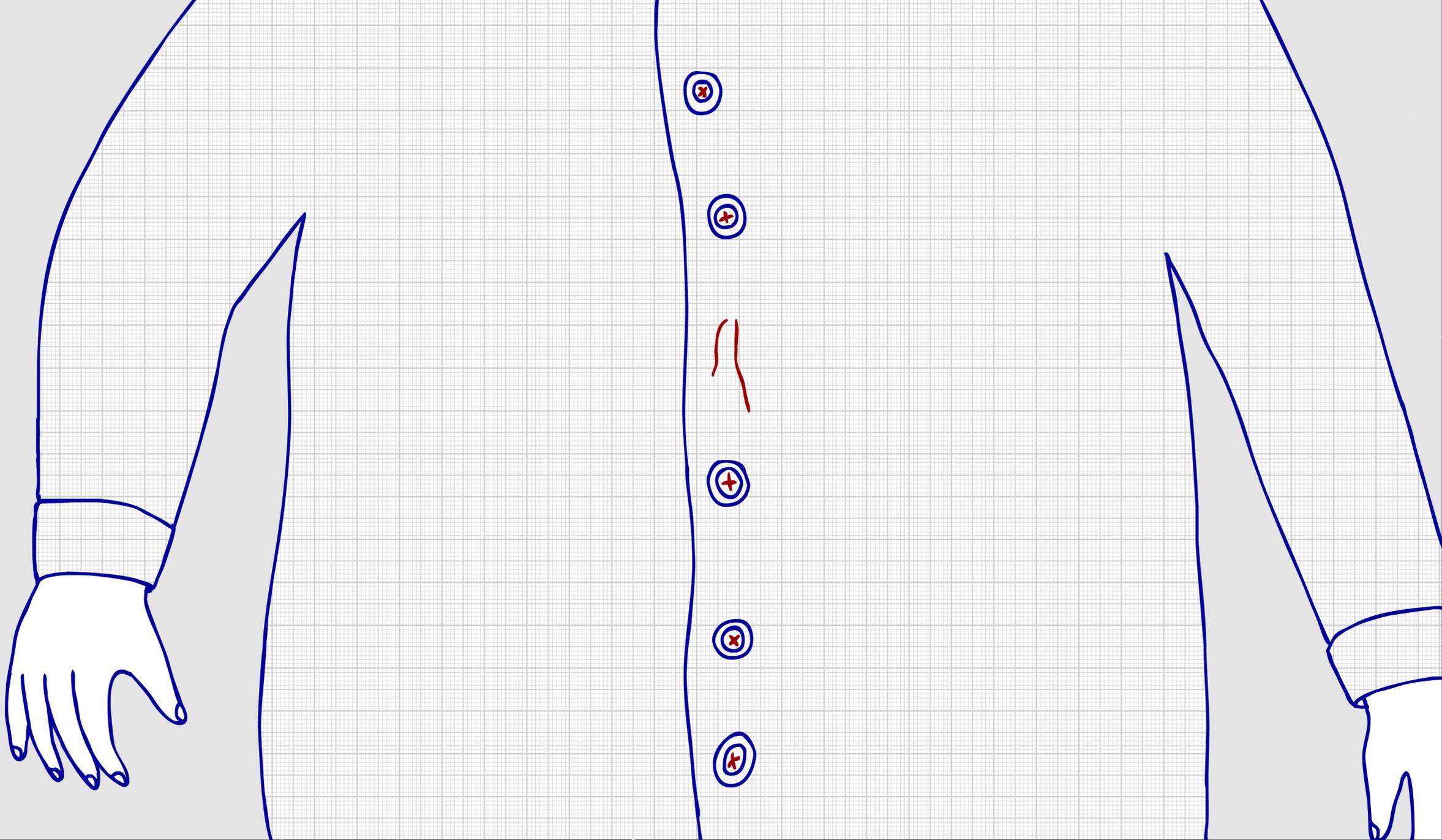


