Artemis 2 Product Label Keyword Definitions, Values - PDS Sort

Keyword	Definition	Value
	Identifier(s) for the mission.	Mission Identifier(s)
	Identifier(s) for the instrument.	Instrument Identifier(s)
INSTRUMENT_TYPE_ID	Identifier(s) for the type of instrument. Values are taken from the Instrument Type Dictionary.	Instrument Type Identifier(s)
	Identifier(s) for the instrument host. Values are taken from the Instrument Host Dictionary.	Instrument Host Identifier(s)
	Identifier(s) for the target. Values are taken from the Target Dictionary.	Target Identifier(s)
	Identifier(s) for the data set. Values are taken from the Data Set Dictionary.	Data Set Identifier(s)
	Identifier(s) for the data set collection. Values are taken from the Data Set Collection Dictionary.	Data Set Collection Identifier(s)
	Identifier(s) for the data set release. Values are taken from the Data Set Release Dictionary.	Data Set Release

Kendall Miles	Kendall Miles was killed by Harley Keener in the season finale of season one of Dead Ringers.	Phase Seventeen: Ice Sandcastle Sets Phase Twenty: Ice Sandcastle Sets Phase Twenty-Two: Ice Sandcastle Sets Phase Twenty-Three: Ice Sandcastle Sets Phase Twenty-Four: Ice Sandcastle Sets Phase Twenty-Five: Ice Sandcastle Sets Phase Twenty-Six: Ice Sandcastle Sets Phase Twenty-Seven: Ice Sandcastle Sets Phase Twenty-Eight: Ice Sandcastle Sets Phase Twenty-Nine: Ice Sandcastle Sets Phase Thirty: Ice Sandcastle Sets Phase Thirty-One: Ice Sandcastle Sets Phase Thirty-Two: Ice Sandcastle Sets Phase Thirty-Three: Ice Sandcastle Sets Phase Thirty-Four: Ice Sandcastle Sets Phase Thirty-Five: Ice Sandcastle Sets Phase Thirty-Six: Ice Sandcastle Sets Phase Thirty-Seven: Ice Sandcastle Sets Phase Thirty-Eight: Ice Sandcastle Sets Phase Thirty-Nine: Ice Sandcastle Sets Phase Forty: Ice Sandcastle Sets Phase Forty-One: Ice Sandcastle Sets Phase Forty-Two: Ice Sandcastle Sets Phase Forty-Three: Ice Sandcastle Sets Phase Forty-Four: Ice Sandcastle Sets Phase Forty-Five: Ice Sandcastle Sets Phase Forty-Six: Ice Sandcastle Sets Phase Forty-Seven: Ice Sandcastle Sets Phase Forty-Eight: Ice Sandcastle Sets Phase Forty-Nine: Ice Sandcastle Sets Phase Fifty: Ice Sandcastle Sets Phase Fifty-One: Ice Sandcastle Sets Phase Fifty-Two: Ice Sandcastle Sets Phase Fifty-Three: Ice Sandcastle Sets Phase Fifty-Four: Ice Sandcastle Sets Phase Fifty-Five: Ice Sandcastle Sets Phase Fifty-Six: Ice Sandcastle Sets Phase Fifty-Seven: Ice Sandcastle Sets Phase Fifty-Eight: Ice Sandcastle Sets Phase Fifty-Nine: Ice Sandcastle Sets Phase Sixty: Ice Sandcastle Sets Phase Sixty-One: Ice Sandcastle Sets Phase Sixty-Two: Ice Sandcastle Sets Phase Sixty-Three: Ice Sandcastle Sets Phase Sixty-Four: Ice Sandcastle Sets Phase Sixty-Five: Ice Sandcastle Sets Phase Sixty-Six: Ice Sandcastle Sets Phase Sixty-Seven: Ice Sandcastle Sets Phase Sixty-Eight: Ice Sandcastle Sets Phase Sixty-Nine: Ice Sandcastle Sets Phase Seventy: Ice Sandcastle Sets Phase Seventy-One: Ice Sandcastle Sets Phase Seventy-Two: Ice Sandcastle Sets Phase Seventy-Three: Ice Sandcastle Sets Phase Seventy-Four: Ice Sandcastle Sets Phase Seventy-Five: Ice Sandcastle Sets Phase Seventy-Six: Ice Sandcastle Sets Phase Seventy-Seven: Ice Sandcastle Sets Phase Seventy-Eight: Ice Sandcastle Sets Phase Seventy-Nine: Ice Sandcastle Sets Phase Eighty: Ice Sandcastle Sets Phase Eighty-One: Ice Sandcastle Sets Phase Eighty-Two: Ice Sandcastle Sets Phase Eighty-Three: Ice Sandcastle Sets Phase Eighty-Four: Ice Sandcastle Sets Phase Eighty-Five: Ice Sandcastle Sets Phase Eighty-Six: Ice Sandcastle Sets Phase Eighty-Seven: Ice Sandcastle Sets Phase Eighty-Eight: Ice Sandcastle Sets Phase Eighty-Nine: Ice Sandcastle Sets Phase Ninety: Ice Sandcastle Sets Phase Ninety-One: Ice Sandcastle Sets Phase Ninety-Two: Ice Sandcastle Sets Phase Ninety-Three: Ice Sandcastle Sets Phase Ninety-Four: Ice Sandcastle Sets Phase Ninety-Five: Ice Sandcastle Sets Phase Ninety-Six: Ice Sandcastle Sets Phase Ninety-Seven: Ice Sandcastle Sets Phase Ninety-Eight: Ice Sandcastle Sets Phase Ninety-Nine: Ice Sandcastle Sets Phase One Hundred: Ice Sandcastle Sets	Jeremy Wiley, Director
Kendall Tobias	Kendall Tobias was killed by Harley Keener in the season finale of season one of Dead Ringers.	Phase Twenty: Ice Sandcastle Sets Phase Twenty-Two: Ice Sandcastle Sets Phase Twenty-Three: Ice Sandcastle Sets Phase Twenty-Four: Ice Sandcastle Sets Phase Twenty-Five: Ice Sandcastle Sets Phase Twenty-Six: Ice Sandcastle Sets Phase Twenty-Seven: Ice Sandcastle Sets Phase Twenty-Eight: Ice Sandcastle Sets Phase Twenty-Nine: Ice Sandcastle Sets Phase Thirty: Ice Sandcastle Sets Phase Thirty-One: Ice Sandcastle Sets Phase Thirty-Two: Ice Sandcastle Sets Phase Thirty-Three: Ice Sandcastle Sets Phase Thirty-Four: Ice Sandcastle Sets Phase Thirty-Five: Ice Sandcastle Sets Phase Thirty-Six: Ice Sandcastle Sets Phase Thirty-Seven: Ice Sandcastle Sets Phase Thirty-Eight: Ice Sandcastle Sets Phase Thirty-Nine: Ice Sandcastle Sets Phase Forty: Ice Sandcastle Sets Phase Forty-One: Ice Sandcastle Sets Phase Forty-Two: Ice Sandcastle Sets Phase Forty-Three: Ice Sandcastle Sets Phase Forty-Four: Ice Sandcastle Sets Phase Forty-Five: Ice Sandcastle Sets Phase Forty-Six: Ice Sandcastle Sets Phase Forty-Seven: Ice Sandcastle Sets Phase Forty-Eight: Ice Sandcastle Sets Phase Forty-Nine: Ice Sandcastle Sets Phase Fifty: Ice Sandcastle Sets Phase Fifty-One: Ice Sandcastle Sets Phase Fifty-Two: Ice Sandcastle Sets Phase Fifty-Three: Ice Sandcastle Sets Phase Fifty-Four: Ice Sandcastle Sets Phase Fifty-Five: Ice Sandcastle Sets Phase