

ROOM TONES EUROPE

FILENAME	DESCRIPTION	DURATION
3DS02 Airport At Night Vents Squeak Quiet 2.0.wav	PUBLIC PLACE Airport in an empty side floor. Prominent creaks from two metallic roof vents left & right sided. Thick hum. Subtle distant movement and mumbling. Nighttime, quiet room tone.	05:12.807
3DS02 Airport Pick-Up Area 2.0.wav	PUBLIC PLACE Airport at pick up area. Hall with high ceiling. Distant Walla, people passing by. Footsteps, baggage rolling on the floor. Distant machine buzz, hum and rumbling from escalators with occasional metallic squeaks. Nighttime, calm ambience.	04:17.584
3DS02 Airport Surrounded By Escalators 2.0.wav	PUBLIC PLACE Airport, empty side floor. Metallic buzz, rumble and rattle from escalators with occasional metallic squeaks. Background hum. Occasional passenger passing by with luggage, distant mumbling and coughing. Nighttime, calm ambience.	05:13.976
3DS02 Attic A Small Windy 01 2.0.wav	ROOM Small wooden attic, low ceiling. Strong variable wind with heavy blows and whistles. Roof tiles rattling, debris swirling around, plastic insulation rustling. Occasional car pass bys, barely perceptible traffic rumble. Room tone.	05:51.460
3DS02 Attic A Small Windy 02 2.0.wav	ROOM Small wooden attic, low ceiling. Medium variable wind, moderate blows, whistles & calm passages. Roof tiles rattling, debris swirling around, plastic insulation rustling. Distant traffic, single distant train horn (02:13). Subtle birdsong. Room tone.	05:24.442
3DS02 Attic A Small Windy Train Pass by 2.0.wav	ROOM Small wooden attic, low ceiling. Strong variable wind, heavy blows and whistles. Roof tiles rattling, debris swirling around, plastic insulation rustling. Birdsong. Distant train pass by (00:19 - 03:13). Distant car pass by. Room tone.	04:25.849
3DS02 Attic B Medium Highway Traffic 2.0.wav	ROOM Medium attic, single house, suburbs. Prominent rumble and high speed traffic noise from highway nearby. Wind gently whispers and whistles. Distant church bells (05:03). Subtle birdsong. Room tone.	05:54.500
3DS02 Attic C Downtown Raining Traffic 2.0.wav	ROOM Medium attic, downtown. Old & dusty, bad insulation. Rain softly rattling on roof windows. Birdsong. Distant ambulance siren, car traffic. Rattling from tram pass by, growl from aircraft over flight. Distant children yelling, city rumble. Ambience.	04:55.415
3DS02 Basement A Boiler Room Small Active 2.0.wav	ROOM Cellar, apartment house. Small heater room (8 sqm). Noisy machine buzz & hum. Loud click from activating heating pump (00:38). constant deep roaring from heating engine. High frequent stream and metal clicks from thermostat engine. Room tone.	05:36.055
3DS02 Basement A Boiler Room Small Quiet 2.0.wav	ROOM Cellar inside an apartment house. Small heater room (8 sqm) with concrete walls. Prominent machine hum, clicks and clattering from metal heating elements and metal clicks from thermostat engine. Room tone.	05:15.448
3DS02 Basement B Boiler Room Small Active 2.0.wav	ROOM Cellar, single family home. Small heater room (8 sqm) concrete walls with open window. Starts with loud clicks from the activating heating pump. Loud and constant dry-sounding broadband roar. Strong noise. Room tone.	04:53.290
3DS02 Basement B Boiler Room Small Quiet 2.0.wav	ROOM Cellar, single family home. Small heater room (8 sqm), open window. Loud highway traffic noise. Subtle machine buzz. Water dripping and gurgling inside metal tank. Ticking sound from thermostat. Birdsong. Occasional distant rumbles. Room tone.	05:27.024
3DS02 Basement C Boiler Room 01 2.0.wav	ROOM Cellar, single family home. Medium sized heating room (16 sqm). Facing front to the generator, static noise, heavy slowly modulating machine hum, occasional distant hum and rumbles from vacuuming upstairs. Room tone.	05:24.014
3DS02 Basement C Boiler Room 02 2.0.wav	ROOM Cellar, single family home. Medium sized heating room (16 sqm). Facing front to the generator. Prominent rumble and static noise from engine. Heavy and slowly modulating machine hum with occasional distant rumbles from vacuum cleaner. Room tone.	05:31.980
3DS02 Basement D Corridor Water Pipes 2.0.wav	ROOM Cellar floor of a big apartment house. High frequent buzz from machine room next door. Water pipes on the ceiling burbling & rippling. Water rushing through the pipes, flowing gurgling and dripping with different intensity. Room tone.	05:51.908
