

Date	Approx Time	Weather
Slate #	Scene #	VFX ID #
Location in Film / Action		
VFX To Be Added		
Unit <input type="checkbox"/> Main <input type="checkbox"/> Second	Film Stock	ISO Rating
Camera Type	Format <input type="checkbox"/> Super35 <input type="checkbox"/> Anamorphic	<input type="checkbox"/> Vista <input type="checkbox"/> Other
Lighting <input type="checkbox"/> 3200K <input type="checkbox"/> 5500K	<input type="checkbox"/> crane <input type="checkbox"/> dolly <input type="checkbox"/> sticks <input type="checkbox"/> stedicam <input type="checkbox"/> hand held <input type="checkbox"/> other	<input type="checkbox"/> free move <input type="checkbox"/> lockoff (solid) <input type="checkbox"/> lockoff (loose) <input type="checkbox"/> motion control <input type="checkbox"/> other

A Camera

Focal Length										mm	<input type="checkbox"/> Prime	<input type="checkbox"/> Zoom
Lens S/N										Height measured from		
FPS			Stop		F	T	Shutter		Filter			
TK	Height Start	Height End	Tilt Start	Tilt End	Roll	Sub Dist Start	Sub Dist End	Focus Start	Focus End			
1												
2												
3												
4												
5												
6												
7												
8												
9												
0												

Sphere Location Diagram

B Camera

Focal Length										mm	<input type="checkbox"/> Prime	<input type="checkbox"/> Zoom
Lens S/N										Height measured from		
FPS			Stop		F	T	Shutter		Filter			
TK	Height Start	Height End	Tilt Start	Tilt End	Roll	Sub Dist Start	Sub Dist End	Focus Start	Focus End			
1												
2												
3												
4												
5												
6												
7												
8												
9												
0												

Notes

- Macbeth Color Chart
- Film Stills
- Cooper Data
- DV Video
- Digital Stills
- Reflective Ball
- Grey Bal
- HDRI
- other
- Textures
- Reflections
- Lidar

C Camera

Focal Length										mm	<input type="checkbox"/> Prime	<input type="checkbox"/> Zoom
Lens S/N										Height measured from		
FPS			Stop		F	T	Shutter		Filter			
TK	Height Start	Height End	Tilt Start	Tilt End	Roll	Sub Dist Start	Sub Dist End	Focus Start	Focus End			
1												
2												
3												
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6												
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