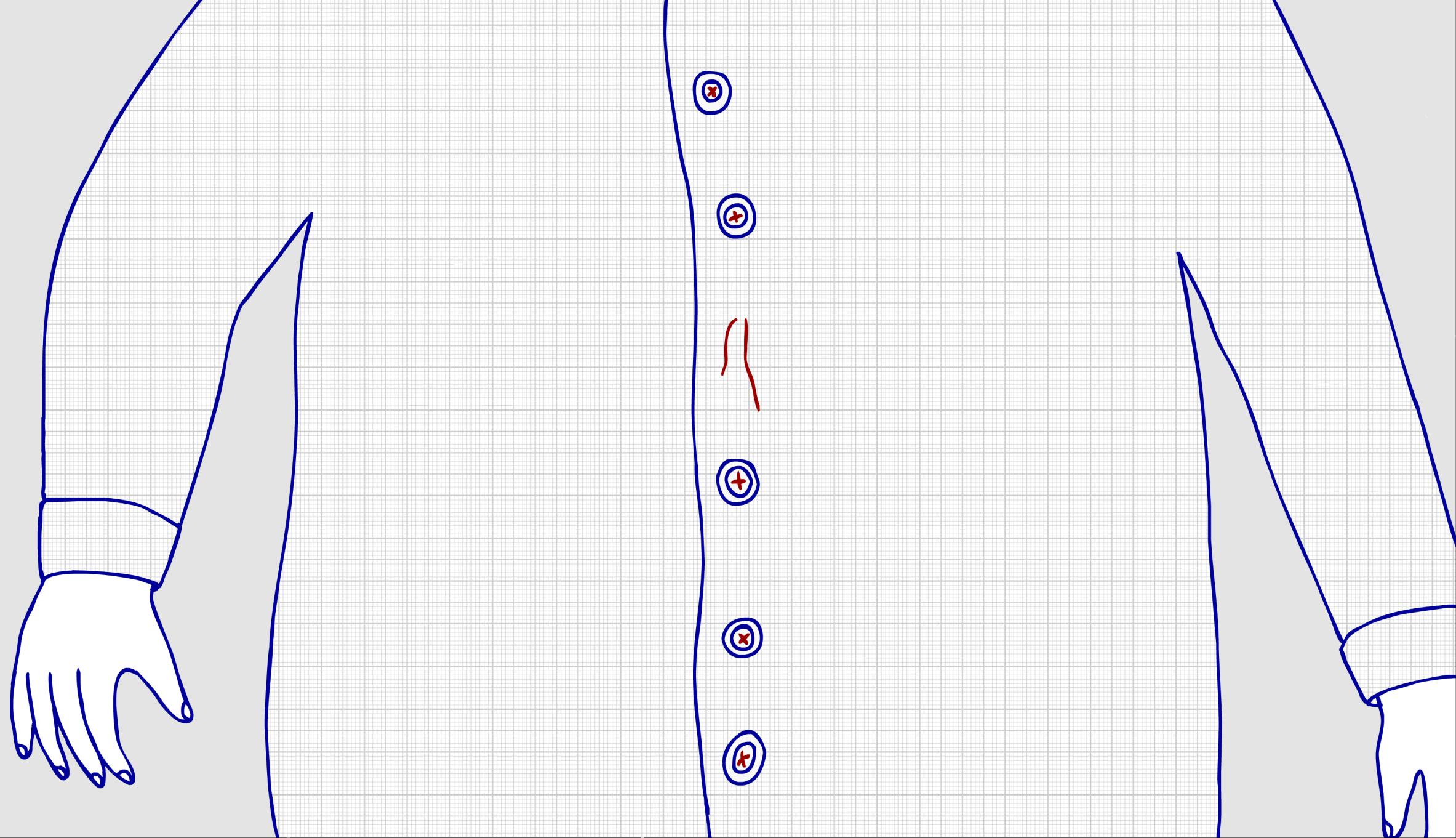


2010  
2008  
2006  
2004

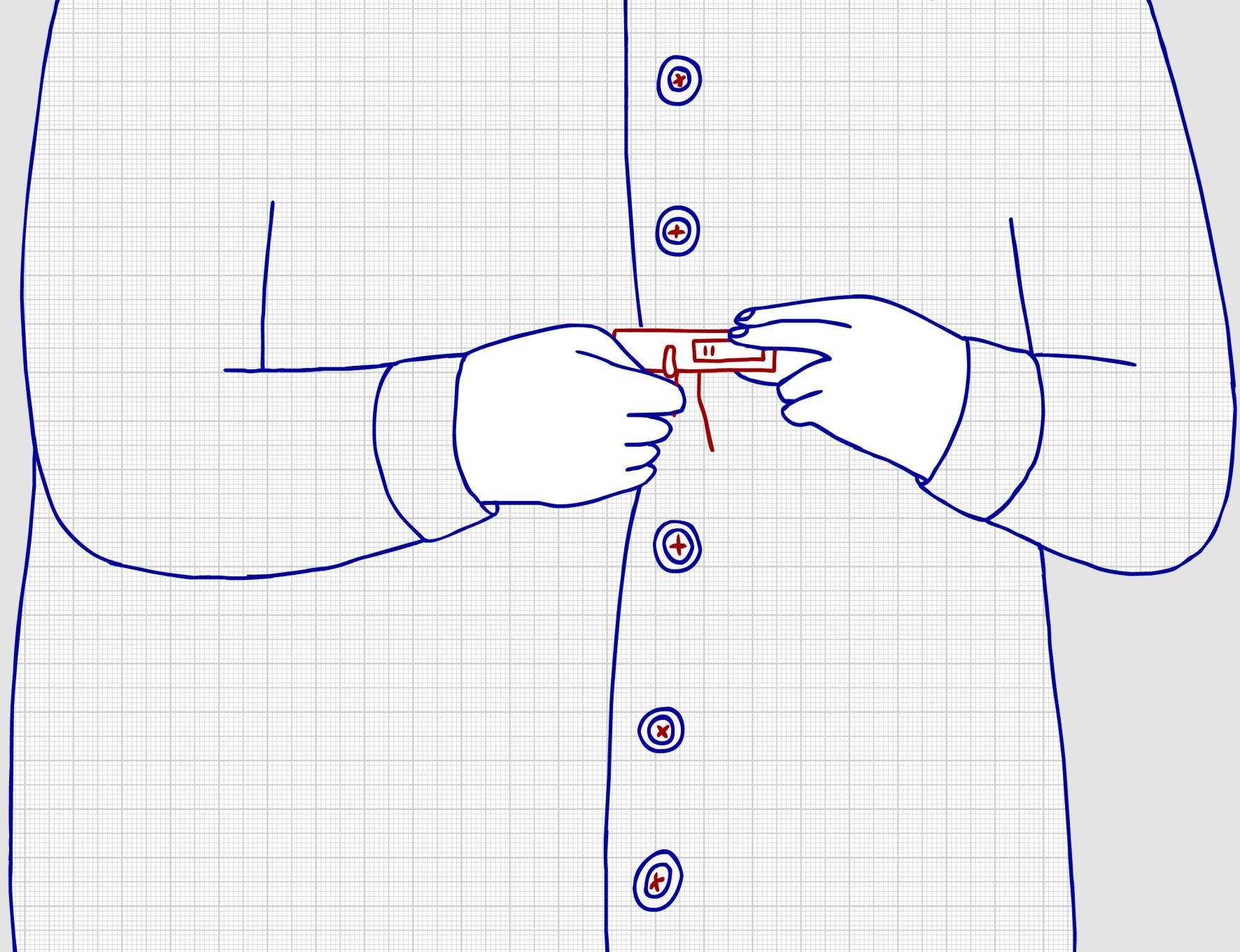
