

## BOOM BASICS

FILENAME	DESCRIPTION
<b>ASSAULT WEAPONS CONSTRUCTION KIT</b>	
AWCK PI AK 47 Draco Attached.wav	Pistol "Draco", based on AK 47, cal 7.62mm FMJ. Lavalier attached to the weapon, pointing to the mechanics.
AWCK PI AK 47 Draco Close 01.wav	Pistol "Draco", based on AK 47, cal 7.62mm FMJ. Dual mono shotgun, 1m distance, placed left and right of the gun.
AWCK PI AK 47 Draco Close 02.wav	Pistol "Draco", based on AK 47, cal 7.62mm FMJ. A/B Cardioid, 3m distance in front of shooter.
AWCK PI AK 47 Draco Close 03.wav	Pistol "Draco", based on AK 47, cal 7.62mm FMJ. A/B Cardioid, 4m distance in front of shooter.
AWCK PI AK 47 Draco Close 04.wav	Pistol "Draco", based on AK 47, cal 7.62mm FMJ. Wide A/B Cardioid, 4m distance in front of shooter.
AWCK PI AK 47 Draco Distant 01.wav	Pistol "Draco", based on AK 47, cal 7.62mm FMJ. Wide A/B Omni, 100m distance behind shooter.
AWCK PI AK 47 Draco Distant 02.wav	Pistol "Draco", based on AK 47, cal 7.62mm FMJ. M/S 50m distance behind shooter.
AWCK PI AK 47 Draco Medium 01.wav	Pistol "Draco", based on AK 47, cal 7.62mm FMJ. Mono Shotgun, 15m, indirect, behind shooter pointing away from gun.
AWCK PI AK 47 Draco Medium 02.wav	Pistol "Draco", based on AK 47, cal 7.62mm FMJ. M/S 15m from front left pointing to the shooter.
AWCK PI AK 47 Draco Medium 03.wav	Pistol "Draco", based on AK 47, cal 7.62mm FMJ. M/S 12m from rear right pointing to the shooter.
AWCK PI AK 47 Draco Tail.wav	Pistol "Draco", based on AK 47, cal 7.62mm FMJ. Reverb Tail. Dense, forest-like, light echoes.
AWCK PI AK 47 Draco Trigger IR.wav	Pistol "Draco", based on AK 47, cal 7.62mm FMJ. Trigger Spike for Impulse Responses.
AWCK AR AK 74 Attached.wav	Assault Rifle cal 5.45mm M74. Lavalier attached to the weapon, pointing to the mechanics.
AWCK AR AK 74 Close 01.wav	Assault Rifle cal 5.45mm M74. Dual mono shotgun, 1m distance, placed left and right of the gun.
AWCK AR AK 74 Close 02.wav	Assault Rifle cal 5.45mm M74. A/B Cardioid, 3m distance in front of shooter.
AWCK AR AK 74 Close 03.wav	Assault Rifle cal 5.45mm M74. A/B Cardioid, 4m distance in front of shooter.
AWCK AR AK 74 Close 04.wav	Assault Rifle cal 5.45mm M74. Wide A/B Cardioid, 4m distance in front of shooter.
AWCK AR AK 74 Distant 01.wav	Assault Rifle cal 5.45mm M74. Wide A/B Omni, 100m distance behind shooter.
AWCK AR AK 74 Distant 02.wav	Assault Rifle cal 5.45mm M74. M/S 50m distance behind shooter.
AWCK AR AK 74 Medium 01.wav	Assault Rifle cal 5.45mm M74. Mono Shotgun, 15m, indirect, behind shooter pointing away from gun.
AWCK AR AK 74 Medium 02.wav	Assault Rifle cal 5.45mm M74. M/S 15m from front left pointing to the shooter.
AWCK AR AK 74 Medium 03.wav	Assault Rifle cal 5.45mm M74. M/S 12m from rear right pointing to the shooter.
AWCK AR AK 74 Tail.wav	Assault Rifle cal 5.45mm M74. Reverb Tail. Dense, forest-like, light echoes.
AWCK AR AK 74 Trigger IR.wav	Assault Rifle cal 5.45mm M74. Trigger Spike for Impulse Responses.
AWCK Grenade Launcher Attached.wav	40mm Grenade Launcher. Lavalier attached to the weapon, pointing to the mechanics.
AWCK Grenade Launcher Close 01.wav	40mm Grenade Launcher. Dual mono shotgun, 1m distance, placed left and right of the gun.
AWCK Grenade Launcher Close 02.wav	40mm Grenade Launcher. A/B Cardioid, 3m distance in front of shooter.
AWCK Grenade Launcher Close 03.wav	40mm Grenade Launcher. A/B Cardioid, 4m distance in front of shooter.
AWCK Grenade Launcher Close 04.wav	40mm Grenade Launcher. Wide A/B Cardioid, 4m distance in front of shooter.
AWCK Grenade Launcher Distant 01.wav	40mm Grenade Launcher. Wide A/B Omni, 100m distance behind shooter.
AWCK Grenade Launcher Distant 02.wav	40mm Grenade Launcher. M/S 50m distance behind shooter.
AWCK Grenade Launcher Medium 01.wav	40mm Grenade Launcher. Mono Shotgun, 15m, indirect, behind shooter pointing away from gun.
AWCK Grenade Launcher Medium 02.wav	40mm Grenade Launcher. M/S 15m from front left pointing to the shooter.
AWCK Grenade Launcher Medium 03.wav	40mm Grenade Launcher. M/S 12m from rear right pointing to the shooter.

## BOOM BASICS

FILENAME	DESCRIPTION
AWCK Grenade Launcher Tail.wav	40mm Grenade Launcher. Reverb Tail. Dense, forest-like, light echoes.
AWCK Grenade Launcher Trigger IR.wav	40mm Grenade Launcher. Trigger Spike for Impulse Responses.
AWCK SMG HK MP5 Auto Attached.wav	Submachine Gun, PDW cal 9mm Parabellum. H&K Heckler & Koch. Lavalier attached to the weapon, pointing to the mechanics.
AWCK SMG HK MP5 Auto Close 01.wav	Submachine Gun, PDW cal 9mm Parabellum. H&K Heckler & Koch. Dual mono shotgun, 1m distance, placed left and right of the gun.
AWCK SMG HK MP5 Auto Close 02.wav	Submachine Gun, PDW cal 9mm Parabellum. H&K Heckler & Koch. A/B Cardioid, 3m distance in front of shooter.
AWCK SMG HK MP5 Auto Close 03.wav	Submachine Gun, PDW cal 9mm Parabellum. H&K Heckler & Koch. A/B Cardioid, 4m distance in front of shooter.
AWCK SMG HK MP5 Auto Close 04.wav	Submachine Gun, PDW cal 9mm Parabellum. H&K Heckler & Koch. Wide A/B Cardioid, 4m distance in front of shooter.
AWCK SMG HK MP5 Auto Distant 01.wav	Submachine Gun, PDW cal 9mm Parabellum. H&K Heckler & Koch. Wide A/B Omni, 100m distance behind shooter.
AWCK SMG HK MP5 Auto Distant 02.wav	Submachine Gun, PDW cal 9mm Parabellum. H&K Heckler & Koch. M/S 50m distance behind shooter.
AWCK SMG HK MP5 Auto Medium 01.wav	Submachine Gun, PDW cal 9mm Parabellum. H&K Heckler & Koch. Mono Shotgun, 15m, indirect, behind shooter pointing away from gun.
AWCK SMG HK MP5 Auto Medium 02.wav	Submachine Gun, PDW cal 9mm Parabellum. H&K Heckler & Koch. M/S 15m from front left pointing to the shooter.
AWCK SMG HK MP5 Auto Medium 03.wav	Submachine Gun, PDW cal 9mm Parabellum. H&K Heckler & Koch. M/S 12m from rear right pointing to the shooter.
AWCK SMG HK MP5 Auto Tail.wav	Submachine Gun, PDW cal 9mm Parabellum. H&K Heckler & Koch. Reverb Tail. Dense, forest-like, light echoes.
AWCK SMG HK MP5 Auto Trigger IR.wav	Submachine Gun, PDW cal 9mm Parabellum. H&K Heckler & Koch. Trigger Spike for Impulse Responses.
AWCK SR M24E1 Attached.wav	Sniper Rifle cal .300 Winchester Magnum. Lavalier attached to shooter, pointing to the mechanics.
AWCK SR M24E1 Close 01.wav	Sniper Rifle cal .300 Winchester Magnum. Dual mono shotgun, 1m distance, placed left and right of the gun.
AWCK SR M24E1 Close 02.wav	Sniper Rifle cal .300 Winchester Magnum. A/B Cardioid, 3m distance in front of shooter.
AWCK SR M24E1 Close 03.wav	Sniper Rifle cal .300 Winchester Magnum. A/B Cardioid, 4m distance in front of shooter.
AWCK SR M24E1 Close 04.wav	Sniper Rifle cal .300 Winchester Magnum. Wide A/B Cardioid, 4m distance in front of shooter.
AWCK SR M24E1 Distant 01.wav	Sniper Rifle cal .300 Winchester Magnum. Wide A/B Omni, 100m distance behind shooter.
AWCK SR M24E1 Distant 02.wav	Sniper Rifle cal .300 Winchester Magnum. M/S 50m distance behind shooter.
AWCK SR M24E1 Medium 01.wav	Sniper Rifle cal .300 Winchester Magnum. Mono Shotgun, 15m, indirect, behind shooter pointing away from gun.
AWCK SR M24E1 Medium 02.wav	Sniper Rifle cal .300 Winchester Magnum. M/S 15m from front left pointing to the shooter.
AWCK SR M24E1 Medium 03.wav	Sniper Rifle cal .300 Winchester Magnum. M/S 12m from rear right pointing to the shooter.
AWCK SR M24E1 Tail.wav	Sniper Rifle cal .300 Winchester Magnum. Reverb Tail. Dense, forest-like, light echoes.
AWCK SR M24E1 Trigger IR.wav	Sniper Rifle cal .300 Winchester Magnum. Trigger Spike for Impulse Responses.
AWCK ADD Metal Sweetener Small 03.wav	ADDITIONAL: Metal Sweetener for mechanics or bullet cases. Cal .308 Winchester case.
AWCK ADD Mechanics Plastic Medium 05.wav	ADDITIONAL: Sweeteners for weapon operations. Charging handle of a plastic nerf gun.
AWCK ADD Mechanics Metal Small 03.wav	ADDITIONAL: Sweeteners for weapon operations. Slatch of Walther P99 pistol.
AWCK ADD Tails Indoor Bunker 01.wav	ADDITIONAL: Indoor Guntails for use as Impulse Responses with the "IR Trigger" track.
AWCK ADD Tails Indoor Shooting Range 02.wav	ADDITIONAL: Indoor Guntails for use as Impulse Responses with the "IR Trigger" track.
AWCK ADD Tails Outdoor Clean.wav	ADDITIONAL: Outdoor Guntails for use as Impulse Responses with the "IR Trigger" track.
AWCK ADD Tails Outdoor Wood Hills.wav	ADDITIONAL: Outdoor Guntails for use as Impulse Responses with the "IR Trigger" track.
AWCK ADD Bullet Impact Metal.wav	ADDITIONAL: Metal impacts of bullets on a steel rim. Ringing out. Conatins a soft tail of the shot.
AWCK ADD Ricochet 03.wav	ADDITIONAL: Ricochets. Contain a soft tail of the shot.

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FILENAME	DESCRIPTION
<b>ASSAULT WEAPONS DESIGNED</b>	
AWDS PI AK 47 Draco Pistol Distant Single.wav	Pistol "Draco", based on AK 47, cal 7.62mm FMJ. Soft and low distant shot sound. Long tail with strong slapback and some repeating echoes.
AWDS PI AK 47 Draco Pistol Heavy Single.wav	Pistol "Draco", based on AK 47, cal 7.62mm FMJ. Hard and intense shot sound. Long tail with some echoes and mechanics in the attack.
AWDS PI AK 47 Draco Pistol Modern Single.wav	Pistol "Draco", based on AK 47, cal 7.62mm FMJ. Short and close shot sound. Mechanical elements combined with a weighty shot and a long tail.
AWDS PI AK 47 Draco Pistol Close Single.wav	Pistol "Draco", based on AK 47, cal 7.62mm FMJ. Heavy and exploding close shot sound. Mechanical elements with a prominent low early reflection in the tail.
AWDS AR AK 74 Distant Single.wav	Assault Rifle cal 5.45mm M74. Soft and light distant shot sound. Long tail with echoes.
AWDS AR AK 74 Heavy Single.wav	Assault Rifle cal 5.45mm M74. Short and heavy shot sound. Crackling early echoes and bouncing reverb.
AWDS AR AK 74 Modern Single.wav	Assault Rifle cal 5.45mm M74. Deep and soft shot. Slow attack with obvious mechanical clicks and a long tail.
AWDS AR AK 74 Close Single.wav	Assault Rifle cal 5.45mm M74. Warm and punchy shot sound with a prominent echoing tail.
AWDS Grenade Launcher Distant Single.wav	40mm Grenade Launcher. Light and distant shot sound. Bright, soft attack with a flanging decay and a long tail.
AWDS Grenade Launcher Modern Single.wav	40mm Grenade Launcher. Tight and hollow shot sound. Light, tonal attack with an airy, long tail.
AWDS Grenade Launcher Close Single.wav	40mm Grenade Launcher. Heavy and bright shot sound. Long, mechanical clicking attack with a tonal shot and a long tail.
AWDS Grenade Launcher Heavy Single.wav	40mm Grenade Launcher. Soft and weighty shot sound. Mechanical elements with a tonal shot and a long tail.
AWDS SMG HK MP5 Distant Auto.wav	Submachine Gun, PDW cal 9mm Parabellum. H&K Heckler & Koch. Soft and light distant shot sound. Long tail.
AWDS SMG HK MP5 Heavy Auto.wav	Submachine Gun, PDW cal 9mm Parabellum. H&K Heckler & Koch. Bright and heavy lashing shot sound. Tight, mechanical attack.
AWDS SMG HK MP5 Modern Auto.wav	Submachine Gun, PDW cal 9mm Parabellum. H&K Heckler & Koch. Fast and light shot sound. Tight, high attack with a mechanical release and a long tail.
AWDS SMG HK MP5 Close Auto.wav	Submachine Gun, PDW cal 9mm Parabellum. H&K Heckler & Koch. Bright, fast shot sound. Soft and low punch, fast attack with a high mechanical clicking and a long, flanging tail.
AWDS SR M24E1 Distant Single.wav	Sniper Rifle cal .300 Winchester Magnum. Popping, tight distant shot sound. Long tail with sweeping echoes and a tight punch.
AWDS SR M24E1 Heavy Single.wav	Sniper Rifle cal .300 Winchester Magnum. Hard and explosive shot sound. Strong and large blast with a long tail.
AWDS SR M24E1 Modern Single.wav	Sniper Rifle cal .300 Winchester Magnum. Tight punch with a metallic ring. Crackling decay ending in steady reverb.
AWDS SR M24E1 Close Single.wav	Sniper Rifle cal .300 Winchester Magnum. Heavy, low shot sound. Deep slapback echo and a long tail.
<b>BABY BOOM</b>	
BABIES BABBLE Girl 12 months Spittle.wav	One year old baby girl babbling continuously. Slightly spitting.
BABIES BURP Boy 3 months.wav	Three months old baby boy burping two times.
BABIES COUGH Boy 12 months Two Times Short.wav	One year old baby boy coughing two times. Very short.
BABIES CRY Boy 3 months Coughing.wav	Three months old baby boy crying and coughing at the same time.
BABIES CRY Boy 3 months Uncomfortable.wav	Three months old baby boy crying, upset and feeling uncomfortable.
BABIES DREAM Boy 3 months Exhale.wav	Three months old baby boy dreaming and exhaling.
BABIES GROUCH Boy 12 months Impatient 01.wav	One year old baby boy grumbling impatiently.
BABIES LAUGH Boy 12 months Giggling Loud.wav	One year old baby boy laughing.
BABIES LAUGH Boy 12 months Moving Clothes.wav	One year old baby boy laughing while moving. Soft rustling clothes.
BABIES SCREAM Boy 3 months Unconstanst Throat 01.wav	Three months old baby boy screaming. Whiny and throaty.

