

# WINDS OF NATURE

## WINDS OF NATURE - DATA SHEET

FILENAME	DESCRIPTION
QP02 0139 Wind modern light variable wires.wav	Wind howls lightly with moderate variability. Loop. Can be used with natural winds to increase event recognition by modern audiences.
QP02 0140 Wind modern variable building.wav	Wind whistles lightly past built structure with some variability. Loop. Can be used with natural winds to increase event recognition by modern audiences.
QP02 0141 Wind modern variable building extended.wav	Wind whistles past built structure with greater variability, some gusts are dramatic, fine particles add texture. Loop. Can be used with natural winds to increase event recognition by modern audiences.
QP02 0142 Wind modern variable whistling wires.wav	Wind whistles and howls through wires. Moderate variability. Loop. Can be used with natural winds to increase event recognition by modern audiences.
QP02 0143 Wind modern highly variable whistling wires.wav	Wind whistles, howls and pulses around wires. Variability from gusts to lulls. Loop. Can be used with natural winds to increase event recognition by modern audiences.
QP02 0144 Wind modern moderate roar howl wires.wav	Wind consistently roars and howls through wires with an occasional wisp or gust. Loop. Can be used with natural winds to increase event recognition by modern audiences.
QP02 0145 Wind modern strong roar howl wires.wav	Wind stormy, roar and variable howl through wires. Builds in intensity. Loop. Can be used with natural winds to increase event recognition by modern audiences.
QP02 0146 Wind modern howling wires.wav	Wind with protected feel during storm with howls and interesting whistles. Loop. Can be used with natural winds to increase event recognition by modern audiences.
QP02 0147 Wind modern howling wires stronger.wav	Wind less protected and greater intensity than previous file. Driving force. Howls and whistles. Loop. Can be used with natural winds to increase event recognition by modern audiences.
QP02 0148 Wind modern whining elevator shaft.wav	Wind higher pitched with smooth swirling sound of smooth character escaping from elevator shaft. Loop. Can be used with natural winds to increase event recognition by modern audiences.
QP02 0149 Wind modern variable glass window.wav	Wind mid-toned rising at times for wind song through partially opened window. Loop. Can be used with natural winds to increase event recognition by modern audiences.
QP02 0150 Wind modern power lines.wav	Wind deep rumbling howl with pulsing through high tension power lines. Loop. Can be used with natural winds to increase event recognition by modern audiences.
QP02 0151 Wind modern power lines extended.wav	Wind mid-toned rumbling howl with pulsing through high tension power lines. Wisps. Loop. Can be used with natural winds to increase event recognition by modern audiences.
QP02 0152 Wind modern slowly variable power lines.wav	Wind mid-toned rumbling howl with pulsing through high tension power lines. Wisps. More protected, softer feel than previous file. Loop. Can be used with natural winds to increase event recognition by modern audiences.
QP02 0153 Wind modern strongly variable building.wav	Wind blustery, building then easing. Loop. Can be used with natural winds to increase event recognition by modern audiences.
QP02 0154 Wind modern roaring gusts building.wav	Wind roars howls and gusts during blustery storm near built structures. Loop. Can be used with natural winds to increase event recognition by modern audiences.
QP02 0155 Wind plants light breeze.wav	Wind soft with light rattles from vegetation then light breeze passes through with fast onset and long fade. Plant details evident. Loop. Use during transitions during day or seasons, especially when conditions dry or freezing.
QP02 0156 Wind plants light variable.wav	Wind smooth and variable, small gusts, fading to lulls, a few quick wind passes. Loop. Use during transition from early morning to day or as last breeze of day before night.
QP02 0157 Wind plants soft breeze.wav	Wind calm then soft breeze then lull with plant details, some leaf rustles and branch rattles. Loop. Use during transition to midday or start of weather front.
QP02 0158 Wind plants leaves rustle.wav	Wind rustles leaves on and off with background of consistent wind in forest. Faint high pitched bird and cricket in background at times. Loop. Summer late day or afternoon wind during stable weather pattern.
