

THE SMURFS

SEASON 1

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Peyo's beloved characters are making a high profile TV comeback in a brand new dynamic 3D version of this perennial favourite.

Using pure Smurf DNA from the comic books. This new series aimed at girls and boys will push the charm and absurdity of the original to greater heights fitting in perfectly with today's faster-paced times.

An explosive box of adventure and humor!

THEY ARE HERE AGAIN!

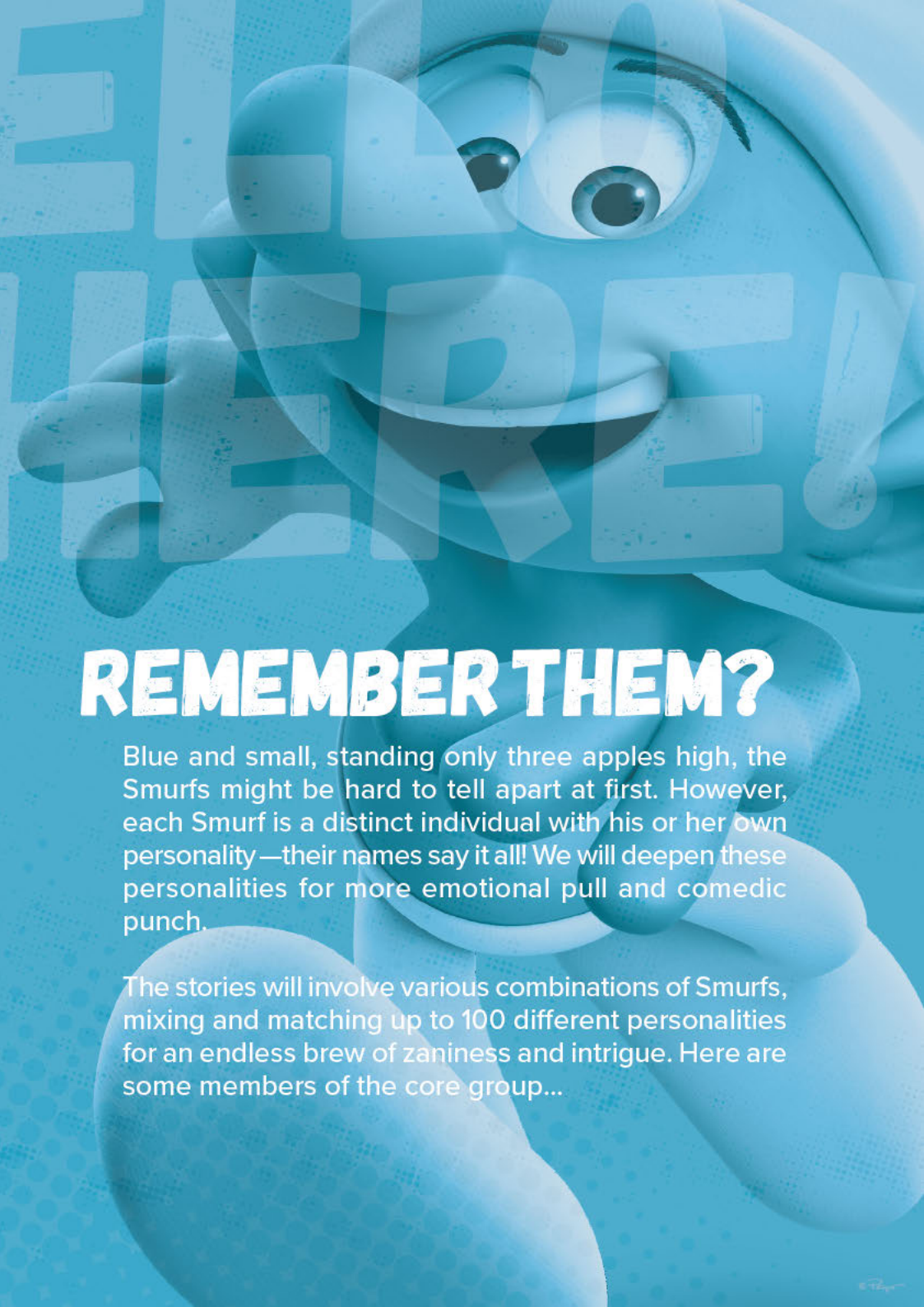
Peyo's beloved characters are careening back to TV in a brand new, high-voltage, **3D version** of this perennial favorite. Using pure **Smurf DNA** from the comic books, this new series aimed at girls and boys will push the charm and absurdity of the original to greater heights, fitting in perfectly with today's **faster-paced times**. We're going to present original stories with more complex characters, snappier dialogue, joyful anarchy, and irresistible global appeal for a contemporary audience aged 5 to 10. It will be an **explosive box** of adventure and humor!

