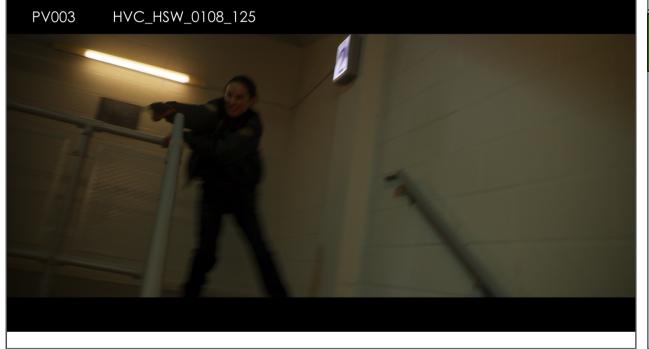
Source Resolution	FPS	Camera FPS	Shoot Date
4096 x 2160	24	24	211007



VFX Number
HVC_HSW_0108_125

Turnover Date

Production VFX Number

06 December
2021

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	Frame Nu	mber Out	Frame Count
1009	1041		32
Camera Type		Lens Type	Shutter
DSMC2 GEMINI 5K S35		T24mm T2 1/2	172,8
File		Start	End
B152_B011_1007B9		17:02:07:20	17:02:09:04
I.D.		Handles (frames)	3

Working Handles

(frames)

8

0257

Turnover Batch			
BATCH_04_CLAY_20211206			
White Point	ISO		
4000	800		
Duration	Slate		
00:00:01:08	0108_B_10_B		