

FILENAME	DESCRIPTION
CH-DS HIT Boom 01.wav	HIT BOOM A low and soft smacking drum hit with rumbling and short sustain.
CH-DS HIT Boom 02.wav	HIT BOOM Crackling impact, low and rumbling sustain.
CH-DS HIT Boom 03.wav	HIT BOOM Soft and generic low hit, very light and short initial smack.
CH-DS HIT Boom 04.wav	HIT BOOM Generic, soft and clean low impact.
CH-DS HIT Boom 05.wav	HIT BOOM Subtle diving impact with reverberant tail.
CH-DS HIT Boom 06.wav	HIT BOOM Soft low hit with high and soft metallic element. Low bass sustain evolving to higher reverb tail.
CH-DS HIT Boom 07.wav	HIT BOOM Strong low impact, synthetic feel, rumbling tail.
CH-DS HIT Boom 08.wav	HIT BOOM Reverberant strong low impact, dropping bass frequencies.
CH-DS HIT Boom 09.wav	HIT BOOM Smacking, low and epic drum impact, rumbling reverb tail.
CH-DS HIT Boom 10.wav	HIT BOOM Crackling low hit, tonal low frequencies.
CH-DS HIT Boom 11.wav	HIT BOOM Hard impact, short flammng crack and low tail.
CH-DS HIT Boom 12.wav	HIT BOOM Subtle and clean sub impact. Starts with subtle rattling, ends with low and smooth tail.
CH-DS HIT Distorted 01.wav	HIT DISTORTED Explosive and tight impact, fast dropping low frequencies, high sizzling element in the tail.
CH-DS HIT Distorted 02.wav	HIT DISTORTED Heavy drum hit with high cymbals, reverberant tail. Tonal low frequencies.
CH-DS HIT Distorted 03.wav	HIT DISTORTED Heavy, explosive impact. Massive low end with flame elements in the tail.
CH-DS HIT Distorted 04.wav	HIT DISTORTED Long and crunchy hit with short whoosh-in and metallic element. Short tail.
CH-DS HIT Distorted 05.wav	HIT DISTORTED Crunchy high impact, abrupt stop into reverb tail. High, steady metallic ringing element.
CH-DS HIT Distorted 06.wav	HIT DISTORTED Rattling metallic impact, wide stereo image, slamming start.
CH-DS HIT Distorted 07.wav	HIT DISTORTED Noisy and crunchy impact, eerie vocal reverb tail.
CH-DS HIT Distorted 08.wav	HIT DISTORTED Massive hit. Steady and heavy low end, rattling metallic elements.
CH-DS HIT Distorted 09.wav	HIT DISTORTED Harsh and short slam. High tonal and long tail.
CH-DS HIT Distorted 10.wav	HIT DISTORTED Crackling and high explosive impact. Smooth tail with some echoes.
CH-DS HIT Fire 01.wav	HIT FIRE Short fire whoosh-in followed by a drum slam. High electronic sizzling in the reverb tail.
CH-DS HIT Fire 02.wav	HIT FIRE Thick flame whoosh-in, long and massive impact followed by flame sounds wandering in the stereo image.
CH-DS HIT Fire 03.wav	HIT FIRE Long whoosh-in, bouncing impact, high fire crackling after impact.
CH-DS HIT Fire 04.wav	HIT FIRE Soft fire impact with lots of low end, long thunderous tail.
CH-DS HIT Fire 05.wav	HIT FIRE Tight impact with burning flames in the tail. Low frequencies falling down.
CH-DS HIT Fire 06.wav	HIT FIRE Strong fire whoosh-in, clear impact with some fire crackling. Short reverberant tail.
CH-DS HIT Fire 07.wav	HIT FIRE Metallic slam with flame sounds wandering from left to right after the impact. Explosion echoes in the tail.
CH-DS HIT Fire 08.wav	HIT FIRE Muffled explosive hit, massive, generic and slightly distorted impact.
CH-DS HIT Fire 09.wav	HIT FIRE Long whoosh-in, boomy impact and crackling hit. Soft reverberant tail.
CH-DS HIT Fire 10.wav	HIT FIRE Short flame impact with wide stereo echoes.
CH-DS HIT Low 01.wav	HIT LOW Metallic whoosh-in, tonal ending and low, boomy hit.



FILENAME	DESCRIPTION
CH-DS HIT Low 02.wav	HIT LOW Low and tight impact with metallic reverb tail.
CH-DS HIT Low 03.wav	HIT LOW Metallic soft impact, smooth low end and tail.
CH-DS HIT Low 04.wav	HIT LOW Smacking impact with short low frequency kick and dense reverb tail.
CH-DS HIT Low 05.wav	HIT LOW Flamming, smacking impact, short tail.
CH-DS HIT Low 06.wav	HIT LOW Soft deep impact with rumbling tail. Subtle fluttering during initial hit.