QP02 0159 Wind plants wispy breeze.wav	Wind consistent with minor variability through beach pine with some small twig sounds and dune grasses. Loop. Use during daytime with prevailing winds and trees present.
QP02 0160 Wind plants soft gusty.wav	Wind soft then build to gusts with natural lulls. Little evidence of plants. Very distant and faint high pitched birdsong at times. Loop. Use in open expansive areas during day.
QP02 0161 Wind plants gentle breeze soft leaf rustles.wav	Wind soft smooth breeze through plants with small leaf and twig detail. Wind is natural relaxed breathing pattern of open landscape. Loop. Use as first or last breeze of day in open areas with shrubby plants or at night during weather front transition.
QP02 0162 Wind plants roaring breeze.wav	Wind variable with roars and resonant hums, some rustling leaves twigs and branches, feels dry, faint animal munching (left) and faint bird chirp at times. Loop. Use in forested areas with mixed vegetation types (pines and broad leaves). Best suited for evening.
QP02 0163 Wind plants breeze dry twigs leaves.wav	Wind breezy, sometimes minor gusts, soft rustling of plants. Loop. Use during day with mixed vegetation types under dry conditions.
QP02 0164 Wind plants whipping breeze.wav	Wind roar and resonant passes with some small plant detail. Loop. Use for midday or night if weather front approaches when pine trees present with some broad leaved plants.
QP02 0165 Wind plants whipping breeze stronger.wav	Wind soft then wispy then building then fading quickly back to light soft wind. Some plant detail. Loop. Use for delicate winds after first light or late evening in exposed areas especially to build sense of anticipation.
QP02 0166 Wind plants moderate consistent .wav	Wind bright, consistent, moderately strong with some faint birds in far background near end. Loop. Late day use.

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QP02 0167 Wind plants highly variable gusty.wav	Wind strong, highly variable, gusty, blustery feel with some plant detail. Dry. Loop. Use under dry but stormy conditions where woody plants present.
QP02 0168 Wind plants slowly variable strong.wav	Wind bright, variable, moderate strength with minor plant detail. Faint and distant bird at times. Loop. Use daytime, especially late in day or with approach of storm.
QP02 0169 Wind plants consistent some leaves.wav	Wind consistent, strong, some slow changing over time minor plant detail and faint insects and birds at times. Forest rumbling. Loop. Use daytime or during weather pattern change in forested areas.
QP02 0170 Wind plants strong thundering roar.wav	Wind roar similar to tumbling waterfall with gusts in alpine trees foreground. Loop. Use stormy conditions to blur detail and accentuate extreme conditions.
QP02 0171 Wind plants soft with few dry twigs.wav	Wind light to moderate gusts through shrubs with twig detail. Very faint bird twitters in background near end. Loop. Midday use during late summer where mixed vegetation types appear.
QP02 0172 Wind plants widely variable whipping.wav	Wind whips through grasses and dry herbaceous plants with pine tones background. Becoming stronger quickly then extended lull. Loop. Late morning through late afternoon or with approaching storm fronts where mixed vegetation occurs.
QP02 0173 Wind plants dry roar leaf twig rustles.wav	Winds dry moderately gusty then somewhat driving, some plant detail. Loop. Day use or if weather front then night. Apply to mixed vegetation types.
QP02 0174 Wind plants branch roar some leaf detail.wav	Wind consistently strong with some variability through leafless shrubs, infrequent high pitched twig detail. Wind eases somewhat over time. Loop. Day use or if weather front then night. Apply to mixed vegetation types.
QP02 0175 Wind plants slowly variable strong dry.wav	Wind moderately strong and gusty through dry grasses and leaves. Loop. Day use or if weather front then night. Apply to mixed vegetation types.
QP02 0176 Wind plants gusty leafy blustery.wav	Wind strong but soft texture in open area during approach of storm becoming gusty. Some plant detail. Loop. Day or night with weather front.
QP02 0177 Wind plants strong consistent smooth roar.wav	Wind consistently strong rumbling mid-toned roar. Loop. Day or night with storm. Use as background to intensify foreground in mixes.
