

First I wanna clarify that this is definitely not just aim dodging, in the sequence of shots in the scene, the camera focused on Isaak, then he shoots his gun, then, in the shot after Isaak shoots, Dexter is in the same posture and placement as he was before the shot of Isaak in his car, so he only moves after isaak shot his gun.

Feat - [Dexter dodges bullets](#)

[Distance between Isaak and the window](#)

- Isaak's actor, Ray Stevenson is [191 cm tall](#), so his head height should be [23.9 cm](#)
- Distance from point of view to object = object size * panel height in pixels/[object height in pixels*2*tan(70deg/2)]
- $23.9 * 1440 / [117 * 2 * \tan(70\text{deg}/2)] = 210.04761453 \text{ cm or } 2.10\text{m}$
- [I found an image which can be use to calculate the distance between Dex and the window](#)
- Michael C. Hall is [178 cm tall](#)
- $178 / 293 * 467 = 283.70 \text{ cm or } 2.837 \text{ m}$
- Adding both distances: 4.937 m in total

[Distance Dexter moved](#)

- Dexter's actor, Michael C. Hall is [178 cm tall](#), so his head height should be [22.3 cm](#)
- $22.3 / 372 * 563 = 33.74 \text{ cm or } 0.337497311828 \text{ m}$

In the scene right before Dexter goes to the Donut place, Isaak's gun model looks to be a Beretta M9, which goes at 381 M/S. He also puts a suppressor on it, which boosts the muzzle speed by 10-60 FPS according to [this](#), giving us our low and high ends.

Low end: (0.3374973118280
*384.046608)/ 4.937:
26.2537366451 M/S(Superhuman)

High end: (0.337497311828
*399.28) / 4.937:
27.2951036392 M/S(Superhuman)