This series will be fast-paced and funny, with the same feel-good energy that jumps off the pages of the comic books, translated to television. The audience will find rousing adventures, absurd situations, witty dialogue, one-liners, recurring gags (Dopey's chronic confusion, Grouchy's dislike of everything), and slapstick "squash and stretch" humor. We will inject the series with enough self-aware humor that adults can giggle, too.

REMEMBER THEM?

Blue and small, standing only three apples high, the Smurfs might be hard to tell apart at first. However, each Smurf is a distinct individual with his or her own personality—their names say it all! We will deepen these personalities for more emotional pull and comedic punch.

The stories will involve various combinations of Smurfs, mixing and matching up to 100 different personalities for an endless brew of zaniness and intrigue. Here are some members of the core group...



CHARACTERS: THE SMURFS





PAPA SMURF

The charismatic leader of the group, Papa Smurf is the wisest, oldest, and bravest Smurf of all, the big cheese, the one the others all look up to. He keeps the other Smurfs in line, solving their arguments, reprimanding them when necessary, and sometimes losing his temper in the process. In turn, the Smurfs run directly to him whenever there's a crisis, major or minor.

Although he is **542 years old**, Papa Smurf is as energetic as the other Smurfs, who are mere kids at 100. Papa Smurf can do **magic**, and he keeps a laboratory where he creates potions for a variety of uses—often to get the Smurfs out of a bind. However, don't expect him to shoot lasers from his fingers. His magic lays in books and potions, he's more an Alchemist than a Sorcerer.

His genius is that he's able to change tactics and find a solution to every situation, even as the Smurfs are continually challenging and testing the rules.



SMURFETTE

The first female smurf, Smurfette is smart and capable, a girl that viewers are certain to look up to. She's curious, brave, independent and enterprising, always ready to take part in new adventures.

She's got a great sense of humor and a knack for the witty comeback. At the same time, she's a sensitive soul with a kind heart and an endless capacity for empathy. She can spend hours in philosophical discussion with Clumsy.

Originally, Smurfette was crafted by Gargamel as a plan to destroy the Smurfs just by being a girl. Then Papa Smurf worked his magic and turned Smurfette into a lovely, loving Smurf and an important member of the clan. Though Smurfette fits in perfectly with the others, she's not afraid to use her long lashes when they can work in her favor—all the while remaining a strong female character, never a cliché.

BRAINY

Brainy Smurf thinks he's smarter than he really is, and he is certain that he's smarter than everyone else. This is a Smurf who **does not suffer from self-doubt**. In fact, he **refuses to admit when he's wrong**, and whenever someone proves it, he makes up an excuse.

Brainy considers himself the most responsible member of the band, and **has proclaimed himself the right-hand man to Papa Smurf**. He's often repeating phrases such as, *Like Papa Smurf always says...or Papa Smurf is always right, and when he says that...* (and at times he finishes his sentences with the word, "Right?") . The other Smurfs just roll their eyes and find inventive ways to shut him up. One running gag is that they "eject" him from the scene – unseen to the audience, an annoyed Smurf gives him a wallop in the butt, and we see him flying through the air.

Despite his tendency to sometimes act like a spoilsport, he's still respected and deeply loved by the village. As long as he's not pushing his luck...