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FILENAME	DESCRIPTION
BABIES SHOUT Girl 12 months High and Long 01.wav	One year old baby girl shouting. Long.
BABIES TALK Boy 12 months Baba Dada.wav	One year old baby boy talking baba dada.
BABIES TALK Boy 12 months Mama Nana Pitch.wav	One year old baby boy saying mama.
BABIES WEEP 3 months Upset Boy.wav	Three months old baby boy weeping
BABIES WHINE Boy 3 months Uncomfortable.wav	Three months old baby boy whining

**BIRDS OF PREY**

BUZZARD Black Chested Eagle, Chirp	BLACK-CHESTED BUZZARD-EAGLE CHIRP High pitch, very short chirps. Varying speed of sequence.
COCKATOO Major Mitchell's, Squawk 01.wav	MAJOR MITCHELL'S COCKATOO SQUAWK Short, very high social call, stuttering and vibrato.
CRANE Blue, Call, Courting 01.wav	AFRICAN BLUE CRANE CALL Exotic mating call, percussive cackle.
CROW Cape, Caw, Agitated 02.wav	CAPE CROW CAW Short, repetitive caw with slight stutter.
CROW Cape, Caw, Modulate 02.wav	CAPE CROW CAW Medium, modulated caw, with strange filtering effect. Imitating a lion roar.
EAGLE Bald, Chirp 01	BALD EAGLE CHIRP Several typical Bald Eagle chirps.
EAGLE Martial, Chirp, Long 01	MARTIAL EAGLE chirps Long, melodic social call.
FALCON Saker Pair, Screech, Chirp 03	SAKER FALCONS SCREECH CHIRP High-pitched cackling, rapid succession. Some short, harsh chirps. Added long, high-pitched screeches.
GOSHAWK Pale Chanting, High Chirp 02	PALE CHANTING GOSHAWK HIGH CHIRP Rapid, high, long pattern. Intensity builds.
HAWK Harris, Old, Screech 01	HARRIS HAWK SCREECH Old Harris Hawk screeching multiple times.
HAWK Harris, Young, Chirp 01	HARRIS HAWK CHIRP Young Harris Hawk chirping several times.
HAWK Red Tailed, Scream Long.wav	RED TAILED HAWK SCREAM very long male scream. High, dropping pitch.
IBIS Hadededa, Call, Group 01	HADEDA IBIS CALL Startled small group, multiple call. Take flight and fly off.
OWL Barn, Shriek, Pair 02	BARN OWL SHRIEK Medium call and response between a pair. Anxious and distressed.
PARROT African Grey, Growl, Medium 01	AFRICAN GREY PARROT GROWL Medium, low growl. Slightly aggressive.
VULTURE Cape, Jabber 01	CAPE VULTURE JABBER Long, low growl, building into rhythmic jabber.
VULTURE Monk, Young, Chirp 03	MONK VULTURE CHIRP Short and distressed chirps of young Monk Vulture.

**BLACK POWDER**

Cannon Medium Close.wav	CANNON MEDIUM CLOSE "Sophienhammer". Cast iron cannon with wooden frame. Light wood rattle and metal ping.
Hand Mortar Small Close.wav	HAND MORTAR LARGE CLOSE "Dreifaltigkeit". Large, three-barreled medieval hand gun. Initial trigger sound, light handling sounds.

**CARS - SUVS & VANS**

Hummer H3 DRIVE Accelerate Aggressive 01 ENGINE A.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Accelerate Aggressive 01 EXHAUST A.wav	VEHICLE SUV CAR Driving. External at exhaust. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Accelerate Aggressive 01 INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Accelerate Fast 01 ENGINE A.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Accelerate Fast 01 EXHAUST A.wav	VEHICLE SUV CAR Driving. External at exhaust. 2007, 5l 3.7l gasoline.

## BOOM BASICS

FILENAME	DESCRIPTION
Hummer H3 DRIVE Accelerate Fast 01 INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Accelerate Normal ENGINE B.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Accelerate Normal EXHAUST B.wav	VEHICLE SUV CAR Driving. External at exhaust. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Accelerate Normal INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Accelerate Slow 02 ENGINE B.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2007, 5l 3.7l gasoline. Missed gear, grind.
Hummer H3 DRIVE Accelerate Slow 02 EXHAUST B.wav	VEHICLE SUV CAR Driving. External at exhaust. 2007, 5l 3.7l gasoline. Missed gear, grind.
Hummer H3 DRIVE Accelerate Slow 02 INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2007, 5l 3.7l gasoline. Missed gear, grind.
Hummer H3 DRIVE Reverse Accelerate Fast 01 ENGINE A.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Reverse Accelerate Fast 01 EXHAUST A.wav	VEHICLE SUV CAR Driving. External at exhaust. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Reverse Accelerate Fast 01 INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Reverse Accelerate Slow 03 ENGINE B.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Reverse Accelerate Slow 03 EXHAUST B.wav	VEHICLE SUV CAR Driving. External at exhaust. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Reverse Accelerate Slow 03 INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE RevUP 01 ENGINE A.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE RevUP 01 EXHAUST A.wav	VEHICLE SUV CAR Driving. External at exhaust. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE RevUP 01 INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE RevUP to MAX Fast ENGINE B.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE RevUP to MAX Fast EXHAUST B.wav	VEHICLE SUV CAR Driving. External at exhaust. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE RevUP to MAX Fast INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE RevUP to MAX Medium ENGINE A.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE RevUP to MAX Medium EXHAUST A.wav	VEHICLE SUV CAR Driving. External at exhaust. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE RevUP to MAX Medium INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE RevUP to MAX Slow ENGINE B.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE RevUP to MAX Slow EXHAUST B.wav	VEHICLE SUV CAR Driving. External at exhaust. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE RevUP to MAX Slow INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Static 1000 rpm ENGINE A.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Static 1000 rpm EXHAUST A.wav	VEHICLE SUV CAR Driving. External at exhaust. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Static 1000 rpm INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Static 2000 rpm ENGINE A.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Static 2000 rpm EXHAUST A.wav	VEHICLE SUV CAR Driving. External at exhaust. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Static 2000 rpm INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Static 3000 rpm ENGINE A.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Static 3000 rpm EXHAUST A.wav	VEHICLE SUV CAR Driving. External at exhaust. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Static 3000 rpm INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Static 4000 rpm ENGINE A.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2007, 5l 3.7l gasoline.



## BOOM BASICS

FILENAME	DESCRIPTION
Hummer H3 DRIVE Static 4000 rpm EXHAUST A.wav	VEHICLE SUV CAR Driving. External at exhaust. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Static 4000 rpm INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Static 5000 rpm ENGINE A.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Static 5000 rpm EXHAUST A.wav	VEHICLE SUV CAR Driving. External at exhaust. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Static 5000 rpm INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Static Idle ENGINE A.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Static Idle EXHAUST A.wav	VEHICLE SUV CAR Driving. External at exhaust. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Static Idle INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVE Steady 1000 rpm ENGINE B.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVEBY Aggressive MS.wav	VEHICLE SUV CAR Drive by. External, MS mic from side. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVEBY Fast MS.wav	VEHICLE SUV CAR Drive by. External, MS mic from side. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVEBY Horn 01 MS.wav	VEHICLE SUV CAR Drive by. External, MS mic from side. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVEBY Horn Stutter OMNI.wav	VEHICLE SUV CAR Drive by. External, Omni AB mics from side. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVEBY Incoming and Away Aggressive 01 OMNI.wav	VEHICLE SUV CAR Drive by. External, Omni AB mics from side. 2007, 5l 3.7l gasoline. ABS brake skid.
Hummer H3 DRIVEBY Incoming and Away Fast OMNI.wav	VEHICLE SUV CAR Drive by. External, Omni AB mics from side. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVEBY Incoming and Away Normal SG.wav	VEHICLE SUV CAR Drive by. External, Shotgun mic from side, whip-panning. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVEBY Incoming and Away Slow 02 MS.wav	VEHICLE SUV CAR Drive by. External, MS mic from side. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVEBY Kickdown Aggressive MS.wav	VEHICLE SUV CAR Drive by. External, MS mic from side. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVEBY Kickdown Fast 01 OMNI.wav	VEHICLE SUV CAR Drive by. External, Omni AB mics from side. 2007, 5l 3.7l gasoline.
Hummer H3 DRIVEBY Reverse Fast MS.wav	VEHICLE SUV CAR Drive by. External, MS mic from side. 2007, 5l 3.7l gasoline. Gearbox whine.
Hummer H3 DRIVEBY Reverse Incoming and Away Normal OMNI.wav	VEHICLE SUV CAR Drive by. External, Omni AB mics from side. 2007, 5l 3.7l gasoline. Gearbox whine, shudder.
Hummer H3 DRIVEBY Reverse Slow 01 OMNI.wav	VEHICLE SUV CAR Drive by. External, Omni AB mics from side. 2007, 5l 3.7l gasoline. Gearbox whine.
Hummer H3 DRIVEBY Slow MS.wav	VEHICLE SUV CAR Drive by. External, MS mic from side. 2007, 5l 3.7l gasoline.
Hummer H3 INTERIOR Door Open Close EXT.wav	VEHICLE SUV CAR Interior handling. External, outside car. 2007, 5l 3.7l gasoline.
Hummer H3 INTERIOR Door Open Close INT.wav	VEHICLE SUV CAR Interior handling. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 INTERIOR Gear Shift INT.wav	VEHICLE SUV CAR Interior handling. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 INTERIOR Horn EXT.wav	VEHICLE SUV CAR Interior handling. External, outside car. 2007, 5l 3.7l gasoline.
Hummer H3 INTERIOR Horn INT.wav	VEHICLE SUV CAR Interior handling. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 INTERIOR Indicator On Off INT.wav	VEHICLE SUV CAR Interior handling. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 INTERIOR Key Ignition INT.wav	VEHICLE SUV CAR Interior handling. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 INTERIOR Light On Warning INT.wav	VEHICLE SUV CAR Interior handling. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 INTERIOR Window Open Close EXT.wav	VEHICLE SUV CAR Interior handling. External, outside car. 2007, 5l 3.7l gasoline.
Hummer H3 INTERIOR Window Open Close INT.wav	VEHICLE SUV CAR Interior handling. Internal, inside car. 2007, 5l 3.7l gasoline.
Hummer H3 INTERIOR Wiper EXT.wav	VEHICLE SUV CAR Interior handling. External, outside car. 2007, 5l 3.7l gasoline.
Hummer H3 INTERIOR Wiper INT.wav	VEHICLE SUV CAR Interior handling. Internal, inside car. 2007, 5l 3.7l gasoline.

## BOOM BASICS

FILENAME	DESCRIPTION
Hummer H3 INTERIOR Wiper Spray EXT.wav	VEHICLE SUV CAR Interior handling. External, outside car. 2007, 5l 3.7l gasoline.
Hummer H3 INTERIOR Wiper Spray INT.wav	VEHICLE SUV CAR Interior handling. Internal, inside car. 2007, 5l 3.7l gasoline.
Hyundai H1 DRIVEBY Aggressive MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 2.4l gasoline.
Hyundai H1 DRIVEBY Fast SG.wav	VEHICLE VAN CAR Drive by. External, Shotgun mic from side, whip-panning. 2011, 2.4l gasoline.
Hyundai H1 DRIVEBY Gearshift Aggressive MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 2.4l gasoline.
Hyundai H1 DRIVEBY Gearshift Fast SG.wav	VEHICLE VAN CAR Drive by. External, Shotgun mic from side, whip-panning. 2011, 2.4l gasoline.
Hyundai H1 DRIVEBY Gearshift Slow MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 2.4l gasoline.
Hyundai H1 DRIVEBY Horn 01 MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 2.4l gasoline.
Hyundai H1 DRIVEBY Horn 02 MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 2.4l gasoline.
Hyundai H1 DRIVEBY Horn Stutter MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 2.4l gasoline.
Hyundai H1 DRIVEBY Incoming and Away Aggressive OMNI.wav	VEHICLE VAN CAR Drive by. External, Omni AB mics from side. 2011, 2.4l gasoline. ABS brake skid, wheel spin.
Hyundai H1 DRIVEBY Incoming and Away Fast OMNI.wav	VEHICLE VAN CAR Drive by. External, Omni AB mics from side. 2011, 2.4l gasoline.
Hyundai H1 DRIVEBY Incoming and Away Medium OMNI.wav	VEHICLE VAN CAR Drive by. External, Omni AB mics from side. 2011, 2.4l gasoline.
Hyundai H1 DRIVEBY Incoming and Away Slow MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 2.4l gasoline.
Hyundai H1 DRIVEBY Incoming and Away Slow SG.wav	VEHICLE VAN CAR Drive by. External, Shotgun mic from side, whip-panning. 2011, 2.4l gasoline.
Hyundai H1 DRIVEBY Medium MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 2.4l gasoline.
Hyundai H1 DRIVEBY Normal MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 2.4l gasoline.
Hyundai H1 DRIVEBY Reverse Incoming and Away Normal MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 2.4l gasoline. Gearbox whine.
Hyundai H1 DRIVEBY Reverse Incoming and Away Slow MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 2.4l gasoline. Gearbox whine.
Hyundai H1 DRIVEBY Reverse Medium MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 2.4l gasoline. Gearbox whine.
Hyundai H1 DRIVEBY Reverse Slow MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 2.4l gasoline. Gearbox whine.
Hyundai H1 DRIVEBY Slow OMNI.wav	VEHICLE VAN CAR Drive by. External, Omni AB mics from side. 2011, 2.4l gasoline.
Mercedes Benz Sprinter DRIVEBY Aggressive MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 3,5l TDI diesel.
Mercedes Benz Sprinter DRIVEBY Fast MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 3,5l TDI diesel.
Mercedes Benz Sprinter DRIVEBY Gearshift Aggressive OMNI.wav	VEHICLE VAN CAR Drive by. External, Omni AB mics from side. 2011, 3,5l TDI diesel.
Mercedes Benz Sprinter DRIVEBY Gearshift Fast SG.wav	VEHICLE VAN CAR Drive by. External, Shotgun mic from side, whip-panning. 2011, 3,5l TDI diesel.
Mercedes Benz Sprinter DRIVEBY Horn MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 3,5l TDI diesel.
Mercedes Benz Sprinter DRIVEBY Horn Stutter Aggressive MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 3,5l TDI diesel.
Mercedes Benz Sprinter DRIVEBY Horn Stutter Happy SG.wav	VEHICLE VAN CAR Drive by. External, Shotgun mic from side, whip-panning. 2011, 3,5l TDI diesel.
Mercedes Benz Sprinter DRIVEBY Incoming and Away Normal OMNI.wav	VEHICLE VAN CAR Drive by. External, Omni AB mics from side. 2011, 3,5l TDI diesel.
Mercedes Benz Sprinter DRIVEBY Incoming and Away Slow 02 MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 3,5l TDI diesel.
Mercedes Benz Sprinter DRIVEBY Kickdown Aggressive SG.wav	VEHICLE VAN CAR Drive by. External, Shotgun mic from side, whip-panning. 2011, 3,5l TDI diesel.
Mercedes Benz Sprinter DRIVEBY Normal MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 3,5l TDI diesel.
Mercedes Benz Sprinter DRIVEBY Reverse Incoming and Away Normal OMNI.wav	VEHICLE VAN CAR Drive by. External, Omni AB mics from side. 2011, 3,5l TDI diesel. Gearbox whine, shudder.
Mercedes Benz Sprinter DRIVEBY Reverse Incoming and Away Slow 02 MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 3,5l TDI diesel. Gearbox whine, shudder.

