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Star Wars Episode 5 Mp4

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sr7 (76703bytes) Εμφάνιση προεπισκόπησης The finale of the Skywalker saga... Imperial forces have since driven the Rebels to hide on the ice world of Hoth But even on such an icy, backwater world, they cannot escape the evil Darth Vader's eyes for long, and he devastates the Rebel base in an assault with the Imperial AT-AT walkers... 5 Attempting to fix spaceship/snowspeeder transparency issues 6 TIEs will be blue and ANHRHD will have blue TIEs also 7... 50 - Fixed bluescreen matte problems of rear side of stardestroyer tower on executor underbelly shot51 - added missing TIE engines on all shots throughout movie52 - Replaced the Tie fighter that heads towards Executor taking a strange path and altered position of stardestroyers53 - repositioned stardestroyer and added new TIE bombers to close up shot of Vader looking out of window54 - Altered matte of Executor bridge in all shots55 - Altered background of Vader to a more correct background when he is talking to Ozzel56 - New rebel transport hangar matte to correct scaling issues57 - Fixed the object next to Han that get knocked while he is talking to Luke, yet appear in original position in next shot58 - Added "Blue" engines to all stardestroyers59 - Added atmosphere glow around Hoth in all shots it is missing60 - Enhanced display when Vader chokes Ozzel61 - Fixed matting issue when Vader chokes Ozzel where you can see Piette's body through the display surrounding wall62 - Altered distant view of Hoth battlefield to fix continuity issue as original was heavily mist covered , yet not when we see the At-ATs63 - Original shield generator mattes replaced with miniature model in all shots64 - New hangar entrance shot where trooper is viewing battlefield65 - Enhanced displays in command centre as they prepare to fire Ion Canon66 - Enhanced Ion Canon with new background and added troops67 - Moved "First Catch" Imperial officers to the front window of their Star Destroyer to fix continuity error as they would not see the planet from the side window... 1147 - New matte as X-wing approaches Luke148 - Added shot of Yoda climbing up mound to fix continuity error with his position between shots149 - Replaced Needa's shuttle with Lambda class version150 - Removed Needa's blink as Vader's cape swipes past him after he dies... 68 - Added more stardestroyers orbiting Hoth69 - Ion canon blast altered from red to blue70 - Added the destruction of one of the escort X-Wings before stardestroyer is hit with ion blast... 1 640 Kbps198 MbTrailer 1 (Direct Link)MP4 H264 12 MbpsDolby AC3 5 1 640 Kbps198 MbGet your custom home theater trailerMP4 or MKVDTS-HD Master Audio 7.

3 Re-roscooping all the lightsabers to fix colour (and other) errors 4 Re-roscooping all of the laser blasts for consistency... Now Darth Vader plans to use them as bait to lure Luke Skywalker to him, and turns Han Solo over to Boba Fett as a prize to be delivered to crime lord Jabba the Hutt... Luke learns a terrible family secret after losing a swordfight with the Dark Lord... Will he, and the others, escape the Empire's clutches?. Replacing/enhancing starfields 8 fixing as many garbage mattes as possible 9... 136 - Enhancing some Executor interiors to provide a more logical layout and reduce positioning errors.

star wars episode

star wars episode, star wars episode 1, star wars episode 8, star wars episode 4, star wars episode 3, star wars episode 5, star wars episode 6, star wars episode 2, star wars episode 7

