Source Possition	EDC	Carra ara FDC	Chaot Data	VEV Numbro	_	
Source Resolution	FPS 4	Camera FPS	Shoot Date	VFX Numbe) 1
4096 x 2160	24	60	210817		S1_0120_28	
	0.001			Turnover Do	ite I	Production VFX Number
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				12 Jan	uary 2022	PV028
						al paint out dd shoe leather
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Frame Number In	Frame	e Number Out	Frame C	ount Turnover Bat	tch	
Frame Number In	Frame 103		Frame C		tch _15_CLAY_	20220112
					_15_CLAY_	20220112
1009	103	39	30 Shutter	BATCH White Point	_15_CLAY_	
1009 Camera Type	103	Lens Type C50mm	30 Shutter	BATCH White Point	_15_CLAY_	ISO
1009 Camera Type DSMC2 GEMINI 5	103 K S35	Lens Type C50mm 1/2	T2 30 Shutter 172,8	BATCH White Point 4700	_15_CLAY_	800
1009 Camera Type DSMC2 GEMINI 5 File	103 K S35	Lens Type C50mm 1/2 Start	T2 30 Shutter 172,8	BATCH White Point 4700 Duration	_15_CLAY_	ISO 800 Slate