## BOOM BASICS

FILENAME	DESCRIPTION
Mercedes Benz Sprinter DRIVEBY Reverse Normal MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 3,5l TDI diesel.
Mercedes Benz Sprinter DRIVEBY Reverse Slow MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 3,5l TDI diesel.
Mercedes Benz Sprinter DRIVEBY Slow MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 3,5l TDI diesel.
Porsche Cayenne DRIVE Accelerate Aggressive 01 ENGINE.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2011, V6 3.6l gasoline. Turbo whine, wastegate venting, shrill.
Porsche Cayenne DRIVE Accelerate Aggressive 01 EXHAUST.wav	VEHICLE SUV CAR Driving. External at exhaust. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Accelerate Aggressive 01 INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Accelerate Fast 02 ENGINE.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2011, V6 3.6l gasoline. Turbo whine, wastegate venting, shrill.
Porsche Cayenne DRIVE Accelerate Fast 02 EXHAUST.wav	VEHICLE SUV CAR Driving. External at exhaust. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Accelerate Fast 02 INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Accelerate Medium 03 ENGINE.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2011, V6 3.6l gasoline. Turbo whine.
Porsche Cayenne DRIVE Accelerate Medium 03 EXHAUST.wav	VEHICLE SUV CAR Driving. External at exhaust. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Accelerate Medium 03 INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Accelerate Slow 02 ENGINE.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Accelerate Slow 02 EXHAUST.wav	VEHICLE SUV CAR Driving. External at exhaust. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Accelerate Slow 02 INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE RevUp 01 ENGINE.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE RevUp 01 EXHAUST.wav	VEHICLE SUV CAR Driving. External at exhaust. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE RevUp 01 INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE RevUp To Max Fast 01 ENGINE.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE RevUp To Max Fast 01 EXHAUST.wav	VEHICLE SUV CAR Driving. External at exhaust. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE RevUp To Max Fast 01 INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE RevUp To Max Medium ENGINE.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE RevUp To Max Medium EXHAUST.wav	VEHICLE SUV CAR Driving. External at exhaust. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE RevUp To Max Medium INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE RevUp To Max Slow ENGINE.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE RevUp To Max Slow EXHAUST.wav	VEHICLE SUV CAR Driving. External at exhaust. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE RevUp To Max Slow INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Static 1000 rpm ENGINE.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Static 1000 rpm EXHAUST.wav	VEHICLE SUV CAR Driving. External at exhaust. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Static 1000 rpm INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Static 3000 rpm ENGINE.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Static 3000 rpm EXHAUST.wav	VEHICLE SUV CAR Driving. External at exhaust. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Static 3000 rpm INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Static 5000 rpm ENGINE.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Static 5000 rpm EXHAUST.wav	VEHICLE SUV CAR Driving. External at exhaust. 2011, V6 3.6l gasoline.



## BOOM BASICS

FILENAME	DESCRIPTION
Porsche Cayenne DRIVE Static 5000 rpm INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Static Idle ENGINE.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Static Idle EXHAUST.wav	VEHICLE SUV CAR Driving. External at exhaust. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Static Idle INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Steady 1000 rpm ENGINE.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Steady 1000 rpm EXHAUST.wav	VEHICLE SUV CAR Driving. External at exhaust. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Steady 1000 rpm INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Steady 3000 rpm ENGINE.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Steady 3000 rpm EXHAUST.wav	VEHICLE SUV CAR Driving. External at exhaust. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Steady 3000 rpm INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Steady 5000 rpm ENGINE.wav	VEHICLE SUV CAR Driving. Internal, in engine compartement. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Steady 5000 rpm EXHAUST.wav	VEHICLE SUV CAR Driving. External at exhaust. 2011, V6 3.6l gasoline.
Porsche Cayenne DRIVE Steady 5000 rpm INTERNAL.wav	VEHICLE SUV CAR Driving. Internal, inside car. 2011, V6 3.6l gasoline.
VW Caddy DRIVEBY Fast MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 1,6l gasoline.
VW Caddy DRIVEBY Gearshift Fast MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 1,6l gasoline.
VW Caddy DRIVEBY Gearshift Medium OMNI.wav	VEHICLE VAN CAR Drive by. External, Omni AB mics from side. 2011, 1,6l gasoline.
VW Caddy DRIVEBY Gearshift Normal SG.wav	VEHICLE VAN CAR Drive by. External, Shotgun mic from side, whip-panning. 2011, 1,6l gasoline.
VW Caddy DRIVEBY Gearshift Slow SG.wav	VEHICLE VAN CAR Drive by. External, Shotgun mic from side, whip-panning. 2011, 1,6l gasoline.
VW Caddy DRIVEBY Horn Steady MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 1,6l gasoline.
VW Caddy DRIVEBY Horn Stutter 01 MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 1,6l gasoline.
VW Caddy DRIVEBY Incoming and Away Fast 01 MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 1,6l gasoline. Wheel spin.
VW Caddy DRIVEBY Incoming and Away Medium OMNI.wav	VEHICLE VAN CAR Drive by. External, Omni AB mics from side. 2011, 1,6l gasoline.
VW Caddy DRIVEBY Incoming and Away Slow SG.wav	VEHICLE VAN CAR Drive by. External, Shotgun mic from side, whip-panning. 2011, 1,6l gasoline.
VW Caddy DRIVEBY Medium 01 MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 1,6l gasoline.
VW Caddy DRIVEBY Normal 01 MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 1,6l gasoline.
VW Caddy DRIVEBY Reverse Incoming and Away Slow MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 1,6l gasoline.
VW Caddy DRIVEBY Reverse Medium MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 1,6l gasoline.
VW Caddy DRIVEBY Slow MS.wav	VEHICLE VAN CAR Drive by. External, MS mic from side. 2011, 1,6l gasoline.
<b>CINEMATIC DARKNESS CONSTRUCTION KIT</b>	
CDCK Bass Drop 03.wav	BASS DROP SYNTH PITCH SOFT Bass drops, partly with vibrating FM elements.
CDCK Blast 03.wav	BLAST DISTORTED HEAVY TONAL Dark, amped synth tones. Hard start, short.
CDCK Blast 07.wav	BLAST DARK DISTORTED NOISE ATONAL FZ1 synth tones with harsh distortion noise.
CDCK Blast Aggressive 04.wav	BLAST DISTORTED HEAVY SIZZLE Aggressive blasts with electric crackling and sizzling. Falling pitch.
CDCK Blast Deep 06.wav	BLAST DISTORTED RESONANT SWEEP Vocal synth tones with filter modulation and high, sweeping resonance.

## BOOM BASICS

FILENAME	DESCRIPTION
CDCK Blast Deep 10.wav	BLAST LOW TONAL WIDE Long, heavy synth blasts with wide stereo image and saturation.
CDCK Drone High 12.wav	DRONE HIGH ATONAL PIERCING Harsh, squeaking synth strings mixed with additive noise layers. Subtly crackling.
CDCK Drone Low 05.wav	DRONE LOW METAL GENERATOR Filter modulated drones with metallic, industrial character.
CDCK Drone Mid 03.wav	DRONE MID RESONANT TONAL STATIC Dark, distorted drones run through a guitar amp. Artificial electricity hum.
CDCK Glitch 09.wav	GLITCH TREMOLO HIGH TONAL Harsh, distorted glitches with pitch and volume modulation.
CDCK Impact High 10.wav	IMPACT HIGH NOISE DISTORTED Short, analog, punchy hit tones.
CDCK Impact Low Hard 02.wav	IMPACT LOW HARD CLEAN Snappy, short, analog hits.
CDCK Impact Low Hard 09.wav	IMPACT LOW HARD SQUEAK Modular synth hit tones with rattling and subtle high squeaking elements.
CDCK Impact Low Hard 15.wav	IMPACT LOW HARD DROPPING PITCH Analog synth kicks with tape saturation and decreasing pitch envelope.
CDCK Impact Low Smooth 08.wav	IMPACT LOW SOFT SYNTH PITCH DOWN Snappy, analog hits with filter resonance and decreasing frequency.
CDCK Impact Low Smooth 15.wav	IMPACT LOW SOFT SUB DEEP CLEAN Fat, analog drum machine hits with clicky attack.
CDCK Impact Mid 05.wav	IMPACT MID SNARE NOISE TAIL Snappy, noisy hits based on analog drum machines with modulated noise tails.
CDCK Impact Mid 13.wav	IMPACT MID NOISE REVERBERANT Impulsive drum hits with room ambience.
CDCK Impact Smashed 09.wav	IMPACT SMASHED DISTORTED HEAVY Noisy smashes sent through damaged speakers. Wrecked.
CDCK Impact Smashed 15.wav	IMPACT SMASHED DISTORTED TONAL Aggressive hits containing tonal elements. Wobbling, long decay.
CDCK Noise High 11.wav	NOISE HIGH HISS Sizzling noise impacts with long ring out.
CDCK Noise Low 05.wav	NOISE LOW CRACKLE PERCUSSIVE Low crackling noise tones with rumble and cracking ice character. Low, tonal elements, wide stereo image.
CDCK Noise Mid 01.wav	NOISE MID HARSH INDUSTRIAL Filtered noise tones with subtle distortion. Changing pitch.
CDCK Noise Sub 04.wav	NOISE SUB RUMBLE Subtle crackling with low rumble based on noise.
CDCK Rise 08.wav	RISE SMOOTH TURBINE RUMBLE Soft sci-fi turbine sounds with increasing rumble.
CDCK Rise Distorted 03.wav	RISE DISTORTED VIBRATING FLANGER Flanging, hollow synth tones rising.
CDCK Scream 11.wav	SCREAM DISTORTED RESONANT TONAL Synth blasts with screaming, resonating filter modulation.
CDCK Stutter 05.wav	STUTTER DIGITAL SCREAM DISTORTED GLITCH Resonating, digital stutters created with a vintage Publison device.
CDCK Tension Distorted 08.wav	TENSION DRONE RISING TONAL Tonal, low drones modulating to loud, noisy ending. Partly filter frequency modulated.
CDCK Whoosh Full 05.wav	WHOOSH FULL DISTORTED FAT Drone-based whoosh tones with different lengths and tonality.
CDCK Whoosh High 06.wav	WHOOSH HIGH SCREAM NOISE HARSH Whoosh tones with different flanger settings.
CDCK Whoosh Low 04.wav	WHOOSH LOW NOISE SOFT FILTERED Short, deep whoosh tones with very low frequencies.
<b>CINEMATIC DARKNESS DESIGNED</b>	
CEDS FIRE Burst Aggressive Medium.wav	Big, bursting impact with crackling and sizzling flames in the end.
CEDS FIRE Whoosh Aggressive 4 Medium.wav	Swirling element in the beginning followed by hitting impact of a flame moving by.
CEDS MAGMA Impact Large.wav	Lava whoosh followed by bursting impact with a lot of sizzling, bubbling and some crackling.
CEDS MAGMA Movement Aggressive Medium.wav	Constantly moving and bubbling lava flow with some splashing and sizzling bursts. Steady, low rumbling.
CEDS UNDER WATER Impact Medium.wav	Bursting impact with bass drop followed by bubbling and moving water.

## BOOM BASICS

FILENAME	DESCRIPTION
CEDS VOLCANO Eruption Large.wav	Several, heavy bursts like explosion with some crackling and distortion.
CEDS WATER Dive Large.wav	Starting with big wave on surface and ending with submerging into the deep with a lot of bubbling.
CEDS WATER Impact Spray Large.wav	Huge impact displacing massive amounts of water. Waves rumbling into each other.
CEDS WATER Whoosh Aggressive 1 Medium.wav	Bubbling and sizzling in the beginning followed by big wave passing by. Ending with slowly moving water.
CEDS WAVE Surf Small.wav	Bubbling followed by crushing wave. Harsh and with some splashing.
<b>CINEMATIC ELEMENTS - FIRE &amp; WATER CONSTRUCTION KIT</b>	
CECK FIRE Aluminium Burst Large Short.wav	LARGE NORMAL Igniting spray with crackling and sizzling sparks in tail.
CECK FIRE Burst Constant Soft Crackling Large.wav	MEDIUM NORMAL Continuous, very raspy flame with isolated crackling.
CECK FIRE Burst Hard.wav	LARGE HARD Very raspy flame with single loud cracking, slowly phasing.
CECK FIRE Campfire.wav	MEDIUM STRONG Continuous burning and subtle cracking with varying intensity and pitch.
CECK FIRE Fans Impact Punchy.wav	MEDIUM HARD Short, hissy burst with a lot of crackling and sizzling in the end.
CECK FIRE Fingers Whoosh Slow Ripple.wav	LARGE NORMAL Slowly approaching whoosh with fast pass by in the middle.
CECK FIRE Flamethrower Burst Long Blazing Phasey.wav	LARGE AGGRESSIVE Starting with dull impact, followed by long and wobbling, spraying.
CECK FIRE Flamethrower Burst Short Aggresive.wav	MEDIUM DRASTIC Heavy bursting impact followed by quick spraying
CECK FIRE Lava Bubble Burst Single Large Punchy.wav	MEDIUM AGGRESSIVE Crunchy and splashy bubbles popping fast with decreasing intensity.
CECK FIRE Lava Constant Flow.wav	SMALL CALM Continuous liquid flowing, slightly raspy und crunchy.
CECK FIRE Lava Squeeze.wav	SMALL AIRY Squeezing spaghetti with hands. Hissing from released air and some muddy splashes.
CECK FIRE Poi Whoosh Aggressive Fast Triple.wav	MEDIUM AGGRESSIVE Three hollow and vibrant whooshes in a row with punchy elements.
CECK FIRE Powder Large Ignite Burst.wav	LARGE AGGRESSIVE Noisy and burning flame burst with fast fade out.
CECK FIRE Powder Small Ignite Burst Soft.wav	SMALL SOFT Noisy, fast and slightly resonant burst.
CECK FIRE Steady Rocket 04.wav	LARGE HARD Continuous harsh, clear and raspy flame burn.
CECK FIRE Torch Movement Constant Circular.wav	MEDIUM NORMAL Continuous, raspy flame with rotary pan.
CECK FIRE Whoosh Crackle.wav	MEDIUM HARD Distorted flame with slight movement and Doppler effect.
CECK FIRE Whoosh Howl Flutter.wav	LARGE AGGRESSIVE Tonally resonating, airy flame with a lot of movement.
CECK FIRE Whoosh Rocket 03.wav	LARGE NORMAL Low burning into fast and typical rocket or airplane fly by.
CECK FIRE Wick Tape Constant Circular.wav	MEDIUM AGGRESSIVE Continuous, raspy and noisy flame with rotary elements and decreasing intensity.
CECK SWEETENER Explosion Flashbang Impact Crack Large Multiple.wav	LARGE HARD Several, heavy, rumbling, impacts with distorting, burning elements and extreme low end.
CECK SWEETENER Fire Burst Distortion.wav	LARGE AGGRESSIVE Heavy distorted, bursting impact with high, ringing element and rumbling low end.
CECK SWEETENER Flare Smoke Ignite Burn.wav	MEDIUM NORMAL Shooting pyrotechnic with slowly starting impact followed by long and steady burning flame.
CECK SWEETENER Impact Snort.wav	MEDIUM AGGRESSIVE Hissing and snorting vocal impact
CECK SWEETENER Jet Incoming Distorted Short.wav	LARGE AGGRESSIVE Processed incoming jet airplane with whistling and a lot of distortion.
CECK SWEETENER Tiger Roar.wav	LARGE CRAZY Growling and roaring wildcat with random varying pitch and some subtle, guttural stuttering.
CECK SWEETENER Whoosh Air Stutter Long.wav	LARGE DRASTIC Low stuttering with noisy whoosh and breathy tail.
CECK SWEETENER Whoosh Snort Short.wav	MEDIUM AGGRESSIVE Pre processed vocal. Snarling with harsh transients.

## BOOM BASICS

FILENAME	DESCRIPTION
CECK WATER Bamboo Stick Bubble Impact UW.wav	LARGE TENSE Under water fast splash into popping bubbles or water drop.
CECK WATER Big Metal Barrel Constant Air Release Bubbles UW.wav	LARGE TENSE Under water low splash and ripple with varying intensity and length.
CECK WATER Body Fall Sliding In UW.wav	MEDIUM NORMAL Under water low splash like medium sized object water drop with higher pitched ripple.
CECK WATER Bomb Big Drop.wav	LARGE NORMAL Dropping a huge balloon filled with water on gravel. A lot of water dripping and flowing in tail.
CECK WATER Dripping.wav	SMALL NORMAL Continuously flowing water onto concrete with different sized drops here and there.
CECK WATER Flowerpot Emersion Medium Air Release UW.wav	LARGE NORMAL Under water subtle and low rumble with soft, splashy ripple.
CECK WATER Flowerpot Movement Lapping.wav	MEDIUM NORMAL Long splash and ripple with soft, isolated drips in tail and varying length.
CECK WATER Impact One Hand Flat UW.wav	MEDIUM AGGRESSIVE Under water short and low hit followed by soft and low ripple.
CECK WATER Jet Big.wav	MEDIUM NORMAL Continuously flowing water from a jet stream into water bucket with a lot of movement.
CECK WATER Metal Bar Submersion Hard.wav	MEDIUM HARD Short splash into low impact like medium sized object dropping in water.
CECK WATER Piece Of Wood Impact Splash.wav	MEDIUM HARD Punchy impact like medium sized object dropping in water, followed by soft ripple.
CECK WATER Pull Through Slow One Arm UW.wav	LARGE NORMAL Under water soft ripple with low, rumbling splash.
CECK WATER Raise Arms Out UW.wav	MEDIUM NORMAL Under water soft dripping and swash with low rumbling.
CECK WATER Sliding In Two Hands UW.wav	MEDIUM HARD Under water low, subtle and punchy impact with dripping and swash.
CECK WATER Snow Snowboard Pass By Fast.wav	MEDIUM AGGRESSIVE Snowboarding drive by with harsh cornering.
CECK WATER Vase Emersion Bubbles UW.wav	MEDIUM CRAZY Under water low bubbles popping with swash and dripping.
CECK WATER Vase Submersion Bubbles.wav	MEDIUM HECTIC Fast and slightly snorting splash into soft dripping.
CECK WATER Waves Rugged Coast Gravel Heavy.wav	LARGE AGGRESSIVE Continuously breaking waves breaking and flowing water moving gravel. Pacific ocean Magellan's Region.
CECK WATER Waves Sea Between Rocks Splash Break Calm Close.wav	MEDIUM CALM Continuous swash with isolated splashes and dripping. Ocean elements.
CECK WATER Waves Sea Large.wav	LARGE NORMAL Continuous rushing sea with waves breaking. Typical ocean from shore.