84 - Replaced original shot of Vader's hologram due to bad matting issues85 - Added some minor visible damage to AT-AT neck as it falls86 - Fixed missing frame from "This one goes here, that one goes there" shot... Also replaced R2 in this shot with the pre SE version as the SE one was badly retoscoped and composited171 - Removed Vader's visible sabre blade before it ignites172 - Fixed problem of Vader's blade disappearing for a frame173 - Fixed jump cut as Luke steps out of the tunnel174 - Added Luke's sabre switching off as he is sucked out of the window175 - Enhanced chasm mattes to fix continuity issues176 - Vader's sabre can now be seen switching off177 - Added sabre burn marks to walls178 - New 3D enhanced vane matte179 - Removed squib markers on walls and Stormtroopers where lasers will hit but adding them where they are missing180 - Added smoke to r2 as he tries to open door which is there in the close up shots but not in the wide shots181 - Added turned off lights in corridor ceilings to fix continuity issues182 - Removed SE additional shots of Vader walking to shuttle and the shuttle approaching and docking with Executor183 - Added fleeing ships to skyline after Lando calls for the evacuation... recoloured R2's black panels to blueMAIN THINGS BEING DONE:1 - New 20th Century Fox opening2 - New recreated opening crawl3 - Fixed juddering starfield as camera pans as probes fly away from the belly of stardestroyer4 - Added flames as probe enters atmosphere5 - Replaced pinks streak with flames for when probe crashes6 - Removed footprints in snow when probe crashes7 - Added crater debris when probe emerges to match previous close-up shots8 - Smoothed Taun-taun stop motion animation... Star Wars Episode 5 The Empire Strikes Back 1980 BluRay 1080p DTSE56 1 2Audio x264-CHD... 124 - New Dagobah matte using miniatures with X-wing in correct position to match the studio version and replaced stop motion bogwings with CG versions125 - Removed the "glue" from Vader's helmet as it is placed upon his head in meditation chamber126 - Fixed the problem with Vader having "no neck" in the helmetless scene in the meditation chamber127 - Fixed problem of Harrison mouthing Carries lines while inside the asteroid128 - Enhanced Yoda's mouth movements and added some blinks129 - Removed visible head of Frank Oz130 - Yoda now takes a bit out of the food stick131 - Fixed the "greeblies" falling off 3PO's when he interrupts Han and Leia... actors=Billy Dee Williams 124Minute Release Year=1980 tomatometers=9.2 / 10 Stars description=The story of Luke Skywalker, Han Solo, Princess Leia, and the others did not end with the destruction of the Death Star, it continues in this movie... 184 - Fixed the piece of the Falcon Chewie knocks 3PO's head into so it doesn't break... 41 - Probe now continues to move as it fires at Chewie and actually shoots at Chewie instead of firing towards a different area42 - The two shots we see of the probe now match, where originally the lighting completely changed between shots and had eliminated all detail in the scenery43 - Added missing blast flashes to all guns throughout movie44 - all laser bolts changed to match ANHR and the PT45 - Fixed "wobbly" panel when Leia presses the console button46 - Altered path of stardestroyer in first fleet shot so it doesn't look like it is just dropping down the frame47 - Altered path of distant stardestroyers to give them a more natural movement48 - fixed problem of TIE flying behind the stardestroyer tower causing scaling problems and replaced all TIEs in this shot apart from Bomber49 - Altered the shadow seen on the underbelly of executor in close-up shot to match other shots... 1 / AC3 5 1 640 kbps656 MbTrailer 1 4K LosslessMKV H264 80 MbpsDTS-HD Master Audio 5... The Imperials pursue them across the galaxy and eventually catch up with them on Bespin.