2002  
2000  
1998  
1996

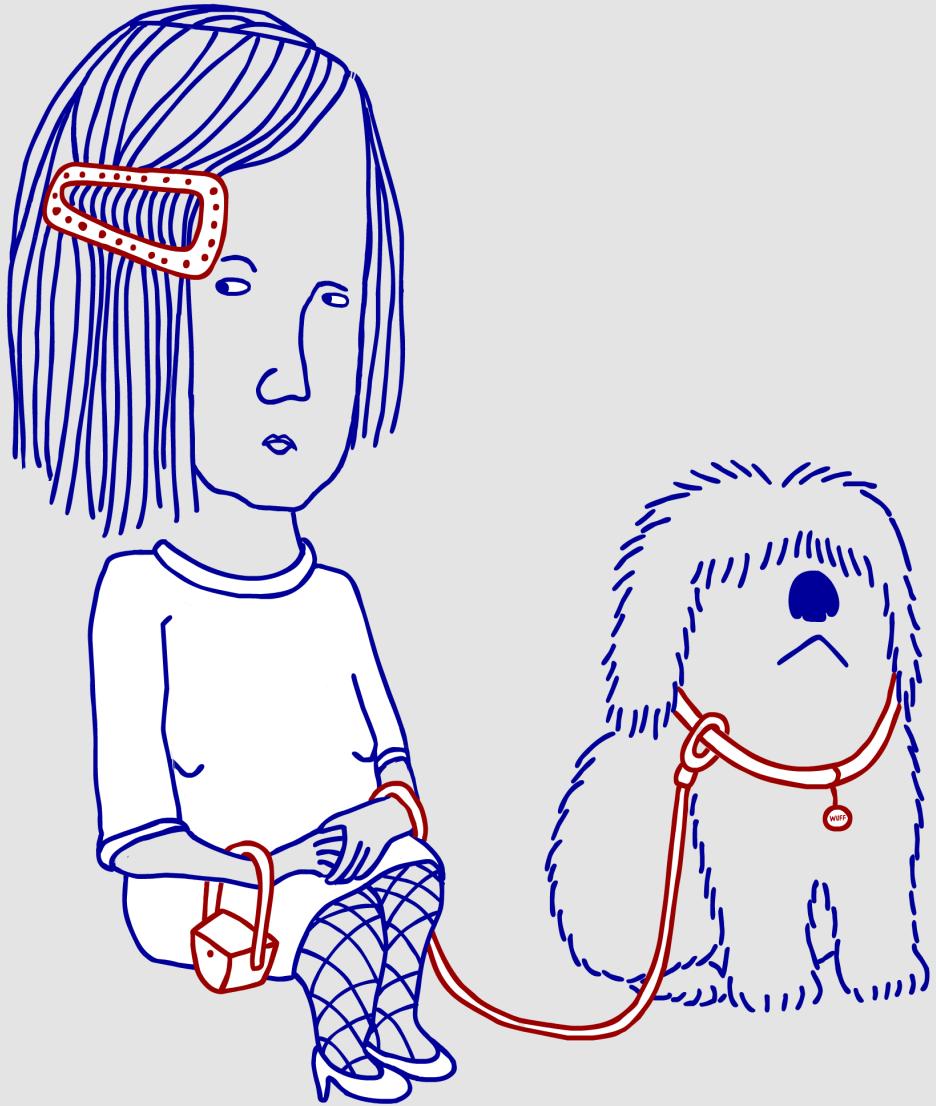
1994  
1992  
1990  
1988



