TOAD TIME

وقت وزغ

Animation and Game

Plot:

Parisa is a teenage Iranian girl who turns into different animals in certain times. Although turning into animals give her each animal's specific powers, but she strives to remain human and to keep her humanity.

Why our products are important?
The beauty of our cultural differences is hardly breathing to keep its place in the world of a unipolar dominance. It's important to break the political sanctions and to develop economically, but beside politics and economics a third element is crucial for sustaining and maintaining the achievements; that element is the cultural and historical consciousness.

Who is our audience?

Our specific audience is the Iranian teenagers. But this doesn't mean that our perspective ends here; we can also extend this to teenagers of other BRICS countries considering their cultural priorities.

How we plan to extend our animation and game to other BRICS countries?

1- First of all we are working on each episode to happen in each of the BRICS countries with consideration of their unique nature, animals, customs, industries, handicrafts and cultures. We believe that this can be the beginning of a path in bringing self-consciousness and intercultural recognition for further and future cooperation and friendship between our next generations.
2- We plan to give out, cooperate and distribute the production among the BRICS countries based on their cultural, industrial and economical interest in our project. For instance as each of the episodes is happening in different countries, we would love to involve and co-produce those episodes with the artists from those countries. We are also interested in partnership with each of the countries in producing the merchandizing items such as China for action figures, Russia for Matryoshkas of the characters and tech, India for interactive comic books, Brazil for masks, etc.

Contact us on Telegram: +98 912 802 94 53
Please check out "Toad Time" trailer on our website: www.sharuba.ir

Merchandizing:
Each items of the game and animation can be produced in one of the BRICS countries.