


Source Resolution 4096 x 2160	FPS 24	Camera FPS 60	Shoot Date 20210702	VFX Number HVC_TSK_0038_180	
<div>HVC_TSK_0038_180</div> 				Turnover Date	Production VFX Number
				14 December 2021	
				Increase the amount of bullet hits. Add more to FG and BG men. Further smashing debris. Wall hits.	
Frame Number In 1009	Frame Number Out 1069		Frame Count 60	Turnover Batch BATCH_06_CLAY_20211214	
Camera Type DSMC2 GEMINI 5K S35	Lens Type A50mm T2.8	Shutter 172,8		White Point 4700	ISO 800
File A003_A006_0702OB	Start 15:29:43:18	End 15:29:46:06		Duration 00:00:02:12	Slate 0038_C_02_A
I.D. 0495		Handles (frames)	8		
		Working Handles (frames)	8		