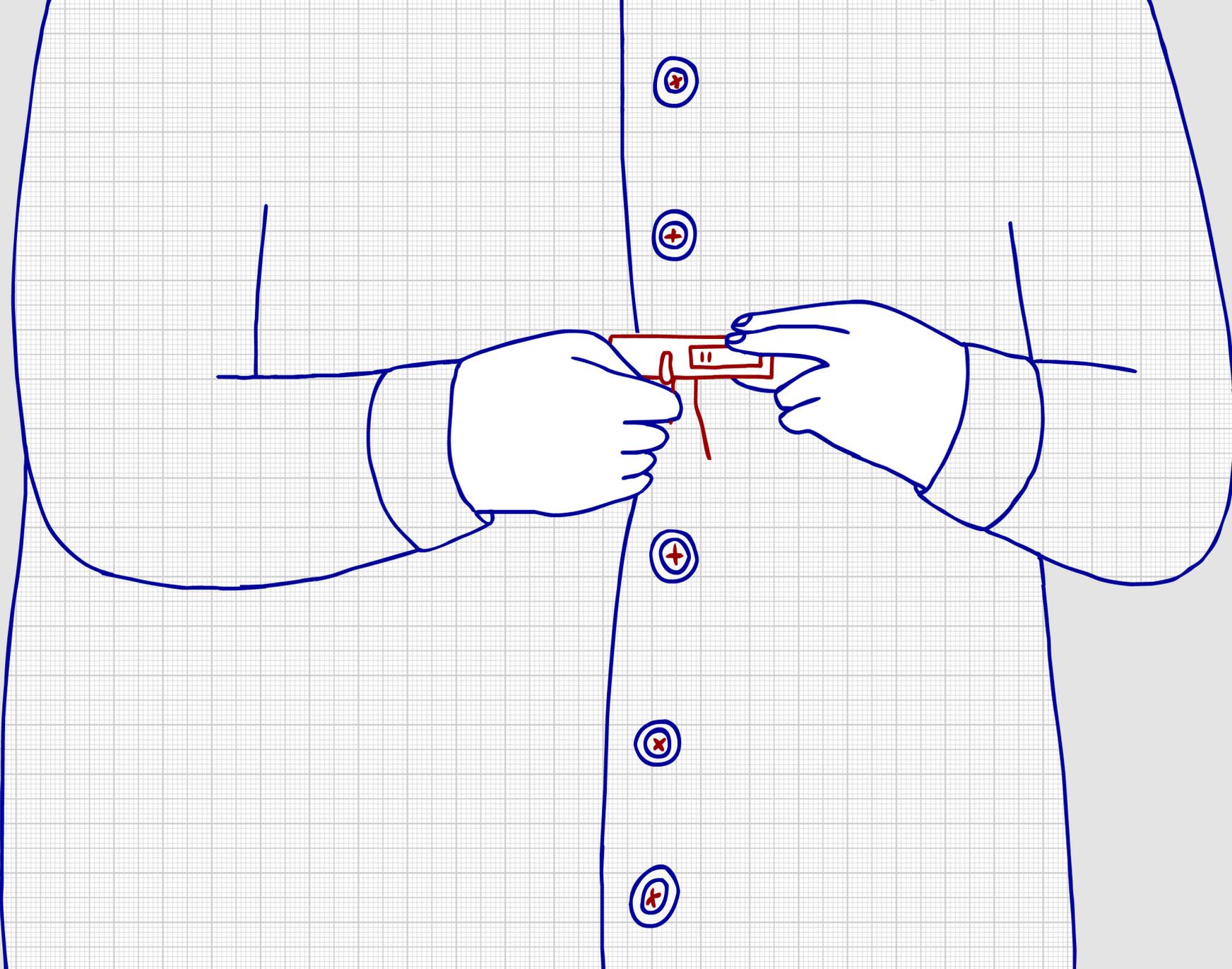
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