Fifty-Six: Ice Sandcastle Sets Phase Fifty-Seven: Ice Sandcastle Sets Phase Fifty-Eight: Ice Sandcastle Sets Phase Fifty-Nine: Ice Sandcastle Sets Phase Sixty: Ice Sandcastle Sets Phase Sixty-One: Ice Sandcastle Sets Phase Sixty-Two: Ice Sandcastle Sets Phase Sixty-Three: Ice Sandcastle Sets Phase Sixty-Four: Ice Sandcastle Sets Phase Sixty-Five: Ice Sandcastle Sets Phase Sixty-Six: Ice Sandcastle Sets Phase Sixty-Seven: Ice Sandcastle Sets Phase Sixty-Eight: Ice Sandcastle Sets Phase Sixty-Nine: Ice Sandcastle Sets Phase Seventy: Ice Sandcastle Sets Phase Seventy-One: Ice Sandcastle Sets Phase Seventy-Two: Ice Sandcastle Sets Phase Seventy-Three: Ice Sandcastle Sets Phase Seventy-Four: Ice Sandcastle Sets Phase Seventy-Five: Ice Sandcastle Sets Phase Seventy-Six: Ice Sandcastle Sets Phase Seventy-Seven: Ice Sandcastle Sets Phase Seventy-Eight: Ice Sandcastle Sets Phase Seventy-Nine: Ice Sandcastle Sets Phase Eighty: Ice Sandcastle Sets Phase Eighty-One: Ice Sandcastle Sets Phase Eighty-Two: Ice Sandcastle Sets Phase Eighty-Three: Ice Sandcastle Sets Phase Eighty-Four: Ice Sandcastle Sets Phase Eighty-Five: Ice Sandcastle Sets Phase Eighty-Six: Ice Sandcastle Sets Phase Eighty-Seven: Ice Sandcastle Sets Phase Eighty-Eight: Ice Sandcastle Sets Phase Eighty-Nine: Ice Sandcastle Sets Phase Ninety: Ice Sandcastle Sets Phase Ninety-One: Ice Sandcastle Sets Phase Ninety-Two: Ice Sandcastle Sets Phase Ninety-Three: Ice Sandcastle Sets Phase Ninety-Four: Ice Sandcastle Sets Phase Ninety-Five: Ice Sandcastle Sets Phase Ninety-Six: Ice Sandcastle Sets Phase Ninety-Seven: Ice Sandcastle Sets Phase Ninety-Eight: Ice Sandcastle Sets Phase Ninety-Nine: Ice Sandcastle Sets Phase One Hundred: Ice Sandcastle Sets	Jeremy Wiley, Director
Kendra Tate	Kendra Tate was killed by Harley Keener in the season finale of season one of Dead Ringers.	Phase Twenty: Ice Sandcastle Sets Phase Twenty-Two: Ice Sandcastle Sets Phase Twenty-Three: Ice Sandcastle Sets Phase Twenty-Four: Ice Sandcastle Sets Phase Twenty-Five: Ice Sandcastle Sets Phase Twenty-Six: Ice Sandcastle Sets Phase Twenty-Seven: Ice Sandcastle Sets Phase Twenty-Eight: Ice Sandcastle Sets Phase Twenty-Nine: Ice Sandcastle Sets Phase Thirty: Ice Sandcastle Sets Phase Thirty-One: Ice Sandcastle Sets Phase Thirty-Two: Ice Sandcastle Sets Phase Thirty-Three: Ice Sandcastle Sets Phase Thirty-Four: Ice Sandcastle Sets Phase Thirty-Five: Ice Sandcastle Sets Phase Thirty-Six: Ice Sandcastle Sets Phase Thirty-Seven: Ice Sandcastle Sets Phase Thirty-Eight: Ice Sandcastle Sets Phase Thirty-Nine: Ice Sandcastle Sets Phase Forty: Ice Sandcastle Sets Phase Forty-One: Ice Sandcastle Sets Phase Forty-Two: Ice Sandcastle Sets Phase Forty-Three: Ice Sandcastle Sets Phase Forty-Four: Ice Sandcastle Sets Phase Forty-Five: Ice Sandcastle Sets Phase Forty-Six: Ice Sandcastle Sets Phase Forty-Seven: Ice Sandcastle Sets Phase Forty-Eight: Ice Sandcastle Sets Phase Forty-Nine: Ice Sandcastle Sets Phase Fifty: Ice Sandcastle Sets Phase Fifty-One: Ice Sandcastle Sets Phase Fifty-Two: Ice Sandcastle Sets Phase Fifty-Three: Ice Sandcastle Sets Phase Fifty-Four: Ice Sandcastle Sets Phase Fifty-Five: Ice Sandcastle Sets Phase Fifty-Six: Ice Sandcastle Sets Phase Fifty-Seven: Ice Sandcastle Sets Phase Fifty-Eight: Ice Sandcastle Sets Phase Fifty-Nine: Ice Sandcastle Sets Phase Sixty: Ice Sandcastle Sets Phase Sixty-One: Ice Sandcastle Sets Phase Sixty-Two: Ice Sandcastle Sets Phase Sixty-Three: Ice Sandcastle Sets Phase Sixty-Four: Ice Sandcastle Sets Phase Sixty-Five: Ice Sandcastle Sets Phase Sixty-Six: Ice Sandcastle Sets Phase Sixty-Seven: Ice Sandcastle Sets Phase Sixty-Eight: Ice Sandcastle Sets Phase Sixty-Nine: Ice Sandcastle Sets Phase Seventy: Ice Sandcastle Sets Phase Seventy-One: Ice Sandcastle Sets Phase Seventy-Two: Ice Sandcastle Sets Phase Seventy-Three: Ice Sandcastle Sets Phase Seventy-Four: Ice Sandcastle Sets Phase Seventy-Five: Ice Sandcastle Sets Phase Seventy-Six: Ice Sandcastle Sets Phase Seventy-Seven: Ice Sandcastle Sets Phase Seventy-Eight: Ice Sandcastle Sets Phase Seventy-Nine: Ice Sandcastle Sets Phase Eighty: Ice Sandcastle Sets Phase Eighty-One: Ice Sandcastle Sets Phase Eighty-Two: Ice Sandcastle Sets Phase Eighty-Three: Ice Sandcastle Sets Phase Eighty-Four: Ice Sandcastle Sets Phase Eighty-Five: Ice Sandcastle Sets Phase Eighty-Six: Ice Sandcastle Sets Phase Eighty-Seven: Ice Sandcastle Sets Phase Eighty-Eight: Ice Sandcastle Sets Phase Eighty-Nine: Ice Sandcastle Sets Phase Ninety: Ice Sandcastle Sets Phase Ninety-One: Ice Sandcastle Sets Phase Ninety-Two: Ice Sandcastle Sets Phase Ninety-Three: Ice Sandcastle Sets Phase Ninety-Four: Ice Sandcastle Sets Phase Ninety-Five: Ice Sandcastle Sets Phase Ninety-Six: Ice Sandcastle Sets Phase Ninety-Seven: Ice Sandcastle Sets Phase Ninety-Eight: Ice Sandcastle Sets Phase Ninety-Nine: Ice Sandcastle Sets Phase One Hundred: Ice Sandcastle Sets	Jeremy Wiley, Director