HEFTY

Hefty is **naturally extra strong**, and he believes that with **great power comes great responsibility**. His bulging muscles make him feel protective of and responsible for his fellow band of Smurfs, even if they don't believe they need protecting. This also means he **can lose patience**, and **falls short in the humor department**, taking everything quite literally. He's the straight guy.

It's easy to spot Hefty since he isn't modest about his physical prowess and likes to show off by flexing his muscles. He's always happy to lend a helping hand to a fellow Smurf, doing the heavy lifting with a smile.

Hefty's biggest weak spot? Smurfette. Whereas all the Smurfs adore Smurfette, **Hefty has a huge, secret crush on her**—though secret in his mind only. He's very shy around her, fumbling his words and turning bright red.

HANDY

The Smurfs' very own **Leonardo da Vinci**, Handy is a builder and extremely **creative inventor**. This is the guy you call to fix anything—his ears are always alert to the sound of a dripping faucet, which he'll repair in a flash.

An original thinker, he's continually mulling over new inventions. He's an optimist, **believing that every problem has a solution**, and that he can build it. He loves developing the latest technological innovation, such as a self-driving wheelbarrow or a diaper-changing robot—though all of them remain medieval and "Smurfy" in spirit. At times he comes up with an answer to a question nobody asked, like a portable chin rest.

The only **problem with Handy's passion** is that his contraptions can be so ambitious they're over-engineered, working very well until they create mayhem.





JOKEY

For Jokey, every day is **April Fool's Day**—and why shouldn't it be? “**Who doesn't like a good joke?**” is his motto. Like the class clown who is always on, Jokey is continually trying out gags and pratfalls: wearing silly masks, dropping fake spiders, short-sheeting beds. When they work, he's the one laughing the loudest. And when the others aren't howling, he thinks it's because they have no sense of humor.

In Jokey's eyes, nothing is sacred and there's no inappropriate time for a good laugh. He does have quieter, more serious moments, but they never last for long.

Jokey's all-time **favorite gag** is a gift box that explodes in the recipient's face. He can't get enough of playing that trick. And even though the other Smurfs know what he's up to, they still **can't** avoid it. That infernal box always ends up in someone's hands!

An endless source of sneaky ideas, Jokey is **responsible** for a lot of the troublemaking that takes **place** in Smurf village.

FIREMEN: CLUMSY & DIMWITTY

Clumsy can't cross a room without falling flat on his face. He is **constantly dropping things and tripping over his own feet**. One might think Clumsy would be covered in casts and bandages, but miraculously, **he never hurts himself**. Sometimes his clumsiness even serves to get the Smurfs out of a bad situation.

There is one good reason for Clumsy's two-left-footedness: he's a **chronic dreamer**, filled with wonder and marvel at the world around him. And because he's so busy admiring his surroundings, with his head in the clouds, he forgets to pay attention to what's going on under his feet.

Dimwitty is so dumb, he's too dim to realize how dumb he actually is. But when it comes to doing chores, Dimwitty is **tireless**! The problem is that he never does anything correctly. He's **full of goodwill** and would be the most useful Smurf in the land if only he weren't so darned stupid. You ask him to get apples, he comes back with acorns.

Papa Smurf often pretends not to see him when he raises his hand to volunteer for a task. And if he should insist on doing something, another Smurf will never be far off, knowing all too well Dimwitty will screw it up somehow.





LITTLE BABY

The baby was delivered by a stork on a night with a Blue Moon, and immediately embraced by the Smurf community. He **sleeps in different houses every night** and can often be seen crawling toward one mushroom or another to curl up for the night. He's very independent but, like most babies, he bursts out crying at the wrong time—like when the Smurfs are hiding from Gargamel.

Baby Smurf is **smart as a whip** and recognizes right from wrong. But, like any Baby, he has a reckless side because he likes to play. And, as with any baby, having fun and being mischievous generally wins out over his sense of danger.

