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| Source Resolution 4096 x 2160 | FPS 24 | Camera FPS 24 | Shoot Date 210914 | VFX Number HVC_FSF_0123_220 | |
| <div>PV026 HVC_FSF_0123_220</div>  | | | | Turnover Date | Production VFX Number |
| | | | | 07 January 2022 | PV026 |
| | | | | big muzzle flash big head impact paint out three blood marks plus shot in shoulder paint out walker in door frame | |
| Frame Number In 1009 | Frame Number Out 1102 | | Frame Count 93 | Turnover Batch BATCH_13_CLAY_20220106 | |
| Camera Type DSMC2 GEMINI 5K S35 | Lens Type A32mm T2.8 | Shutter 172,8 | | White Point 4700 | ISO 800 |
| File A223_A013_0915EM | Start 23:10:07:00 | End 23:10:10:21 | | Duration 00:00:03:21 | Slate 0123_AM_04_A |
| I.D. 0638 | | Handles (frames) | 8 | | |
| | | Working Handles (frames) | 8 | | |