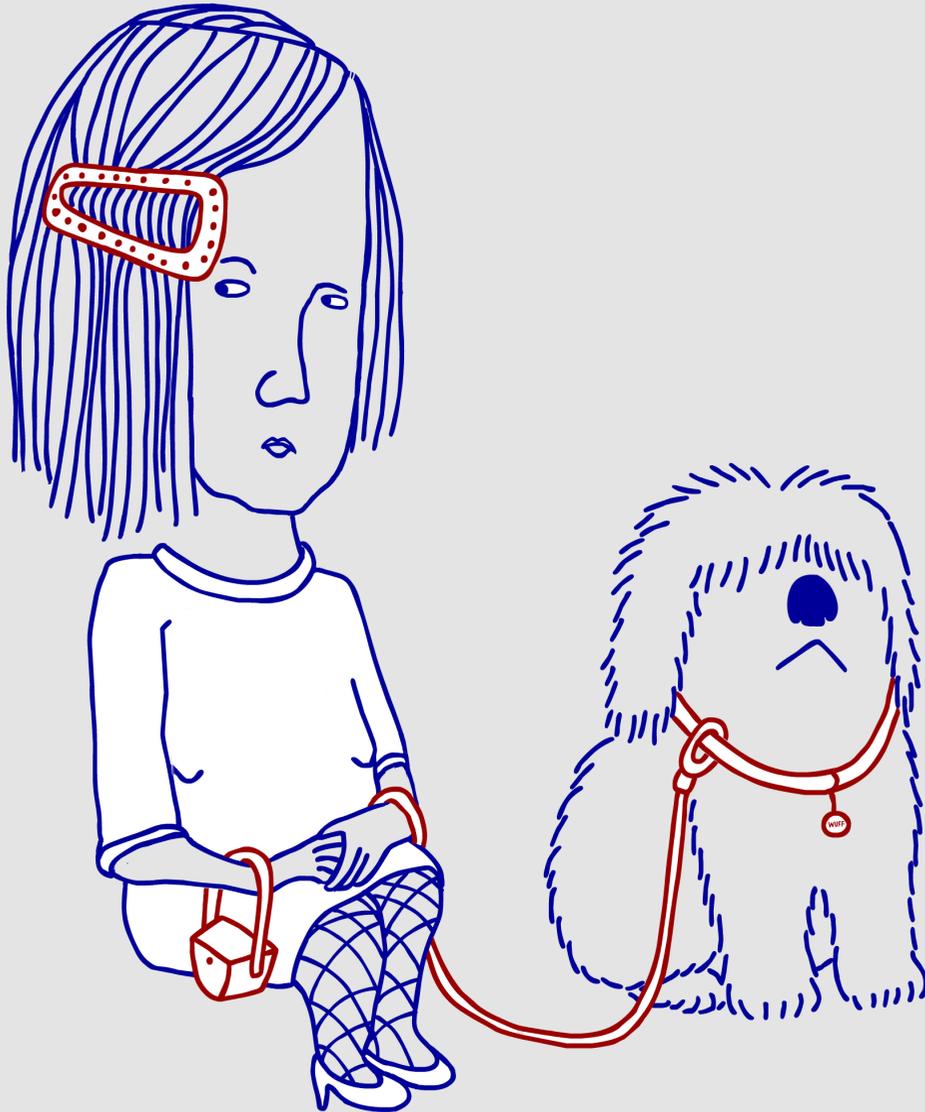
Emm