CH-DS HIT Low 07.wav	HIT LOW Deep and epic solo drum hit, hollow and tonal character.
CH-DS HIT Low 08.wav	HIT LOW Flamming dull impact, distant explosion.
CH-DS HIT Low 09.wav	HIT LOW Short whoosh-in leads to subtle smacking low hit. Long reverb tail.
CH-DS HIT Low 10.wav	HIT LOW Bouncing, metallic soft hit. Rumbling tail evolving to reverb.
CH-DS HIT Massive 01.wav	HIT MASSIVE Tight metallic impact with high metal ring out and reverb tail.
CH-DS HIT Massive 02.wav	HIT MASSIVE Rolling in metallic smash, high metallic element and dense reverb tail.
CH-DS HIT Massive 03.wav	HIT MASSIVE Large metallic hit, short metallic ring out and slightly tonal reverb tail.
CH-DS HIT Massive 04.wav	HIT MASSIVE Punchy impact with high and sustained anvil hit. Rumbling tail.
CH-DS HIT Massive 05.wav	HIT MASSIVE Metal crash with short, high metal ring out. Rumbling ending.
CH-DS HIT Massive 06.wav	HIT MASSIVE Metal impact with high element and tonal, lower metal ring out. Bell character, long tail.
CH-DS HIT Massive 07.wav	HIT MASSIVE Short metallic whoosh-in, high metallic impact with ringing out element. Short metallic tail.
CH-DS HIT Massive 08.wav	HIT MASSIVE Short and heavy smash, high metallic element and reverb only tail.
CH-DS HIT Massive 09.wav	HIT MASSIVE Distorted impact with clean, high metallic ringing element.
CH-DS HIT Massive 10.wav	HIT MASSIVE Big impact with damped, high metal hit. Metallic, short reverb.
CH-DS HIT Massive 11.wav	HIT MASSIVE Scraping lead in, epic hit with different high metallic elements ringing out. Rumbling reverb tail.
CH-DS HIT Massive 12.wav	HIT MASSIVE Big metal hit, lower metallic ringing and short lead in. Flamming hit and short reverb tail.
CH-DS HIT Metal Crash 01.wav	HIT METAL CRASH Epic metal impact with generic reverb tail.
CH-DS HIT Metal Crash 02.wav	HIT METAL CRASH Short metallic slide into a metal impact with high chain elements. Dense and low reverb tail.
CH-DS HIT Metal Crash 03.wav	HIT METAL CRASH Dull metal impact with short whoosh-in and high, short metal chain element.
CH-DS HIT Metal Crash 04.wav	HIT METAL CRASH Rattling large chain elements combined with short sliding intro and low reverb tail.
CH-DS HIT Metal Crash 05.wav	HIT METAL CRASH Intense metal crash, high clacking and rattling metal elements and massive reverb tail.
CH-DS HIT Metal Crash 06.wav	HIT METAL CRASH Low and fat metal impact, bell type ring out and subtle distortion. Metallic tail.
CH-DS HIT Metal Crash 07.wav	HIT METAL CRASH Short and tight rattling metal impact with thunderous echoes and metal room reverb.
CH-DS HIT Metal Crash 08.wav	HIT METAL CRASH Crunchy metallic slide in, deep impact with echoing and rumbling tail.
CH-DS HIT Metal Crash 09.wav	HIT METAL CRASH Hard metal impact with pieces bouncing off. Tight bass frequencies and reverberant tail.
CH-DS HIT Metal Crash 10.wav	HIT METAL CRASH Snapping metal hits like huge doors or gates, chain element after the impact, and large reverb.
CH-DS HIT Metal Crash 11.wav	HIT METAL CRASH Short metal hit with some high metallic elements ringing out. Reverberant ending.
CH-DS HIT Metal Crash 12.wav	HIT METAL CRASH Low metal impact, subtly distorted mids. Short chain elements and airy reverb.

FILENAME	DESCRIPTION
CH-DS HIT Metal Crash 13.wav	HIT METAL CRASH Harsh and tonal metal impact with aggressive and short slide in.
CH-DS HIT Metal Crash 14.wav	HIT METAL CRASH Large chain impact, massive and big low hit with large room reverb.
CH-DS HIT Metal Crash 15.wav	HIT METAL CRASH Tight impact with snapping mechanic. Dense and sustained low end and subtle evolving reverb.
CH-DS HIT Metal Crash 16.wav	HIT METAL CRASH Metallic smash with subtle metallic rattling. Short rumbling at the beginning and open reverb ending.
CH-DS HIT Metal Crash 17.wav	HIT METAL CRASH Short and tight metal impact. Rumbling tail.
CH-DS HIT Metal Crash 18.wav	HIT METAL CRASH Sliding in metal crash, high metallic ring out and rumbling.
CH-DS HIT Metal Crash 19.wav	HIT METAL CRASH Full range hit with short, high metal impact. Very low tail.