His outsized curiosity gets him into trouble both big and small. He might get a sarsaparilla leaf stuck up his nose, or he might find himself alone (and undetected) in Papa Smurf's lab and start playing with the magic formulas. Basically, anything goes with Baby—he is a **vector of surprises, a ball of spontaneity, a machine for creating chaos.**

FARMER

It's thanks to Farmer Smurf that Chef's meals are so good. How delicious can a cake be if the ingredients aren't the best? He's in charge of growing and harvesting all the food the Smurfs eat, and he **takes his job very seriously**, always talking to his crops to help them grow. No matter whom he's talking to, he does it in a fun, "**farming flavored**" language. Farmer Smurf is also the go-to-guy if you have a question on plants and how to grow things.

Farmer Smurf has one **other passion** beyond his garden: snail racing. He has a stable of snails that he has raised and trained to become the best racers in the land. He can't understand why nobody else is as excited about his little purebreds as he is.

Farmer also owns a very practical tractor, which he uses to get around.





VANITY

He's a dandy. He takes pride in his style and enjoys looking at himself in the mirror. He loves everything related to beauty and well-being: sewing, fabrics, design - and the other Smurfs ask him for advice on style and trends, he is considered the real expert!



HARMONY

He's the official musician of the village, always eager to show how good he is with his trumpet. Unfortunately for the other Smurfs, he is not a very good musician and tends to play at random times. However, his "talent" can be useful during parties and special occasions!



GROUCHY

Every morning he gets up with his wrong foot! He walks around the village with his scowl, always a little apart from the group, but never far away, arms folded, whispering the list of things he dislikes windmills, dancing, pranks, picnics, meows, booms, olive pits, etc.



POET

He's the village writer, a thoughtful Smurf who writes poems and rhymes every time he opens his mouth - except, perhaps, in an emergency (and again!). He loves to compose odes for anything and everything, and on occasion he can also write novels or plays.



CHEF

He's the master of the kitchen, the smurf that everyone loves. There is nothing he cannot bake, roast or prepare, although sometimes his choices are a bit experimental, like the time he made a cauliflower with rose hips fermented in lizard milk. The area in which he excels: pastries! He is unbeatable and keeps his recipes a secret.



GREEDY

A true esthete of food, he is above all a glutton whose stomach is never full enough. He harasses Chef all the time about the dinner menu. *"What are we smurfing tonight? Maybe I should taste it just in case..."* And if the Cooking Smurf refuses him, he's going to steal his dish and make him run after him.



CHARACTERS: THE GIRLS



Whereas Smurfette has always been the only female living among the Smurfs, they've recently discovered a **whole new tribe of girls**. They live in a heretofore lost village, **Smurfy Grove**, far away on the other side of the forest. (We will refer to Smurfy Grove but viewers will not actually see it.)

Of course, even though this village was unknown to the male Smurfs for the longest time, the girls never felt the least bit "lost." They are perfectly self-sufficient, and were doing just fine in their own little universe.

However, now that the two worlds are aware of each other, they are friendly and respectful, helping each other when they can, and spending social time together. The Smurfs sometimes ask the female Smurfs to come help with a situation, and the girls are generally happy to comply.

The girls are wild, inventive, and very physical, with their own strange rituals: competing against each other on stick horses, foot wrestling, playing mud football, playing symphonies in an air orchestra. This surprising quality means that the girls are experts at bringing unlikely solutions to entangled situations.

WILLOW

The girls' leader and the female equivalent of Papa Smurf. She's the matriarch, someone the girls trust and look up to. And for good reason. She's **wise, strong, brave, and funny** – even a little quirky, with a breadth of knowledge that's astounding. She knows the secrets of nature and the properties of every kind of plant. She can communicate with them, and even instruct them how to grow! Unlike Papa Smurf, Willow is more like a shaman than an alchemist. But Willow isn't all business. She has a lighter side, too – teasing Papa Smurf about all the troubles his Smurfs cause, or watching shows on her crystal ball with a bag of vegetable chips at her side. Without a doubt, her favorite pastime is playing dominoes. And nobody dares challenge her – she's just too good.