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1500 MbTrailer 1 LosslessMKV H264 40 MbpsDTS-HD Master Audio 5 1 / AC3 5 1 640 kbps656 MbTrailer 1 Lossless (Direct Link)MKV H264 40 MbpsDTS-HD Master Audio 5... 1 / AC3 5 1 640 kbps1 2 GbWant to get caught up? Get trailers for Star Wars Episode VII – The Force Awakens (2015) and Star Wars Episode VIII – The Last Jedi (2017)Well production has started on ESB:Revisited... 9 - Flipped shot of probe crashes when Luke see it to match the first time we see the crash10 - Enhanced binoculars display11 - New shot of Han on Taun-Taun when he is speaking to Luke12 - New Wampa13 - Flipped the Wampa's arm as it looks like he is back swiping Luke because they used the wrong arm14 - Removed boom mic reflection in Luke's goggles15 - Removed puppeteers' arm (done before the blu-ray fix)16 - New matte of rebel hangar entrance17 - Changed Falcons turret gun in all studio set shots to match the studio model18 - Swapped hair colour or rebels when Leia is watching Han as he enters command centre to help fix issue with flipped shot19 - Covering Anthony Daniel's neck which is visible while Han calls over the Deck Officer... 151 - Fixed Anthony Daniels visibly moving while 3PO is turned off 152 - Slave 1 now flies behind the falcon at a greater distance153 - Changed certain shots while approaching Cloud City to fix continuity errors with the placement of the sun / clouds154 - Replaced landing platform matte paintings with version that closer mattes the new buildings seen in the SE and to remove duplicate mattes155 - Reverted added SE window at the end of the corridor, that suddenly disappears in the next shot, back to the pre-SE version156 - Re-composited Obi-Wan's ghost so he no longer looks tiny and enhancing his glow and transparency157 - New Cloud City mattes throughout158 - Added missing engine glow to pod as it flies through Bespin city in the SE additional shot159 - Fixed the open SE window behind Lando while he betrays Han and Leia so it remains open in the following shots... 132 - Fixed the problem of the Stardestroyer tower just disappearing when hit by an asteroid133 - New Emperor hologram so he matches closer to his ROTJ appearance than his ROTS "fatter" version134 - Removing visible signs of plastic sheeting on floor through mist in asteroid bely135 - Replaced the tool in Han's hand with a blaster when he shoots the Mynock... 87 - Removed the traces of the wires used to fly some of the Snowspeeders88 - Fixed bad composite of Luke leaping as his Snowspeeder is crushed and fixed scaling of AT-AT foot in this shot89 - Replaced some snowspeeders in background due to bad movement90 - Removed stick that knocks over the AT-AT Luke blows up and added Luke in background... (IMDB)Initial Release: December 20, 2019 (USA)Director: J J AbramsWriters: J J... Star Wars Episode 2 StreamStar Wars Episode 5 Google Drive Mp4Star Wars Episode 5 Drive Mp4Star Wars Episode 5 FreeStar Wars Episode 5 Full MovieStar Wars Episode IX – The Rise of Skywalker (2019)Oct 07, 2018 Luke Skywalker Joins Forces With Obi-Wan Kenobi, Han Solo, Chewbacca, C-3PO And R2-D2 To Save The Galaxy From The Death Star. While Also Attempting To Rescue... 144 - Added subtle facial movement to Bossk145 - Removed visible wires from stone during levitation scene146 - Fixed the ground that bows under Luke as he walks past Yoda saying 'You want the impossible.

