

Source Resolution	FPS	Camera FPS	Shoot Date	VFX Number	
4096 x 2160	24	24	210730	HVC_MDI_0086_210	
<div>PV101B HVC_MDI_0086_210</div> 				Turnover Date	Production VFX Number
				21 October 2021	PV101B
				<p>Clean and reveal bullet wounds as she gets hit. Multiple wounds to be timed with her movements. Clean up green bannisters and desaturate columns. Check knife isn't wobbly. Stunt matte cleanup if needed at 4k</p>	
Frame Number In	Frame Number Out		Frame Count	Turnover Batch	
1009	1049		40	BATCH_01_CLAY_20211021	
Camera Type	Lens Type		Shutter	White Point	ISO
DSMC2 GEMINI 5K S35	C32mm T4		172,8	4700	800
File	Start		End	Duration	Slate
B030_B019_0730EI	17:18:03:08		17:18:05:00	00:00:01:16	0086_X_11_B
I.D. 0013	Handles (frames)		8		
	Working Handles (frames)		8		