3DS02 Basement E Long Floor Hum 2.0.wav	ROOM Cellar long floor at an office building. Static noise. Constant roar and hum from vents. Quiet Room tone.	05:12.827
3DS02 Basement F Gas Room 2.0.wav	ROOM Small, narrow basement room of a small apartment building. Gas meters to the left, some water pipes close to the room. No, light and heavy gas input changes acoustic action over time. Room tone.	04:59.977

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3DS02 Basement Tight Corridor 2.0.wav	ROOM Cellar corridor with machine room behind closed door. Partially some people moving in distance on other floors. Room tone	05:00.000
3DS02 Bathroom A Small Quiet Hum 2.0.wav	ROOM Small bathroom (8 sqm), apartment flat. High frequency buzz from neon light. Subtle hum from vents, slightly modulating over time. Heater switching on, thermostat ticking. Indistinguishable rumbles from neighbors. Subtle city rumble. Room tone.	04:52.000
3DS02 Bathroom B Small Water Dripping 2.0.wav	ROOM Small bathroom (9 sqm), apartment flat. Water drops dripping from washbasin (front left) and shower (rear right). Water drain gurgling and constant hiss from toilet flush (front right). Distant traffic rumble and cars. Room tone.	05:06.719
3DS02 Bathroom C Small Quiet Hum 2.0.wav	ROOM Small (20 sqm) modern empty public toilet with a washing room and two cabins. Prominent hum from vent system. Distant sounds from workers bleeding in from outside. Quiet Room tone.	05:10.540
3DS02 Bowling Center Clearing The Cones 2.0.wav	PUBLIC PLACE Bowling center. Positioned behind the bowling alleys. Engine sounds, mechanical noises from pin setter machine. Thud, rattle & bang sounds from bowling balls hitting the alley and cones. Hum from air condition. Two people playing. Ambience.	07:03.422
3DS02 Car Interior Parking Raining 2.0.wav	ROOM Compact car, hatchback, 2018 Seat Ibiza. Soft raindrops plopping on metal roof. Quiet and dry sound. Subtle traffic rumble and car left sided. Room tone.	05:42.555
3DS02 Car Interior Parking Silent 2.0.wav	ROOM Compact car, hatchback, 2018 Seat Ibiza. Very quiet and dry sound. Traffic rumble and occasional car rear sided. Room tone.	04:42.043
3DS02 Cave Stalactite Quiet Dripping 01 2.0.wav	UNDERGROUND Big cave hall, stalactites and stalagmites. 60m underground surrounded by limestone & dolomite rocks. Very quiet. Water drops dripping from the roof, splashing and echoing on solid rock. Distant impacts & cracks from rock activity. Room tone	05:07.548
3DS02 Cave Stalactite Quiet Dripping 02 2.0.wav	UNDERGROUND Big cave hall, stalactites and stalagmites. 60m underground surrounded by limestone & dolomite rocks. Very quiet. Water drops dripping from the roof, splashing and echoing on solid rock. Distant impacts & cracks from rock activity. Room tone	05:07.548
3DS02 Church Cathedral Big Calm Tourists 2.0.wav	PUBLIC PLACE Gothic Cathedral. Romanesque pillar basilica, stone walls, wooden benches. Some tourist. Distant door slams, rustling from cloths, bags. Indistinct whispering & coughing, squeaky footsteps. Coins thrown in collection bag ringing. Ambience.	04:54.499
3DS02 Church Medium Calm Tourists 2.0.wav	PUBLIC PLACE Medium stone gothic hall church. Distant door slams. Camera trigger clicking, distant reverberant mumbling, distant cloth rustling. Construction workers outside. Creaks from wooden benches. Coins clatter while falling on the ground. Ambience.	04:43.472
3DS02 Congress Center Entrance Hall Busy 2.0.wav	PUBLIC PLACE Convention center, main entry hall with high ceiling and hard surfaces. Positioned right-sided on the gallery. Businessmen swarming in, indistinct chatter. Spacious calm Walla. Ambience.	03:39.111
3DS02 Factory Building Large Room, Machine 2.0.wav	INDUSTRIAL Large, mostly empty room (120 sqm) with one small centrifuge testing machine running at different speeds. Towards the end malfunctioning with metallic clicking and rattling sounds. Ambience.	05:31.102
3DS02 Factory Building Large, Empty Office 2.0.wav	INDUSTRIAL Large office room (120 sqm). Generator running next door. Indistinct, distant and reverberant sounds from workshop next door. Room tone.	05:00.000