QP02 0178 Wind plants blustery roar few details.wav	Wind strong, blustery with gusts, some minor plant details. Loop. Good foreground during storm when plant details are not wanted.
QP02 0179 Wind deciduous forest quiet soft breeze.wav	Wind is soft forest breeze with overhead leaf rustles. Breeze comes and goes for very relaxed mood. Faint background roar during lull is distant wind on distant forest area. Loop. Use early morning when still dark in forested conditions just before first bird calls of day.
QP02 0180 Wind deciduous forest slow resonant breeze.wav	Wind moderate light breeze and resonant forest setting, light bird chatter at times very faint, breeze goes to complete lull before resuming. Natural breathing pattern of landscape in early morning. Loop. Use late evening during late season when leaves are crisp and day moves towards night and season moves towards winter. Use alone to relax audience and simplify program.
QP02 0181 Wind deciduous forest gentle leafy detail.wav	Wind light variable with close leaf details. Loop. Use for first or last breeze of day where broad leafed plants are in foreground.
QP02 0182 Wind deciduous forest soft roar few leaves.wav	Wind distant forest roar with leaf rustles during light breezes, background with faint lake lap and a few bird chirps in higher frequencies. Loop. Use for first or last breeze of day where broad leafed plants are in foreground.
QP02 0183 Wind deciduous branch rattles active.wav	Wind rattles branches inside shrubby thicket. Loop. Use during stormy conditions.
QP02 0184 Wind deciduous forest breeze gentle insects.wav	Wind through forest is light with background of gentle insect active in background, variable with a few tree sounds following stronger wind surges. Loop. Use night or very early morning to indicate mild weather changes or transitions.
QP02 0185 Wind deciduous forest branch roar.wav	Wind roar builds in forest then eases. Faint gentle insect in background. Use for advance of weather system and to introduce storm sequence.
QP02 0186 Wind deciduous forest moderate gentle insects.wav	Wind gentle in forest with faint relaxing insect distant background evident during lulls. Loop. Use night or very early morning to indicate mild weather changes or transitions.
QP02 0187 Wind deciduous forest slowly changing.wav	Wind sparse but variable, lulls, some forest branch rattles. Winged insects subtle. Loop. Use day for slow transitions in forested conditions.
QP02 0188 Wind deciduous forest willow branches.wav	Wind soft through close willow, bending of trunk and rubbing of branches produce interesting details. Loop. Use daytime during prevailing winds where solitary tree present.
QP02 0189 Wind deciduous forest roar leaf detail.wav	Wind rustles leaves close with variable light roar of pine trees in background. Loop. Use as first or last breeze of day where leafed branch detail is needed in foreground.
QP02 0190 Wind deciduous forest leafy breeze.wav	Wind moderately strong, variable, breeze rustles many forest leaves Minor crickets evident during lulls. Loop. Evening or night with weather transition.
QP02 0191 Wind deciduous forest breeze debris insects.wav	Wind variable through forest causing debris to hit loudly on forest floor. Some unusual branch rubbing sounds and faint insects at times. Loop. Use alone to create more forest intimacy or in combination with others to define forest setting.
QP02 0192 Wind deciduous soft surging no detail.wav	Wind soft and gentle sounding but moderately strong. Similar to ocean sound. No plant detail. Loop. Use day or night to allude to vastness of sky.
QP02 0193 Wind deciduous breeze leaf detail lulls.wav	Wind, variable, leaf rustles moderately close perspective. Wind strong at times and nearly absent others for full range of detailed leaf sounds. Loop. Use midday to early evening where leafed plants are foreground.

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QP02 0194 Wind deciduous forest roar debris insects.wav	Wind strong variable through forest causing debris to hit loudly on forest floor. Faint insects at times. Same setting as 0191 but wind stronger. Loop. Use during weather transitions in tropical dry environments.
QP02 0195 Wind deciduous breezy branch rattles.wav	Wind background with Oak branches rattling in foreground. Unusual twig and branch sounds, background sounds squeaky, repetitive, similar to distant birds. Loop. Use alone or in combination to add detail to forest settings.