BEST FRIENDS BLOSSOM

Blossom is the **cheerleader**, overflowing with **positive energy**. She's incredibly talkative, energetic, even exhausting. Blossom **gets excited about everything** and shows it, bouncing around and talking a mile a minute. She **says whatever crosses her mind without thinking** first, which can be inappropriate, but also very funny. Her boundless energy is an asset when everyone else is in a slump. Blossom loves flowers and frilly things. Her choices are generally more colorful than practical – for example, she is capable of bringing party dresses on a camping trip. She's also a random collector. One week she collects snail shells, and then the next she might be taken by bat droppings (causing a lot of her fellow Smurfs to scratch their heads). Blossom **is a great friend** and adores meeting new people. And though she always has the energy to help out in a fix, her naiveté can get her into trouble.

STORM

The fiercest female Smurf, Storm is an expert markswoman, an outstanding athlete, brave as can be, and as tough as nails. She **loves to challenge Hefty** and show off how strong and agile she is. (Who says male Smurfs have all the muscle?) Like a **military general**, she often takes charge and doesn't hesitate to boss the others around. Storm is not the least bit touchy-feely and has no patience for the mushy stuff – except when it comes to **kittens**. She melts at the sight of them, though this is something she doesn't want anyone to know. She'd hate for her tough-girl reputation to be compromised. At times, she can be rather abrasive. Also, she has a quick temper and can be a **hothead**, **jumping into action without thinking things through** and creating his own brand of chaos. That said, she is extremely **loyal and protective** of her friends.





LILY

Lily is very **smart and rational**, never acts without thinking something through, and has little time for silliness. Lily is **quieter than the other girls**, but when she speaks, she means it. She tells it like it is, and pulls no punches. She's one of the few girls who can calm Storm down when something – or someone – has gotten her riled up. Lily is a **meticulous perfectionist**. For example, she's an expert wafflemaker, measuring every ingredient to the milligram. Whatever she does, she'll stay up all night to make certain it's just right. Lily hates to see things out of order. She's a little obsessive when it comes to organizing her closet – and she'll organize yours too, unasked! If she has one weakness, Lily **thinks too much**. Sometimes, she analyzes situations for so long, her friends have already moved on when she's finally made a decision.



CHARACTERS: VILLAINS

GARGAMEL

Gargamel is a conniving, **evil human wizard**, driven by a **desire for riches and power** as well as a bottomless thirst to capture Smurfs. This fixation started long ago when he dreamed of putting a Smurf into his cauldron to make a philosopher's stone, which turns lead into gold. After being repeatedly **frustrated and humiliated by the Smurfs**, his preoccupation has hardened into an obsession. In fact, **he couldn't even tell you exactly why he hates them anymore, just that they make his blood boil**, and that he wakes up in the morning scheming about how to locate their hidden village and obliterate them all.

He is the greatest threat to the Smurfs' existence (though not the only one). They know that he is extremely dangerous and try to avoid him at all costs, fleeing or hiding whenever he appears. The Smurfs are also lucky in that Gargamel is sloppy and tends to overreach in his ambition, creating super-complicated traps and outrageous strategies for catching them. Sometimes they work, sometimes they don't.

Gargamel **can do magic, but he's not the best wizard around**. In the greater community of wizards and witches he's considered a bit of a laughing stock, and there are many complaints about his uneven magic skills. Deep down inside, Gargamel **dreams of getting respect from the whole wide world, especially his mother**.





MEOW!

AZRAEL

Azrael the cat is **Gargamel's sole companion and confidant**, and has been stuck with him ever since he was a kitten. He understands what is said to him, and is very, **very smart—maybe even more so than his master**. But like any cat, he doesn't listen to his master, because he knows better. Gargamel can be very talkative, but it's all just white noise to him.

Azrael is a **cruel cat, and dangerous to the Smurfs**. But what drives him is different from what drives Gargamel. He **dreams of eating one or more of them** and practices catching prey by trapping and toying with the mice in the hovel. In fact, he's one of those cats that would chow down his master if only he were bigger.

When he's particularly annoyed at Gargamel, he's capable of ignoring his calls for help, or even freeing the Smurfs just for spite. Azrael's greatest **loyalty is to himself**, and his goals are always selfish, so we can never really guess how he will act or where his interests will lie. It's a perpetual surprise.