Synopsis

A film about a lost shirt button,
perfectionist aunts, busy cats,
startled parrots – and a long-lost friend.





Infos

Title	Trial & Error
Production Year	2016
Running Time	5:27 min
Language	English
Subtitles	German, French, Spanish, Portuguese, Russian
Shooting Format	4K
Aspect Ratio	1.85:1
Screening Format	DCP Blu-ray DVD mov mp4
Sound	Dolby 5.1
Production Country	Germany
Animation Technique	Drawn Animation
Funding	FFA, BKM

Crew List

Idea, Design & Direction	Antje Heyn
Script & Animation	Alexander Isert Antje Heyn
Animation Assistance	Johanna Hochholzer
Words	Jonas Lieberknecht
Voice	Alexis Krüger
Music	Peer Kleinschmidt
Foley Art	Peter Sandmann
Sound Editing & Mixing	Sebastian Reuter
Supervising Cat	Percy

FAQ

How long did it take to make the film?

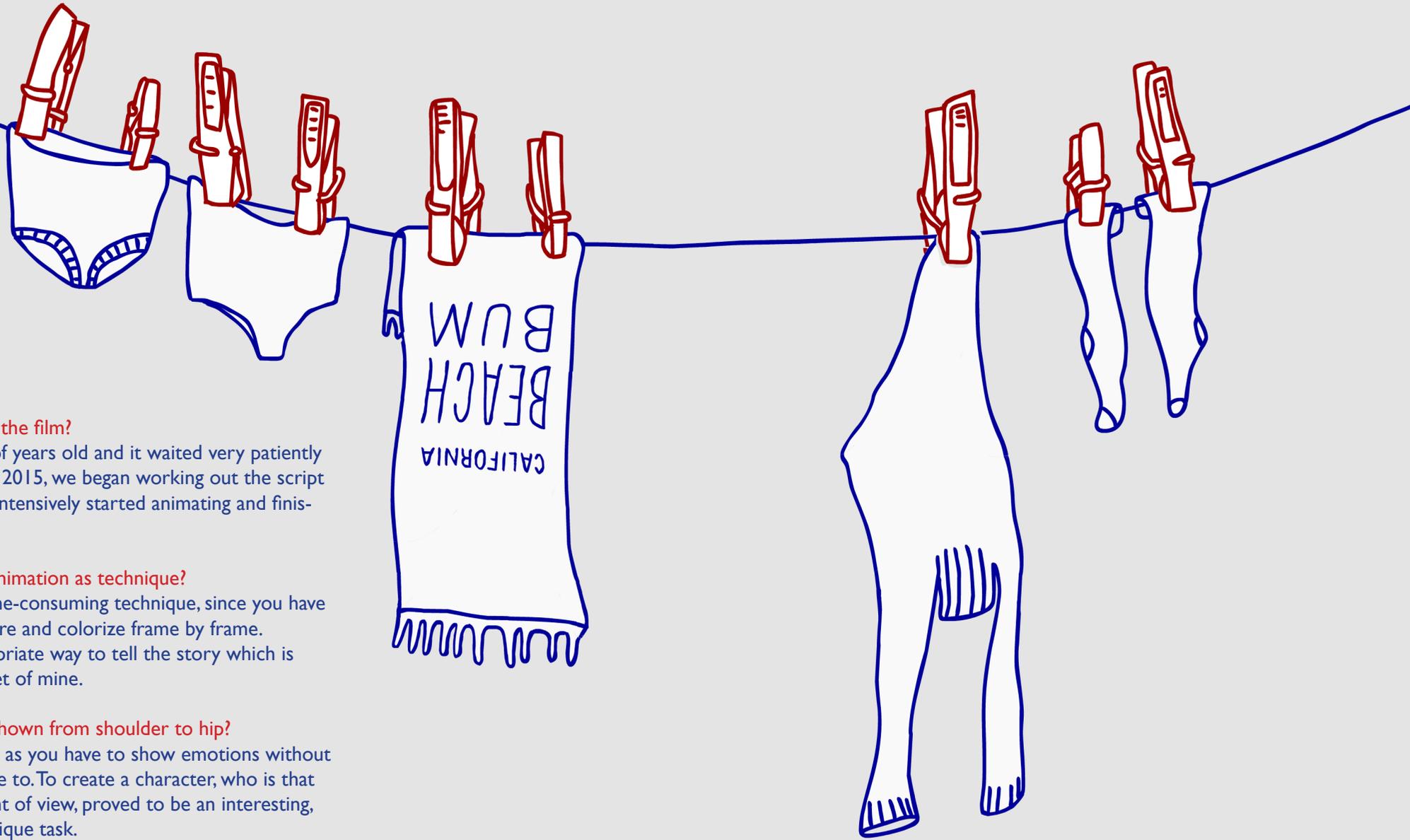
The idea is actually a couple of years old and it waited very patiently for its realization. In February 2015, we began working out the script and animatic. Afterwards, we intensively started animating and finished it in January 2016.

