

Source Resolution 4096 x 2160	FPS 24	Camera FPS 24	Shoot Date 211007	VFX Number HVC_HSW_0108_160	
<div>PV008 HVC_HSW_0108_160</div> 				Turnover Date	Production VFX Number
				06 December 2021	PV008
				Extend wall so it looks further away from Ching. Add a second door on RHS for continuity of next set. Add a left thigh hit & blood. No wall hits required.	
Frame Number In 1009		Frame Number Out 1034		Frame Count 25	
Camera Type DSMC2 GEMINI 5K S35		Lens Type T28mm T2 2/3		Shutter 172,8	
File B154_B004_10075X		Start 22:27:32:16		End 22:27:33:17	
				Turnover Batch BATCH_04_CLAY_20211206	
				White Point 4000	ISO 800
				Duration 00:00:01:01	Slate 0108_H_04_B
I.D. 0269		Handles (frames)	8	Y axis Repo	
		Working Handles (frames)	8		