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

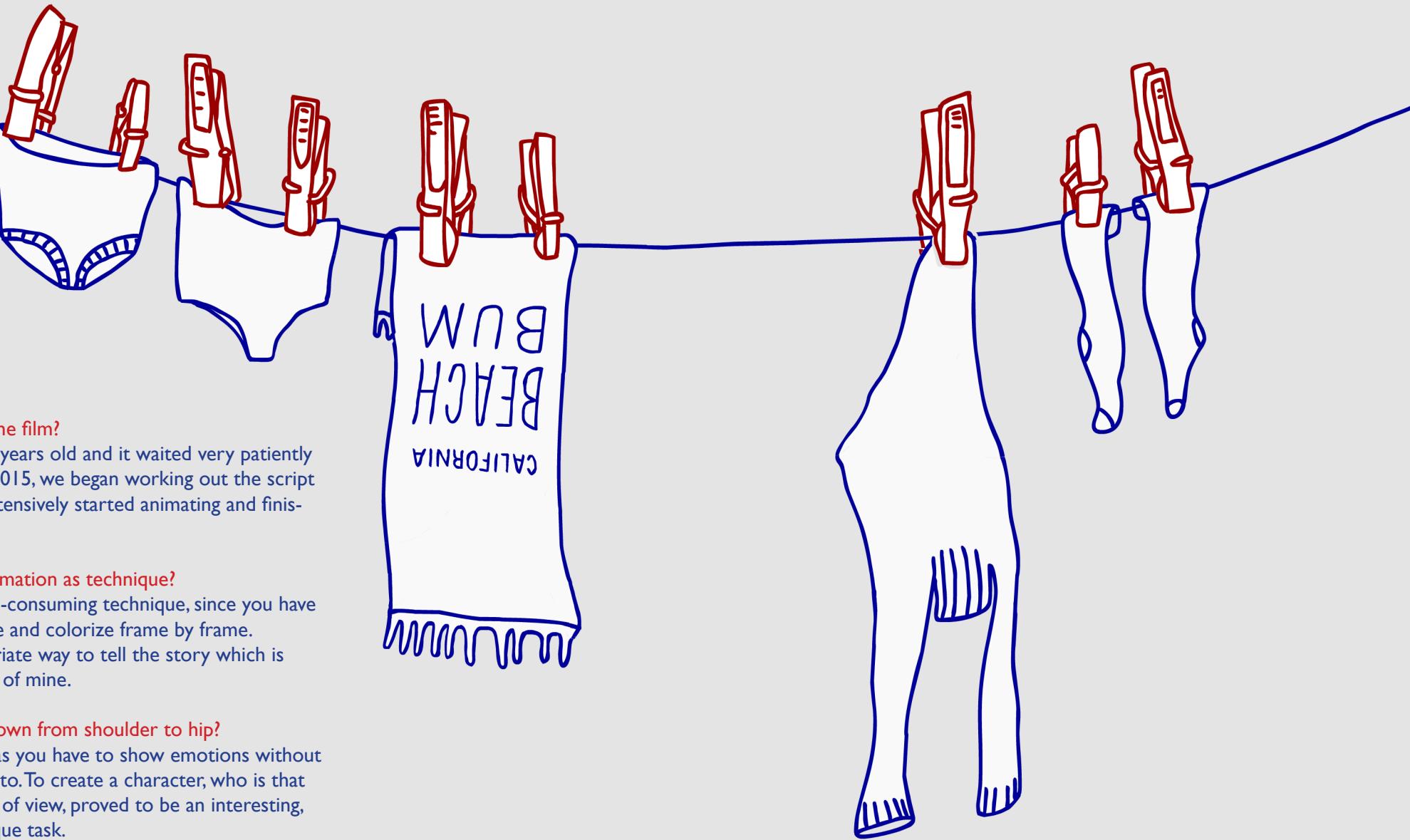