**CINEMATIC ELEMENTS - FIRE & WATER DESIGNED**

CEDS FIRE Burst Aggressive Medium.wav	Big, bursting impact with crackling and sizzling flames in the end.
CEDS FIRE Whoosh Aggressive 4 Medium.wav	Swirling element in the beginning followed by hitting impact of a flame moving by.
CEDS MAGMA Impact Large.wav	Lava whoosh followed by bursting impact with a lot of sizzling, bubbling and some crackling.
CEDS MAGMA Movement Aggressive Medium.wav	Constantly moving and bubbling lava flow with some splashing and sizzling bursts. Steady, low rumbling.
CEDS UNDER WATER Impact Medium.wav	Bursting impact with bass drop followed by bubbling and moving water.
CEDS VOLCANO Eruption Large.wav	Several, heavy bursts like explosion with some crackling and distortion.
CEDS WATER Dive Large.wav	Starting with big wave on surface and ending with submerging into the deep with a lot of bubbling.
CEDS WATER Impact Spray Large.wav	Huge impact displacing massive amounts of water. Waves rumbling into each other.
CEDS WATER Whoosh Aggressive 1 Medium.wav	Bubbling and sizzling in the beginning followed by big wave passing by. Ending with slowly moving water.
CEDS WAVE Surf Small.wav	Bubbling followed by crushing wave. Harsh and with some splashing.

**CINEMATIC HITS CONSTRUCTION KIT**

CH-CK Boom 07.wav	HIT BOOM Low sub boom, processed recording of a low pitched huge metal gate. Dry.
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## BOOM BASICS

FILENAME	DESCRIPTION
CH-CK Boom 13.wav	HIT BOOM Very low sub bass, soft impact, processed recording of an industrial gate closing. Slight rattling. Reverberant.
CH-CK Cymbal Splash.wav	HIT CYMBAL HIGH Hard Splash crash, long tail. Dry.
CH-CK Drum Low Loose 03.wav	HIT DRUM LOW LOOSE Very large and deep drum hits, slightly tonal, rumbling tail. Reverberant.
CH-CK Drum Low Tight 05.wav	HIT DRUM LOW TIGHT Damped Gran Cassa hits, initial subtle smack. Dry.
CH-CK Drum Mid Loose 05.wav	HIT DRUM MID LOOSE Large mixed tom group, 12 players. Smacky and big hits. Reverberant.
CH-CK Drum Mid Tight 06.wav	HIT DRUM MID TIGHT Medium hit on low tom. Distant, roomy sound. Reverberant.
CH-CK Element Crack Distorted 01.wav	ELEMENT CRACK DISTORTED HIGH A distorted high element with wide stereo image. Noisy ripping sound. Dry.
CH-CK Element Crack Low.wav	ELEMENT CRACK DISTORTED LOW Short and low, synthetic lo-fi impact. Dry.
CH-CK Element Explosion 01.wav	ELEMENT EXPLOSION MID Strong explosion with cannonlike attack. Reverberant.
CH-CK Element Explosion 02.wav	ELEMENT EXPLOSION MID Distant black powder explosion with medium attack. Reverberant.
CH-CK Element Fire 01.wav	ELEMENT FIRE MID Short burst of fire by blowing into a torch. Dry.
CH-CK Element Thunder 01.wav	ELEMENT THUNDER MID Thunder clapping, many echoes and striking start. Reverberant.
CH-CK Lead In Fire Burst.wav	LEAD IN FIRE MID Short flame burst from spraying flammable liquid into burning torch. Dry.
CH-CK Lead In Large Latch.wav	LEAD IN METAL MID Large metal latch closing. Reverberant.
CH-CK Lead In Metal Drop.wav	LEAD IN METAL HIGH Diverse soft metal movements of various different metal pieces. Dry.
CH-CK Lead In Wood Scrape.wav	LEAD IN WOOD LOW Cane chair dragged on wooden floor. Reverberant.
CH-CK Low Kick Heavy.wav	HIT LOW KICK DRUM Hard bass drum hits, long sustain. Dry.
CH-CK Metal Crash Large Boxes.wav	HIT METAL CRASH LARGE LOW Large metal pieces and boxes falling on ground. Reverberant.
CH-CK Metal Crash Large Container Door.wav	HIT METAL CRASH LARGE LOW Large metal door slam shut. Rattling. Sharp transient. Bright. Dry.
CH-CK Metal Crash Large Lift Stop.wav	HIT METAL CRASH LARGE LOW Deep impact of the lift stopping, low frequency latch, metallic elements in the tail. Dry.
CH-CK Metal Crash Medium Ladder Alu.wav	HIT METAL CRASH MEDIUM MID Rattling aluminium ladder falling on ground. Reverberant.
CH-CK Metal Hit Large Damper.wav	HIT METAL LARGE LOW Abrupt closing of a large damper. Reverberant.
CH-CK Metal Hit Large Tank Soft to Hard.wav	HIT METAL LARGE MID Soft impact on a huge metal tank, increasing in intensity. Reverberant.
CH-CK Metal Hit Medium Door Industrial.wav	HIT METAL MEDIUM MID Hollow metal door slamming, ringing out. Dry.
CH-CK Metal Massive Cap High.wav	HIT METAL MASSIVE HIGH Flat pickaxe hits on gas cylinder top. Short, dull hits. Reverberant.
CH-CK Sub Effect 01.wav	HIT SUB LOW Drop down boom sound, different lengths.
CH-CK Sub Effect 04.wav	HIT SUB LOW Very low sub bass, slow attack, different pitches.
CH-CK Tail Reverb Metal 03.wav	TAIL REVERB Large room with metallic attack and clean tail.
CH-CK Tail SciFi Scream.wav	TAIL SCIFI Distorted Elements and heavy low impacts.
CH-CK Wood Crash Large Plate.wav	HIT WOOD CRASH LARGE MID Thin metal plate hitting wooden board. Clapping high impact. Reverberant.
CH-CK Wood Hit Large Board.wav	HIT WOOD LARGE LOW Impact of a large wooden board. Indoor. Reverberant.
CH-CK Wood Hit Large Door.wav	HIT WOOD LARGE LOW Wooden entrance door slamming shut in big room. Reverberant.

**CINEMATIC HITS DESIGNED**

CH-DS HIT Boom 07.wav HIT BOOM Strong low impact, synthetic feel, rumbling tail.





## BOOM BASICS

FILENAME	DESCRIPTION
CH-DS HIT Boom 11.wav	HIT BOOM Hard impact, short flammng crack and low tail.
CH-DS HIT Distorted 02.wav	HIT DISTORTED Heavy drum hit with high cymbals, reverberant tail. Tonal low frequencies.
CH-DS HIT Fire 04.wav	HIT FIRE Soft fire impact with lots of low end, long thunderous tail.
CH-DS HIT Low 01.wav	HIT LOW Metallic whoosh-in, tonal ending and low, boomy hit.
CH-DS HIT Massive 12.wav	HIT MASSIVE Big metal hit, lower metallic ringing and short lead in. Flammng hit and short reverb tail.
CH-DS HIT Metal Crash 19.wav	HIT METAL CRASH Full range hit with short, high metal impact. Very low tail.
CH-DS HIT SciFi 02.wav	HIT SCI FI Metallic snaps with electronic power sizzling wandering in the stereo image.
CH-DS HIT SciFi Low 02.wav	HIT SCI FI LOW Big low and distant drum impact, tonal and reverberant 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 Epic Drums 02.wav	HIT DRUM LARGE Massive taiko and tom hit with boomy, rumbling tail.
<b>CINEMATIC HORROR CONSTRUCTION KIT</b>	
HRCK Ambient Low - Dark Noise Drones.wav	AMBIENT ELEMENT LOW Dark metallic synth.Soft tonal resonance.
HRCK Creak - Groaning Wood Door Long.wav	CREAK WOOD DOOR GROAN DOUBLE Starting with long slow and ending with short fast squeak.
HRCK Drone - Dark Tension.wav	DRONE HUM DARK Low humming. Slow movement.
HRCK Drone High - Park Ambience Fast.wav	DRONE ORGANIC AMBIENCE HIGH Timestretched park ambience. Fast and high pitched.
HRCK Drone Low - Static Brass.wav	DRONE SYNTHETIC LOW Dark an ominous. Steady low humming.
HRCK Drone Mid - Eerie Minor Pad.wav	DRONE SYNTHETIC MID Spacious synth. Distorting Resonance.
HRCK Drone Wind - Harsh Blowing.wav	DRONE WIND BLOW HARSH Fast moving elements. Eerie and sizzling.
HRCK Impact - Massive Explosion.wav	IMPACT EXPLOSION MASSIVE Heavy explosion with chattering metallic elements. Low blast.
HRCK Impact - Orchestra Drums.wav	IMPACT DRUM HIT ORCHESTRA Percussion section hitting drums. Reverberant.
HRCK Impact - Resonant Sub Boom.wav	IMPACT SUB BOOM RESONANT Low sub boom. Soft attack. Reverberant echoing tail.
HRCK Impact Metal Low - Chains.wav	IMPACT METAL DROP LOW Dropping chains. Deep reverberant.
HRCK Impact Metal Low - Clang.wav	IMPACT METAL CLANG High impacts with low tail and weird resonating echoes. Reverberant.
HRCK Impact Metal Low - Door Slam Fast.wav	IMPACT METAL DOOR FAST Slamming metallic door in small basement. Reverberant.
HRCK Impact Metal Mid - Heavy Iron Thunks.wav	IMPACT METAL THUNK Hollow impact. Tonal, ringing tail with high, bright top. Reverberant.
HRCK Impact Metal Mid - Large Can Natural Reverb.wav	IMPACT METAL HIT MASSIVE Hard and massive metal impact. Reverberant sound.
HRCK Instrument - Orchestra Swell Long Strings.wav	INSTRUMENT ORCHESTRA SWELL STRINGS LONG Swelling up with different playing techniques and pitches.
HRCK Instrument - Piano Hits Hand Sharp.wav	INSTRUMENT PIANO HIT SHARP Bright wooden hit. Dissonant vibrating piano strings.
HRCK Instrument - Piano Hits Strings.wav	INSTRUMENT PIANO HIT STRINGS Hitting piano strings. Low impact. Long and steady tail.
HRCK Rise - Orchestra Tutti Swell.wav	RISE ORCHESTRA SWELL TUTTI Playing glissando with rising pitch. Differenting in length.
HRCK Scrape - Long Corridor Rail.wav	SCRAPE METAL RAIL HIGH Metal squeaks and light rattling. Reverberant.
HRCK Scrape - Squeaky Metal.wav	SCRAPE METAL HIGH Harsh and squeaky metal scrape. Short resonating tail.
HRCK Squeak - Metal Closet.wav	SQUEAK METAL CLOSET Tonal jarring in many different pitches. Differenting in length.
HRCK Squeak - Talking Iron.wav	SQUEAK METAL HIGH Scrapes on metal. Enveloping pitch.

## BOOM BASICS

FILENAME	DESCRIPTION
HRCK Vocal - Scream Female Breezy.wav	VOCAL FEMALE SCREAM Women screaming with breezy ah vowel.
HRCK Vocal - Scream Male Aggressive.wav	VOCAL MALE SCREAM Man screaming aggressively.
HRCK Vocal - Whisper Ghost.wav	VOICE MALE WHISPER GHOSTLY Breathy monster voice. Long exhaled air.
HRCK Vocal Choir - Scream Female.wav	VOCAL CHOIR SCREAM FEMALE GROUP Messy. Short and long screams together.
<b>CINEMATIC HORROR DESIGNED</b>	
HRDS BOOM - Soft Booms.wav	HIT BOOM SOFT Drum hits. Slightly tonal elements. Long tail.
HRDS DRONE - Haunted.wav	DRONE WIND EERIE Moving metal rings. Short single waves. Slightly blowing wind.
HRDS EXTREME - Scream Piercer.wav	EXTREME SCREAM DISTORTION Massive metal hit. Processed screams. Partly stuttering.
HRDS HIT - Angerborn.wav	HIT VOICE DELAY Low impact with eerily whispering voices. Reverberant.
HRDS HIT - Shout Out.wav	HIT SCREAM BRIGHT Smacking hit with screaming voices. Reverberant.
HRDS HIT SOFT - Abandoned Hospital.wav	HIT METAL SOFT Damped metal hits. Short echo and low tail.
HRDS REVERSED - Shimmering Rise.wav	REVERSED METAL Tonal rising with metallic bright rip.
HRDS SHOCKER - Claustrophobic.wav	SHOCKER DISTORTION Massive impact with light distortion. Metallic, rattling elements.
HRDS STINGER - Sword Resonating Ring Bys.wav	STINGER METAL SOFT Resonating sword rings with voluminous low end.
HRDS SUBTLE HIGHLIGHT - Ringle Bell.wav	SUBTLE HIGHLIGHT EERIE Swelling, tonal and ringing bells. Airy elements.
HRDS WHOOSH - Doomsday.wav	WHOOSH DARK Dark and partly stuttering. Some moving metallic elements.
<b>CINEMATIC METAL CONSTRUCTION KIT</b>	
impact_p0_barbell_bar_06.wav	Hit - Metal - Medium - High - Small. Two light cast iron barbell weights. Dry
impact_p0_barbell_bar_12.wav	Hit - Metal - Medium - High - Small. Two light cast iron barbell weights. Dry
impact_p0_barbell_clear_06.wav	Hit - Metal - Medium - High - Small. Two cast iron barbell weights. Dry
impact_p0_barbell_clear_12.wav	Hit - Metal - Medium - High - Small. Two cast iron barbell weights. Dry
impact_p0_barbell_crunch_06.wav	Impact - Metal - Medium - Mid - Med. Two cast iron barbell weights on a metal sheet. Dry
impact_p0_barbell_crunch_12.wav	Impact - Metal - Medium - Mid - Med. Two cast iron barbell weights on a metal sheet. Dry
impact_p0_barbell_hammer_06.wav	Hit - Metal - Medium - High - Small. Two cast iron barbell weights. Dry
impact_p0_barbell_hammer_12.wav	Hit - Metal - Medium - High - Small. Two cast iron barbell weights. Dry
impact_p0_barbell_solid_06.wav	Impact - Metal - Medium - Mid - Med. Three cast iron barbell weights on a metal sheet. Dry
impact_p0_barbell_solid_12.wav	Impact - Metal - Medium - Mid - Med. Three cast iron barbell weights on a metal sheet. Dry
impact_p0_bars_light_06.wav	Impact - Metal - Medium - High - Small. Bars, poles, metal elements. Dry
impact_p0_bars_light_12.wav	Impact - Metal - Medium - High - Small. Bars, poles, metal elements. Dry
impact_p0_bars_smash_06.wav	Crash - Metal - Medium - High - Med. Bars, poles, metal elements. Reverberant
impact_p0_bars_smash_12.wav	Crash - Metal - Medium - High - Med. Bars, poles, metal elements. Reverberant
impact_p0_bars_tonal_06.wav	Impact - Metal - Soft - High - Small. Bars. Reverberant
impact_p0_bars_tonal_12.wav	Impact - Metal - Soft - High - Small. Bars. Reverberant