QP02 0196 Wind deciduous forest strong surge pass.wav	Wind moderate and smooth at first then natural roaring in background as distant forested hillside catches brunt of surge, some limb squeaking, then to lull then second softer breeze and resumed but softer natural roaring. Loop. Use during storm approach or retreat.
QP02 0197 Wind deciduous leafy dynamic.wav	Wind surges in forest produces active leafy detail and interesting branch vibrations. Loop. Use during active transitions when leafy detail is wanted.
QP02 0198 Wind grass quiet zephyrs.wav	Wind very soft wispy zephyre. Ultra low frequency content. Very high pitched faint birdsong in distance at times. Loop. Use at low levels to replace silence and create strong presence in vast grasslands or prairie areas.
QP02 0199 Wind grass lightly variable.wav	Wind consistently light to moderate, smooth with little detail except at strongest times when swaying grass is audible. Loop. Use any time of day for minimal wind in grassland areas which are almost always windy.
QP02 0200 Wind grass wispy breeze.wav	Wind bright with swaying grasses during moderately light winds. Faint bird in background. Loop. Use during daylight hours for expansive dry, sparse grasslands.
QP02 0201 Wind grass phantom gusts.wav	Wind deeper toned, gusts well defined, some detail of swaying grasses with faint bird in background at times. Loop. Use during daytime alone for solitude or combine with ambience for deeper ambient texture.
QP02 0202 Wind grass whistling consistent.wav	Wind moderately variable, whistling through short grasses. Loop. Use day or night for transitions.
QP02 0203 Wind grass moderate consistent full body.wav	Wind full bodied, moderately blustery. Grasses somewhat evident during strongest winds otherwise lacks plant detail. Loop. Use midday to late afternoon when grasses present. May increase volume for increased blustery feel.
QP02 0204 Wind grass variable wispy.wav	Wind very wispy and variable. Grass detail clearly evident. Loop. Use to alone day or night in open grasslands, excellent addition to general ambience when used at low levels.
QP02 0205 Wind grass whistling wispy roar twitter.wav	Wind whistling, consistent, no plant detail. Twittering bird in distant background. Loop. Use during daylight hours to increase sense of space on grasslands.
QP02 0206 Wind grass wispy barren hf insect.wav	Wind dry, smooth, moderately variable. Very little plant detail. Intense high pitched insect in distant background adds to desolate feel. Loop. Use in dry open areas during daylight hours to add desolation and suspense.
QP02 0207 Wind grass wispy hf insect mostly absent.wav	Wind dry, smooth, strongly variable. Grass detail. Occasional intense high pitched insect in distant background adds to desolate feel. Loop. Use in dry open areas during daylight hours to add desolation and suspense.
QP02 0208 Wind grass blustery stem clicks.wav	Wind strong, somewhat gusty, highly variable with dry leaf clicks, going to lull then gusts resume. Loop. Use day or night during weather front events.
QP02 0209 Wind grass gusty leafy groundlevel.wav	Wind blustery, quick gusts, dry grasses clearly audible. Loop. Use day or night during active weather as main ambience for weather change. Plants, dry, clearly audible and should be foreground.
QP02 0210 Wind grass wispy whistling blustery leafy.wav	Wind whistling with very quick micro-gusts, grasses clearly evident, small seed pods present. Lulls at times. Loop. Use daylight hours and under dry conditions during weather changes or use at very low levels to add texture to either day or night ambiances.
QP02 0211 Wind grass wispy roar leafy.wav	Wind brisk, wispy roar, highly variable through dry grasses and dry bush. Loop. Use day or night during weather changes when vegetation clearly present.
QP02 0212 Wind grass winter brisk consistent.wav	Wind consistently strong through grasses, soft feel, becoming variable, winter. Loop. Use day or night during driving winds in expansive areas, especially for winter.
QP02 0213 Wind grass winter strong consistent.wav	Wind strong wispy soft feel, winter, more active than previous file. Faint bird at times. Loop. Use only late day when wildlife generally inactive.
QP02 0214 Wind grass strong gusty with lulls.wav	Wind brisk, consistently strong, then lull before resuming. Grasses clearly evident with some seed pods present. Loop. Use late day or during weather changes when conditions are clearly dry.