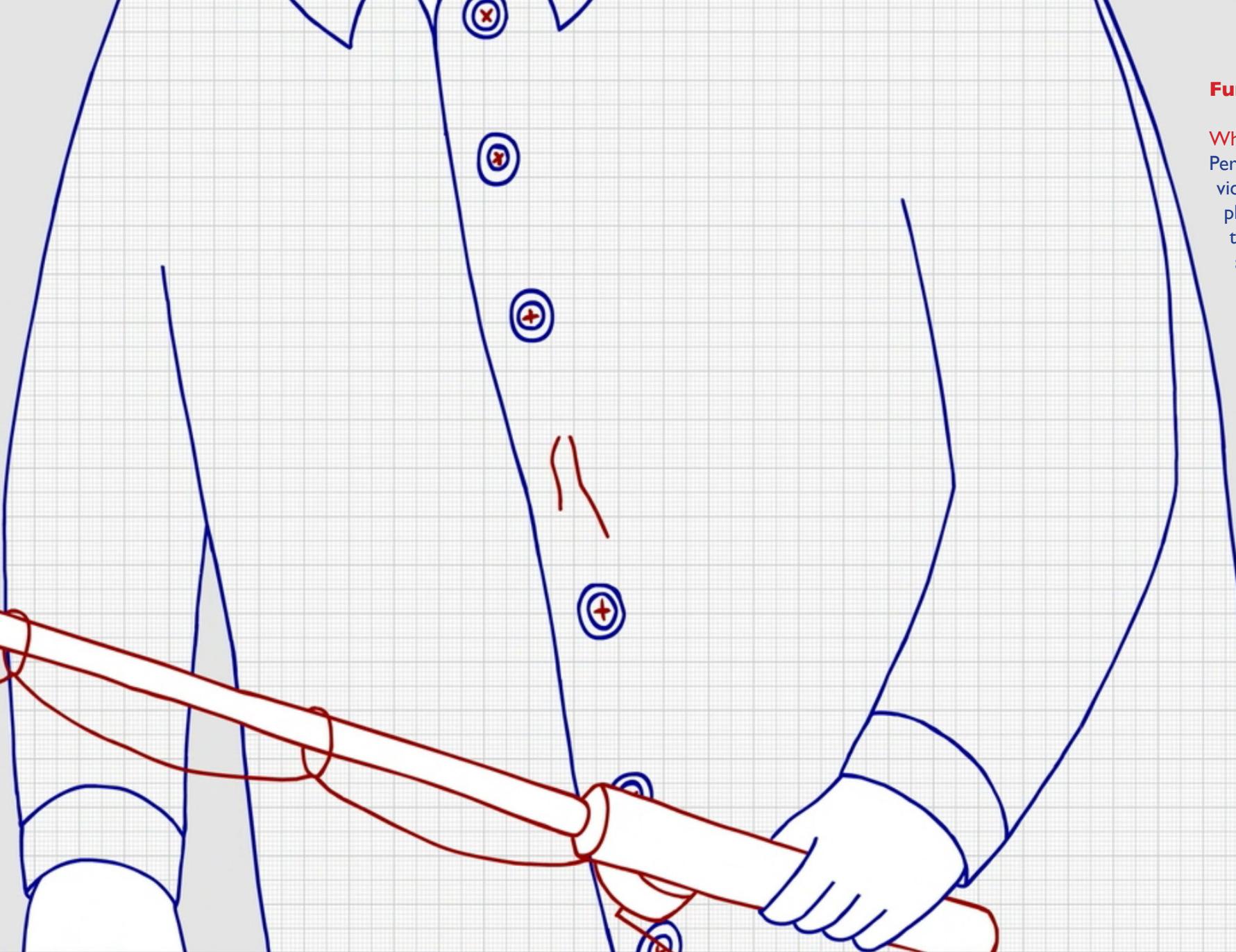
Why did you choose drawn animation as technique?

Drawn animation is a very time-consuming technique, since you have to draw, animate, adjust, texture and colorize frame by frame. For us, it was the most appropriate way to tell the story which is based on an illustrated booklet of mine.

Why is the protagonist only shown from shoulder to hip?

That was a very bold decision as you have to show emotions without any facial expressions to relate to. To create a character, who is that minimalistic from a visual point of view, proved to be an interesting, sometimes challenging and unique task.





Fun facts

Who is the Supervising Cat Percy in the final credits?