## BOOM BASICS

FILENAME	DESCRIPTION
impact_p0_bicycle_06.wav	Impact - Metal - Soft - Mid - Med. Metal debris. Dry
impact_p0_bicycle_12.wav	Impact - Metal - Soft - Mid - Med. Metal debris. Dry
impact_p0_brass_bell_06.wav	Impact - Metal - Soft - High - Small. Brass bells. Dry.
impact_p0_brass_bell_12.wav	Impact - Metal - Soft - High - Small. Brass bells. Dry.
impact_p0_brass_stick_body_01.wav	Impact - Metal - Medium - Mid - Med. Piece of a pendulum clock attached on a bongo. Dry
impact_p0_brass_stick_body_06.wav	Impact - Metal - Medium - Mid - Med. Piece of a pendulum clock attached on a bongo. Dry
impact_p0_brass_stick01_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, first stick. Dry
impact_p0_brass_stick01_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, first stick. Dry
impact_p0_brass_stick03_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, third stick. Dry
impact_p0_brass_stick04_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, fourth stick. Dry
impact_p0_brass_stick04_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, fourth stick. Dry
impact_p0_brass_sticks_jitter_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry
impact_p0_brass_sticks_jitter_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry
impact_p0_brass_sticks_phase_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks, moved in front of microphone. Dry
impact_p0_brass_sticks_phase_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks, moved in front of microphone. Dry
impact_p0_brass_sticks_sustained_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry
impact_p0_brass_sticks_sustained_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry
impact_p0_can_06.wav	Hit - Metal - Medium - Mid - Small. Metal can. Reverberant
impact_p0_can_12.wav	Hit - Metal - Medium - Mid - Small. Metal can. Reverberant
impact_p0_car_door_hard_06.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car door inside. Dry
impact_p0_car_door_hard_12.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car door inside. Dry
impact_p0_car_door_outside_06.wav	Impact - Metal - Medium - Mid - Med. Landrover Defender, close car door outside. Dry
impact_p0_car_door_outside_12.wav	Impact - Metal - Medium - Mid - Med. Landrover Defender, close car door outside. Dry
impact_p0_car_door_soft_06.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, open car door inside. Dry
impact_p0_car_door_soft_12.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, open car door inside. Dry
impact_p0_car_hood_inside_06.wav	Hit - Metal - Hard - Low - Med. Landrover Defender, close car hood outside. Dry
impact_p0_car_hood_inside_12.wav	Hit - Metal - Hard - Low - Med. Landrover Defender, close car hood outside. Dry
impact_p0_car_hood_outside_06.wav	Impact - Metal - Hard - Mid - Med. Landrover Defender, close car hood inside. Dump. Dry
impact_p0_car_hood_outside_12.wav	Impact - Metal - Hard - Mid - Med. Landrover Defender, close car hood inside. Dump. Dry
impact_p0_car_trunk_hard_06.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car trunk, inside. Dry
impact_p0_car_trunk_hard_12.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car trunk, inside. Dry
impact_p0_car_trunk_soft_06.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, open car trunk, inside. Dry
impact_p0_car_trunk_soft_12.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, open car trunk, inside. Dry
impact_p0_chain_box_06.wav	Impact - Metal - Medium - High - Small. Metalbox box, chain inside. Dry.
impact_p0_chain_box_12.wav	Impact - Metal - Medium - High - Small. Metalbox box, chain inside. Dry.

## BOOM BASICS

FILENAME	DESCRIPTION
impact_p0_chain_drop_06.wav	Crash - Metal - Soft - High - Med. Chain drop into box, rattle. Reverberant
impact_p0_chain_drop_12.wav	Crash - Metal - Soft - High - Med. Chain drop into box, rattle. Reverberant
impact_p0_chain_light_06.wav	Impact - Metal - Soft - High - Small. Chain. Dry.
impact_p0_chain_light_12.wav	Impact - Metal - Soft - High - Small. Chain. Dry.
impact_p0_chain_light_drop_06.wav	Impact - Metal - Soft - High - Small. Chain rattle. Reverberant
impact_p0_chain_light_drop_12.wav	Impact - Metal - Soft - High - Small. Chain rattle. Reverberant
impact_p0_chain_smash_06.wav	Impact - Metal - Soft - High - Small. Chain drop, rattle. Reverberant
impact_p0_chain_smash_12.wav	Impact - Metal - Soft - High - Small. Chain drop, rattle. Reverberant
impact_p0_coffer_big_06.wav	Hit - Metal - Medium - Mid - Med. Big aluminium coffer. Dry
impact_p0_coffer_big_12.wav	Hit - Metal - Medium - Mid - Med. Big aluminium coffer. Dry
impact_p0_coffer_light_06.wav	Hit - Metal - Medium - High - Small. Small aluminium coffer. Dry
impact_p0_coffer_light_12.wav	Hit - Metal - Medium - High - Small. Small aluminium coffer. Dry
impact_p0_container_bolt_06.wav	Hit - Metal - Medium - Mid - Med. Container door, latch, inside. Reverberant
impact_p0_container_bolt_12.wav	Hit - Metal - Medium - Mid - Med. Container door, latch, inside. Reverberant
impact_p0_container_door_06.wav	Impact - Metal - Medium - Mid - Large. Open container door, inside. Reverberant
impact_p0_container_door_12.wav	Impact - Metal - Medium - Mid - Large. Open container door, inside. Reverberant
impact_p0_container_hollow_06.wav	Hit - Metal - Soft - Low - Large. Container. Dull, inside. Dry.
impact_p0_container_hollow_12.wav	Hit - Metal - Soft - Low - Large. Container. Dull, inside. Dry.
impact_p0_container_lock_06.wav	Impact - Metal - Medium - Mid - Med. Close container door, inside. Reverberant
impact_p0_container_lock_12.wav	Impact - Metal - Medium - Mid - Med. Close container door, inside. Reverberant
impact_p0_container_wall_06.wav	Hit - Metal - Soft - Low - Large. Container wall, inside. Reverberant
impact_p0_container_wall_12.wav	Hit - Metal - Soft - Low - Large. Container wall, inside. Reverberant
impact_p0_crate_light_06.wav	Impact - Metal - Medium - High - Small. Ammunition crate lid. Dry.
impact_p0_crate_light_12.wav	Impact - Metal - Medium - High - Small. Ammunition crate lid. Dry.
impact_p0_crate_rattle_06.wav	Impact - Metal - Medium - High - Small. Crate plus metal elements. Dry.
impact_p0_crate_rattle_12.wav	Impact - Metal - Medium - High - Small. Crate plus metal elements. Dry.
impact_p0_distorted_door_06.wav	Impact - Metal - Hard - High - Med. Container door. Distorted. Dry.
impact_p0_distorted_door_12.wav	Impact - Metal - Hard - High - Med. Container door. Distorted. Dry.
impact_p0_distorted_poles_01.wav	Crash - Metal - Hard - High - Med. Poles. Distorted. Dry.
impact_p0_distorted_poles_06.wav	Crash - Metal - Hard - High - Med. Poles. Distorted. Dry.
impact_p0_distorted_shovel_01.wav	Hit - Metal - Hard - Mid - Med. Excavator shovel. Distorted. Dry.
impact_p0_distorted_shovel_06.wav	Hit - Metal - Hard - Mid - Med. Excavator shovel. Distorted. Dry.
impact_p0_door_dark_06.wav	Hit - Metal - Soft - Low - Large. Door close. Reverberant
impact_p0_door_dark_12.wav	Hit - Metal - Soft - Low - Large. Door close. Reverberant
impact_p0_door_heavy_06.wav	Impact - Metal - Medium - Mid - Large. Door close. Reverberant

## BOOM BASICS

FILENAME	DESCRIPTION
impact_p0_door_heavy_12.wav	Impact - Metal - Medium - Mid - Large. Door close. Reverberant
impact_p0_door_soft_06.wav	Impact - Metal - Soft - Mid - Med. Door close. Reverberant
impact_p0_door_soft_12.wav	Impact - Metal - Soft - Mid - Med. Door close. Reverberant
impact_p0_drum_hard_01.wav	Hit - Metal - Hard - Mid - Med. Gran cassa drum. Reverberant
impact_p0_drum_hard_06.wav	Hit - Metal - Hard - Mid - Med. Gran cassa drum. Reverberant
impact_p0_drum_medium_01.wav	Hit - Metal - Medium - Mid - Med. Gran cassa drum. Reverberant
impact_p0_drum_medium_06.wav	Hit - Metal - Medium - Mid - Med. Gran cassa drum. Reverberant
impact_p0_drum_rattle_06.wav	Impact - Metal - Medium - Mid - Med. Gran cassa drum with metal elements. Reverberant
impact_p0_drum_rattle_12.wav	Impact - Metal - Medium - Mid - Med. Gran cassa drum with metal elements. Reverberant
impact_p0_drum_soft_01.wav	Hit - Metal - Soft - Mid - Med. Gran cassa drum. Reverberant
impact_p0_drum_soft_06.wav	Hit - Metal - Soft - Mid - Med. Gran cassa drum. Reverberant
impact_p0_dumpster_hatch_06.wav	Impact - Metal - Medium - Mid - Med. Dumpster, hit on hatch outside, mic inside. Reverberant
impact_p0_dumpster_hatch_12.wav	Impact - Metal - Medium - Mid - Med. Dumpster, hit on hatch outside, mic inside. Reverberant
impact_p0_dumpster_wall_06.wav	Hit - Metal - Medium - Mid - Med. Dumpster, hit on frame outside, mic inside. Reverberant
impact_p0_dumpster_wall_12.wav	Hit - Metal - Medium - Mid - Med. Dumpster, hit on frame outside, mic inside. Reverberant
impact_p0_fence_06.wav	Crash - Metal - Medium - High - Med. Fence. Reverberant
impact_p0_fence_12.wav	Crash - Metal - Medium - High - Med. Fence. Reverberant
impact_p0_hammer_rattle_06.wav	Impact - Metal - Medium - Mid - Small. Hammer on cast iron barbell weights. Dry
impact_p0_hammer_rattle_12.wav	Impact - Metal - Medium - Mid - Small. Hammer on cast iron barbell weights. Dry
impact_p0_hammer_sheet_06.wav	Hit - Metal - Medium - High - Small. Sledgehammer on sheet steel. Dry
impact_p0_hammer_sheet_12.wav	Hit - Metal - Medium - High - Small. Sledgehammer on sheet steel. Dry
impact_p0_hammer_solid_06.wav	Hit - Metal - Medium - High - Small. Hammer on sheet steel. Dry
impact_p0_hammer_solid_12.wav	Hit - Metal - Medium - High - Small. Hammer on sheet steel. Dry
impact_p0_hatch_dark_06.wav	Crash - Metal - Soft - Low - Large. Dumpster hatch open. Reverberant
impact_p0_hatch_dark_12.wav	Crash - Metal - Soft - Low - Large. Dumpster hatch open. Reverberant
impact_p0_hatch_hollow_06.wav	Impact - Metal - Medium - Mid - Med. Dumpster hatch. Reverberant
impact_p0_hatch_hollow_12.wav	Impact - Metal - Medium - Mid - Med. Dumpster hatch. Reverberant
impact_p0_hatch_soft_06.wav	Impact - Metal - Soft - Low - Med. Dumpster hatch close. Reverberant
impact_p0_hatch_soft_12.wav	Impact - Metal - Soft - Low - Med. Dumpster hatch close. Reverberant
impact_p0_jetty_dark_06.wav	Impact - Metal - Soft - Low - Large. Jetty. Dry.
impact_p0_jetty_dark_12.wav	Impact - Metal - Soft - Low - Large. Jetty. Dry.
impact_p0_jetty_rattle_06.wav	Crash - Metal - Hard - Mid - Large. Jetty, rattling, vibrating. Dry.
impact_p0_jetty_rattle_12.wav	Crash - Metal - Hard - Mid - Large. Jetty, rattling, vibrating. Dry.
impact_p0_lid_light_06.wav	Hit - Metal - Soft - High - Small. Two lids plus metal elements. Dry.
impact_p0_lid_light_12.wav	Hit - Metal - Soft - High - Small. Two lids plus metal elements. Dry.



## BOOM BASICS

FILENAME	DESCRIPTION
impact_p0_lid_rattle_06.wav	Hit - Metal - Medium - High - Small. Cast iron lid on ammunition box. Dry
impact_p0_lid_rattle_12.wav	Hit - Metal - Medium - High - Small. Cast iron lid on ammunition box. Dry
impact_p0_lock_dry_06.wav	Impact - Metal - Soft - Mid - Med. Metal latch. Dry
impact_p0_lock_dry_12.wav	Impact - Metal - Soft - Mid - Med. Metal latch. Dry
impact_p0_lock_squeak_06.wav	Impact - Metal - Soft - High - Med. Steel door open. Reverberant
impact_p0_lock_squeak_12.wav	Impact - Metal - Soft - High - Med. Steel door open. Reverberant
impact_p0_metalbox_drop_06.wav	Impact - Metal - Soft - High - Med. Metal ammunition boxes. Reverberant
impact_p0_metalbox_drop_12.wav	Impact - Metal - Soft - High - Med. Metal ammunition boxes. Reverberant
impact_p0_metalbox_hard_06.wav	Crash - Metal - Medium - High - Med. Metal ammunition boxes. Reverberant
impact_p0_metalbox_hard_12.wav	Crash - Metal - Medium - High - Med. Metal ammunition boxes. Reverberant
impact_p0_metalbox_rattle_06.wav	Impact - Metal - Medium - Mid - Small. Ammunition box. Dry.
impact_p0_metalbox_rattle_12.wav	Impact - Metal - Medium - Mid - Small. Ammunition box. Dry.
impact_p0_piano_muted_06.wav	Hit - Metal - Soft - Mid - Med. Piano string. Muted. Dry
impact_p0_piano_muted_12.wav	Hit - Metal - Soft - Mid - Med. Piano string. Muted. Dry
impact_p0_piano_sustained_06.wav	Hit - Metal - Soft - Mid - Med. Piano string. Sustained. Dry
impact_p0_piano_sustained_12.wav	Hit - Metal - Soft - Mid - Med. Piano string. Sustained. Dry
impact_p0_plate_long_06.wav	Crash - Metal - Medium - High - Small. Sheets. Reverberant
impact_p0_plate_long_12.wav	Crash - Metal - Medium - High - Small. Sheets. Reverberant
impact_p0_plate_short_06.wav	Crash - Metal - Medium - High - Small. Sheets. Reverberant
impact_p0_plate_short_12.wav	Crash - Metal - Medium - High - Small. Sheets. Reverberant
impact_p0_pole_solid_06.wav	Hit - Metal - Medium - High - Small. Two poles, chromed steel. Dry
impact_p0_pole_solid_12.wav	Hit - Metal - Medium - High - Small. Two poles, chromed steel. Dry
impact_p0_rims_rattle_06.wav	Crash - Metal - Medium - High - Small. Rim on various metal elements. Reverberant
impact_p0_rims_rattle_12.wav	Crash - Metal - Medium - High - Small. Rim on various metal elements. Reverberant
impact_p0_rod_hollow_06.wav	Hit - Metal - Soft - High - Small. Steel rod on radiator. Dry
impact_p0_rod_hollow_12.wav	Hit - Metal - Soft - High - Small. Steel rod on radiator. Dry
impact_p0_sheet_crunch_06.wav	Impact - Metal - Medium - Mid - Med. Sheet, rattle. Reverberant
impact_p0_sheet_crunch_12.wav	Impact - Metal - Medium - Mid - Med. Sheet, rattle. Reverberant
impact_p0_sheet_dark_06.wav	Hit - Metal - Medium - Low - Med. Single metal sheet, dull. Dry.
impact_p0_sheet_dark_12.wav	Hit - Metal - Medium - Low - Med. Single metal sheet, dull. Dry.
impact_p0_sheet_hard_06.wav	Impact - Metal - Medium - Mid - Large. Sheets, light rattle. Reverberant
impact_p0_sheet_hard_12.wav	Impact - Metal - Medium - Mid - Large. Sheets, light rattle. Reverberant
impact_p0_sheet_hollow_06.wav	Hit - Metal - Medium - Mid - Large. Sheet. Reverberant
impact_p0_sheet_hollow_12.wav	Hit - Metal - Medium - Mid - Large. Sheet. Reverberant
impact_p0_sheet_light_06.wav	Impact - Metal - Hard - High - Small. Drop of a sheet steel. Dry

