscitated as the beam illuminates his countenance, still cradled by his newly imprinted mother.

This child will struggle continuously to adapt to a world unlike the one he undoubtedly came from. And with only the profound courage of his earthly parents, the same feral child will become a gift to a planet that no one will understand, and few will accept. For most of his life, he will be forced to experience failure, as an outsider, and supremely gifted misfit.

The baby already has superstrength, upon breathing, and challenges his parents both physically and intellectually to understand his immediate needs. With a grip like a professional ball player, and a reflex ricochet aptitude, the infant turns his new home into an arcade of flying baby bottles, broken windows, and upturned furniture. Yet he is loved by parents who devote themselves to the wonder of his abilities, despite his fits and tantrums, that one time lands Martha in the emergency room with all-over contusions, a concussion, and a compound fractured radius.

ACT 2 -- Named Clark, the infant boy immediately learns to read, and soon writes in a strange calligraphy, that he appears to know intuitively.

Martha reads to her son, but most of his learning occurs autonomously, supporting the baby's ability to model a wide area, full spectrum visual and sonic map of the world that exceeds his conscious cognitive development (something we witness from the baby's POV). He is after all a wonder baby, a super toddler, and an impossible adolescent learning about the macro physical and quantum properties of the world he inhabits. Clark's early abilities include lifting heavy objects, throwing them, complex manipulations of his parents attention in order to distract them and acquire things to eat that are not edible by humans, and screaming to break windows just because he likes the way it sounds and looks.

During a super hearing incident, after enrollment in public school (based on MOS footage), it is decided Clark will be home schooled, and spend days with his mother at her general store, where his socialization will be guarded on his mother's watch -- and then guided, during nights with his father. It is during this time that a young Clark develops an interest in the stars, building his first astronomical observatory in his father's barn, in search of the world that he may have come from. Decoding glyphs from his capsule, he retrieves coordinates placing his origins in a neighboring galaxy. But to Clark's dismay, he learns that only a scattered rocky mass survives, like the Kuiper Belt of our solar system. Clark's further astronomical observation detects the light of a superblue -- the later stage of an evolved star that often ends in supernova -- as the solar center of his lost planet.

The last hope that he might return to his planet, after so much difficulty, is lost. Not even the sun of his solar system could survive the length of an intergalactic trip, if it was possible to return. Clark, utterly devastated, falls into a childhood depression. But his father sensing his son is nonetheless a boy becoming a teenager, suspects Clark will soon want nothing more than to be with people his own age, and encourages his son to return to public school.

Clark, though at first an outsider, soon becomes a popular kid with very strange abilities that amuse his peers, if defying logic and physics. With the unfolding personality of a clown, he is able to play off any super talents as feats of science. At a school dance, he and his date appear to be floating above the dance floor, out of sheer levity and pleasure. But Clark later eloquently explains that “trampoline shoes and wire harnesses” created the optical illusion many saw. This fix it with humor and science approach saves Clark from being rejected, but it does not keep him from forming enemies, who would prefer that Clark not get all the attention. The normal Smallville teenage angst is amplified by his Kryptonian alien DNA continually undergoing shifts in biophysical and biosemantic conditioning -- still uncontrollable for Clark. Lex and Ross, are recidivist antagonists to Clark, and Lana makes a quick ally. The camaraderie places Clark in compromising situations that are intended to expose his suspected abilities. A dead cow is thrown from the roof of the high school onto Clark during football practice, which Clark accidentally brings back to life while being trampled.

There is of course the school bus incident, which was the result of criminal endangerment set-up by Lex. And insanely impossible football maneuvers that take the Smallville Crows to the state championship.

This prompts cause for Jonathan Kent to develop special strategies for Clark to learn to control his mind and focus his ability, which is now attracting national attention, and soon will no longer be easily explicated with special effects pranks and good humor. Clark must begin to control himself and hide the often unpredictable genetic expression spontaneously manifest through his emotions and thoughts, as self-evident entertaining supernatural phenomena.