QP02 0215 Wind grass strong roar leaves.wav	Wind strong deep roar with grass highlights. Loop. Use for tall grass prairies during mid to late day or at night during weather changes. Useful in variety of habitats from sand dunes to grasslands to woodlands. Deep and full bodied is characteristic of very large areas and strong prevailing winds.
QP02 0216 Wind grass strong blustery variable.wav	Wind through grasses is blustery, highly variable with lulls. Loop. Use late day under dry conditions or at night during weather changes in advance of storm.
QP02 0217 Wind reed light gusts stem action.wav	Wind light variable with stems of reeds producing scratchy rattling. Loop. Day or night use in marshy areas with tall reeds or rushes.

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QP02 0218 Wind reed softer leafy faint water laps.wav	Wind light variable with stems of reeds producing scratchy rattling. Middle ground with faint water lapping of reeds natural marshy habitat, faint crickets. Loop. Use late morning or late evening when wind first starting or about to end for the day. Water should be present.
QP02 0219 Wind reed wispy gusty quick passes.wav	Wind sweeps gently through tall reeds left to right. More grassy in sound than other reed recordings. Loop. Use late morning or early evening in either tall grasslands or marsh areas. Also may be used at night if weather system is in transition.
QP02 0220 Wind coniferous consistent light forest roar.wav	Wind smooth, consistent, light through coniferous forest. Faint bird in distant background. Use during day in forest area whenever light wind is needed but at distance. Also may be used when necessary in mountainous valleys to simulate distant river rush.
QP02 0221 Wind coniferous consistent deep forest roar.wav	Wind smooth, consistent, light roar with some variability and needle leaf detail in boughs. Loop. Use from early morning to early evening in forested areas or at night before and after weather fronts. Can also use at very low levels to add depth to ambience.
QP02 0222 Wind coniferous fast wispy gusts with lulls.wav	Wind series of quick gusts through pine boughs. Loop. Use when pine tree fairly close for increasing intimacy during midday.
QP02 0223 Wind coniferous moderate forest roar.wav	Wind consistent through coniferous forest with some variability. Birds faint in background but nearly continuous. Loop. Use during daylight hours when winds prevailing.
QP02 0224 Wind coniferous slowly variable strong.wav	Wind moderate and slowly variable roar. Loop. Use daylight hours, especially late morning and early evening, to add texture.
QP02 0225 Wind coniferous with tree creaking.wav	Wind moderate and lightly variable through coniferous forest with creaking tree and some debris. Loop. Use after transitions when forest detail is needed. Creaking tree is indicator of wind strength and follows the application of wind energy to forest canopy.
QP02 0226 Wind coniferous variable little detail.wav	Wind soft highly variable roar, mid-toned, Juniper. Loop. Use with softer conifers such as cedars, junipers and cypress, or when avoiding branch and twig detail.
QP02 0227 Wind coniferous smooth variable.wav	Wind moderately variable and smooth, reaching full lull, then resuming. Loop. Use during daylight hours particularly with short needled conifers such as spruce and in areas (ridges) where wind is frequently heard even on otherwise calm days.
QP02 0228 Wind coniferous variable strong.wav	Wind moderately strong, variable, some small branch detail. Mountain ridge top. Loop. Use during daylight hours during passing weather fronts when pine is present with cones.
QP02 0229 Wind coniferous slow pass.wav	Wind light through conifers then building smoothly then easing, several breezes in secession. Loop. Use during daylight hours in alpine and mountain ridge areas where needle length is short. Good for adding background texture to ambiances.
QP02 0230 Wind coniferous muffled long needle roar.wav	Wind variable and resonant through pine boughs with low smooth protected feel. Sound is similar to hand-wavering of sheet metal. Loop. Use at low levels for long needled pine during daylight hours or if night then only in exposed areas.
QP02 0231 Wind coniferous clicky jack pine.wav	Wind variable, bright and detailed through beach pine with branch scratches, distant ocean roar in background. Loop. Use in coastal areas daylight hours or during windy nights when short pines are present indicated by the clicking sounds.