3DS02 Factory Building Small Office 2.0.wav	INDUSTRIAL Small, empty office room (20 sqm) with AC running. Junker vibration testing station is running next door. High pitched sound constantly humming. Room tone.	05:00.000
3DS02 Factory Building Workshop AC 2.0.wav	INDUSTRIAL A workshop room (60 sqm) with a air conditioning running. Loud, static noise. Room tone.	05:00.000
3DS02 Factory Building Workshop Machinery 2.0.wav	INDUSTRIAL A workshop room (40 sqm) with a leaking pressure system on the front right creating a constant hiss. A mechanical rotating testing device running at front right. Starts up to maximum rpm, stays static and stops at (02:45). Ambience.	02:57.000

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3DS02 Factory Building Workshop Small 2.0.wav	INDUSTRIAL Coefficient of friction testing machine. Rattling and clicking sound with hollow constant tonal element. Ends with 90 seconds room tone at the end. Ambience.	05:00.000
3DS02 Factory Building Workshop Small Airflow 2.0.wav	INDUSTRIAL A workshop room (40 sqm) with a leaking pressure system on the front right creating a constant hiss. Very subtle noises bleeding in from outdoors like cars, and from inside the building like doors and distant talking. Room tone.	05:00.000
3DS02 Factory Building Workshop Small Airflow and AC 2.0.wav	INDUSTRIAL A workshop room (40 sqm), leaking pressure system on the front right creating a constant hiss. Air conditioning starts immediately stops at (05:16). Subtle noises from outdoors and from inside the building (doors, distant talking). Room tone.	05:32.000
3DS02 Factory Building Workshop Vibration Testing Station 2.0.wav	INDUSTRIAL A workshop room (60 sqm) with air conditioning running. Loud, continuous noise. A Junker vibration testing station is constantly running. High pitched static beep and rattling machinery movement. Room tone.	05:00.000
3DS02 Factory Hall Factory Generic High Hum 2.0.wav	INDUSTRIAL Large room, with high pitched humming sound of various machines running. Some subtle rhythmic stomping, constant metallic sounds to the left and some sporadic sounds of people working. Ambience.	05:00.000
3DS02 Factory Hall Factory Industrial Coating 2.0.wav	INDUSTRIAL Large, open factory space. Sporadic working noises, generic background hiss from running machines. Some indistinct talking at (03:04), Forklift honking at (03:23). Ambience.	05:00.000
3DS02 Factory Hall Factory Industrial Next Door 2.0.wav	INDUSTRIAL An office and security room in the middle of a large production factory. Damped industrial noises surrounding. Ambience.	05:00.000
3DS02 Factory Hall Factory Industrial Oven 2.0.wav	INDUSTRIAL Two large industrial ovens to the left and right creating a low pitched airflow rumble. High pitch metallic grinding sound, several distant working sounds from the surroundings. Forklift honking at (00:28, 2:16). Ambience.	05:00.000
3DS02 Factory Hall Factory Machinery 01 2.0.wav	INDUSTRIAL Diverse heavy machinery surrounding listener position. Metallic clicks, mechanic movement, constant compressed air hiss and prominent humming. Forklift honk at (01:12, 04:15), heavily falling objects at (01:03, 04:52). Ambience.	05:00.000
3DS02 Factory Hall Factory Machinery 02 2.0.wav	INDUSTRIAL Big sorting machinery, shaking, rattling rhythmically to the left. Some working to the far front right. Sporadic distant and indistinct shouting. Machine stops at (04:45), followed by dense and more distant soundscape. Ambience.	05:00.000
3DS02 Factory Hall Factory Machinery Press 2.0.wav	INDUSTRIAL Heavy machinery. Press with rhythmic stamping sound on the left, some workers on the front right indistinctly talking loud. Honk of a forklift at (01:09), some hammering starting at (04:30). Ambience.	05:08.000
3DS02 Factory Hall Factory Machinery Press Close 2.0.wav	INDUSTRIAL Heavy machinery. Press with rhythmic stamping sound close by, hissing steam from the rear. Honk of a forklift at (01:14), heavy pole falling on the ground at (04:21). Ambience.	05:00.000
3DS02 Factory Hall Factory Storage 2.0.wav	INDUSTRIAL Huge storage hall with machinery running. Constant metallic noises from the far front left, constant and generic humming and sporadic working noises. At (04:40) some metal parts slide into container behind the listener position. Ambience.	05:00.000
