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Big bug bunny movie

1 win. See more awards » Learn more Edit Green and sparkly spring has finally arrived in dense and undisturbed forest and all creatures, big and small, are enjoying life. But somewhere on the other side of the forest, a recently awakened huge and utterly adorable fluffy rabbit named Big Buck Bunny is callously harassed by a flying squirrel gang of rodents who simply find great pleasure in bullying innocent animals. There is no doubt that these mischievous pests are determined to crush Big Buck's fortunes, moreover, when two bright butterflies get in the way of a gang with serious consequences, it will mean war. But who's going to win? Written by Nick Riganas Plot Summary | Add Synopsis slogans: Don't play with rabbit. Animation | Short | Comedy Certificate: Look at All Certifications » Parents Guide: View Content Advice » Edit This movie is well known for being an open-source movie under creative commons attribution 3.0 license, which gave people the right to use and share a Big Buck Bunny short film for everyone and anywhere. More » Best on sale (2014) More » User reviews Edit release date: 10 April 2008 (Netherlands) More » Also known as: Большой Бак View more » Edit Budget:EUR150,000 (estimate) More on IMDbPro » Blender Foundation, Peach Open Movie Team View More » Runtime: 10 min Aspect ratio: 1.85:1 See full technical specifications » Big Buck BunnyMovie posterWe're going to Sacha Goedegebure[1]Produced byTon RoosendaalWritten bySacha Goedegebure[2]MusicJan MorgensternRelease date April 10 , 2008 (2008-04-10) (premiere in Amsterdam)[3] 20. 2008 (2008-05-20)[4] Running time10 minutesCountryNetherlandsBudget € 150,000[5] Big Buck Bunny (codenamed Project Peach) is a short computer animated comedy film from 2008 with animals from the forest, produced by the Blender Institute, part of the Blender Foundation. [6] [7] Like the elephants dream foundation's previous film, the film was shot using Blender, a free and open-source software application for 3D computer modeling and animation developed on the same basis. Unlike this earlier project, tone and visuals deviated from mysterious story and dark visuals to comedy, caricature, and frivolity. It was released as an open-source film under creative commons attribution 3.0. [8] Plot Play media Big Buck Bunny (2008). 10 minutes, 35 seconds. The plot follows a day in the life of big buck bunny, during which he meets three bullying rodents: Frank the flying squirrel (leader), Rinky the red squirrel and Gimera chinchi (his partner). Rodents have fun by harassing the helpless creatures of the forest by throwing fruits, nuts and stones at them. After the rodents kill two butterflies with an apple and a rock, and then attack Bunny, he postpones his temper and organizes a comprehensive plan to avenge two butterflies. Using various traps, Bunny first dispatched Rinky and Gimer. Frank, unaware of each other's fate. You can see it take off from the tree, and lipping towards the seemingly unsuspecting Bunny. As soon as Frank gets in the air, he launches Bunny's last series of traps, causing Frank to crash into a tree branch and fall into a trap. At the last minute, Frank grabs on to what he thinks is a branch of a small tree, but discovers that it's just a twig Bunny holds over the spikes. Bunny took Frank. The film ends with Bunny being satisfied with himself as a butterfly flies past him holding a string at the end of which Frank is attached as a flying dragon. In the post-credits scene, Frank still like a dragon, has a bird on him. Production Following Elephants Dream (2006), Big Buck Bunny's first Blender Foundation project, was created by the Blender Institute, a division foundation set up specifically to facilitate the creation of open content for movies and games. [9] [10] Work began in October 2007. [citation required] The film was funded by the Blender Foundation, donations from the Blender community, pre-sale of film DVDs and commercial sponsorship. Final product and production data, including animation data, characters, and textures, is released under the Creative Commons Attribution License. [9] It was rendered in the Sun Microsystems Sun Grid. [11] [12] As in Elephants Dream, Blender developers worked hard to improve the software in accordance with the needs of the film team. Improvements were made in hair and fur, particle system, UV mapping, shading, render pipe, restrictions and skinning. During the project, the approximate surrounding occlusion was also introduced. These features were published with Blender v. 2.46. April 10, 2008 was officially released at the premiere in Amsterdam[14] while online films and files were released 30. [15] Versions of the film with high definition and stereoscopic versions were released in 2013 by Janus Kristensen. The film was followed in August 2008 by an open game called Yo Frankie!. The main character (called Big Buck Bunny) was also used in short films created by Renderfarm.fi: What is Renderfarm.fi? (2011) narration of the benefits of render farms and BBB loves CC (2012) promoting Creative Commons licenses. The rabbit's voice was given by Jan Morgenstern, composer of the soundtrack to the film Big Buck Bunny. [18] Frank the Flying Squirrel is also a character player in the 2009 Blender Institute video game Yo Frankie!. See also Elephants Dream Film Portal (2006) Sintel (2010) Tears of Steel (2012) References ^ Sacha Goedegebure. Imdb. Won 2016-02-13. ↑ Sacha Goedegebure. 16 February 2016 archived from the original. February 20, 2016. ↑ Big Buck Bunny premiere today!. 2008-04-10. Loaded 2008-05-30. ↑ Release!. 2008-05-11. 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When viewing a video, you should select a resolution close to the native screen resolution or projector, and then view the movie at a scale of 1:1 or 100% - avoid scaling the video up or down. All videos are encoded

with x264 and contain both ac-3 5.1 surround sound track as well as normal mp3 stereo tracks. This should play well in players such as VLC or MPC-HC (for 2D) and players like Bino3D or 3Dtv stereoscopic player (for 3D). Videos come in three different categories: Stereoscopic 3D with hardware support: You'll need dedicated software and hardware to view this kind of movie. Usually this hardware includes a screen or projector with 3D support, glasses and something to decode a special video format. Each image in the video is encoded as two eyes, one above the other, the left eye at the top. Color-coded stereoscopic 3D, known as anaglyph 3D: This kind of film can be played on normal 2D-enabled hardware, but requires special glasses with a different kind of shade for each eye. The 3D effect is not as nice as with real 3D movies, but the setup is much cheaper and easier to start with. Each of them is named after the colors left eye first. Finally, 2D version: If you don't have a 3D stereo device, you'll still be able to enjoy the original 2D movie at a higher frame rate and higher resolution. For 4K videos, you'll most likely need a very powerful processor with a multi-core software decoder (ffmpeg, lavf, CoreAVC) or GPU decoding support, such as PureVideo 5 on nvidia GTX 600- and 700-series, or OpenVideo Decode support on AMD cards. We recommend that you use the BitTorrent client to download files. Either via torrent link or magnet link. If you can't get BitTorrent to work try http links. Stereoscopic 3D Anaglyph 3D Standard 2D *: Files with this tag are included in the original edition of Blender Foundation 4.1, 4.2, 5, 5.1, 5.2: Files marked with these numbers require players with support for at least this profile?: Files with this tag require a player, which is able to play files that do not comply with standard profiles of uncompressed Go files to explore many terabytes of data generated during this production Licensing and Copyright Film is licensed under-BY, read more about what it means Big Bunny Buck Copyright (C) 2008 Blender Foundation | peach.blender.org rights are reserved. License Creative Commons Attribution 3.0. Stereoscopic / 4K / 60 fps / HDR1 Changes Copyright (C) 2013 Janus B. Kristensen Some rights reserved. Creative Commons Attribution 3.0.

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