QP02 0232 Wind coniferous roar changes slowly.wav	Wind consistent, slowly changing, no plant details, background deep roar is wind caused. Loop. Use at low levels to add depth, presence and texture to ambiances with conifers and absence of deciduous plants.
QP02 0233 Wind coniferous brisk variable twig clicks.wav	Wind slowly variable, bright, some conifer detail of cones. Loop. Use in lower elevation mountainous areas during daylight hours or passing storm fronts.
QP02 0234 Wind coniferous becomes strong slowly.wav	Wind moderate becoming strong then easing to lull. Loop. Use daylight hours or in exposed areas for onset of prevailing winds.
QP02 0235 Wind coniferous strong various gusts.wav	Wind gust, close perspective, through pine bough, easing. Loop. Use for close detailed profiling of pine bough and under gusty conditions.
QP02 0236 Wind coniferous roar slowing changing.wav	Wind consistently strong with some variability. Loop. Use for approach of storm and during times of transition.
QP02 0237 Wind coniferous strong slowly variable.wav	Wind strong through pine forest, protected feel, slowly variable and easing slightly. Loop. Use mid to late day in exposed mountainous areas.
QP02 0238 Wind coniferous alpine variable roar howl .wav	Wind gusty and light to mid-toned. Loop. Use late day at higher elevations or higher latitudes where tree height is shorter than lower elevations.
QP02 0239 Wind coniferous alpine brisky roar howl.wav	Wind strong through coniferous forest with changing roar and a few limb details. Loop. Use for general pine forest when roar is needed with only few details. Must be used carefully and at low levels because audience often confuses this with distant jet roar.
QP02 0240 Wind coniferous bright consistent howling.wav	Wind light toned, slowly variable with micro gusts. Loop. Use during winter conditions when snow present and boughs are held firmly in place, lacks roar of other seasons.
QP02 0241 Wind coniferous blustery howl with twig clicks.wav	Wind gusty, full bodied, blustery, some branch detail. Loop. Use when wind is featured subject during day or night with passing weather front.

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FILENAME	DESCRIPTION
QP02 0242 Wind coniferous alpine strong highly variable.wav	Wind strong building to very strong, blustery, alpine area with short needled conifers. Loop. Use at higher elevations in mountains during times of passing weather fronts.
QP02 0243 Wind palm frond close rustles.wav	Wind lightly ripples palm fronds at close perspective with very distant ocean roar. Loop. Use during daytime in tropical areas when palm detail is needed.
QP02 0244 Wind palm frond close rustles ocean roar.wav	Wind moderate with gusts, rustles palm fronds in ultra close perspective. Loop. Use during daytime in tropical coastal areas when palm detail is needed. May also be used as source for beetle carapace sfx. See also Wild Voices under insects for carapace flapping.
QP02 0245 Wind palm frond brisk close rustles.wav	Wind breezy through palm area with fronds moderately close. Loop. Use as general daytime in tropical areas where palms are found.
QP02 0246 Wind palm frond soft gusty more distant.wav	Wind highly variable, gusty, through small leafed palm area, eventually calms for full range of opportunities. Loop. Use as general daytime in tropical areas where palms are found.
QP02 0247 Wind desert soft variable over flat lava bed.wav	Wind consistently light and variable in lava area. Loop. Desert winds are characteristically smooth and can be used alone or added to other ambiances to add 3-D character, depth and presence, particularly if that ambiance has been heavily processed.
QP02 0248 Wind desert low toned enclosure nearby.wav	Wind light and variable near rocks, very faint and sparse plant details. Background rumbling natural. Loop. Desert winds are characteristically smooth and can be used alone or added to other ambiances to add 3-D character, depth and presence, particularly if that ambiance has been heavily processed.
QP02 0249 Wind desert blustery volcano rim.wav	Wind blustery yet soft feel at rim of volcano. Expansive, desolate. Loop. Use during heat of the day or when a very desolate, isolated feeling is needed. Also useful for adding spatial texture in general ambiances when applied at low levels.
