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



VFX Number
HVC_HSW_0108_135

Turnover Date

Production VFX Number

06 December
2021

PV005

Overlapping muzzle flashes at head of shot. Sparks on railings that she runs around. Muzzle flashes from her and wall bullet hits. The hits shouldn't be at the same time as sound will be problematic.

| Frame Number In | Frame Nu | mber Out | Frame Count |
|---------------------|----------|------------------|-------------|
| 1009 | 1025 | | 16 |
| Camera Type | | Lens Type | Shutter |
| DSMC2 GEMINI 5K S35 | | T24mm T2 1/2 | 172,8 |
| File | | Start | End |
| B152_B016_1007QP | | 19:46:51:22 | 19:46:52:14 |
| I.D. | | Handles (frames) | 3 |

Working Handles

(frames)

8

0261

| Turnover Batch | | | |
|------------------------|-------------|--|--|
| BATCH_04_CLAY_20211206 | | | |
| White Point | ISO | | |
| 4000 | 800 | | |
| Duration | Slate | | |
| 00:00:00:16 | 0108_D_04_B | | |