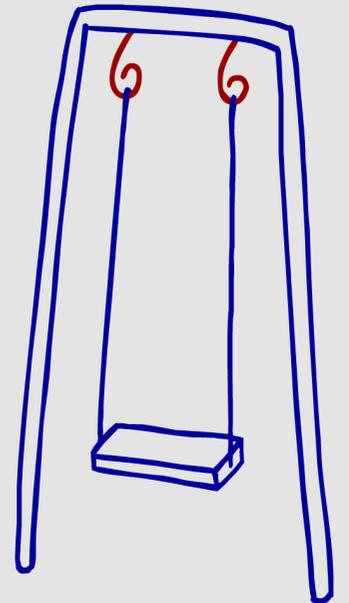
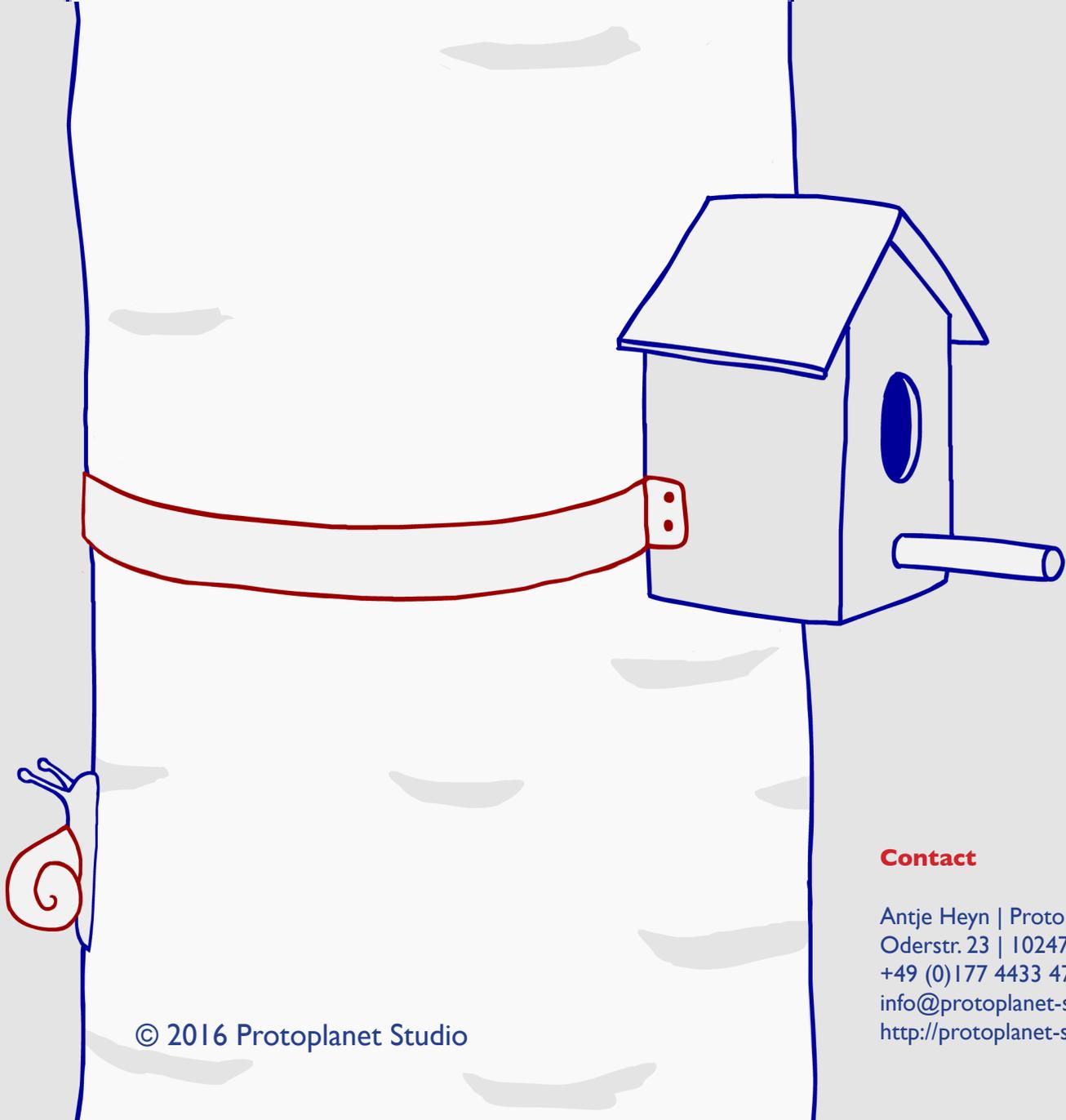
Percy is our studio cat busy supporting us with advices. He likes to talk a lot and comments on work-, play- and food-related subjects. Usually he prefers to sleep and snore. But if we have to make important decisions, he instantly wakes up and gives his approval or rejection of an idea by meowing loudly.

The most difficult scenes?

Ironically the most difficult scenes were the ones that actually don't look complicated. But I can tell you stories about a shuttering cat, which took us ages and thousands of tests and revisions. Also the scene with the fishing rod got us all quite fed up, because we spent so much time on it.

Management summary:

- > While working our crew consumed roundabout 30 kg of sweets, 250 liters of coffee and 2450 hours of music.
- > We had 54 program crashes, 18 export failures and found 4 software bugs, which doubled the amount of sugar & coffee.
- > We've spent a couple of hours performing the intended animation in real life, throwing umbrellas and buttons, taping shirts, opening boxes and catching imaginary things ...



Contact

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