CH-DS HIT Metal Crash 20.wav	HIT METAL CRASH Tonal hit, rattling high metallic element and rumbling end.
CH-DS HIT SciFi 01.wav	HIT SCI FI Tonal Synthesized impact. Loud and defined with a short low impact.
CH-DS HIT SciFi 02.wav	HIT SCI FI Metallic snaps with electronic power sizzling wandering in the stereo image.
CH-DS HIT SciFi 03.wav	HIT SCI FI Tonal synthetic impact, dropping bass frequencies.
CH-DS HIT SciFi 04.wav	HIT SCI FI Synthetic whoosh-in, drum smashing hit and electronic crackles in the tail. Boomy sustained tonal bass.
CH-DS HIT SciFi 05.wav	HIT SCI FI Distorted impact followed by synthesized tone.
CH-DS HIT SciFi 06.wav	HIT SCI FI Metal impact with granular-style ending.
CH-DS HIT SciFi 07.wav	HIT SCI FI Tight hit with high synthetic ending.
CH-DS HIT SciFi 08.wav	HIT SCI FI Soft, low and tonal hit with damped synthesized, sustained tone.
CH-DS HIT SciFi 09.wav	HIT SCI FI High metal hit combined with high synthesized tone and rhythmic elements.
CH-DS HIT SciFi 10.wav	HIT SCI FI Crazy science fiction sound, vowel reverb ending, lots of sizzling and electronic sounds.
CH-DS HIT SciFi Low 01.wav	HIT SCI FI LOW Soft synthesized tonal aspect with boomy initial hit.
CH-DS HIT SciFi Low 02.wav	HIT SCI FI LOW Big low and distant drum impact, tonal and reverberant tail.
CH-DS HIT SciFi Low 03.wav	HIT SCI FI LOW Soft whoosh-in, tonal bass drop and echoing, thunderous tail.
CH-DS HIT SciFi Low 04.wav	HIT SCI FI LOW Tight, soft hit with very vocal and eerie tail.
CH-DS HIT SciFi Low 05.wav	HIT SCI FI LOW Soft metallic chain impact with metallic reverb and rumbling tail.
CH-DS HIT SciFi Low 06.wav	HIT SCI FI LOW Short low hit, high tonal synthesized metallic ring out and morphing, eerie reverb tail.
CH-DS HIT SciFi Low 07.wav	HIT SCI FI LOW Massive hit with dropping low end, synthesized grain sound with high electronic sizzling.
CH-DS HIT SciFi Low 08.wav	HIT SCI FI LOW Soft bit crushed impact. Some tonal character, smooth reverb.
CH-DS HIT SciFi Low 09.wav	HIT SCI FI LOW Explosive impact and rumbling tail combined with synthetic tone.
CH-DS HIT SciFi Low 10.wav	HIT SCI FI LOW Very long and smooth tone with boomy hit and rumbling.
CH-DS HIT Slam 01.wav	HIT SLAM Metallic double hit with dense reverb tail.
CH-DS HIT Slam 02.wav	HIT SLAM Short and direct drum hit. Subtle crackles at the very beginning.
CH-DS HIT Slam 03.wav	HIT SLAM Deep and hard hit. Soft reverb tail.
CH-DS HIT Slam 04.wav	HIT SLAM Short and tight metallic hit with short fire whoosh-in. Generic reverb tail.
CH-DS HIT Slam 05.wav	HIT SLAM Harsh drum ensemble hit, very tight, big reverb ending.



FILENAME	DESCRIPTION
CH-DS HIT Slam 06.wav	HIT SLAM Epic tom hit in a big room. Short and cracking transients.
CH-DS HIT Slam 07.wav	HIT SLAM Slightly distorted hit with short dropping bass and sizzling high element.
CH-DS HIT Slam 08.wav	HIT SLAM Large drum ensemble, epic and big character. Dense reverb and subtle rumbling in the tail.
CH-DS HIT Slam 09.wav	HIT SLAM Very clean and hard drum impact.
CH-DS HIT Slam 10.wav	HIT SLAM Big drum impact with chain element. Short with high reverb and rumbling tail.
CH-DS HIT Epic Drums 01.wav	HIT DRUM LARGE Smacking, massive tom and taiko hit, full, low tail.
CH-DS HIT Epic Drums 02.wav	HIT DRUM LARGE Massive taiko and tom hit with boomy, rumbling tail.
CH-DS HIT Epic Drums 03.wav	HIT DRUM LARGE Massive, tight taiko and tom hit with short high metallic element.
CH-DS HIT Epic Drums 04.wav	HIT DRUM LARGE Massive, crashing taiko and tom hit with full, low reverb tail.
CH-DS HIT Epic Drums 05.wav	HIT DRUM LARGE Tight drum hit, taiko and tom with full, low tail.