3DS02 Factory Hall Factory Wire Cutting 2.0.wav	INDUSTRIAL Big storage hall, machinery cutting massive steel wire. Multiple machines running. high frequency hissing air sound, some indistinct talking. Sporadic soft air bursts. Metal parts slide from the machine into containers at (03:45). Ambience.	06:39.398
3DS02 Greenhouse Palm Garden Busy Families 2.0.wav	PUBLIC PLACE Big public greenhouse (300 sqm), tropical vegetation. Water splash from spring in the background. Families passing by, indifferent mumbling, kids scream. Light Walla and fairly dry sound. Distant glass door slamming occasionally. Ambience.	05:09.234
3DS02 Hall Entrance Arches Quiet 2.0.wav	ROOM Entrance Hall (30 sqm) with high ceiling and arches. Quiet without activity. Distant mumbling from upstairs. Car & plane pass by, traffic and car horn. creaks & clicks from various materials. Birdsong bleeding in from outside. Ambience.	06:21.013
3DS02 Hall Exhibition Artist Marked Busy 2.0.wav	COMMERCIAL Big Exhibition Hall. On the gallery. Busy movement, distant mumbling, impacts from dismantling sale booths. Transportation cart pass by. Rustling, hangers clink. City rumble, car traffic. Phones ring, doors shut, chairs squeak. Ambience.	05:53.090

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FILENAME	DESCRIPTION	DURATION
3DS02 Indoor Swimming Pool Big Quiet 02 2.0.wav	PUBLIC PLACE Big indoor pool area (500 sqm). All sorts of water splashing, bubbling, gurgling sounds surrounds listener from four pools (front-left, front-right and back-side). Water pumps rumbling constantly, spacious humming from vent. Room tone.	06:00.881
3DS02 Large Storage Room AC Fan 2.0.wav	COMMERCIAL Large storage room, starts with closing a door on the rear-right. Traffic rumble and aircraft noise from outside. Big AC startup up to 90 seconds, clicks from ventilation duct. AC stops at 390 seconds, when outside train passes by. Room tone.	07:06.017
3DS02 Large Storage Room Quiet 2.0.wav	COMMERCIAL Large storage room. Shelves creaking, props rattling. Distant traffic rumble, some cars. Deep resonant aircraft pass by (00:44 - 01:42), train pass by at (01:49 - 02:51). Subtle talking (03:33 - 03:55). Backup beeper (02:53). Room tone.	05:00.341
3DS02 Living Room A Flat Downtown Quiet 2.0.wav	ROOM Medium living room, open kitchen left sided (50 sqm). Penthouse, busy city center. Clock ticking, indistinguishable chatter and music from outside. Kitchen props creaking, traffic rumble and car pass by. Heavy foot stomps from neighbor. Room tone.	05:33.530
3DS02 Living Room B Flat Small Town Quiet 01 2.0.wav	ROOM Medium living room (40 sqm). Apartment house, small town. Fridge cooler sizzle and subtle hum from kitchen. Daytime, fairly quiet with cracks & creaks from props and furniture. Birdsong from outside, distant rumble from vacuum cleaner. Room tone.	04:55.439
3DS02 Living Room B Flat Small Town Quiet 02 2.0.wav	ROOM Medium living room (40 sqm). Apartment house, small town. Fridge cooler active first, then off. Daytime, quiet with cracks & creaks from props and furniture. Birdsong outside. Distant rumble from vacuum cleaner, distant children chatter. Room tone.	05:00.632
3DS02 Living Room C Flat Suburbs Open Window 2.0.wav	ROOM Small living room (25 sqm), Apartment house, suburbs. Mid-day. Birdsong, wind chimes from balcony. Distant city rumble, car pass by, car-door slams. Quiet, props creaking. Neighbor footsteps at (01:38). Children laughing & chatter (04:48). Room tone.	05:14.228
3DS02 Living Room D House Busy Street 01 2.0.wav	ROOM Medium living room (35 sqm). Apartment house, suburbs. High pitched hiss from fridge. Props creaking. Busy car traffic, people passing by, outside chatter, children scream. Footstep from neighbor (04:46). Birdsong. Hiss from vents (00:31). Room tone.	05:09.569
3DS02 Living Room D House Busy Street 02 Church Bells 2.0.wav	ROOM Medium living room (35 sqm). Apartment house, suburbs. High pitched hiss from fridge. Props creaking occasionally. Hiss from vents (02:03). Distant church bells, people passing by, talking, car pass by. Room tone.	05:25.277
3DS02 Living Room E Flat Suburbs Traffic 2.0.wav	ROOM Medium sized (30sqm) living room, suburban. Traffic rumble & car pass by. Subtle hiss occurring occasionally. Birdsong from outside at (01:49). Clicks and creaks from household furniture, very quiet. Room tone.	06:10.901