Kenny Jones	Kenny Jones was killed by Harley Keener in the season finale of season one of Dead Ringers.	Phase Twenty: Ice Sandcastle Sets Phase Twenty-Two: Ice Sandcastle Sets Phase Twenty-Three: Ice Sandcastle Sets Phase Twenty-Four: Ice Sandcastle Sets Phase Twenty-Five: Ice Sandcastle Sets Phase Twenty-Six: Ice Sandcastle Sets Phase Twenty-Seven: Ice Sandcastle Sets Phase Twenty-Eight: Ice Sandcastle Sets Phase Twenty-Nine: Ice Sandcastle Sets Phase Thirty: Ice Sandcastle Sets Phase Thirty-One: Ice Sandcastle Sets Phase Thirty-Two: Ice Sandcastle Sets Phase Thirty-Three: Ice Sandcastle Sets Phase Thirty-Four: Ice Sandcastle Sets Phase Thirty-Five: Ice Sandcastle Sets Phase Thirty-Six: Ice Sandcastle Sets Phase Thirty-Seven: Ice Sandcastle Sets Phase Thirty-Eight: Ice Sandcastle Sets Phase Thirty-Nine: Ice Sandcastle Sets Phase Forty: Ice Sandcastle Sets Phase Forty-One: Ice Sandcastle Sets Phase Forty-Two: Ice Sandcastle Sets Phase Forty-Three: Ice Sandcastle Sets Phase Forty-Four: Ice Sandcastle Sets Phase Forty-Five: Ice Sandcastle Sets Phase Forty-Six: Ice Sandcastle Sets Phase Forty-Seven: Ice Sandcastle Sets Phase Forty-Eight: Ice Sandcastle Sets Phase Forty-Nine: Ice Sandcastle Sets Phase Fifty: Ice Sandcastle Sets Phase Fifty-One: Ice Sandcastle Sets Phase Fifty-Two: Ice Sandcastle Sets Phase Fifty-Three: Ice Sandcastle Sets Phase Fifty-Four: Ice Sandcastle Sets Phase Fifty-Five: Ice Sandcastle Sets Phase Fifty-Six: Ice Sandcastle Sets Phase Fifty-Seven: Ice Sandcastle Sets Phase Fifty-Eight: Ice Sandcastle Sets Phase Fifty-Nine: Ice Sandcastle Sets Phase Sixty: Ice Sandcastle Sets Phase Sixty-One: Ice Sandcastle Sets Phase Sixty-Two: Ice Sandcastle Sets Phase Sixty-Three: Ice Sandcastle Sets Phase Sixty-Four: Ice Sandcastle Sets Phase Sixty-Five: Ice Sandcastle Sets Phase Sixty-Six: Ice Sandcastle Sets Phase Sixty-Seven: Ice Sandcastle Sets Phase Sixty-Eight: Ice Sandcastle Sets Phase Sixty-Nine: Ice Sandcastle Sets Phase Seventy: Ice Sandcastle Sets Phase Seventy-One: Ice Sandcastle Sets Phase Seventy-Two: Ice Sandcastle Sets Phase Seventy-Three: Ice Sandcastle Sets Phase Seventy-Four: Ice Sandcastle Sets Phase Seventy-Five: Ice Sandcastle Sets Phase Seventy-Six: Ice Sandcastle Sets Phase Seventy-Seven: Ice Sandcastle Sets Phase Seventy-Eight: Ice Sandcastle Sets Phase Seventy-Nine: Ice Sandcastle Sets Phase Eighty: Ice Sandcastle Sets Phase Eighty-One: Ice Sandcastle Sets Phase Eighty-Two: Ice Sandcastle Sets Phase Eighty-Three: Ice Sandcastle Sets Phase Eighty-Four: Ice Sandcastle Sets Phase Eighty-Five: Ice Sandcastle Sets Phase Eighty-Six: Ice Sandcastle Sets Phase Eighty-Seven: Ice Sandcastle Sets Phase Eighty-Eight: Ice Sandcastle Sets Phase Eighty-Nine: Ice Sandcastle Sets Phase Ninety: Ice Sandcastle Sets Phase Ninety-One: Ice Sandcastle Sets Phase Ninety-Two: Ice Sandcastle Sets Phase Ninety-Three: Ice Sandcastle Sets Phase Ninety-Four: Ice Sandcastle Sets Phase Ninety-Five: Ice Sandcastle Sets Phase Ninety-Six: Ice Sandcastle Sets Phase Ninety-Seven: Ice Sandcastle Sets Phase Ninety-Eight: Ice Sandcastle Sets Phase Ninety-Nine: Ice Sandcastle Sets Phase One Hundred: Ice Sandcastle Sets	Jeremy Wiley, Director
Kenny Jones (Ep. 1.01)	Kenny Jones was killed by Harley Keener in the season finale of season one of Dead Ringers.	Phase Twenty: Ice Sandcastle Sets Phase Twenty-Two: Ice Sandcastle Sets Phase Twenty-Three: Ice Sandcastle Sets Phase Twenty-Four: Ice Sandcastle Sets Phase Twenty-Five: Ice Sandcastle Sets Phase Twenty-Six: Ice Sandcastle Sets Phase Twenty-Seven: Ice Sandcastle Sets Phase Twenty-Eight: Ice Sandcastle Sets Phase Twenty-Nine: Ice Sandcastle Sets Phase Thirty: Ice Sandcastle Sets Phase Thirty-One: Ice Sandcastle Sets Phase Thirty-Two: Ice Sandcastle Sets Phase Thirty-Three: Ice Sandcastle Sets Phase Thirty-Four: Ice Sandcastle Sets Phase Thirty-Five: Ice Sandcastle Sets Phase Thirty-Six: Ice Sandcastle Sets Phase Thirty-Seven: Ice Sandcastle Sets Phase Thirty-Eight: Ice Sandcastle Sets Phase Thirty-Nine: Ice Sandcastle Sets Phase Forty: Ice Sandcastle Sets Phase Forty-One: Ice Sandcastle Sets Phase Forty-Two: Ice Sandcastle Sets Phase Forty-Three: Ice Sandcastle Sets Phase Forty-Four: Ice Sandcastle Sets Phase Forty-Five: Ice Sandcastle Sets Phase Forty-Six: Ice Sandcastle Sets Phase Forty-Seven: Ice Sandcastle Sets Phase Forty-Eight: Ice Sandcastle Sets Phase Forty-Nine: Ice Sandcastle Sets Phase Fifty: Ice Sandcastle Sets Phase Fifty-One: Ice Sandcastle Sets Phase Fifty-Two: Ice Sandcastle Sets Phase Fifty-Three: Ice Sandcastle Sets Phase Fifty-Four: Ice Sandcastle Sets Phase Fifty-Five: Ice Sandcastle Sets Phase Fifty-Six: Ice Sandcastle Sets Phase Fifty-Seven: Ice Sandcastle Sets Phase Fifty-Eight: Ice Sandcastle Sets Phase Fifty-Nine: Ice Sandcastle Sets Phase Sixty: Ice Sandcastle Sets Phase Sixty-One: Ice Sandcastle Sets Phase Sixty-Two: Ice Sandcastle Sets Phase Sixty-Three: Ice Sandcastle Sets Phase Sixty-Four: Ice Sandcastle Sets Phase Sixty-Five: Ice Sandcastle Sets Phase Sixty-Six: Ice Sandcastle Sets Phase Sixty-Seven: Ice Sandcastle Sets Phase Sixty-Eight: Ice Sandcastle Sets Phase Sixty-Nine: Ice Sandcastle Sets Phase Seventy: Ice Sandcastle Sets Phase Seventy-One: Ice Sandcastle Sets Phase Seventy-Two: Ice Sandcastle Sets Phase Seventy-Three: Ice Sandcastle Sets Phase Seventy-Four: Ice Sandcastle Sets Phase Seventy-Five: Ice Sandcastle Sets Phase Seventy-Six: Ice Sandcastle Sets Phase Seventy-Seven: Ice Sandcastle Sets Phase Seventy-Eight: Ice Sandcastle Sets Phase Seventy-Nine: Ice Sandcastle Sets Phase Eighty: Ice Sandcastle Sets Phase Eighty-One: Ice Sandcastle Sets Phase Eighty-Two: Ice Sandcastle Sets Phase Eighty-Three: Ice Sandcastle Sets Phase Eighty-Four: Ice Sandcastle Sets Phase Eighty-Five: Ice Sandcastle Sets Phase Eighty-Six: Ice Sandcastle Sets Phase Eighty-Seven: Ice Sandcastle Sets Phase Eighty-Eight: Ice Sandcastle Sets Phase Eighty-Nine: Ice Sandcastle Sets Phase Ninety: Ice Sandcastle Sets Phase Ninety-One: Ice Sandcastle Sets Phase Ninety-Two: Ice Sandcastle Sets Phase Ninety-Three: Ice Sandcastle Sets Phase Ninety-Four: Ice Sandcastle Sets Phase Ninety-Five: Ice Sandcastle Sets Phase Ninety-Six: Ice Sandcastle Sets Phase Ninety-Seven: Ice Sandcastle Sets Phase Ninety-Eight: Ice Sandcastle Sets Phase Ninety-Nine: Ice Sandcastle Sets Phase One Hundred: Ice Sandcastle Sets	Jeremy Wiley, Director
