


Source Resolution 4096 x 2160		FPS 24	Camera FPS 24	Shoot Date 210825	VFX Number HVC_HSW_0109_255	
<div>007HVC_HSW_0109_255</div> 					Turnover Date	Production VFX Number
					06 December 2021	007
					Gate and archway to be square as opposed to curved. Match the straight edge to the top of the arch. Extend the gate to be squared too. Remove trees in BG. Add a glimpse of the city in the BG - distant lights/buildings etc. Remove the blue spill across BG.	
Frame Number In 1009		Frame Number Out 1088		Frame Count 79	Turnover Batch BATCH_04_CLAY_20211206	
Camera Type DSMC2 GEMINI 5K S35		Lens Type A85mm T2.8		Shutter 172,8	White Point 3800	ISO 800
File A180_A005_0826BJ		Start 01:51:59:12		End 01:52:02:19	Duration 00:00:03:07	Slate 0109_G_05_A
I.D. 0256		Handles (frames) 8				
		Working Handles (frames) 8				