3DS02 Living Room F Flat Suburbs Fireplace 2.0.wav	ROOM Medium sized (36 sqm) living room, L-shaped. Flat located in the suburbs. Fireplace front sided. Half closed fireplace window, fire intensifies over time. Room tone.	05:00.000
3DS02 Living Room F Flat Suburbs Oven Ventilation 2.0.wav	ROOM Medium sized (36 sqm) living room, L-shaped. Flat located in the suburbs. Kitchen with open door to the front right, oven with active ventilation running. Starts with neighbours bell ringing and some noises of movement from flat next door. Room tone.	05:00.000
3DS02 Office Big Open Space Big Dry Walla 01 2.0.wav	OFFICE Big open office wing (600 sqm). Light & dry office Walla, footsteps & people. Indistinct laughs and chatter, clink & clank from props on the table. Distant rattle from cutlery & stacking dishes. Distant hiss from coffee machine. Ambience.	04:10.962
3DS02 Office Big Open Space Busy Chatting & Typing 2.0.wav	OFFICE Big open office wing (600 sqm). Dry & busy office Walla. Mouse clicks & keyboard typing. Pass bys, footsteps, rumble from closing drawers. Clink & clank from props on table. Humming from computer fans, distant hiss from coffee machine. Ambience.	03:40.027
3DS02 Office Big Open Space Busy Typing 2.0.wav	OFFICE Big open office wing (600 sqm). Nearby keyboard typing, distant mouse clicking. Office Walla, indistinct chatter. Occasional coughing & sniffing. Placing props on table, cups clinging. Light hum from air conditioning, printer buzzing. Ambience.	04:20.185
3DS02 Office Big Open Space Entrance Facing Kitchen 2.0.wav	OFFICE Long central aisle near entrance facing towards kitchen area. Light office Walla, distant mumbling, occasional people. Distant typing, clinks and clanks from stacking the dishes in the kitchen area. Hum from air condition. Ambience.	03:27.306
3DS02 Office Big Open Space Kitchen Calm 2.0.wav	OFFICE Spacious office kitchen (200 sqm), open spaced office floor. Subtle Walla. Vents humming, distant mumbling, typing. Rumble, rattle from cleaning kitchen, clink & clank from sorting cutlery. Footsteps, cloth rustle. Coffee machine hissing. Ambience.	03:57.799

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FILENAME	DESCRIPTION	DURATION
3DS02 Office Big Open Space Meeting Room A Quiet Hum 2.0.wav	OFFICE Medium sized meeting room (40 sqm) inside an open spaced office floor. Rattling & hum from air conditioning. RF-sounds from communication systems. Creaks and clicks from furniture. Subtle movement and mumble bleeding in from outside. Room tone.	05:24.386
3DS02 Office Big Open Space Meeting Room B Quiet Hum 2.0.wav	OFFICE Medium sized meeting room (40 sqm) inside an open spaced office floor. Light hum from air conditioning. Distant mumble and from outside, hiss from coffee machine bleeding in occasionally. Quiet room tone.	02:23.757
3DS02 Office Building Empty 23th Floor 01 2.0.wav	OFFICE Small empty office floor. Between four elevators. Close heavy ventilation hum (00:00 - 01:15), subtle neon-light hum. Distant door slams from other floors. Distant hum from cleaning personnel using vacuum cleaner, occasional chatter. Room tone.	05:01.467
3DS02 Office Building Empty 23th Floor 02 2.0.wav	OFFICE Small empty office floor. Between four elevators. Subtle neon-light hum, elevator motion. Distant door slams from other floors. Distant rumble & hum from cleaning personnel using vacuum cleaner, occasional chatter. Room tone.	05:10.144
3DS02 Office Building Empty Entrance 01 2.0.wav	OFFICE Small office building entrance hall. Loud and fuzzy air conditioning system on the ceiling. Constant rumble and prominent buzz, heavy airflow. Quiet room tone.	05:05.399
3DS02 Office Building Empty Entrance 02 2.0.wav	OFFICE Small office building entrance hall. Loud and fuzzy air conditioning system on the ceiling. Constant rumble and buzz, heavy airflow. People pass by, cloth rustle, undefined chatter, group with trolley passing by outside (00:14 - 02:01). Room tone.	05:46.429
3DS02 Office Elevator A Modern 2.0.wav	OFFICE Elevator with two doors. Starts in cellar, door from behind, followed by 5th floor to the open, door in front. Ambience.	04:07.321
3DS02 Office Elevator B Active 2.0.wav	OFFICE Elevator inside office building. Hydraulic metal sliding doors rattle & squeak. Driving from 1st - 23th floor several times. Deep metal rumbling, metallic strain, rattling and squelchy sounds from cabin in motion. Deep rumble from brakes. Ambience.	03:12.594