Kenny Jones (Ep. 1.01)	Kenny Jones was killed by Harley Keener in the season finale of season one of Dead Ringers.	Phase Twenty: Ice Sandcastle Sets Phase Twenty-Two: Ice Sandcastle Sets Phase Twenty-Three: Ice Sandcastle Sets Phase Twenty-Four: Ice Sandcastle Sets Phase Twenty-Five: Ice Sandcastle Sets Phase Twenty-Six: Ice Sandcastle Sets Phase Twenty-Seven: Ice Sandcastle Sets Phase Twenty-Eight: Ice Sandcastle Sets Phase Twenty-Nine: Ice Sandcastle Sets Phase Thirty: Ice Sandcastle Sets Phase Thirty-One: Ice Sandcastle Sets Phase Thirty-Two: Ice Sandcastle Sets Phase Thirty-Three: Ice Sandcastle Sets Phase Thirty-Four: Ice Sandcastle Sets Phase Thirty-Five: Ice Sandcastle Sets Phase Thirty-Six: Ice Sandcastle Sets Phase Thirty-Seven: Ice Sandcastle Sets Phase Thirty-Eight: Ice Sandcastle Sets Phase Thirty-Nine: Ice Sandcastle Sets Phase Forty: Ice Sandcastle Sets Phase Forty-One: Ice Sandcastle Sets Phase Forty-Two: Ice Sandcastle Sets Phase Forty-Three: Ice Sandcastle Sets Phase Forty-Four: Ice Sandcastle Sets Phase Forty-Five: Ice Sandcastle Sets Phase Forty-Six: Ice Sandcastle Sets Phase Forty-Seven: Ice Sandcastle Sets Phase Forty-Eight: Ice Sandcastle Sets Phase Forty-Nine: Ice Sandcastle Sets Phase Fifty: Ice Sandcastle Sets Phase Fifty-One: Ice Sandcastle Sets Phase Fifty-Two: Ice Sandcastle Sets Phase Fifty-Three: Ice Sandcastle Sets Phase Fifty-Four: Ice Sandcastle Sets Phase Fifty-Five: Ice Sandcastle Sets Phase Fifty-Six: Ice Sandcastle Sets Phase Fifty-Seven: Ice Sandcastle Sets Phase Fifty-Eight: Ice Sandcastle Sets Phase Fifty-Nine: Ice Sandcastle Sets Phase Sixty: Ice Sandcastle Sets Phase Sixty-One: Ice Sandcastle Sets Phase Sixty-Two: Ice Sandcastle Sets Phase Sixty-Three: Ice Sandcastle Sets Phase Sixty-Four: Ice Sandcastle Sets Phase Sixty-Five: Ice Sandcastle Sets Phase Sixty-Six: Ice Sandcastle Sets Phase Sixty-Seven: Ice Sandcastle Sets Phase Sixty-Eight: Ice Sandcastle Sets Phase Sixty-Nine: Ice Sandcastle Sets Phase Seventy: Ice Sandcastle Sets Phase Seventy-One: Ice Sandcastle Sets Phase Seventy-Two: Ice Sandcastle Sets Phase Seventy-Three: Ice Sandcastle Sets Phase Seventy-Four: Ice Sandcastle Sets Phase Seventy-Five: Ice Sandcastle Sets Phase Seventy-Six: Ice Sandcastle Sets Phase Seventy-Seven: Ice Sandcastle Sets Phase Seventy-Eight: Ice Sandcastle Sets Phase Seventy-Nine: Ice Sandcastle Sets Phase Eighty: Ice Sandcastle Sets Phase Eighty-One: Ice Sandcastle Sets Phase Eighty-Two: Ice Sandcastle Sets Phase Eighty-Three: Ice Sandcastle Sets Phase Eighty-Four: Ice Sandcastle Sets Phase Eighty-Five: Ice Sandcastle Sets Phase Eighty-Six: Ice Sandcastle Sets Phase Eighty-Seven: Ice Sandcastle Sets Phase Eighty-Eight: Ice Sandcastle Sets Phase Eighty-Nine: Ice Sandcastle Sets Phase Ninety: Ice Sandcastle Sets Phase Ninety-One: Ice Sandcastle Sets Phase Ninety-Two: Ice Sandcastle Sets Phase Ninety-Three: Ice Sandcastle Sets Phase Ninety-Four: Ice Sandcastle Sets Phase Ninety-Five: Ice Sandcastle Sets Phase Ninety-Six: Ice Sandcastle Sets Phase Ninety-Seven: Ice Sandcastle Sets Phase Ninety-Eight: Ice Sandcastle Sets Phase Ninety-Nine: Ice Sandcastle Sets Phase One Hundred: Ice Sandcastle Sets	Jeremy Wiley, Director
Kenny Tate	Kenny Tate was killed by Harley Keener in the season finale of season one of Dead Ringers.	Phase Twenty: Ice Sandcastle Sets Phase Twenty-Two: Ice Sandcastle Sets Phase Twenty-Three: Ice Sandcastle Sets Phase Twenty-Four: Ice Sandcastle Sets Phase Twenty-Five: Ice Sandcastle Sets Phase Twenty-Six: Ice Sandcastle Sets Phase Twenty-Seven: Ice Sandcastle Sets Phase Twenty-Eight: Ice Sandcastle Sets Phase Twenty-Nine: Ice Sandcastle Sets Phase Thirty: Ice Sandcastle Sets Phase Thirty-One: Ice Sandcastle Sets Phase Thirty-Two: Ice Sandcastle Sets Phase Thirty-Three: Ice Sandcastle Sets Phase Thirty-Four: Ice Sandcastle Sets Phase Thirty-Five: Ice Sandcastle Sets Phase Thirty-Six: Ice Sandcastle Sets Phase Thirty-Seven: Ice Sandcastle Sets Phase Thirty-Eight: Ice Sandcastle Sets Phase Thirty-Nine: Ice Sandcastle Sets Phase Forty: Ice Sandcastle Sets Phase Forty-One: Ice Sandcastle Sets Phase Forty-Two: Ice Sandcastle Sets Phase Forty-Three: Ice Sandcastle Sets Phase Forty-Four: Ice Sandcastle Sets Phase Forty-Five: Ice Sandcastle Sets Phase Forty-Six: Ice Sandcastle Sets Phase Forty-Seven: Ice Sandcastle Sets Phase Forty-Eight: Ice Sandcastle Sets Phase Forty-Nine: Ice Sandcastle Sets Phase Fifty: Ice Sandcastle Sets Phase Fifty-One: Ice Sandcastle Sets Phase Fifty-Two: Ice Sandcastle Sets Phase Fifty-Three: Ice Sandcastle Sets Phase Fifty-Four: Ice Sandcastle Sets Phase Fifty-Five: Ice Sandcastle Sets Phase Fifty-Six: Ice Sandcastle Sets Phase Fifty-Seven: Ice Sandcastle Sets Phase Fifty-Eight: Ice Sandcastle Sets Phase Fifty-Nine: Ice Sandcastle Sets Phase Sixty: Ice Sandcastle Sets Phase Sixty-One: Ice Sandcastle Sets Phase Sixty-Two: Ice Sandcastle Sets Phase Sixty-Three: Ice Sandcastle Sets Phase Sixty-Four: Ice Sandcastle Sets Phase Sixty-Five: Ice Sandcastle Sets Phase Sixty-Six: Ice Sandcastle Sets Phase Sixty-Seven: Ice Sandcastle Sets Phase Sixty-Eight: Ice Sandcastle Sets Phase Sixty-Nine: Ice Sandcastle Sets Phase Seventy: Ice Sandcastle Sets Phase Seventy-One: Ice Sandcastle Sets Phase Seventy-Two: Ice Sandcastle Sets Phase Seventy-Three: Ice Sandcastle Sets Phase Seventy-Four: Ice Sandcastle Sets Phase Seventy-Five: Ice Sandcastle Sets Phase Seventy-Six: Ice Sandcastle Sets Phase Seventy-Seven: Ice