Source Resolution FPS Camera FPS Shoot Date VFX Number HVC\_FS1\_0120\_203 4096 x 2160 24 24 210901 Turnover Date **Production VFX Number** HVC\_FS1\_0119\_203 PV04 12 January 2022 PV04 muzzle flashes bullet casings Frame Number In Frame Number Out Frame Count Turnover Batch BATCH\_15\_CLAY\_20220112 40 1009 1049 Camera Type Shutter White Point Lens Type liso B50mm T2 1/2 172,8 DSMC2 GEMINI 5K S35 800 4700 Start Fnd Duration Slate File B093\_B005\_090119 05:19:40:08 0120\_BT\_01\_B 05:19:38:16 00:00:01:16 Handles I.D. (frames) Y axis Repo 8 0768 Working Handles (frames)