THE OGRES

Another dangerous residents of the forest, the twins **Big Mouth** and **Big Nose** are as big as they are stupid, with a voracious appetite and the **capacity to eat everything from rocks to horseshoes**. This bottomless hunger is the reason they are a **menace to the Smurfs**, who appear to them like **100 tasty little appetizers**. There are some moments when the ogres are not hungry, rendering them temporarily safe to be around—though still incredibly dumb.





IT TAKES A VILLAGE

The Smurfs live together in their lovely little village, a place that seems totally idyllic and tranquil at first glance. But look closer, and you'll see that this place is bubbling with energy and potential mayhem.

Viewers will be constantly surprised as stories veer left and right, slowing down and speeding up like a wheelbarrow out of control. This crazy village life is like a character in and of itself.

PITCHES

CLUMSY NOT CLUMSY


After Gargamel captures Clumsy, he shows him a **magic amulet that makes individuals the opposite of what they are**. Clumsy steals the amulet and runs back to the village to show off his newfound grace. What Clumsy doesn't know is that this was a setup: **the ring is a tracker system that will guide Gargamel to the Smurf village**. The Smurfs all marvel at Clumsy's transformation and start fighting over wearing the ring and seeing what it's like to be completely different. Lazy Smurf can't stop working! Dimwitty Smurf is smarter than Brainy! Grouchy starts to smile! **In the meantime, Gargamel is getting closer...**

DIAPER DADDY

Handy Smurf creates a diaper-changing robot, **Diaper Daddy**, so the Smurfs don't have to **change Baby Smurf's diaper** anymore. But it's a disaster when the machine malfunctions and starts to think it is Baby Smurf's mother and protector. It refuses to let anyone else near, turning Baby Smurf against the others and whisking him away into the woods. **It's up to Grouchy Smurf**, who has a special bond with Baby, **to break the spell and get him back in their arms**.

JOKE'S ON YOU

Jokey does the exploding box trick one too many times, so Papa Smurf and the others decide to put a stop to it. **They spy on Jokey and discover where he hides his boxes and decide to "alter" them**. The next day, Jokey plays a joke but his box doesn't explode. **"What's going on?"** he wonders. Papa Smurf explains that the heavy rains last month probably ruined his exploding powder. Jokey is devastated. He mopes around, not knowing what to do. ***Me without my box is like... corn without pop.*** One day, he realizes the plot against his boxes and decided to make the biggest most explosive box in existence using some of Papa Smurf's magic potion. He's holding the box when it goes off and blows him into 100 different Jokeys. Now Jokey is everywhere! Can you imagine?!



INTERVIEWS

VÉRONIQUE CULLIFORD, PEYO PRODUCTIONS CEO

How did the deal with Dupuis to make a new season of The Smurfs come about?

Our collaboration with Dupuis goes back to the first publication of the Smurf stories in *Spirou magazine*, 60 years ago. There were several other animation projects on which we worked together in the past, and on top of that they have lots of experience in bringing comic book characters to life, so Dupuis was a natural choice for us.

Why do you think it was the right moment to work on a new Smurfs series?

When the Smurfs made their first appearance back in 1958 my father had absolutely no ideas of what these little creatures would become. After the first movie,

The Magic Flute, in 1976, he was thrilled to see Hanna Barbera take his work and make it into a TV series that ran for 9 seasons. This show is still widely known and broadcast. Almost 30 years later, we successfully worked with Sony Pictures on feature films. After *The Smurfs* and *the Lost Village*, a full 3D CGI feature film, I was convinced that we had a unique opportunity to continue my father's work.

Why do you think this classic brand has been able to endure for so long?

There is no key to success, unfortunately, but the fact that the Smurfs give happiness along with great values is certainly one part of the "keys": Keeping one's word, humility and of course a lot of humor.



WILLIAM RENAUD, DIRECTOR

What's your relationship to the Smurfs?

I can definitely say I grew up with the Smurfs, not only with the comics but also I remember playing in my room as a kid with my little figurines that I would use to act out amazing adventures. It's a magical world, full of both humour and poetry which obviously made an impact on my childhood. So of course I jumped at the chance to get aboard this project with Peyo Productions.