star wars episode 2

20 - Re-edited the Wampa cave scene to closer match the original theatrical version, eliminating all SE additions (apart from one shot)21 - Altered position of lightsaber in the snow so it is more covered to match the way it is buried in other shots22 - Luke's legs position changed from open to closed when hanging from ceiling of cave to match their position as he tries to break free23 - Luke's sabre now retracts as he runs out of cave24 - Expanding the size of the hangar interior when seen from outside the hangar doors in the shot where R2 is using his scanner and added more troops/pilots25 - Altered scenery slightly when Han walks away from Taun Taun26 - Changed the scenery seen outside of the hangar before they close the door27 - Fixed a continuity issue where the door starts to close twice in this scene28 - Added a "force" glow around Obi-Wan's ghost29 - Added motion blur when Taun Taun falls30 - Flipped 2 shots when Han cuts open Taun Taun to fix continuity issue31 - Added lightsaber scorch march when Taun Taun is cut open32 - Added cockpit displays to snowspeeders33 - Added clouds to background of snowspeeder as it flies around mountain to help fix continuity issues34 - Eliminated many of the transparent cockpit issues in snowspeeders throughout35 - Changed colour of chest box decal from green back to the correct blue36 - New snowspeeder as Han waves and added speeders shadow37 - You now see 2 speeders entering hangar38 - Bacta tank colour changed to red (its original colour was supposed to be red but the overhead lighting was too bright and it bleached out the redness of the tank while filming)39 - New shot of probe leaving the Shield Generator40 - Fixed the problem of the mound Han is behind during the wipe having the debris from the destroyed probe already covering it... 203 - Added droids to exterior medical frigate window shot as it pans from the Falcon204 - replaced Luke's "fake" arm so it doesn't look like his arm is a model205 - 2-1B can now be seen deactivating to fix continuity error206 - Changed the visibility of the "spinning star" as seen through the window to fix continuity issues207 - Added new ships to fleet208 - New falcon as it undocks to fix transparency issues with original and throughout this scene to fix trajectoryAUDIO:fixing the issue where Luke called Wedge "Rogue 2" instead of "Rogue 3"Restoring the line 'you're lucky you don't taste very good'Restoring Boba Fett's original voiceRestoring the "bring my shuttle" lineTHINGS NOT BEING DONE:... 91 - Removed blast mark that was already on turret prior to it getting hit92 - Added cracks to speeder window as Luke crashes to speeder window as Luke crashes to match the following shots93 - Added missing detail on crashed snowspeeder set94 - Added missing decals on Luke's chest plate as he is getting out of speeder95 - Removed visible studio set walls during close up of AT-AT foot96 - Replaced some shots of troopers retreating due to blurred blu-ray transfer97 - New shield generator explosion to fix badly composited original98 - Some changed backgrounds during battle for better continuity between studio and location shots99 - When Luke slices open the AT-AT panel, his lightsaber now correctly doesn't overlap the outer panel of the AT-AT100 - Fixed the problem with the shorter helmet and missing lights on Vader as they enter the command centre101 - Added wall just before the explosion as the Imperials enter the command centre as there was originally already an entrance, so they didn't need to blow their way in102 - New hangar miniature set added to replace original matte painting103 - Removed Chewie going up the ramp when we already see him doing the same thing during the first wide shot104 - Added motion blur to the falcons gun as it emerges as it was sped up originally and looked fake105 - smoothed out jump cut as snowtroopers are blasted106 - New shot of Falcon leaving the hangar107 - Fixed transparent cockpit just after "punch it" line108 - Luke now turns around just as the falcon appears instead of completely out of time109 - New shots of transports taking off110 - Replaced X-wings as Luke leaves Hoth due to matting/ lighting issues111 - Stabilised and changed X-wing display showing readout of what R2 is saying to Luke112 - New Cg falcon & TIEs in many shots to fix scaling/ compositing/ matte box issues113 - Changed the position of stardestroyers when seen from underneath to fix continuity errors... 73 - New binocular shot at AT-ATs approaching74 - Removing red AT-AT window as this is the only time we see the cockpit as red75 - Added missing red marking to on-set Snowspeeders76 - New shot of snowspeeders approaching battle77 - Fixed missing or faded blue decals on pilots chest boxes78 - Added snowspeeder flaps opening and closing to cockpit shots79 - Removed static At-AT's when seen though the front of the cockpits and replaced them with animated ones and the correct number of AT-AT's in each shot80 - Removed the two shots we see of the AT-ST's as they are never seen in any other part of the battle and just disappear81 - Turret guns barrels now repel when firing instead of being static82 - Removed the small AT-AT seen through a side view of cockpit because they are still nowhere near the AT-AT's at this point83 - Added slight motion blur to AT-AT's to give them a more realistic movement... 