3DS02 Office Elevator B Quiet 2.0.wav	OFFICE Elevator inside office building. Door closing from other cabins. Deep ventilation hum, rumble & squeaks from other cabins (00:28). Hiss from neon light. Subtle creaks & clicks. Car honk from outside (03:54). Vent turns off at (04:31). Room tone.	05:00.302
3DS02 Office Medium Agency 1st Floor Busy 2.0.wav	OFFICE Medium sized office facility with several office rooms. Agency with round around 30 workspaces on two floors. Busy computer typing, click and clack sounds from mice and mechanical keyboard strokes. Ambience.	05:00.000
3DS02 Office Small Active 2.0.wav	OFFICE Small four-person office (30 sqm). Left employee typing, right one writing notes. Coughing, moving office chair, typing on calculator, filing documents in folder. City traffic rumble, car pass by. Distant rumble from cleaning personnel. Ambience.	05:09.918
3DS02 Public Library Ground Floor 01 2.0.wav	PUBLIC PLACE Big Library with several floors. Centric position, ground floor. Lots of student activity on the upper floor: Write down notes, open backpacks, coughing, flipping pages, dropping pencil on table, typing on laptop. Ambience.	05:43.211
3DS02 Public Library Ground Floor 02 2.0.wav	PUBLIC PLACE Big Library with several floors. Centric position, ground floor. Top level: Note writing, open backpacks, coughing, flipping pages, dropping pencil, typing. Ground floor: Walking on carpet, up- & downstairs. Librarian sorts books. Ambience.	04:21.344
3DS02 Recording Studio Control Room AC 2.0.wav	ROOM Small listening room (12 sqm). Dry, very quiet. Loud roaring when fans kick in. Loud hum, hiss & light rattling from AC, buzz from fans. AC turns down after loud beep (05:09), fans spin down. Clicks & creaks from furniture. Room tone.	05:30.979
3DS02 Recording Studio Control Room no AC 2.0.wav	ROOM Listening Room (12 sqm). Light hum from computer fans. Light hum. Clicks & creaks from furniture. Very quiet. Ends with outdoors helicopter bleeding in barely audible (03:56). Room tone.	05:29.643
3DS02 Restaurant Big Walla 01 2.0.wav	PUBLIC PLACE Large canteen hall. Busy Walla while people having a meal. Cutlery clinks & clanks on the table. Distant chairs stomps and squeaks, occasional coughing and laughter. Ambience.	05:50.871
3DS02 Restaurant Big Walla 02 2.0.wav	PUBLIC PLACE Large canteen hall. Busy Walla while people having a meal. Cutlery clinks & clanks on the table. Distant chairs impacts, stomps and squeaks, occasional coughing and laughter. Ambience.	04:51.082

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3DS02 Restaurant Small Diner Kitchen Noisy Hum 2.0.wav	ROOM Small diner kitchen (20 sqm). Door at front, 4 industrial fridges back sided. Noisy, with all sorts of buzzing, rumble and humming. Movement from employee outside, counting money, crackling from plastic bag, squeaking from swinging door. Room tone.	04:21.783
3DS02 School Sports Hall Empty Church Bells 2.0.wav	PUBLIC PLACE Medium sized sports hall (960 sqm) at elementary school. High ceilings. Cracks and clicks from roof cooling down. Constant hum from air conditioning. Distant traffic rumble and occasional Car pass by, distant church bells ringing. Room tone.	03:30.058
3DS02 School Sports Hall Empty Quiet 2.0.wav	PUBLIC PLACE Medium sized sports hall (960 sqm) at elementary school. High ceilings. Cracks and clicks from roof cooling down. Constant hum from air conditioning. Distant traffic rumble and occasional Car pass by, Room tone.	04:39.172
3DS02 School Sports Hall Locker Room Empty Hum 2.0.wav	ROOM Small locker room inside a sports hall. Loud, deep and static hum from air conditioning, noisy. Occasional birdsong bleeding in from outside. Quiet without activity, room tone.	05:26.964
3DS02 Shopping Gallery Calm 2.0.wav	COMMERCIAL Medium sized modern shopping gallery, high ceiling. People, general ambience from shops. Rumble & squeaks from escalators (back), traffic (front). Light Walla. Distant whistle, plastic & paper bags crackling, cloth rumbling. Ambience.	03:01.708
3DS02 Shopping Mall Busy 2.0.wav	COMMERCIAL Big shopping center. Facing at checkout. Plates rattle, chairs squeak. Shopping trolleys rattle, bottles clink. Indistinct announcement, beeps from barcode scanner. Distant mumbling, kids screaming. Hum from vents. Ambience.	04:54.753