**Why did you choose drawn animation as technique?**

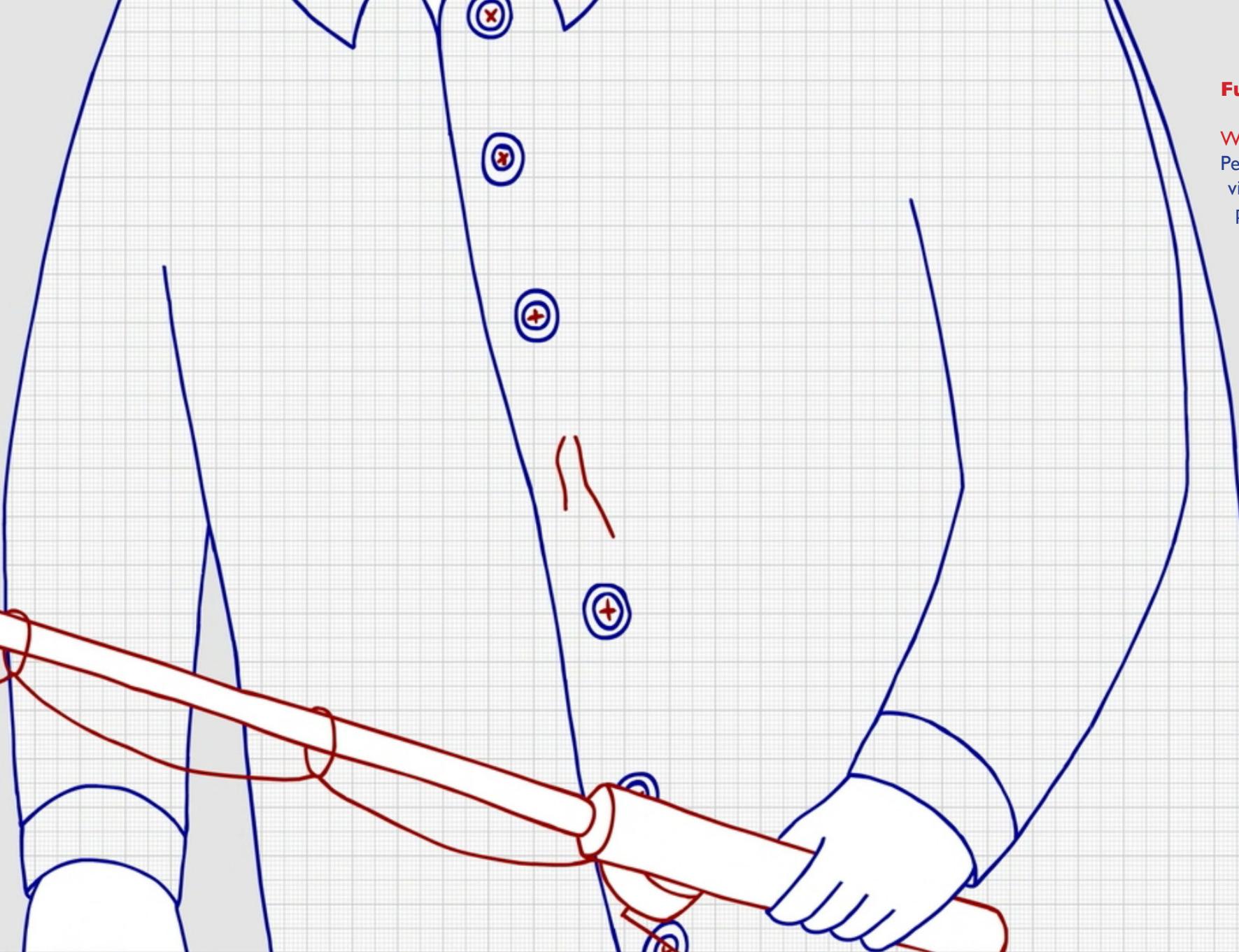
Drawn animation is a very time-consuming technique, since you have to draw, animate, adjust, texture and colorize frame by frame.