Sandcastle Sets Phase Seventy-Eight: Ice Sandcastle Sets Phase Seventy-Nine: Ice Sandcastle Sets Phase Eighty: Ice Sandcastle Sets Phase Eighty-One: Ice Sandcastle Sets Phase Eighty-Two: Ice Sandcastle Sets Phase Eighty-Three: Ice Sandcastle Sets Phase Eighty-Four: Ice Sandcastle Sets Phase Eighty-Five: Ice Sandcastle Sets Phase Eighty-Six: Ice Sandcastle Sets Phase Eighty-Seven: Ice Sandcastle Sets Phase Eighty-Eight: Ice Sandcastle Sets Phase Eighty-Nine: Ice Sandcastle Sets Phase Ninety: Ice Sandcastle Sets Phase Ninety-One: Ice Sandcastle Sets Phase Ninety-Two: Ice Sandcastle Sets Phase Ninety-Three: Ice Sandcastle Sets Phase Ninety-Four: Ice Sandcastle Sets Phase Ninety-Five: Ice Sandcastle Sets Phase Ninety-Six: Ice Sandcastle Sets Phase Ninety-Seven: Ice Sandcastle Sets Phase Ninety-Eight: Ice Sandcastle Sets Phase Ninety-Nine: Ice Sandcastle Sets Phase One Hundred: Ice Sandcastle Sets	Jeremy Wiley, Director
Kenny Tate (Ep. 1.01)	Kenny Tate was killed by Harley Keener in the season finale of season one of Dead Ringers.	Phase Twenty: Ice Sandcastle Sets Phase Twenty-Two: Ice Sandcastle Sets Phase Twenty-Three: Ice Sandcastle Sets Phase Twenty-Four: Ice Sandcastle Sets Phase Twenty-Five: Ice Sandcastle Sets Phase Twenty-Six: Ice Sandcastle Sets Phase Twenty-Seven: Ice Sandcastle Sets Phase Twenty-Eight: Ice Sandcastle Sets Phase Twenty-Nine: Ice Sandcastle Sets Phase Thirty: Ice Sandcastle Sets Phase Thirty-One: Ice Sandcastle Sets Phase Thirty-Two: Ice Sandcastle Sets Phase Thirty-Three: Ice Sandcastle Sets Phase Thirty-Four: Ice Sandcastle Sets Phase Thirty-Five: Ice Sandcastle Sets Phase Thirty-Six: Ice Sandcastle Sets Phase Thirty-Seven: Ice Sandcastle Sets Phase Thirty-Eight: Ice Sandcastle Sets Phase Thirty-Nine: Ice Sandcastle Sets Phase Forty: Ice Sandcastle Sets Phase Forty-One: Ice Sandcastle Sets Phase Forty-Two: Ice Sandcastle Sets Phase Forty-Three: Ice Sandcastle Sets Phase Forty-Four: Ice Sandcastle Sets Phase Forty-Five: Ice Sandcastle Sets Phase Forty-Six: Ice Sandcastle Sets Phase Forty-Seven: Ice Sandcastle Sets Phase Forty-Eight: Ice Sandcastle Sets Phase Forty-Nine: Ice Sandcastle Sets Phase Fifty: Ice Sandcastle Sets Phase Fifty-One: Ice Sandcastle Sets Phase Fifty-Two: Ice Sandcastle Sets Phase Fifty-Three: Ice Sandcastle Sets Phase Fifty-Four: Ice Sandcastle Sets Phase Fifty-Five: Ice Sandcastle Sets Phase Fifty-Six: Ice Sandcastle Sets Phase Fifty-Seven: Ice Sandcastle Sets Phase Fifty-Eight: Ice Sandcastle Sets Phase Fifty-Nine: Ice Sandcastle Sets Phase Sixty: Ice Sandcastle Sets Phase Sixty-One: Ice Sandcastle Sets Phase Sixty

Agne Beckle	Agne Beckle (Beckle) Agne de Beckle (de Beckle) Agne Beckle (Beckle) Agne de Beckle (de Beckle)	**Prince Gaston de Bourbon-Parma** (1714-1714) **Prince Antonio Farnese** (1714-1731) **Prince Carlo Farnese** (1731-1731) **Prince Carlo Farnese** (1731-1731) **Prince Antonio Farnese** (1731-1731) **Prince Carlo Farnese** (1731-1731) **Prince Carlo Farnese** (1731-1731) **Prince Carlo

Software_Program	Software_Program class describes the components or tasks of the Software executed in producing the data product.	1/Product Bundle/Context Area/Processing Information/Process/Software/Software Program 1) name 2) proc.program_type_name 3) proc.program_path 4) proc.program_hostname 5) proc.program_path 6) proc.program_version 7) proc.program_start_date_time 8) proc.program_stop_date_time 9) description 10) proc.Software_Program_Parameters
av:**source_image_height**	Height of the video image in pixels when it was originally captured.	1/Product Observational/Observation Area/Discipline Area/Audio VideoAV Container/Track(1)/Video Track/source image height ASCII_Integer
av:**source_image_width**	Width of the video image in pixels when it was originally captured	1/Product Observational/Observation Area/Discipline Area/Audio VideoAV Container/Track(1)/Video Track/source image width ASCII_Integer
Special_Constants	The Special Constants class provides a set of values used to indicate special cases that occur in the data.	1/Product Observational/File Area Observational/Array 3D Image/Special Constants 2/Product Observational/File Area Observational/Array 3D Image/Special Constants 1) saturated_constant 2) missing_constant 3) error_constant 4) invalid1_constant 5) invalid2_constant 6) not_applicable_constant 7) valid_maximum 8) high_instrument_saturation 9) high_representation_saturation 10) low_instrument_saturation 11) low_representation_saturation 12) low_representation_saturation
start_date_time	The start_date_time attribute provides the date and time appropriate to the beginning of the product being labeled.	1/Product Bundle/Context Area/Time Coordinates/start date time 2/Product Collection/Context Area/Time Coordinates/start date time 3/Product Observational/Observation Area/Time Coordinates/start date time 4/Product Native/Context Area/Time Coordinates/start date time ASCII_Date_Time_YMD_UTC
stop_date_time	The stop_date_time attribute provides the date and time appropriate to the end of the product being labeled.	1/Product Bundle/Context Area/Time Coordinates/stop date time 2/Product Collection/Context Area/Time Coordinates/stop date time 3/Product Observational/Observation Area/Time Coordinates/stop date time 4/Product Native/Context Area/Time Coordinates/stop date time ASCII_Date_Time_YMD_UTC
Stream_Text	The Stream text class defines a text object.	1/Product Bundle/File Area Text/Stream Text 2/Product File Text/File Area Text/Stream Text 1) Parsable_Byte_Stream 2) name 3) offset 4) record_delimiter 5) local_identifier 6) parent_bundle 7) md5_checksum 8) description 9) parent_standard_id 10) Digital_Object
