


Source Resolution 4096 x 2160	FPS 24	Camera FPS 24	Shoot Date 211007	VFX Number HVC_HSW_0108_125	
PV003 HVC_HSW_0108_125				Turnover Date 06 December 2021	Production VFX Number PV003
				Muzzle flashes, wall hits to the left of him, sparks on handrail just behind him as he moves down. Final few frames of shot there are wall hits - paint out as they're too close to him. Few around him but further back on the breeze blocks	
Frame Number In 1009	Frame Number Out 1041		Frame Count 32	Turnover Batch BATCH_04_CLAY_20211206	
Camera Type DSMC2 GEMINI 5K S35	Lens Type T24mm T2 1/2	Shutter 172,8		White Point 4000	ISO 800
File B152_B011_1007B9	Start 17:02:07:20	End 17:02:09:04		Duration 00:00:01:08	Slate 0108_B_10_B
I.D. 0257		Handles (frames)	8		
		Working Handles (frames)	8		