What was your goal as you set out to write a new chapter in the story of the Smurfs?

Of course it's a little intimidating when you tackle a pop-culture icon like *The Smurfs*. What I wanted to do first, and this has really guided me throughout the creative process, is find a way to bring the Smurfs into the present day and add my own personal touch while respecting Peyo's original work. And of course, I'd love for this series to make as much of an impact on the younger generation as the 80's cartoon did to me. If this new show helps

children today (re)discover Peyo's work, and makes them want to dig out the comics that their parents may have left to gather dust on the living-room shelf, then I think I'll have done my job. In the end, my biggest goal is to inspire a new generation.

Are you happy with how it turned out?

I think we managed to bring life to *The Smurfs* and their universe through quality animation that rivals what some feature films can do. The episode scripts are as funny as they are varied, and we were able to introduce new characters whom I'm sure Peyo would've loved to see in action. As for the sound editing and Brad Breeck's original music, they add the cartoony touch that I was hoping I could fill the show with. So you see, I'm very happy with how it turned out, the teams really worked hard on this show and I think we can all be proud of them.



PETER SAISSSELIN & AMY SERAFIN, WRITERS

How do you keep *The Smurfs* relevant to a contemporary audience?

The world of *The Smurfs*, because of its magic and its distance from the real world, is timeless by its nature. But if we want this series to work for the younger generation of today, it's not enough to just put these little blue creatures through their paces in wacky situations. To capture the attention of our young audience, while also giving older viewers something unexpected, we absolutely have to be original. That's why our storylines are simple and amusing, with surprising twists that let our colourful characters shine!

How would you define the tone you've given these new episodes?

The world of *The Smurfs* is rich and diverse enough to not just allow us to put our heroes in situations full of suspense and action, but also, and more importantly, to flesh out about a hundred multi-dimensional characters, with real moments of emotion, alongside wacky gags and sharp dialogue. These *Smurfs* have their own dreams, passions, fears, ambitions, and customs that we want to explore. To us, each Smurf must have their own quirks, in order to make them unique individuals that a child can relate to. Starting with characters as strong and appealing as *The Smurfs*, we've created original stories while maintaining the offbeat humour and goofy tone of the comics.

NELE DE WILDE, EXECUTIVE PRODUCER PEYO PRODUCTIONS

How was the project financed?

Since the project began, we've been careful to ensure that the new Smurfs series would be true to its Belgian roots. That's why we immediately asked Belgian television channels to join us in this project; we asked both the Wallonia (Wallimage) and Flanders (Screen Flanders) regions for financial support. With production expenses booked in Belgium, the series also gets beneficial treatment from Belgian tax laws, via the BNP Paribas Film Fund and GoWest. However, as Peyo Productions was created for this purpose, it felt important for us to partner with an experienced company, which is why we signed a co-production agreement with the French animation studio Dupuis Audiovisuel, which allowed us to receive French assistance. Other partners soon joined, and the project is now international.

Who are those partners? Are you happy with this first co-production effort?

We worked with Belgian public television, namely RTBF and VRT (KETNET), and Germany with KiKA. In France, TF1, the largest commercial channel, is our main broadcaster. The biggest asset of this production is without a doubt the enthusiasm of our partners, which has driven us to do our very best so that the result would be absolutely wonderful. This enthusiasm was also shared by other channels that were quickly interested in advance purchases (via our sister company IMPS). Nickelodeon acquired the international broadcasting rights, and many terrestrial channels have already joined our list of broadcasters, such as RTS, Télé-Québec, Rai, NPO, LRT, tv2 and Puls2. It's a worldwide adventure and we can't wait to see what's in store!





CAROLINE DUVOCHEL, EXECUTIVE PRODUCER DUPUIS EDITIONS & AUDIOVISUAL

What's the relationship between Dupuis Édition & Audiovisuel and the Smurfs, and what are your goals for this new series?