geom:**Surface_Geometry**	The Surface_Geometry class is a container for surface geometry classes.	1/Product Observational/Observation Area/Discipline Area/Geometry/Geometry Orbiter/Surface Geometry 1) comment 2) geom:Surface_Geometry_Specific 3) geom:Surface_Geometry_Min_Max 4) geom:Surface_Geometry_Start_Stop
geom:**Surface_Geometry_Specific**	The Surface_Geometry_Specific class contains classes and attributes for various points on the surface of the target designated in the enclosing Geometry_Orbiter.	1/Product Observational/Observation Area/Discipline Area/Geometry/Geometry Orbiter/Surface Geometry/Surface Geometry Specific 1) geom:subsolar_azimuth 2) geom:subsolar_latitude 3) geom:subsolar_longitude 4) geom:subspacecraft_azimuth 5) geom:subspacecraft_latitude 6) geom:subspacecraft_longitude 7) geom:Pixel_Intercept 8) geom:Footprint_Vertices
img_surface:**Surface_Imaging**	Attributes specific to imaging instruments on surface missions.	1/Product Observational/Observation Area/Discipline Area/Surface Imaging 2/Product Native/Context Area/Discipline Area/Surface Imaging 1) img_surface:Image_Identifiers 2) img_surface:Image_Information 3) img_surface:Derived_Product_Parameters 4) img_surface:Error_Model 5) img_surface:Geometric_Projection 6) img_surface:Reachability 7) img_surface:Stereo_Product_Parameters 8) geom:Coordinate_Space_Reference 9) img_surface:Error_Pixel 10) img_surface:Commanded_Parameters
msn_surface:**Surface_Mission_Information**	The Surface_Mission_Information class contains attributes specific to surface missions which apply across instrument types.	1/Product Observational/Observation Area/Discipline Area/Surface Mission Information 2/Product Native/Context Area/Discipline Area/Surface Mission Information 1) msn_surface:surface_gravity 2) msn_surface:Surface_Operation 3) msn_surface:Telemetry 4) msn_surface:Observational_Intent 5) msn_surface:Commanded_Parameters
Table_Delimited	The Table_Delimited class defines a simple table (spreadsheet) with delimited fields and records.	1/Product Observational/File Area Observational/Table Delimited 1) Parsable_Byte_Stream 2) name 3) offset 4) checksum 5) local_identifier 6) object_length 7) parent_bundle 8) md5_checksum 9) parent_standard_id 10) description 11) field_delimiter 12) Special_Constants(1) 13) Record_Delimited 14) Digital_Object
msn_surface:**target_id**	Identifier specifying the name or identifier of a target this observation is intended to be a product of. Observational_Intent, this is the primary target. This is distinct from the pds:Target class in that pds:Target typically refers to a large entity such as a planet or satellite, whereas this keyword is intended to capture much finer target information, for example the crater name or rock name or even a specific location on a rock. ***Artemis Specific:*** *For Artemis, target_id's were determined by the Lunar Science Team during the mission through visual inspection and manual tagging using Lunar Targeting Plan target names for only a subset of images. Most audio files were assigned targets based on the mission plan, but these are not thoroughly verified post-mission and may contain errors.*	1/Product Observational/Observation Area/Discipline Area/Surface Mission Information/Observational Intent/Secondary Targets/Target id(1) 2/Product Observational/Observation Area/Discipline Area/Surface Mission Information/Observational Intent/Secondary Targets/Target id(1) 3/Product Observational/Observation Area/Discipline Area/Surface Mission Information/Observational Intent/Secondary Targets/Target id(1) 4/Product Native/Context Area/Discipline Area/Surface Mission Information/Observational Intent/Secondary Targets/Target id 5/Product Observational/Observation Area/Discipline Area/Surface Mission Information/Observational Intent/Primary Target id 6/Product Native/Context Area/Discipline Area/Surface Mission Information/Observational Intent/Primary Target id ASCII_Short_String_Collapsed
Target_Identification	The Target_Identification class provides detailed target identification information.	1/Product Bundle/Context Area/Target Identification(1) 2/Product Document/Context Area/Target Identification 3/Product Collection/Context Area/Target Identification(1) 4/Product Collection/Context Area/Target Identification 5/Product Observational/Observation Area/Target Identification 6/Product Native/Context Area/Target Identification 1) name 2) alternate_designation 3) type 4) description 5) internal_reference
Time_Coordinates	The Time_Coordinates class provides a list of time coordinates.	1/Product Bundle/Context Area/Time Coordinates 2/Product Collection/Context Area/Time Coordinates 3/Product Observational/Observation Area/Time Coordinates 4/Product Native/Context Area/Time Coordinates 1) start_date_time 2) stop_date_time 3) local_mean_solar_time 4) local_true_solar_time 5) solar_longitude
av:**time_scale**	Indicates the timing resolution of the movie, defined as the number of time units that pass per second. It dictates the precision of the video's duration and frame rate.	1/Product Observational/Observation Area/Discipline Area/Audio VideoAV Container/time scale ASCII_Real
title	The title attribute provides a short, descriptive text string suitable use as a title or brief description in display or listing of products.	1/Product Bundle/Identification Area/title 2/Product Document/Identification Area/title 3/Product Collection/Identification Area/title 4/Product File Text/Identification Area/title 5/Product Observational/Identification Area/title 6/Product Browse/Identification Area/title 7/Product Native/Identification Area/title UTF8_Short_String_Collapsed