QP02 0250 Wind desert micro gusts frequent open feel.wav	Wind blustery from below volcanic rim. Protected feel, desolate. Loop. Use to bring out sense of soul searching isolation. Also useful for adding spatial texture in general ambiances when applied at low levels.
QP02 0251 Wind desert rock boulder space.wav	Wind deep and thundering with wisps from between desert boulders. Extended file includes lull for full range of opportunities. Loop. Use alone for a place of isolation without vulnerability. Also useful for adding spatial texture in general ambiances when applied at low levels. Because of length there is a lot of variation and opportunity to work in detail with mood development.
QP02 0252 Wind desert light wispy gusty roaring.wav	Wind moderate with wisps and gusts through desert. Background is natural wind roar from distance. Loop. Use alone or with other ambiances to enhance sense of space. Highly usable to build sense of anticipation such as the approach of a storm.
QP02 0253 Wind desert deep toned natural enclosure.wav	Wind moderate with deep tonal roar from between desert rocks that also allow frequent micro-wisps. Loop. Use for hideaways in threatening desert areas, not suitable for mixing with other ambiances.
QP02 0254 Wind desert barren.wav	Wind moderately strong, barren area, protected feel provided by nearby rock. Loop. Use daylight hours for normal diurnal wind cycle or at night if associate with weather front, do not mix with ambiances.
QP02 0255 Wind desert variable complex swirling .wav	Wind variable with complex swirling in desert. Loop. Use day or night, alone or mixed with ambiance to add spatial complexity instead of depth.
QP02 0256 Wind desert deep roar slow gusts.wav	Wind deep roar with frequent strong, small gusts and micro-currents. Background roar is wind over rock field. Loop. Use for expansive rock deserts whenever wind is expected (normal day and at night if weather front approaching). Keep deep rumbling roar in background to indicate size of area and rocky conditions.
QP02 0257 Wind desert mid toned natural enclosure.wav	Wind moderate, quickly variable, and tonal from enclosed protected rock area. Loop. Use for rock deserts that are smaller size.
QP02 0258 Wind desert soft blustery with roar.wav	Wind blustery and desolate, easing briefly. Loop. Use widely for blustery desert conditions.
QP02 0259 Wind desert roar soft gusty accents.wav	Wind moderate, light well defined gusts, subdued. Loop. Use widely for light gusty conditions in deserts.
QP02 0260 Wind desert classic open barren.wav	Wind gusty, open and barren. Loop. Use widely for gusty conditions during approach of storm front in deserts or elsewhere if plant detail is not wanted.
QP02 0261 Wind desert strong blustery with lull.wav	Wind strong, blustery, easing to lull briefly then resumes. Loop. Use widely for wind storms in deserts or elsewhere if plant detail is not wanted.
QP02 0262 Wind desert consistent some variability.wav	Wind consistently strong with some variability. Loop. Use during midday to express hot prevailing winds (not stormy).
QP02 0263 Wind desert hollow with critter munching.wav	Wind strong, roaring naturally, with critter munching activity at times. Use during daylight hours when wildlife is expected also prominent rock elements are needed to account for the background roar.
QP02 0264 Wind special rattling seed pods.wav	Wind gusty rattles dry seed pods. Loop Use when dry herbaceous plants are present during late season and late afternoons. Can be used to add detail to other winds such as desert winds that lack detail.
QP02 0265 Wind special loud creaking tree.wav	Wind in forest with loud distinct creaking sounds similar to woodpecker. Faint birds obvious in background. Loop. Use with other winds to add forest detail during forceful gusts. Note that some birds are present and therefore use carefully.
QP02 0266 Wind storm mix mild creaky.wav	Wind storm, howling, whistling, wispy, roaring, creaking. Mixed from files in this collection. Loop. Use for wind storm as heard from edge of forest.

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QP02 0267 Wind storm mix mod leafy.wav	Wind storm, howling, whistling, wispy, roaring, leafy. Mixed from files in this collection. Loop. Use for wind storm as heard during day close to broad leafed shrubs.
QP02 0268 Wind storm mix extreme.wav	Wind severe, howling, whistling, wispy, roaring, leafy. Mixed from files. Loop. Use for general chaotic wind storm at full level.