3DS02 Shopping Supermarket Quiet 2.0.wav	COMMERCIAL Medium sized supermarket. Main shopping area, facing front to entrance. Several fridges right-sided, continuous fridge noise till (03:33). Deep hum from air condition. Quiet without activity. Occasional props creaking. Room tone.	06:20.000
3DS02 Stairwell A 2nd Floor Quiet 2.0.wav	ROOM Medium sized stairwell. Positioned on 2nd floor, downtown. Deep periodic rumble from distant working site, car traffic and plane pass by. Reverberant mumble, occasional distant doors slams. Subtle hum from vents. Church bells from outside. Room tone.	04:12.282
3DS02 Train Station Calm At Night Calm 2.0.wav	PUBLIC PLACE Train station, main hall. Something musical in the background, distant mumbling. Spacious Walla. Cleaning-mobile passing by. Subtle hum from idle train engines, train departing. Distant coughing, people pass by with luggage. Ambience.	04:15.396
3DS02 Train Station Calm At Night Train Departing 2.0.wav	PUBLIC PLACE Train station, main hall. Indistinct music. Spacious Walla, indifferent announcement. Beep alert from train doors, hissing train brakes, hum from train engines. Loud train arrival & departure. People pass by with luggage, coughing. Ambience.	04:44.462
3DS02 Underground Car Park A 01 Quiet 2.0.wav	UNDERGROUND Car park, small sized, open spaced, first floor. Subtle constant high buzz, alarm beep. Distant construction site. Aircraft pass by. Birdsong. Squeaky door, ticket machine (02:08). People pass by, open car door. City traffic rumble. Room tone.	04:13.108
3DS02 Underground Car Park A 02 Active 2.0.wav	UNDERGROUND Car park, small sized, open spaced, first floor. Car pass by, engine roaring & brakes squeaking. People pass by (02:25), ticket machine, slamming car doors. Coughing and sniffing, harrumphing. Birdsong, city traffic rumble. Ambience.	05:55.509
3DS02 Underground Car Park B 01 2.0.wav	UNDERGROUND Car park, medium sized, second floor, pointing to exit/entrance. Busy parking, distant movement, car doors slams. Distant squeals from barrier opening and closing. Car driving by (left to right front). Ambience.	06:44.510
3DS02 Underground Car Park B 02 2.0.wav	UNDERGROUND Car park, medium sized, second floor, pointing to exit/entrance. Busy parking, distant movement, car doors slams. Distant tire squeals. Car driving by (left to right front). Ambience.	05:45.016
3DS02 Underground Car Park C 01 Quiet 2.0.wav	UNDERGROUND Car park, big sized, third floor. Positioned in the middle of the parking deck. Distant city rumble, construction site & traffic noises from outside. Fairly calm, distant reverberant voices. Lights subtly clicking, resonant rumble. Room tone.	05:00.567
3DS02 Underground Car Park C 02 Active 2.0.wav	UNDERGROUND Car park, big sized, positioned on the 3rd floor facing entrance front-left, exit front-right. Distant city traffic rumble from outside and indistinct construction work sounds. Distant mumbling. Lamps clicking, distant car movement. Room tone.	05:03.547
3DS02 Underground Car Park D Modern Dry 2.0.wav	UNDERGROUND Car park, big sized, 1st floor facing to the exit. Car engines starting, cars passing by. Rattles from gear shift, distant impacts from closing trunk and car doors, brake discs squeak. Thud sounds from metal bumps. Dry sound. Ambience.	05:28.152

ROOM TONES EUROPE

FILENAME	DESCRIPTION	DURATION
3DS02 Underground Car Park E Squeaky Tires Close 2.0.wav	UNDERGROUND Car park, big sized, at the entrance. Close-up car pass by, tires squeal, brake discs squeal, barrier squeaks. Engine growls & roars, metallic slams from ground plate, car horn at (06:15). Ventilation hum. Ticket automate printing. Ambience.	06:24.513
3DS02 Underground Car Park E Squeaky Tires Distant 2.0.wav	UNDERGROUND Car park, big sized, 2nd floor. Car pass by, distant tires squeals & metallic rumble from ground plate. Brake discs squeal, exit-barrier squeaks. Distant parking ticket automate rattles, indistinct mumble. Subtle ventilation hum. Ambience.	07:18.428
3DS02 Underground Car Park F Tire Squeal Close 2.0.wav	UNDERGROUND Car park, big sized, positioned 50m from the subject, car driving close by with prominent tire squeals, car engine roaring, thick ventilation hum. Ambience, active.	03:34.372