av:**Track**	Class containing information relating to a Track within the stream (typically the audio or video portions separated). This class contains metadata common to all Tracks. Children classes of Track, Video Track and Audio Track provide those kinds of tracks. Other types of tracks (e.g. Metadata) may not have a child.	1/Product Observational/Observation Area/Discipline Area/Audio VideoAV Container/Track 2/Product Observational/Observation Area/Discipline Area/Audio VideoAV Container/Track(1) 1) av:handler_class 2) av:handler_description 3) av:handler_type 4) av:content_describes 5) av:codec_format 6) av:track_id 7) av:track_duration 8) av:track_duration_seconds 9) av:track_layer 10) av:track_language 11) av:Audio_Track 12) av:Video_Track
av:**track_duration**	Indicates the time duration of this track in hh:mm:ss format	1/Product Observational/Observation Area/Discipline Area/Audio VideoAV Container/Track/track duration 2/Product Observational/Observation Area/Discipline Area/Audio VideoAV Container/Track(1)/track duration ASCII_Short_Collapsed
av:**track_duration_seconds**	Indicates the time duration of this track in seconds	1/Product Observational/Observation Area/Discipline Area/Audio VideoAV Container/Track/track duration seconds 2/Product Observational/Observation Area/Discipline Area/Audio VideoAV Container/Track(1)/track duration seconds ASCII_Real Units_of_Time
av:**track_id**	ID number for this track	1/Product Observational/Observation Area/Discipline Area/Audio VideoAV Container/Track/track id 2/Product Observational/Observation Area/Discipline Area/Audio VideoAV Container/Track(1)/track id ASCII_Short_Collapsed
av:**track_layer**	Defines the visual stacking order for different tracks in a video. Tracks with lower numbers (including negative) appear in front of tracks with higher numbers. It can also be used to help distinguish between primary and supplementary tracks.	1/Product Observational/Observation Area/Discipline Area/Audio VideoAV Container/Track/track layer 2/Product Observational/Observation Area/Discipline Area/Audio VideoAV Container/Track(1)/track layer ASCII_Integer
av:**track_volume**	Indicates the loudness or gain adjustment applied to this track, relative to normalize volume levels. A value of 1.0 indicates normal volume.	1/Product Observational/Observation Area/Discipline Area/Audio VideoAV Container/Track/track volume 2/Product Observational/Observation Area/Discipline Area/Audio VideoAV Container/Track(1)/track volume ASCII_Real
type	The type attribute classifies Investigation_Area according to the scope of the investigation. .	1/Product Bundle/Context Area/Investigation Area/type 2/Product Bundle/Context Area/Observing System/Observing System Component(1)/type 3/Product Bundle/Context Area/Target Identification(1)/type 4/Product Document/Context Area/Investigation Area/type 5/Product Document/Context Area/Observing System/Observing System Component/type 6/Product Document/Context Area/Target Identification/type 7/Product Collection/Context Area/Observing System/Observing System Component(1)/type 8/Product Collection/Context Area/Target Identification(1)/type 9/Product Collection/Context Area/Investigation Area/type 10/Product Collection/Context Area/Observing System/Observing System Component/type 11/Product Collection/Context Area/Target Identification/type 12/Product Observational/Observation Area/Investigation Area/type 13/Product Observational/Observation Area/Observing System/Observing System Component(1)/type 14/Product Observational/Observation Area/Target Identification/type 15/Product Native/Context Area/Investigation Area/type 16/Product Native/Context Area/Observing System/Observing System Component(1)/type 17/Product Native/Context Area/Target Identification/type 1) "Field Campaign" 2) "Individual Investigation" 3) "Mission" 4) "Observing Campaign" 5) "Other Investigation"	ASCII_Short_String_Collapsed
unit	The unit attribute provides the unit of measurement.	1/Product Observational/File Area Observational/Array 3D Image/Element Array/unit 2/Product Observational/File Area Observational/Array 3D Image/Element Array/unit UTF8_Short_String_Collapsed
version_id	The version_id attribute provides the version of the product, expressed in the PDS [m.n] notation.	1/Product Bundle/Identification Area/version id 2/Product Document/Identification Area/version id 3/Product Document/Identification Area/Modification History/Modification Detail/version id 4/Product Collection/Identification Area/version id 5/Product File Text/Identification Area/version id 6/Product Observational/Identification Area/version id 7/Product Browse/Identification Area/version id 8/Product Native/Identification Area/version id ASCII_Short_Collapsed
geom:**vertical_coordinate_pixel**	vertical_coordinate_pixel (line) is the vertical coordinate of a specific pixel.	1/Product Observational/Observation Area/Discipline Area/Geometry/Geometry Orbiter/Surface Geometry/Surface Geometry Specific/Pixel Intercept(1)/Reference Point/Vertical coordinate pixel 2/Product Observational/Observation Area/Discipline Area/Geometry/Geometry Orbiter/Surface Geometry/Surface Geometry Specific/Footprint Vertices/Pixel Intercept(1)/Reference Point/Vertical coordinate pixel ASCII_Real Units_of_Misc