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

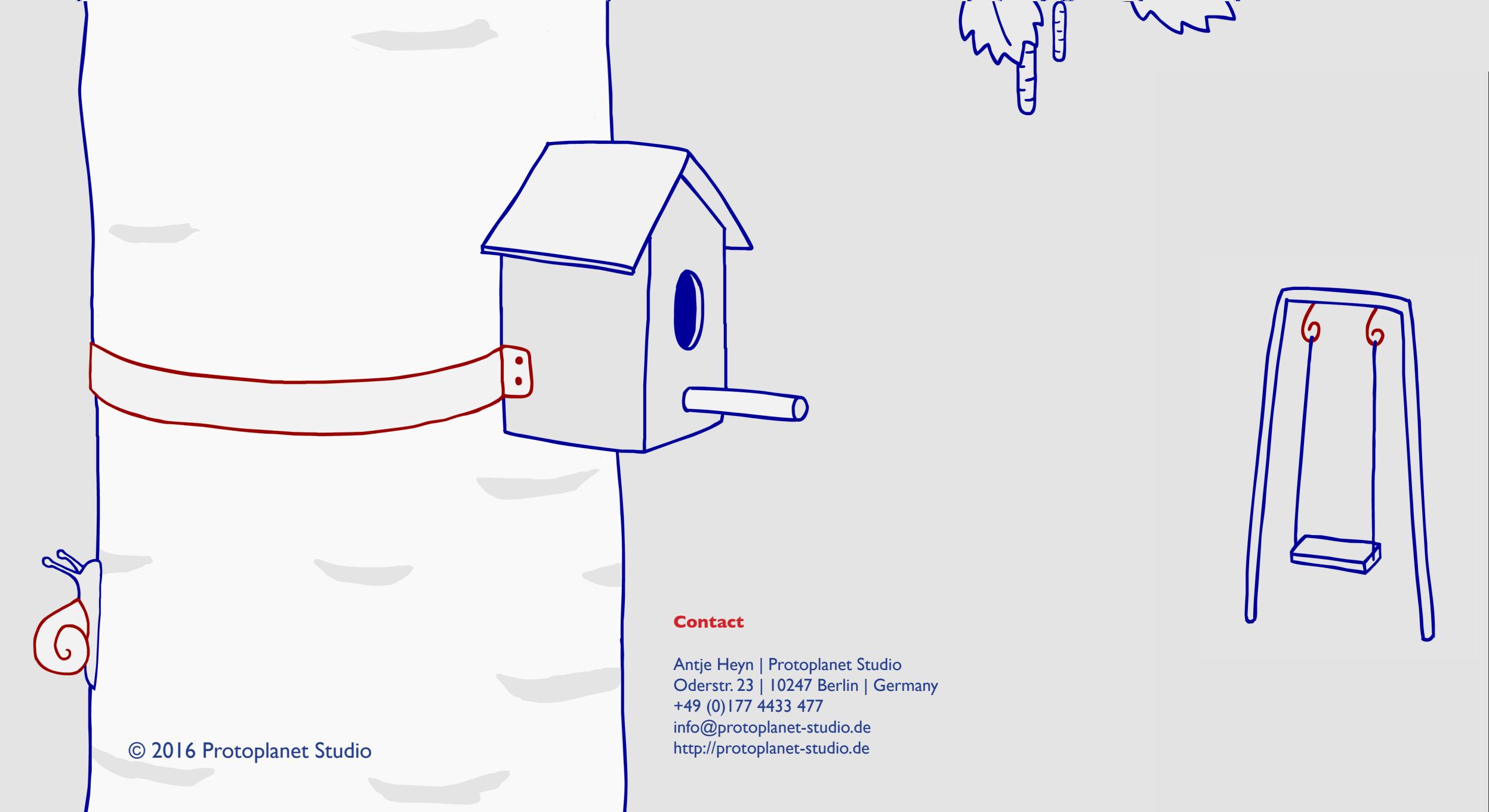
**Who is the Supervising Cat Percy in the final credits?**  
Percy is our studio cat busy supporting us with advices. He likes to talk a lot and comments on work-, play- and food-related subjects. Usually he prefers to sleep and snore. But if we have to make important decisions, he instantly wakes up 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 shivering 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 ...



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