114 - removed the imperial officer that just walks away from window as the stardestroyers collide, while all the others are falling over and added a camera shake115 - New larger asteroid field116 - Added blue engine to falcon in all shots117 - Added blast debris to large asteroid as TIEs shoot and hit it118 - New asteroid canyon119 - Added light reflection on tunnel wall as the falcon enters the cave120 - Added atmosphere glow to some shots as Luke approaches Dagobah121 - New shot of X-wing entering atmosphere122 - fixed jump cut as the x-wing crashes through the trees123 - Added camera shake to Luke's cockpit as it crashes on Dagobah... 199 - changed backgrounds of Vader when he telepathically talks to Luke to fix continuity problem200 - Added smoke to falcons pit as R2 falls down it201 - Spinning starfield stays202 - fixed continuity errors of Piette changing sides of the bridge... I'm just doing basic colour correction for now and then in a few months i will be starting the FX testsSome changes that are planned so far for this edit:Overall:Star Wars Episode 2 Stream1... 185 - Removed 3po from behind Chewie in cockpit when R2 had already dragged him away186 - Added missing gun sight from one shot of Leia's gun187 - The falcon now takes off and retreats faster and the landing gears now retract188 - added flashing red light on platform floor to fix continuity issues189 - Changed Luke's hand getting severed so it doesn't look like his hand is underneath his sleeve190 - Added lightsaber burn marks when Vader slices through the poles and removed the silver tape191 - Altered a shot of Luke where you can see his hand underneath his shirt so it is now less visible192 - Flipped Luke as he falls as originally it looks like his left hand is severed193 - Fixed Vader's wobbly helmet during the gantry scene194 - Replaced the falcon in the shot where it swoops over the cloud so it now flies into the closest cloud before swooping around the farthest one195 - Altered space shots of the Falcon leaving Bespin196 - Altered shot of falcon heading towards Executor being pursued by the TIEs so that the TIEs now fire at the Falcon instead of in a different direction197 - Added shot of Vader walking towards front bridge windows to fix continuity problem198 - Fixed 3PO's leg in his hand so it doesn't change position between shots... 160 - Added laser bolts deflecting off Vader's hands and hitting the walls which were missing originally, yet you could see the blast marks on the walls161 - Used the added "sparks" in junk room added for the Blu-Ray but removed the blanket colour filter badly applied to that shot162 - Removed crew reflection on 3PO's head on conveyor belt163 - Replaced shots of Luke's approach to Bespin164 - Added slight heat haze when Han is tortured165 - Added missing lights from Vader's chest plate during this scene166 - Removed Anthony Daniels face visibly covered in gold foil when Chewie is reassembling him167 - Fixed the problem with Han in carbinite wearing his ANH shirt instead of the ESB version when he was frozen in168 - Fixed the problem with the door that closes behind Luke having a raised section on the floor that r2 couldn't have possibly have gone through... 137 - Changed the position of Yoda as Luke puts him down to fix continuity issue with following shots138 - Enhanced the colour of R2's "eye" so that it is now red/blue instead of pink/purple139 - Added extra eyes to lizard in "dark side" cave to give it a more alien look140 - Added glow reflections from lightsabers on certain shots141 - You now see Vader's sabre ignite instead of being fully lit, although we hear it igniting142 - Fixed Luke's "ben" sabre blade143 - Fixed jump cut of Vader's mask exploding to reveal Luke face and replaced dummies face with Marks... Luke flees to Dagobah to begin Jedi training with Master Yoda, while Han Solo, Chewbacca, Princess Leia, and C-3PO run the blockade of Imperial Star Destroyers in the Millennium Falcon... 71 - Added the transport and remaining fighter going into lightspeed 72 - New background to replace destroyed landscape before a shot is fired as troops rush to trench wall... Abrams, Chris TerrioStars: Daisy Ridley, Oscar Isaac, John Boyega, Mark Hamill, Carrie Fisher, Billy Dee Williams, Kelly Marie Tran, Domhnall Gleeson. Adam DriverStudio: Walt Disney PicturesTRAILER NAMEVideoAudioSizeTrailer 1MP4 H264 12 MbpsDolby AC3 5... Doing a complete colour correction 2 Rebuilding the sound mix with new sound FX... This section now raises as the door slams shut169 - Changed Boba platform mattes and added missing cockpit window as it takes off170 - Fixed transparent shadows in the shot of Lando and company on the SE balcony and raised the balcony. d70b09c244

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<http://verclilisp.ga/grangdema84/100/1/index.html/>