disp:**vertical_display_axis**	The vertical_display_axis attribute identifies, by name, the axis of an Array (or Array subclass) that is intended to be displayed in the vertical or "line" dimension on a display device. The value of this attribute must match the value of one, and only one, array_name attribute in an Axis_Array class of the associated Array.	1/Product Observational/Observation Area/Discipline Area/Display Settings/Display Direction/Vertical display axis ASCII_Short_String_Collapsed
disp:**vertical_display_direction**	The vertical_display_direction attribute specifies the direction along the screen of a display device that data along the vertical axis of an Array is supposed to be displayed.	1/Product Observational/Observation Area/Discipline Area/Display Settings/Display Direction/Vertical display direction ASCII_Short_String_Collapsed 2) "Top to Bottom"
cots_camera:**vibration_reduction_type**	Specifies the method used for vibration reduction stabilization. This includes mechanisms such as lens-based (VR/Optical), in-body (IBIS), and synchro VR.	1/Product Observational/Observation Area/Discipline Area/COTS Camera/Camera Settings/vibration reduction type 2/Product Native/Context Area/Discipline Area/COTS Camera/Camera Settings/vibration reduction type ASCII_Short_String_Collapsed
av:**video_codec**	Specifies the video codec (Coder/Decoder) used for this data, in PDS terms.	1/Product Observational/Observation Area/Discipline Area/Audio VideoAV Container/Track(1)/Video Track/video codec 1) "H.264" 2) "Other"
av:**video_frame_rate**	Number of video frames per second in the track as stored in this product. **Artemis Specific:** *For Artemis, this is the ground recorded frame rate of the video associated with this stream. Some of the streams (particularly those from the Orion spacecraft) in Artemis were reformatted on the ground to television broadcast standards (59.94 fps), in which case this value may differ from the intermediate_frame_rate at which the data was output and streamed from the camera.*	1/Product Observational/Observation Area/Discipline Area/Audio VideoAV Container/Track(1)/Video Track/video frame rate ASCII_Real Units_of_Frame_Rate
av:**Video_Track**	Class describing a Video track	1/Product Observational/Observation Area/Discipline Area/Audio VideoAV Container/Track(1)/Video Track 1) av:video_codec 2) av:bit_depth 3) av:compressor_id 4) av:compressor_name 5) av:image_height 6) av:image_width 7) av:source_image_height 8) av:source_image_width 9) av:acquisition_frame_rate 10) av:intermediate_frame_rate 11) av:video_frame_rate
cots_camera:**vignette_coefficient_1**	First coefficient for vignette correction polynomial.	1/Product Observational/Observation Area/Discipline Area/COTS Camera/Camera Settings/vignette coefficient 1 2/Product Native/Context Area/Discipline Area/COTS Camera/Camera Settings/vignette coefficient 1 ASCII_Real
cots_camera:**vignette_coefficient_2**	Second coefficient for vignette correction polynomial.	1/Product Observational/Observation Area/Discipline Area/COTS Camera/Camera Settings/vignette coefficient 2 2/Product Native/Context Area/Discipline Area/COTS Camera/Camera Settings/vignette coefficient 2 ASCII_Real
cots_camera:**vignette_coefficient_3**	Third coefficient for vignette correction polynomial.	1/Product Observational/Observation Area/Discipline Area/COTS Camera/Camera Settings/vignette coefficient 3 2/Product Native/Context Area/Discipline Area/COTS Camera/Camera Settings/vignette coefficient 3 ASCII_Real
cots_camera:**vignette_control**	Indicates whether the camera applied any correction for vignetting (brightness fall-off around corners).	1/Product Observational/Observation Area/Discipline Area/COTS Camera/Camera Settings/vignette control 2/Product Native/Context Area/Discipline Area/COTS Camera/Camera Settings/vignette control ASCII_Short_String_Collapsed
wavelength_range	The wavelength range attribute specifies the wavelength range over which the data were collected or which otherwise characterizes the observation(s). Boundaries are vague, and there is overlap.	1/Product Bundle/Context Area/Primary Result Summary/Science Facets/wavelength range 2/Product Collection/Context Area/Primary Result Summary/Science Facets/wavelength range 3/Product Observational/Observation Area/Primary Result Summary/Science Facets/wavelength range 1) "Far Infrared" 2) "Gamma Ray" 3) "Infrared" 4) "Microwave" 5) "Millimeter" 6) "Near Infrared" 7) "Radio" 8) "Submillimeter" 9) "Ultraviolet" 10) "Visible" 11) "X-ray"
img:**White_Balance**	The White_Balance class indicates what processing was used for white balance either onboard or on the ground. This class is added to support more commercial off-the-shelf (COTS) cameras. The white balance for a camera tries to capture the color of white objects under different light sources. For COTS cameras, the white balance is usually automatically adjusted depending on the light source.	1/Product Observational/Observation Area/Discipline Area/Imaging/White Balance 2/Product Native/Context Area/Discipline Area/Imaging/White Balance 1) img:Data_Processing 2) img:auto_flag 3) img:color_balance_color_temp 4) description 5) img:rgd_to_green_balance 6) img:rgd_to_blue_balance 7) img:blue_to_green_balance 8) img:white_balance_mode 9) img:sequence_number
img:**white_balance_color_temp**	The color temperature used to white-balance the image generally reported in Kelvin. For example, on Earth 5500-6500K might be set when there are clear skies with the sun overhead.	1/Product Observational/Observation Area/Discipline Area/Imaging/White Balance/white balance color temp 2/Product Native/Context Area/Discipline Area/Imaging/White Balance/white balance color temp ASCII_Real Units_of_Temperature