Source Resolution	FPS	Camera FPS	Shoot Date	VFX Number	
4096 x 2160	24	24	210806	HVC_FS1_0	0120_413
	2112 /12			Turnover Date	Production VFX Number
083 HVC_F\$1_	0119_413			10 Januar	, 2022 083
				12 January	/ 2022 083
				muzzle flas	h blood face wound
				N. Committee of the com	
	13				
	-			30	
Frame Number In	Frame	e Number Out	Frame Count	Turnover Batch	
	Frame 108		Frame Count 55		
1009					_CLAY_20220112
1009 Camera Type	106	Lens Type	55 Shutter	BATCH_15_ White Point	ISO
1009 Camera Type DSMC2 GEMIN	106	Lens Type ?24mm	55 Shutter T2.8 172,8	BATCH_15_ White Point 4700	800
1009 Camera Type DSMC2 GEMIN File	10 <i>6</i> I 5K S35	Lens Type ?24mm Start	55 Shutter T2.8 172,8 End	BATCH_15_ White Point 4700 Duration	180 800 Slate
1009 Camera Type DSMC2 GEMIN File	10 <i>6</i> I 5K S35	Lens Type ?24mm	55 Shutter T2.8 172,8 End	BATCH_15_ White Point 4700 Duration	180 800 Slate
Camera Type DSMC2 GEMIN File D018_C005_080	10 <i>6</i> I 5K S35	Lens Type ?24mm Start 11:17:49 Handles	55 Shutter 172.8 172,8 End 11:17:52	BATCH_15_ White Point 4700 Duration	180 800 Slate
1009 Camera Type DSMC2 GEMIN File	10 <i>6</i> I 5K S35	Lens Type ?24mm Start 11:17:49	55 Shutter 172.8 172,8 End 11:17:52:	BATCH_15_ White Point 4700 Duration 00:00:02:07	180 800 Slate

Working Handles (frames)