## BOOM BASICS

FILENAME	DESCRIPTION
impact_p0_sheet_light_12.wav	Impact - Metal - Hard - High - Small. Drop of a sheet steel. Dry
impact_p0_sheet_tonal_06.wav	Hit - Metal - Soft - High - Small. Iron rod on sheet metal. Dry
impact_p0_sheet_tonal_12.wav	Hit - Metal - Soft - High - Small. Iron rod on sheet metal. Dry
impact_p0_slidedoor_close_06.wav	Crash - Metal - Medium - High - Med. Close metal sliding door. Dry
impact_p0_slidedoor_close_12.wav	Crash - Metal - Medium - High - Med. Close metal sliding door. Dry
impact_p0_slidedoor_open_06.wav	Crash - Metal - Medium - High - Med. Open metal sliding door. Dry
impact_p0_slidedoor_open_12.wav	Crash - Metal - Medium - High - Med. Open metal sliding door. Dry
impact_p0_small_iron_bar_06.wav	Hit - Metal - Hard - High - Small. Iron on concrete. Reverberant
impact_p0_small_iron_bar_12.wav	Hit - Metal - Hard - High - Small. Iron on concrete. Reverberant
impact_p0_small_iron_hammer_06.wav	Hit - Metal - Hard - High - Small. Iron on concrete. Reverberant
impact_p0_small_iron_hammer_12.wav	Hit - Metal - Hard - High - Small. Iron on concrete. Reverberant
impact_p0_small_iron_plates_06.wav	Hit - Metal - Hard - High - Small. Iron on concrete. Reverberant
impact_p0_small_iron_plates_12.wav	Hit - Metal - Hard - High - Small. Iron on concrete. Reverberant
impact_p0_small_iron_pole_06.wav	Hit - Metal - Medium - High - Small. Iron on iron. Dry
impact_p0_small_iron_pole_12.wav	Hit - Metal - Medium - High - Small. Iron on iron. Dry
impact_p0_small_iron_rail_06.wav	Hit - Metal - Medium - High - Small. Iron rod on piece of rail. Dry
impact_p0_small_iron_rail_12.wav	Hit - Metal - Medium - High - Small. Iron rod on piece of rail. Dry
impact_p0_small_iron_stick_06.wav	Hit - Metal - Medium - High - Small. Hammer on iron. Dry
impact_p0_small_iron_stick_12.wav	Hit - Metal - Medium - High - Small. Hammer on iron. Dry
impact_p0_small_iron_sword_06.wav	Hit - Metal - Medium - High - Small. Iron on iron. Dry
impact_p0_small_iron_sword_12.wav	Hit - Metal - Medium - High - Small. Iron on iron. Dry
impact_p0_spring_light_06.wav	Hit - Metal - Soft - High - Small. Smash two car damper springs, ring out. Reverberant
impact_p0_spring_light_12.wav	Hit - Metal - Soft - High - Small. Smash two car damper springs, ring out. Reverberant
impact_p0_spring_rattle_06.wav	Crash - Metal - Soft - High - Med. Drop two car damper springs. Reverberant
impact_p0_spring_rattle_12.wav	Crash - Metal - Soft - High - Med. Drop two car damper springs. Reverberant
impact_p0_steel_floor_06.wav	Crash - Metal - Hard - Mid - Large. Metal floor, rattling. Reverberant
impact_p0_steel_floor_12.wav	Crash - Metal - Hard - Mid - Large. Metal floor, rattling. Reverberant
impact_p0_sword_06.wav	Hit - Metal - Medium - High - Small. Sword on different metal elements. Dry
impact_p0_sword_12.wav	Hit - Metal - Medium - High - Small. Sword on different metal elements. Dry
impact_p0_trash_box_06.wav	Impact - Metal - Soft - Mid - Small. Opened small ammunition box. Dry.
impact_p0_trash_box_12.wav	Impact - Metal - Soft - Mid - Small. Opened small ammunition box. Dry.
impact_p0_trash_massive_06.wav	Impact - Metal - Medium - High - Small. Scrap and diverse metal elements. Reverberant
impact_p0_trash_massive_12.wav	Impact - Metal - Medium - High - Small. Scrap and diverse metal elements. Reverberant
impact_p0_trash_poles_06.wav	Crash - Metal - Hard - High - Med. Scrap, pole and diverse metal elements. Reverberant
impact_p0_trash_poles_12.wav	Crash - Metal - Hard - High - Med. Scrap, pole and diverse metal elements. Reverberant

## BOOM BASICS

FILENAME	DESCRIPTION
impact_p0_trash_rattle_06.wav	Crash - Metal - Hard - High - Med. Scrap and diverse metal elements. Reverberant
impact_p0_trash_rattle_12.wav	Crash - Metal - Hard - High - Med. Scrap and diverse metal elements. Reverberant
impact_p1_barbell_bar_06.wav	Hit - Metal - Medium - Mid - Med. Two light cast iron barbell weights. Dry
impact_p1_barbell_bar_12.wav	Hit - Metal - Medium - Mid - Med. Two light cast iron barbell weights. Dry
impact_p1_barbell_clear_06.wav	Hit - Metal - Medium - Mid - Small. Two cast iron barbell weights. Dry
impact_p1_barbell_clear_12.wav	Hit - Metal - Medium - Mid - Small. Two cast iron barbell weights. Dry
impact_p1_barbell_crunch_06.wav	Impact - Metal - Medium - Mid - Med. Two cast iron barbell weights on a metal sheet. Dry
impact_p1_barbell_crunch_12.wav	Impact - Metal - Medium - Mid - Med. Two cast iron barbell weights on a metal sheet. Dry
impact_p1_barbell_hammer_06.wav	Hit - Metal - Medium - Mid - Med. Two cast iron barbell weights. Dry
impact_p1_barbell_hammer_12.wav	Hit - Metal - Medium - Mid - Med. Two cast iron barbell weights. Dry
impact_p1_barbell_solid_06.wav	Impact - Metal - Medium - Mid - Med. Three cast iron barbell weights on a metal sheet. Dry
impact_p1_barbell_solid_12.wav	Impact - Metal - Medium - Mid - Med. Three cast iron barbell weights on a metal sheet. Dry
impact_p1Bars_light_06.wav	Impact - Metal - Medium - High - Med. Bars, poles, metal elements. Dry
impact_p1Bars_light_12.wav	Impact - Metal - Medium - High - Med. Bars, poles, metal elements. Dry
impact_p1Bars_smash_06.wav	Crash - Metal - Medium - High - Med. Bars, poles, metal elements. Reverberant
impact_p1Bars_smash_12.wav	Crash - Metal - Medium - High - Med. Bars, poles, metal elements. Reverberant
impact_p1Bars_tonal_06.wav	Impact - Metal - Medium - High - Med. Bars. Reverberant
impact_p1Bars_tonal_12.wav	Impact - Metal - Medium - High - Med. Bars. Reverberant
impact_p1_bicycle_06.wav	Impact - Metal - Soft - Mid - Med. Metal debris. Dry
impact_p1_bicycle_12.wav	Impact - Metal - Soft - Mid - Med. Metal debris. Dry
impact_p1_brass_bell_06.wav	Impact - Metal - Soft - High - Small. Brass bells. Dry.
impact_p1_brass_bell_12.wav	Impact - Metal - Soft - High - Small. Brass bells. Dry.
impact_p1_brass_stick_body_01.wav	Impact - Metal - Medium - Mid - Med. Piece of a pendulum clock attached on a bongo. Dry
impact_p1_brass_stick_body_06.wav	Impact - Metal - Medium - Mid - Med. Piece of a pendulum clock attached on a bongo. Dry
impact_p1_brass_stick01_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, first stick. Dry
impact_p1_brass_stick01_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, first stick. Dry
impact_p1_brass_stick02_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, second stick. Dry
impact_p1_brass_stick03_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, third stick. Dry
impact_p1_brass_stick04_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, fourth stick. Dry
impact_p1_brass_stick04_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, fourth stick. Dry
impact_p1_brass_sticks_jitter_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry
impact_p1_brass_sticks_jitter_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry
impact_p1_brass_sticks_phase_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks, moved in front of microphone. Dry
impact_p1_brass_sticks_phase_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks, moved in front of microphone. Dry
impact_p1_brass_sticks_sustained_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry

## BOOM BASICS

FILENAME	DESCRIPTION
impact_p1_brass_sticks_sustained_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry
impact_p1_can_06.wav	Hit - Metal - Medium - Mid - Med. Metal can. Reverberant
impact_p1_can_12.wav	Hit - Metal - Medium - Mid - Med. Metal can. Reverberant
impact_p1_car_door_hard_06.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car door inside. Dry
impact_p1_car_door_hard_12.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car door inside. Dry
impact_p1_car_door_outside_06.wav	Impact - Metal - Medium - Mid - Med. Landrover Defender, close car door outside. Dry
impact_p1_car_door_outside_12.wav	Impact - Metal - Medium - Mid - Med. Landrover Defender, close car door outside. Dry
impact_p1_car_door_soft_06.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, open car door inside. Dry
impact_p1_car_door_soft_12.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, open car door inside. Dry
impact_p1_car_hood_inside_06.wav	Hit - Metal - Hard - Low - Large. Landrover Defender, close car hood outside. Dry
impact_p1_car_hood_inside_12.wav	Hit - Metal - Hard - Low - Large. Landrover Defender, close car hood outside. Dry
impact_p1_car_hood_outside_06.wav	Impact - Metal - Hard - Mid - Med. Landrover Defender, close car hood inside. Dump. Dry
impact_p1_car_hood_outside_12.wav	Impact - Metal - Hard - Mid - Med. Landrover Defender, close car hood inside. Dump. Dry
impact_p1_car_trunk_hard_06.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car trunk, inside. Dry
impact_p1_car_trunk_hard_12.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car trunk, inside. Dry
impact_p1_car_trunk_soft_06.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, open car trunk, inside. Dry
impact_p1_car_trunk_soft_12.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, open car trunk, inside. Dry
impact_p1_chain_box_06.wav	Impact - Metal - Medium - High - Med. Metalbox box, chain inside. Dry.
impact_p1_chain_box_12.wav	Impact - Metal - Medium - High - Med. Metalbox box, chain inside. Dry.
impact_p1_chain_drop_06.wav	Crash - Metal - Soft - High - Med. Chain drop into box, rattle. Reverberant
impact_p1_chain_drop_12.wav	Crash - Metal - Soft - High - Med. Chain drop into box, rattle. Reverberant
impact_p1_chain_light_06.wav	Impact - Metal - Medium - High - Small. Chain. Dry.
impact_p1_chain_light_12.wav	Impact - Metal - Medium - High - Small. Chain. Dry.
impact_p1_chain_light_drop_06.wav	Impact - Metal - Medium - High - Small. Chain rattle. Reverberant
impact_p1_chain_light_drop_12.wav	Impact - Metal - Medium - High - Small. Chain rattle. Reverberant
impact_p1_chain_smash_06.wav	Impact - Metal - Soft - High - Small. Chain drop, rattle. Reverberant
impact_p1_chain_smash_12.wav	Impact - Metal - Soft - High - Small. Chain drop, rattle. Reverberant
impact_p1_coffer_big_06.wav	Impact - Metal - Medium - Low - Med. Big aluminium coffer. Dry
impact_p1_coffer_big_12.wav	Impact - Metal - Medium - Low - Med. Big aluminium coffer. Dry
impact_p1_coffer_light_06.wav	Impact - Metal - Medium - High - Small. Small aluminium coffer. Dry
impact_p1_coffer_light_12.wav	Impact - Metal - Medium - High - Small. Small aluminium coffer. Dry
impact_p1_container_bolt_06.wav	Hit - Metal - Medium - Mid - Large. Container door, latch, inside. Reverberant
impact_p1_container_bolt_12.wav	Hit - Metal - Medium - Mid - Large. Container door, latch, inside. Reverberant
impact_p1_container_door_06.wav	Impact - Metal - Hard - Low - Large. Open container door, inside. Reverberant
impact_p1_container_door_12.wav	Impact - Metal - Hard - Low - Large. Open container door, inside. Reverberant

## BOOM BASICS

FILENAME	DESCRIPTION
impact_p1_container_hollow_06.wav	Hit - Metal - Medium - Low - Large. Container. Dull, inside. Dry.
impact_p1_container_hollow_12.wav	Hit - Metal - Medium - Low - Large. Container. Dull, inside. Dry.
impact_p1_container_lock_06.wav	Impact - Metal - Medium - Low - Large. Close container door, inside. Reverberant
impact_p1_container_lock_12.wav	Impact - Metal - Medium - Low - Large. Close container door, inside. Reverberant
impact_p1_container_wall_06.wav	Hit - Metal - Medium - Low - Large. Container wall, inside. Reverberant
impact_p1_container_wall_12.wav	Hit - Metal - Medium - Low - Large. Container wall, inside. Reverberant
impact_p1_crate_light_06.wav	Impact - Metal - Medium - Mid - Med. Ammunition crate lid. Dry.
impact_p1_crate_light_12.wav	Impact - Metal - Medium - Mid - Med. Ammunition crate lid. Dry.
impact_p1_crate_rattle_06.wav	Impact - Metal - Medium - Mid - Med. Crate plus metal elements. Dry.
impact_p1_crate_rattle_12.wav	Impact - Metal - Medium - Mid - Med. Crate plus metal elements. Dry.
impact_p1_distorted_door_06.wav	Impact - Metal - Hard - Mid - Med. Container door. Distorted. Dry.
impact_p1_distorted_door_12.wav	Impact - Metal - Hard - Mid - Med. Container door. Distorted. Dry.
impact_p1_distorted_poles_01.wav	Crash - Metal - Hard - High - Large. Poles. Distorted. Dry.
impact_p1_distorted_poles_06.wav	Crash - Metal - Hard - High - Large. Poles. Distorted. Dry.
impact_p1_distorted_shovel_01.wav	Hit - Metal - Hard - Mid - Large. Excavator shovel. Distorted. Dry.
impact_p1_distorted_shovel_06.wav	Hit - Metal - Hard - Mid - Large. Excavator shovel. Distorted. Dry.
impact_p1_door_dark_06.wav	Hit - Metal - Soft - Low - Large. Door close. Reverberant
impact_p1_door_dark_12.wav	Hit - Metal - Soft - Low - Large. Door close. Reverberant
impact_p1_door_heavy_06.wav	Impact - Metal - Medium - Low - Large. Door close. Reverberant
impact_p1_door_heavy_12.wav	Impact - Metal - Medium - Low - Large. Door close. Reverberant
impact_p1_door_soft_06.wav	Impact - Metal - Soft - Low - Large. Door close. Reverberant
impact_p1_door_soft_12.wav	Impact - Metal - Soft - Low - Large. Door close. Reverberant
impact_p1_drum_hard_01.wav	Hit - Metal - Hard - Mid - Med. Gran cassa drum. Reverberant
impact_p1_drum_hard_06.wav	Hit - Metal - Hard - Mid - Med. Gran cassa drum. Reverberant
impact_p1_drum_medium_01.wav	Hit - Metal - Medium - Low - Med. Gran cassa drum. Reverberant
impact_p1_drum_medium_06.wav	Hit - Metal - Medium - Low - Med. Gran cassa drum. Reverberant
impact_p1_drum_rattle_06.wav	Impact - Metal - Medium - Mid - Med. Gran cassa drum with metal elements. Reverberant
impact_p1_drum_rattle_12.wav	Impact - Metal - Medium - Mid - Med. Gran cassa drum with metal elements. Reverberant
impact_p1_drum_soft_01.wav	Hit - Metal - Soft - Mid - Med. Gran cassa drum. Reverberant
impact_p1_drum_soft_06.wav	Hit - Metal - Soft - Mid - Med. Gran cassa drum. Reverberant
impact_p1_dumpster_hatch_06.wav	Impact - Metal - Medium - Low - Large. Dumpster, hit on hatch outside, mic inside. Reverberant
impact_p1_dumpster_hatch_12.wav	Impact - Metal - Medium - Low - Large. Dumpster, hit on hatch outside, mic inside. Reverberant
impact_p1_dumpster_wall_06.wav	Hit - Metal - Medium - Mid - Med. Dumpster, hit on frame outside, mic inside. Reverberant
impact_p1_dumpster_wall_12.wav	Hit - Metal - Medium - Mid - Med. Dumpster, hit on frame outside, mic inside. Reverberant
impact_p1_fence_06.wav	Crash - Metal - Medium - High - Med. Fence. Reverberant