For Dupuis Édition & Audiovisuel, which was behind the earliest animated adventures of *The Smurfs* in the 1960s, it's very exciting to revisit their world in this new, highly ambitious series co-produced with Peyo Productions in partnership with a number of major broadcasters, including TF1 in France and KiKa in Germany. We're very proud to help bring today's children the wondrous adventures of these characters full of kindness, mischief, and playfulness that are so smurfly needed these days, with a new 3D look.

How did production of the series go?

This was a major project for our Paris-based internal studio, Ellipse Studio, and every team (more than 150 people overall) got deeply involved in it. To make a high-quality 3D show that had to hold its appeal across borders and ages, the envelope had to be pushed both artistically and technically at every stage of production. This was why the writing and directing had to be lively and modern, and the design pack had to be fully developed, using sophisticated tools to handle fur, plants, fluids, and particles. Special attention was also paid to the character movements, music, backgrounds, and lighting. In addition to Ellipse Studio, we enlisted the expertise of the French studios Gao Shan Pictures and Jungler to take on some of the work.

This ambitious European production received valuable public support in France from the CNC and the region of La Réunion.

BRAD BREECK,

MUSIC COMPOSER

The ambition of the show is to renew this perennial favourite, by giving it a great modern touch. Talk us through your contribution in this project

My goal with the score was to create a fresh and fun musical world that would feel new and updated while drawing on the melodic material from the original theme. With that in mind, we created a palette of sounds in the pop, hiphop, and funk realm as a core. Then, we could combine that palette with more classical orchestration where needed to create a more cinematic feeling.

How did you work the score for the series?

The work was done in my studio in Los Angeles. Recording instruments and programming sounds in the computer. Rather than score each episode individually, the decision was made to create a large library of cues and sounds that could be edited across many episodes. This approach was new for me and was quite fun. Working this way felt freer than being locked to picture all the time. I think in the end it will give the whole series a very strong sonic identity.

The “Lala song” is known all over the world, it is an important marker of the Smurf DNA. Did you adapt that song for the new show?

It was a true honor and very exciting to be able to play with the original *Smurf's LaLa* theme. It is a melody that I grew up with and is deeply ingrained in my musical DNA. So, it was important to me to respect that musical material and try to infuse the score with it wherever possible. There are many cues in the show where you may not directly hear the *LaLa* melody, but it is hidden inside the music somewhere. Sometimes I would flip the melody over, or just use the rhythm of the melody, or use the notes but fragment the rhythm. I tried to deeply imbed that melody to give the entire score a very strong foundation and connection to the original theme. For the main title theme, we use the original *LaLa* theme, verbatim, but we put it into a pop/hiphop/funk context to reflect the excitement and originality of the new show.

Are you happy about the results so far?

I am very happy with the results, and I cannot wait for people to see the show and hear the music! It was a total honor and a blast to be part of this project and to be connected to the Smurfs lineage in this way!



I'm very glad to welcome The Smurfs in TF1 Village, and to start a new adventure with them. Actually, it's not our first run with these little blue creatures, since TF1 has a longterm relationship with The Smurfs. And we are confident that with their new super attractive CGI look, and thanks to the original and great entertaining stories, comedy and adventures will definitely please kids from 5 to 10 for many years to come.

Yann Labasque, TF1



For many years, I had the idea of producing a new TV series of The Smurfs, because they represent a remarkable part of European Animation and cultural tradition. In other words, The Smurfs are also in Germany, and that's why I had these little blue fellows on my wishlist for more than ten years now.

**Sebastian Debertin, KiKA /
Head of International, Content Acquisitions
& Co-Productions**



VRT and The Smurfs relationship dates back a long time ago. Long before Ketnet was born more than 25 years ago, The Smurfs were already one of the most successful programs on VRT. Nowadays, the little blue heroes are part of the Ketnet family. And we are of course very happy to coproduce this new TV series.

Telidja Klai, VRT



Everyone in Belgium grew up with the Smurfs, in print, on TV and on the big screen, and RTBF has always been proud to be a part of this extraordinary success. The Smurfs today are able to connect with the next generation, and that is thanks to this new series that is as fresh, vibrant, colorful, smart and funny as the Smurfs have always been.

Paola Acosta , RTBF



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