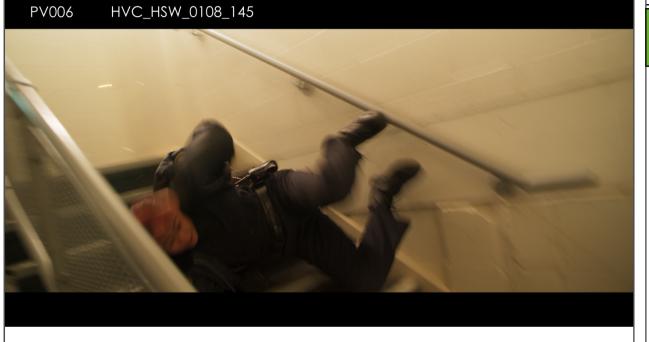
Source Resolution FPS Camera FPS Shoot Date 4096 x 2160 211007 24 24



VFX Number HVC_HSW_0108_145 Production VFX Number Turnover Date 06 December PV006

Continuity of wall hits from previous shot. Check EXRs for stunt double face replacement

	Frame Number In	Frame Number Out		Frame Count	Turnover Batch
	1009	1051		42	BATCH_C
	Camera Type		Lens Type	Shutter	White Point
	DSMC2 GEMINI 5K S	35	T20mm T2 2/3	172,8	4000
File		Start	End	Duration	
	B153_B003_1007ZB		20:34:00:12	20:34:02:06	00:00:01:
	I.D.		Handles (frames)	Posizo 11297 V	avis ropo
0253		Working Handles O	Resize 113% Y axis repo		

Working Handles

(frames)

0253

Turnover Batch	atch			
BATCH_04_CLAY_	_20211206			
White Point	ISO			
4000	800			
Duration	Slate			
00:00:01:18	0108_E_02_B			