## BOOM BASICS

FILENAME	DESCRIPTION
impact_p1_fence_12.wav	Crash - Metal - Medium - High - Med. Fence. Reverberant
impact_p1_hammer_rattle_06.wav	Impact - Metal - Medium - Mid - Med. Hammer on cast iron barbell weights. Dry
impact_p1_hammer_rattle_12.wav	Impact - Metal - Medium - Mid - Med. Hammer on cast iron barbell weights. Dry
impact_p1_hammer_sheet_06.wav	Hit - Metal - Hard - High - Med. Sledgehammer on sheet steel. Dry
impact_p1_hammer_sheet_12.wav	Hit - Metal - Hard - High - Med. Sledgehammer on sheet steel. Dry
impact_p1_hammer_solid_06.wav	Hit - Metal - Medium - Mid - Med. Hammer on sheet steel. Dry
impact_p1_hammer_solid_12.wav	Hit - Metal - Medium - Mid - Med. Hammer on sheet steel. Dry
impact_p1_hatch_dark_06.wav	Crash - Metal - Soft - Low - Large. Dumpster hatch open. Reverberant
impact_p1_hatch_dark_12.wav	Crash - Metal - Soft - Low - Large. Dumpster hatch open. Reverberant
impact_p1_hatch_hollow_06.wav	Impact - Metal - Medium - Mid - Med. Dumpster hatch. Reverberant
impact_p1_hatch_hollow_12.wav	Impact - Metal - Medium - Mid - Med. Dumpster hatch. Reverberant
impact_p1_hatch_soft_06.wav	Impact - Metal - Soft - Low - Med. Dumpster hatch close. Reverberant
impact_p1_hatch_soft_12.wav	Impact - Metal - Soft - Low - Med. Dumpster hatch close. Reverberant
impact_p1_jetty_dark_06.wav	Impact - Metal - Soft - Low - Large. Jetty. Dry.
impact_p1_jetty_dark_12.wav	Impact - Metal - Soft - Low - Large. Jetty. Dry.
impact_p1_jetty_rattle_06.wav	Crash - Metal - Medium - Low - Large.. Jetty, rattling, vibrating. Dry.
impact_p1_jetty_rattle_12.wav	Crash - Metal - Medium - Low - Large.. Jetty, rattling, vibrating. Dry.
impact_p1_lid_light_06.wav	Hit - Metal - Medium - High - Small. Two lids plus metal elements. Dry.
impact_p1_lid_light_12.wav	Hit - Metal - Medium - High - Small. Two lids plus metal elements. Dry.
impact_p1_lid_rattle_06.wav	Hit - Metal - Medium - Mid - Med. Cast iron lid on ammunition box. Dry
impact_p1_lid_rattle_12.wav	Hit - Metal - Medium - Mid - Med. Cast iron lid on ammunition box. Dry
impact_p1_lock_dry_06.wav	Impact - Metal - Soft - Mid - Med. Metal latch. Dry
impact_p1_lock_dry_12.wav	Impact - Metal - Soft - Mid - Med. Metal latch. Dry
impact_p1_lock_squeak_06.wav	Impact - Metal - Soft - High - Large.. Steel door open. Reverberant
impact_p1_lock_squeak_12.wav	Impact - Metal - Soft - High - Large.. Steel door open. Reverberant
impact_p1_metalbox_drop_06.wav	Impact - Metal - Soft - High - Med. Metal ammunition boxes. Reverberant
impact_p1_metalbox_drop_12.wav	Impact - Metal - Soft - High - Med. Metal ammunition boxes. Reverberant
impact_p1_metalbox_hard_06.wav	Crash - Metal - Medium - Mid - Med. Metal ammunition boxes. Reverberant
impact_p1_metalbox_hard_12.wav	Crash - Metal - Medium - Mid - Med. Metal ammunition boxes. Reverberant
impact_p1_metalbox_rattle_06.wav	Impact - Metal - Medium - Mid - Med. Ammunition box. Dry.
impact_p1_metalbox_rattle_12.wav	Impact - Metal - Medium - Mid - Med. Ammunition box. Dry.
impact_p1_piano_muted_06.wav	Hit - Metal - Soft - Mid - Large. Piano string. Muted. Dry
impact_p1_piano_muted_12.wav	Hit - Metal - Soft - Mid - Large. Piano string. Muted. Dry
impact_p1_piano_sustained_06.wav	Hit - Metal - Soft - Mid - Large. Piano string. Sustained. Dry
impact_p1_piano_sustained_12.wav	Hit - Metal - Soft - Mid - Large. Piano string. Sustained. Dry

## BOOM BASICS

FILENAME	DESCRIPTION
impact_p1_plate_long_06.wav	Crash - Metal - Medium - Mid - Med. Sheets. Reverberant
impact_p1_plate_long_12.wav	Crash - Metal - Medium - Mid - Med. Sheets. Reverberant
impact_p1_plate_short_06.wav	Crash - Metal - Medium - High - Med. Sheets. Reverberant
impact_p1_plate_short_12.wav	Crash - Metal - Medium - High - Med. Sheets. Reverberant
impact_p1_pole_solid_06.wav	Hit - Metal - Medium - High - Med. Two poles, chromed steel. Dry
impact_p1_pole_solid_12.wav	Hit - Metal - Medium - High - Med. Two poles, chromed steel. Dry
impact_p1_rims_rattle_06.wav	Crash - Metal - Medium - Mid - Med. Rim on various metal elements. Reverberant
impact_p1_rims_rattle_12.wav	Crash - Metal - Medium - Mid - Med. Rim on various metal elements. Reverberant
impact_p1_rod_hollow_06.wav	Hit - Metal - Soft - High - Small. Steel rod on radiator. Dry
impact_p1_rod_hollow_12.wav	Hit - Metal - Soft - High - Small. Steel rod on radiator. Dry
impact_p1_sheet_crunch_06.wav	Crash - Metal - Medium - Mid - Med. Sheet, rattle. Reverberant
impact_p1_sheet_crunch_12.wav	Crash - Metal - Medium - Mid - Med. Sheet, rattle. Reverberant
impact_p1_sheet_dark_06.wav	Impact - Metal - Medium - Low - Med. Single metal sheet, dull. Dry.
impact_p1_sheet_dark_12.wav	Impact - Metal - Medium - Low - Med. Single metal sheet, dull. Dry.
impact_p1_sheet_hard_06.wav	Impact - Metal - Hard - Low - Large. Sheets, light rattle. Reverberant
impact_p1_sheet_hard_12.wav	Impact - Metal - Hard - Low - Large. Sheets, light rattle. Reverberant
impact_p1_sheet_hollow_06.wav	Hit - Metal - Medium - Mid - Large. Sheet. Reverberant
impact_p1_sheet_hollow_12.wav	Hit - Metal - Medium - Mid - Large. Sheet. Reverberant
impact_p1_sheet_light_06.wav	Impact - Metal - Hard - High - Small. Drop of a sheet steel. Dry
impact_p1_sheet_light_12.wav	Impact - Metal - Hard - High - Small. Drop of a sheet steel. Dry
impact_p1_sheet_tonal_06.wav	Impact - Metal - Soft - High - Med. Iron rod on sheet metal. Dry
impact_p1_sheet_tonal_12.wav	Impact - Metal - Soft - High - Med. Iron rod on sheet metal. Dry
impact_p1_slidedoor_close_06.wav	Crash - Metal - Soft - Mid - Med. Close metal sliding door. Dry
impact_p1_slidedoor_close_12.wav	Crash - Metal - Soft - Mid - Med. Close metal sliding door. Dry
impact_p1_slidedoor_open_06.wav	Crash - Metal - Soft - Mid - Med. Open metal sliding door. Dry
impact_p1_slidedoor_open_12.wav	Crash - Metal - Soft - Mid - Med. Open metal sliding door. Dry
impact_p1_small_iron_bar_06.wav	Hit - Metal - Hard - High - Small. Iron on concrete. Reverberant
impact_p1_small_iron_bar_12.wav	Hit - Metal - Hard - High - Small. Iron on concrete. Reverberant
impact_p1_small_iron_hammer_06.wav	Hit - Metal - Hard - High - Small. Iron on concrete. Reverberant
impact_p1_small_iron_hammer_12.wav	Hit - Metal - Hard - High - Small. Iron on concrete. Reverberant
impact_p1_small_iron_plates_06.wav	Hit - Metal - Hard - High - Small. Iron on concrete. Reverberant
impact_p1_small_iron_plates_12.wav	Hit - Metal - Hard - High - Small. Iron on concrete. Reverberant
impact_p1_small_iron_pole_06.wav	Hit - Metal - Medium - High - Small. Iron on iron. Dry
impact_p1_small_iron_pole_12.wav	Hit - Metal - Medium - High - Small. Iron on iron. Dry
impact_p1_small_iron_rail_06.wav	Hit - Metal - Medium - High - Small. Iron rod on piece of rail. Dry

## BOOM BASICS

FILENAME	DESCRIPTION
impact_p1_small_iron_rail_12.wav	Hit - Metal - Medium - High - Small. Iron rod on piece of rail. Dry
impact_p1_small_iron_stick_06.wav	Hit - Metal - Medium - High - Small. Hammer on iron. Dry
impact_p1_small_iron_stick_12.wav	Hit - Metal - Medium - High - Small. Hammer on iron. Dry
impact_p1_small_iron_sword_06.wav	Hit - Metal - Medium - High - Small. Iron on iron. Dry
impact_p1_small_iron_sword_12.wav	Hit - Metal - Medium - High - Small. Iron on iron. Dry
impact_p1_spring_light_06.wav	Hit - Metal - Medium - High - Small. Smash two car damper springs, ring out. Reverberant
impact_p1_spring_light_12.wav	Hit - Metal - Medium - High - Small. Smash two car damper springs, ring out. Reverberant
impact_p1_spring_rattle_06.wav	Crash - Metal - Soft - High - Med. Drop two car damper springs. Reverberant
impact_p1_spring_rattle_12.wav	Crash - Metal - Soft - High - Med. Drop two car damper springs. Reverberant
impact_p1_steel_floor_06.wav	Crash - Metal - Medium - Low - Large.. Metal floor, rattling. Reverberant
impact_p1_steel_floor_12.wav	Crash - Metal - Medium - Low - Large.. Metal floor, rattling. Reverberant
impact_p1_sword_06.wav	Hit - Metal - Medium - High - Small. Sword on different metal elements. Dry
impact_p1_sword_12.wav	Hit - Metal - Medium - High - Small. Sword on different metal elements. Dry
impact_p1_trash_box_06.wav	Impact - Metal - Soft - Mid - Small. Opened small ammunition box. Dry.
impact_p1_trash_box_12.wav	Impact - Metal - Soft - Mid - Small. Opened small ammunition box. Dry.
impact_p1_trash_massive_06.wav	Impact - Metal - Medium - High - Med. Scrap and diverse metal elements. Reverberant
impact_p1_trash_massive_12.wav	Impact - Metal - Medium - High - Med. Scrap and diverse metal elements. Reverberant
impact_p1_trash_poles_06.wav	Crash - Metal - Hard - Mid - Med. Scrap, pole and diverse metal elements. Reverberant
impact_p1_trash_poles_12.wav	Crash - Metal - Hard - Mid - Med. Scrap, pole and diverse metal elements. Reverberant
impact_p1_trash_rattle_06.wav	Crash - Metal - Hard - Mid - Med. Scrap and diverse metal elements. Reverberant
impact_p1_trash_rattle_12.wav	Crash - Metal - Hard - Mid - Med. Scrap and diverse metal elements. Reverberant
impact_p2_barbell_bar_06.wav	Hit - Metal - Medium - Mid - Med. Two light cast iron barbell weights. Dry
impact_p2_barbell_bar_12.wav	Hit - Metal - Medium - Mid - Med. Two light cast iron barbell weights. Dry
impact_p2_barbell_clear_06.wav	Hit - Metal - Medium - Mid - Med. Two cast iron barbell weights. Dry
impact_p2_barbell_clear_12.wav	Hit - Metal - Medium - Mid - Med. Two cast iron barbell weights. Dry
impact_p2_barbell_crunch_06.wav	Impact - Metal - Medium - Mid - Large. Two cast iron barbell weights on a metal sheet. Dry
impact_p2_barbell_crunch_12.wav	Impact - Metal - Medium - Mid - Large. Two cast iron barbell weights on a metal sheet. Dry
impact_p2_barbell_hammer_06.wav	Hit - Metal - Medium - Mid - Med. Two cast iron barbell weights. Dry
impact_p2_barbell_hammer_12.wav	Hit - Metal - Medium - Mid - Med. Two cast iron barbell weights. Dry
impact_p2_barbell_solid_06.wav	Impact - Metal - Medium - Mid - Med. Three cast iron barbell weights on a metal sheet. Dry
impact_p2_barbell_solid_12.wav	Impact - Metal - Medium - Mid - Med. Three cast iron barbell weights on a metal sheet. Dry
impact_p2Bars_light_06.wav	Impact - Metal - Medium - Mid - Med. Bars, poles, metal elements. Dry
impact_p2Bars_light_12.wav	Impact - Metal - Medium - Mid - Med. Bars, poles, metal elements. Dry
impact_p2Bars_smash_06.wav	Crash - Metal - Medium - Mid - Med. Bars, poles, metal elements. Reverberant
impact_p2Bars_smash_12.wav	Crash - Metal - Medium - Mid - Med. Bars, poles, metal elements. Reverberant

## BOOM BASICS

FILENAME	DESCRIPTION
impact_p2_bars_tonal_06.wav	Crash - Metal - Medium - Mid - Med. Bars. Reverberant
impact_p2_bars_tonal_12.wav	Crash - Metal - Medium - Mid - Med. Bars. Reverberant
impact_p2_bicycle_06.wav	Crash - Metal - Soft - Mid - Large. Metal debris. Dry
impact_p2_bicycle_12.wav	Crash - Metal - Soft - Mid - Large. Metal debris. Dry
impact_p2_brass_bell_06.wav	Impact - Metal - Soft - High - Small. Brass bells. Dry.
impact_p2_brass_bell_12.wav	Impact - Metal - Soft - High - Small. Brass bells. Dry.
impact_p2_brass_stick_body_01.wav	Impact - Metal - Medium - Low - Med. Piece of a pendulum clock attached on a bongo. Dry
impact_p2_brass_stick_body_06.wav	Impact - Metal - Medium - Low - Med. Piece of a pendulum clock attached on a bongo. Dry
impact_p2_brass_stick01_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, first stick. Dry
impact_p2_brass_stick01_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, first stick. Dry
impact_p2_brass_stick02_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, second stick. Dry
impact_p2_brass_stick03_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, third stick. Dry
impact_p2_brass_stick04_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, fourth stick. Dry
impact_p2_brass_stick04_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, fourth stick. Dry
impact_p2_brass_sticks_jitter_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry
impact_p2_brass_sticks_jitter_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry
impact_p2_brass_sticks_phase_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks, moved in front of microphone. Dry
impact_p2_brass_sticks_phase_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks, moved in front of microphone. Dry
impact_p2_brass_sticks_sustained_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry
impact_p2_brass_sticks_sustained_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry
impact_p2_can_06.wav	Impact - Metal - Medium - Low - Med. Metal can. Reverberant
impact_p2_can_12.wav	Impact - Metal - Medium - Low - Med. Metal can. Reverberant
impact_p2_car_door_hard_06.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car door inside. Dry
impact_p2_car_door_hard_12.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car door inside. Dry
impact_p2_car_door_outside_06.wav	Impact - Metal - Medium - Mid - Med. Landrover Defender, close car door outside. Dry
impact_p2_car_door_outside_12.wav	Impact - Metal - Medium - Mid - Med. Landrover Defender, close car door outside. Dry
impact_p2_car_door_soft_06.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, open car door inside. Dry
impact_p2_car_door_soft_12.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, open car door inside. Dry
impact_p2_car_hood_inside_06.wav	Hit - Metal - Hard - Low - Large. Landrover Defender, close car hood outside. Dry
impact_p2_car_hood_inside_12.wav	Hit - Metal - Hard - Low - Large. Landrover Defender, close car hood outside. Dry
impact_p2_car_hood_outside_06.wav	Impact - Metal - Hard - Mid - Med. Landrover Defender, close car hood inside. Dump. Dry
impact_p2_car_hood_outside_12.wav	Impact - Metal - Hard - Mid - Med. Landrover Defender, close car hood inside. Dump. Dry
impact_p2_car_trunk_hard_06.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car trunk, inside. Dry
impact_p2_car_trunk_hard_12.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car trunk, inside. Dry
impact_p2_car_trunk_soft_06.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, open car trunk, inside. Dry

