Source Resolution 4096 x 2160	FPS 24	Camera FPS 24	Shoot 210	Date 1928	VFX Number HVC_FS1_0120_446	
			'		Turnover Date	Production VFX Number
PV101 HVC_FS1_0119_4	146				12 January 2	PV101
					add bits of wood around the edges - edges feel too smooth - floor boards look too hinged, flappy need to break away more naturally	
Joseph Mark Mark						
Frame Number In	Frame	e Number Out		Frame Count	Turnover Batch	
Frame Number In	Frame			Frame Count		:LAY_20220112
						CLAY_20220112
1009	103	38	Γ2 1/2	29 Shutter	BATCH_15_C	
1009 Camera Type	103	Lens Type	[2 1/2	29 Shutter	BATCH_15_C White Point	ISO
1009 Camera Type DSMC2 GEMINI 5K	103 S35	Lens Type T65mm 1		29 Shutter 172,8	BATCH_15_C White Point 4700	800
1009 Camera Type DSMC2 GEMINI 5K File	103 S35	Lens Type T65mm 1 Start		29 Shutter 172,8 End	BATCH_15_C White Point 4700 Duration	ISO 800 Slate