3DS02 Underground Car Park F Tire Squeal Distant 2.0.wav	UNDERGROUND Car park, big sized, positioned 100m away indistinctly, car engine roaring, thick ventilation hum, starting engine, distant car door slams, indirect reverberant car driving with lots of tire squeals. Ambience, active.	05:38.872
3DS02 Underground Garage Quiet Corner 2.0.wav	UNDERGROUND Medium sized Garage. Loud static hum, slightly resonating. Car pass by (02:13). Deep rumble from car door slam (02:48 - 03:09). Light off (04:37), on at (05:06). Clicks, cracks from props & cars. Distant footsteps (04:00). Room tone.	05:31.602
3DS02 Underground Garage Quiet Spacious 2.0.wav	UNDERGROUND Medium sized Garage. Hum from ventilation system. Deep low traffic rumble from outside (00:25, 03:30). Distant clicks & cracks from cars, and props due to temperature changes. Very quiet without activity. Room tone.	05:00.000
3DS02 Underground Lab Floor 01 Silent Pass Bys 2.0.wav	PUBLIC PLACE University, long floor with labs. Alarm sound. Rhythmic modulating hum, rattling from vents. Opening & closing lab doors. Key rattling, close up pass by. Sorting stuff, opening/closing containers. Indifferent mumbling. Ambience.	05:37.593
3DS02 Underground Lab Floor 02 Door Open & Closed 2.0.wav	PUBLIC PLACE University, long floor with labs. Alarm sound. Rhythmic modulating hum, rattling from vents. At (01:35 - 01:51) door gets opened, closed. Key rustling & walking away. Deep roar from distant heavy roll cart movement (02:52 - 03:25). Ambience.	04:08.069
3DS02 Warehouse Busy 2.0.wav	WAREHOUSE Large logistic storehouse. Constant forklift movement, indistinct and distant chatter. General working sounds like squeaks, creaks, soft impacts and moving carts. At (05:26) an alarm sound beeps. Big static ventilation running. Ambience.	05:58.392
3DS02 Warehouse Hall Large Autonomous 01 2.0.wav	WAREHOUSE Europe's largest autonomous logistic center. Movement surrounding listener position. Hydraulics, conveyor belts, rollers. Generic, steady hum. Sudden dropdown of activity (04:24), large incoming transport lift (06:19). Ambience.	07:01.663
3DS02 Warehouse Hall Large Autonomous 02 2.0.wav	WAREHOUSE Europe's largest autonomous logistic center. Movement surrounding listener position. Hydraulics, conveyor belts, rollers. Generic, steady hum. High freq. metallic tweeting. Very close conveyor belt starts at (02:40, 04:55). Ambience.	06:39.101
3DS02 Warehouse Hall Large Autonomous Small 2.0.wav	WAREHOUSE Large warehouse hall. Mechanical rattle, electrical motor buzz, clicks from gears, pumps, chains & moving parts. Hydraulic pumps hisses. Distant chatter, forklift drive by. Distant working sounds. Alarm ringing from sensor. Subtle hum. Ambience.	08:24.908
3DS02 Warehouse Hall Large Autonomous Upper Floor Belt 2.0.wav	WAREHOUSE Europe's largest autonomous logistic center. Movement surrounding listener position. Hydraulics, conveyor belts, rollers. Close up moving parts front right & left. Door left sided opens & closes with very short transient-rich snap. Ambience.	05:23.514
3DS02 Warehouse Hall Large Autonomous Upper Floor Inside 2.0.wav	WAREHOUSE Europe's largest autonomous logistic center. Open space, moving parts in various distances surrounding listener position. Hydraulics, conveyor belts, rollers. Two large machines approaching from front, moving back on the left & right. Ambience.	06:17.591
3DS02 Warehouse Hall Medium Forklift 2.0.wav	WAREHOUSE Medium Storehouse hall. Working with forklift, footsteps. Hydraulic motor noises, forklift horn at (02:47). Constant ventilation hum, stops at (03:54) starts again at (04:51). Quiet in the middle, with few distant working noises. Ambience.	06:09.371
3DS02 Wine Hall Basement Shell Water Dripping Windy 2.0.wav	ROOM Empty basement shell (100 sqm) made of concrete walls without any insulation. Very reverberant. Water dripping from the ceiling on multiple locations creating sharp splash sounds. Deep wind roaring and howling. Quiet room tone.	05:25.966
3DS02 Wine Hall Windy Quiet 2.0.wav	ROOM Wine Hall (400 sqm). Empty & quiet, occasional creaks, rattle from metal tanks and wooden barrels. Electrical hum from solar panel converter. Prominent wind howling on metal corrugated roof. Indistinguishable chatter from outside (02:27). Room tone.	04:43.389