To do this, Jonathan trains Clark in British parliamentary debate, which Clark finds an absurd task detracting from his high school football playing and recent status as a stellar athlete. But Jonathan threatens to remove him from the team, so Clark is forced to find his own logic, rewiring the debate format to his liking, so that he can play with friends whose cognitive skills are not as intense or advanced. The town hosts the world's first brainsports competition (see D2BS companion game show) in order to address specific recent events that have alarmed the small community and prompted youth toward acts of violence and lawlessness.

An unthinkable consequence of the successful brainsports event leads to a standoff between Lex Luther and Pete Ross, two finalists in the games, both Clark's peers, who escalate the rivalry into tragedy.

The unfortunate event results in a horrific hostage crisis at Smallville High, with a gun violence escapade that lands Lex in correctional care at a juvenile detention facility, after Pete is shot and left for dead. Unable to stop the free range bullets headed for Pete, Clark prevents Lex from taking out other students in proximity when he heroically blocks gunfire and ultimately disarms Lex. The event has no easy explanation for Clark, as it can not be explained as a prank, which exposes his identity after it is discovered that Pete's wounds were healed spontaneously, and that Clark experienced no trauma. The town media outlets ask, "How could that be with blood everywhere, and real bullets scattered throughout the halls?"

ACT 3 -- Clark in his last year of high school, after a battle with his father, feels he has no choice but to drop out and leave Smallville. Instead his father encourages him to finish his last year at home and to work in his barn laboratory, in anticipation that he will get into a college where the event will be forgotten.

On a day the family is going to look at a nearby college campus, in the event that Clark does not get into an out-of-state school, a flash tornado takes his father's life -- leaving a gaping hole in Clark's psyche. Only to honor his father's wish that he learn to control his abilities, and faced with the certainty of another public incident, Clark allows his father to be taken by the tornado.

There is no other choice in this boy's life, as he sees it, but to remove himself from causing pain to others. It is under these circumstances that Clark leaves Smallville, for the unknown. An itinerant, a hitchhiker, a day worker, and a lost soul, Clark negates his own life in search of something he cannot begin to imagine. A fate greater than his earthly inhabitation, one that also will put Clark at odds with all of humanity, and result in an impending catastrophe (that *Man of Steel* viewers have already seen), lies in Clark's near future.

Walking directly into this fate, Clark hits the road knowing he alone must face the forces within him that have deeply affected his human hosts. Knowing also that he will be judged by public strangers, he keeps the spirit of his father's challenge to conceal his true identity. Clark is a faceless drifter about to cross into a series of coincidences that will soon align his lesser fate with a greater destiny harbored in the Arctic tundra.

NOTES

Superblue ends at this intersection that places Clark on the trajectory toward the epic battle against Zod, in *Man of Steel*, and then *Batman v Superman*, where his own humanity is questioned. Following these crises (*MOS* and *BvS*), and continuing along the same narrative timeline, but into an expanded future trajectory, Clark has now wizened and is ready to live life on Earth under terms different than he has been able to so far...

Superhuman and *Supernatural* continue this journey with deep character changes for Clark as Superman, who must learn to handle conflict in a new way, as Kal-El (an inventor) son of Jor-El. The thematic subjects of *Superhuman*, with villain Bizarro, and *Supernatural*, with villain Brainiac, both entertain Superman as a hero who uses wit over might. Oh yeah, and let's not forget that Lois is changing too, and that Clark has a whole other side of him he has yet to learn about...

Krypton works in this way as well, using existing scenes as turning or tweening points, and then filling in the narrative in between these scenes. On Krypton there is a beautiful story of a couple, two scientists, trapped in a technocratic society, with its own vibrant art and culture, yet with polarizing views on the fate of their species that results in a last hope, where an only child is sent into space...

The 4-feature franchise, based on an expanded Superman character arc and new super assets, brings the character into the high-tech 21st century with a compelling use of Kryptonian technology that allows Superman to fight evil using innovation, a unique contribution to the Superman IP, and a tribute to the American spirit.