## BOOM BASICS

FILENAME	DESCRIPTION
impact_p2_car_trunk_soft_12.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, open car trunk, inside. Dry
impact_p2_chain_box_06.wav	Crash - Metal - Medium - Mid - Med. Metalbox box, chain inside. Dry.
impact_p2_chain_box_12.wav	Crash - Metal - Medium - Mid - Med. Metalbox box, chain inside. Dry.
impact_p2_chain_drop_06.wav	Crash - Metal - Soft - Mid - Large. Chain drop into box, rattle. Reverberant
impact_p2_chain_drop_12.wav	Crash - Metal - Soft - Mid - Large. Chain drop into box, rattle. Reverberant
impact_p2_chain_light_06.wav	Impact - Metal - Medium - High - Small. Chain. Dry.
impact_p2_chain_light_12.wav	Impact - Metal - Medium - High - Small. Chain. Dry.
impact_p2_chain_light_drop_06.wav	Impact - Metal - Medium - High - Med. Chain rattle. Reverberant
impact_p2_chain_light_drop_12.wav	Impact - Metal - Medium - High - Med. Chain rattle. Reverberant
impact_p2_chain_smash_06.wav	Impact - Metal - Soft - High - Med. Chain drop, rattle. Reverberant
impact_p2_chain_smash_12.wav	Impact - Metal - Soft - High - Med. Chain drop, rattle. Reverberant
impact_p2_coffer_big_06.wav	Impact - Metal - Medium - Low - Large. Big aluminium coffer. Dry
impact_p2_coffer_big_12.wav	Impact - Metal - Medium - Low - Large. Big aluminium coffer. Dry
impact_p2_coffer_light_06.wav	Impact - Metal - Medium - Mid - Med. Small aluminium coffer. Dry
impact_p2_coffer_light_12.wav	Impact - Metal - Medium - Mid - Med. Small aluminium coffer. Dry
impact_p2_container_bolt_06.wav	Hit - Metal - Medium - Mid - Large. Container door, latch, inside. Reverberant
impact_p2_container_bolt_12.wav	Hit - Metal - Medium - Mid - Large. Container door, latch, inside. Reverberant
impact_p2_container_door_06.wav	Impact - Metal - Hard - Low - Large. Open container door, inside. Reverberant
impact_p2_container_door_12.wav	Impact - Metal - Hard - Low - Large. Open container door, inside. Reverberant
impact_p2_container_hollow_06.wav	Impact - Metal - Medium - Low - Large. Container. Dull, inside. Dry.
impact_p2_container_hollow_12.wav	Impact - Metal - Medium - Low - Large. Container. Dull, inside. Dry.
impact_p2_container_lock_06.wav	Impact - Metal - Medium - Low - Large. Close container door, inside. Reverberant
impact_p2_container_lock_12.wav	Impact - Metal - Medium - Low - Large. Close container door, inside. Reverberant
impact_p2_container_wall_06.wav	Impact - Metal - Medium - Low - Large. Container wall, inside. Reverberant
impact_p2_container_wall_12.wav	Impact - Metal - Medium - Low - Large. Container wall, inside. Reverberant
impact_p2_crate_light_06.wav	Impact - Metal - Medium - Mid - Med. Ammunition crate lid. Dry.
impact_p2_crate_light_12.wav	Impact - Metal - Medium - Mid - Med. Ammunition crate lid. Dry.
impact_p2_crate_rattle_06.wav	Crash - Metal - Hard - Mid - Med. Crate plus metal elements. Dry.
impact_p2_crate_rattle_12.wav	Crash - Metal - Hard - Mid - Med. Crate plus metal elements. Dry.
impact_p2_distorted_door_06.wav	Impact - Metal - Hard - Mid - Large. Container door. Distorted. Dry.
impact_p2_distorted_door_12.wav	Impact - Metal - Hard - Mid - Large. Container door. Distorted. Dry.
impact_p2_distorted_poles_01.wav	Crash - Metal - Hard - High - Large. Poles. Distorted. Dry.
impact_p2_distorted_poles_06.wav	Crash - Metal - Hard - High - Large. Poles. Distorted. Dry.
impact_p2_distorted_shovel_01.wav	Hit - Metal - Hard - Mid - Large. Excavator shovel. Distorted. Dry.
impact_p2_distorted_shovel_06.wav	Hit - Metal - Hard - Mid - Large. Excavator shovel. Distorted. Dry.

## BOOM BASICS

FILENAME	DESCRIPTION
impact_p2_door_dark_06.wav	Impact - Metal - Soft - Low - Large. Door close. Reverberant
impact_p2_door_dark_12.wav	Impact - Metal - Soft - Low - Large. Door close. Reverberant
impact_p2_door_heavy_06.wav	Impact - Metal - Medium - Low - Large. Door close. Reverberant
impact_p2_door_heavy_12.wav	Impact - Metal - Medium - Low - Large. Door close. Reverberant
impact_p2_door_soft_06.wav	Impact - Metal - Soft - Low - Large. Door close. Reverberant
impact_p2_door_soft_12.wav	Impact - Metal - Soft - Low - Large. Door close. Reverberant
impact_p2_drum_hard_01.wav	Impact - Metal - Hard - Low - Med. Gran cassa drum. Reverberant
impact_p2_drum_hard_06.wav	Impact - Metal - Hard - Low - Med. Gran cassa drum. Reverberant
impact_p2_drum_medium_01.wav	Hit - Metal - Medium - Low - Large. Gran cassa drum. Reverberant
impact_p2_drum_medium_06.wav	Hit - Metal - Medium - Low - Large. Gran cassa drum. Reverberant
impact_p2_drum_rattle_06.wav	Impact - Metal - Medium - Mid - Large. Gran cassa drum with metal elements. Reverberant
impact_p2_drum_rattle_12.wav	Impact - Metal - Medium - Mid - Large. Gran cassa drum with metal elements. Reverberant
impact_p2_drum_soft_01.wav	Hit - Metal - Soft - Low - Large. Gran cassa drum. Reverberant
impact_p2_drum_soft_06.wav	Hit - Metal - Soft - Low - Large. Gran cassa drum. Reverberant
impact_p2_dumpster_hatch_06.wav	Crash - Metal - Medium - Low - Large.. Dumpster, hit on hatch outside, mic inside. Reverberant
impact_p2_dumpster_hatch_12.wav	Crash - Metal - Medium - Low - Large.. Dumpster, hit on hatch outside, mic inside. Reverberant
impact_p2_dumpster_wall_06.wav	Hit - Metal - Medium - Low - Med. Dumpster, hit on frame outside, mic inside. Reverberant
impact_p2_dumpster_wall_12.wav	Hit - Metal - Medium - Low - Med. Dumpster, hit on frame outside, mic inside. Reverberant
impact_p2_fence_06.wav	Crash - Metal - Medium - Mid - Med. Fence. Reverberant
impact_p2_fence_12.wav	Crash - Metal - Medium - Mid - Med. Fence. Reverberant
impact_p2_hammer_rattle_06.wav	Impact - Metal - Hard - Mid - Med. Hammer on cast iron barbell weights. Dry
impact_p2_hammer_rattle_12.wav	Impact - Metal - Hard - Mid - Med. Hammer on cast iron barbell weights. Dry
impact_p2_hammer_sheet_06.wav	Hit - Metal - Hard - High - Med. Sledgehammer on sheet steel. Dry
impact_p2_hammer_sheet_12.wav	Hit - Metal - Hard - High - Med. Sledgehammer on sheet steel. Dry
impact_p2_hammer_solid_06.wav	Hit - Metal - Hard - Mid - Med. Hammer on sheet steel. Dry
impact_p2_hammer_solid_12.wav	Hit - Metal - Hard - Mid - Med. Hammer on sheet steel. Dry
impact_p2_hatch_dark_06.wav	Crash - Metal - Soft - Low - Large. Dumpster hatch open. Reverberant
impact_p2_hatch_dark_12.wav	Crash - Metal - Soft - Low - Large. Dumpster hatch open. Reverberant
impact_p2_hatch_hollow_06.wav	Impact - Metal - Medium - Mid - Large. Dumpster hatch. Reverberant
impact_p2_hatch_hollow_12.wav	Impact - Metal - Medium - Mid - Large. Dumpster hatch. Reverberant
impact_p2_hatch_soft_06.wav	Impact - Metal - Soft - Low - Large. Dumpster hatch close. Reverberant
impact_p2_hatch_soft_12.wav	Impact - Metal - Soft - Low - Large. Dumpster hatch close. Reverberant
impact_p2_jetty_dark_06.wav	Impact - Metal - Soft - Low - Large. Jetty. Dry.
impact_p2_jetty_dark_12.wav	Impact - Metal - Soft - Low - Large. Jetty. Dry.
impact_p2_jetty_rattle_06.wav	Crash - Metal - Medium - Low - Large.. Jetty, rattling, vibrating. Dry.



## BOOM BASICS

FILENAME	DESCRIPTION
impact_p2_jetty_rattle_12.wav	Crash - Metal - Medium - Low - Large.. Jetty, rattling, vibrating. Dry.
impact_p2_lid_light_06.wav	Hit - Metal - Medium - Mid - Med. Two lids plus metal elements. Dry.
impact_p2_lid_light_12.wav	Hit - Metal - Medium - Mid - Med. Two lids plus metal elements. Dry.
impact_p2_lid_rattle_06.wav	Hit - Metal - Hard - Low - Med. Cast iron lid on ammunition box. Dry
impact_p2_lid_rattle_12.wav	Hit - Metal - Hard - Low - Med. Cast iron lid on ammunition box. Dry
impact_p2_lock_dry_06.wav	Impact - Metal - Soft - Mid - Med. Metal latch. Dry
impact_p2_lock_dry_12.wav	Impact - Metal - Soft - Mid - Med. Metal latch. Dry
impact_p2_lock_squeak_06.wav	Impact - Metal - Soft - Mid - Large. Steel door open. Reverberant
impact_p2_lock_squeak_12.wav	Impact - Metal - Soft - Mid - Large. Steel door open. Reverberant
impact_p2_metalbox_drop_06.wav	Crash - Metal - Medium - High - Med. Metal ammunition boxes. Reverberant
impact_p2_metalbox_drop_12.wav	Crash - Metal - Medium - High - Med. Metal ammunition boxes. Reverberant
impact_p2_metalbox_hard_06.wav	Crash - Metal - Hard - Mid - Med. Metal ammunition boxes. Reverberant
impact_p2_metalbox_hard_12.wav	Crash - Metal - Hard - Mid - Med. Metal ammunition boxes. Reverberant
impact_p2_metalbox_rattle_06.wav	Crash - Metal - Medium - Mid - Med. Ammunition box. Dry.
impact_p2_metalbox_rattle_12.wav	Crash - Metal - Medium - Mid - Med. Ammunition box. Dry.
impact_p2_piano_muted_06.wav	Hit - Metal - Medium - Low - Large. Piano string. Muted. Dry
impact_p2_piano_muted_12.wav	Hit - Metal - Medium - Low - Large. Piano string. Muted. Dry
impact_p2_piano_sustained_06.wav	Hit - Metal - Soft - Low - Large. Piano string. Sustained. Dry
impact_p2_piano_sustained_12.wav	Hit - Metal - Soft - Low - Large. Piano string. Sustained. Dry
impact_p2_plate_long_06.wav	Crash - Metal - Medium - Mid - Med. Sheets. Reverberant
impact_p2_plate_long_12.wav	Crash - Metal - Medium - Mid - Med. Sheets. Reverberant
impact_p2_plate_short_06.wav	Crash - Metal - Medium - Mid - Med. Sheets. Reverberant
impact_p2_plate_short_12.wav	Crash - Metal - Medium - Mid - Med. Sheets. Reverberant
impact_p2_pole_solid_06.wav	Hit - Metal - Medium - High - Med. Two poles, chromed steel. Dry
impact_p2_pole_solid_12.wav	Hit - Metal - Medium - High - Med. Two poles, chromed steel. Dry
impact_p2_rims_rattle_06.wav	Crash - Metal - Hard - Mid - Med. Rim on various metal elements. Reverberant
impact_p2_rims_rattle_12.wav	Crash - Metal - Hard - Mid - Med. Rim on various metal elements. Reverberant
impact_p2_rod_hollow_06.wav	Hit - Metal - Soft - High - Med. Steel rod on radiator. Dry
impact_p2_rod_hollow_12.wav	Hit - Metal - Soft - High - Med. Steel rod on radiator. Dry
impact_p2_sheet_crunch_06.wav	Crash - Metal - Hard - Mid - Large. Sheet, rattle. Reverberant
impact_p2_sheet_crunch_12.wav	Crash - Metal - Hard - Mid - Large. Sheet, rattle. Reverberant
impact_p2_sheet_dark_06.wav	Impact - Metal - Medium - Low - Large. Single metal sheet, dull. Dry.
impact_p2_sheet_dark_12.wav	Impact - Metal - Medium - Low - Large. Single metal sheet, dull. Dry.
impact_p2_sheet_hard_06.wav	Crash - Metal - Medium - Low - Large.. Sheets, light rattle. Reverberant
impact_p2_sheet_hard_12.wav	Crash - Metal - Medium - Low - Large.. Sheets, light rattle. Reverberant

## BOOM BASICS

FILENAME	DESCRIPTION
impact_p2_sheet_hollow_06.wav	Impact - Metal - Medium - Low - Large. Sheet. Reverberant
impact_p2_sheet_hollow_12.wav	Impact - Metal - Medium - Low - Large. Sheet. Reverberant
impact_p2_sheet_light_06.wav	Crash - Metal - Hard - Mid - Med. Drop of a sheet steel. Dry
impact_p2_sheet_light_12.wav	Crash - Metal - Hard - Mid - Med. Drop of a sheet steel. Dry
impact_p2_sheet_tonal_06.wav	Impact - Metal - Medium - Mid - Med. Iron rod on sheet metal. Dry
impact_p2_sheet_tonal_12.wav	Impact - Metal - Medium - Mid - Med. Iron rod on sheet metal. Dry
impact_p2_slidedoor_close_06.wav	Crash - Metal - Soft - Mid - Large. Close metal sliding door. Dry
impact_p2_slidedoor_close_12.wav	Crash - Metal - Soft - Mid - Large. Close metal sliding door. Dry
impact_p2_slidedoor_open_06.wav	Crash - Metal - Soft - Mid - Large. Open metal sliding door. Dry
impact_p2_slidedoor_open_12.wav	Crash - Metal - Soft - Mid - Large. Open metal sliding door. Dry
impact_p2_small_iron_bar_06.wav	Hit - Metal - Medium - Mid - Med. Iron on concrete. Reverberant
impact_p2_small_iron_bar_12.wav	Hit - Metal - Medium - Mid - Med. Iron on concrete. Reverberant
impact_p2_small_iron_hammer_06.wav	Hit - Metal - Medium - Mid - Med. Iron on concrete. Reverberant
impact_p2_small_iron_hammer_12.wav	Hit - Metal - Medium - Mid - Med. Iron on concrete. Reverberant
impact_p2_small_iron_plates_06.wav	Hit - Metal - Medium - Mid - Med. Iron on concrete. Reverberant
impact_p2_small_iron_plates_12.wav	Hit - Metal - Medium - Mid - Med. Iron on concrete. Reverberant
impact_p2_small_iron_pole_06.wav	Hit - Metal - Medium - Mid - Med. Iron on iron. Dry
impact_p2_small_iron_pole_12.wav	Hit - Metal - Medium - Mid - Med. Iron on iron. Dry
impact_p2_small_iron_rail_06.wav	Hit - Metal - Medium - Mid - Med. Iron rod on piece of rail. Dry
impact_p2_small_iron_rail_12.wav	Hit - Metal - Medium - Mid - Med. Iron rod on piece of rail. Dry
impact_p2_small_iron_stick_06.wav	Hit - Metal - Medium - Mid - Med. Hammer on iron. Dry
impact_p2_small_iron_stick_12.wav	Hit - Metal - Medium - Mid - Med. Hammer on iron. Dry
impact_p2_small_iron_sword_06.wav	Hit - Metal - Medium - Mid - Med. Iron on iron. Dry
impact_p2_small_iron_sword_12.wav	Hit - Metal - Medium - Mid - Med. Iron on iron. Dry
impact_p2_spring_light_06.wav	Hit - Metal - Medium - High - Med. Smash two car damper springs, ring out. Reverberant
impact_p2_spring_light_12.wav	Hit - Metal - Medium - High - Med. Smash two car damper springs, ring out. Reverberant
impact_p2_spring_rattle_06.wav	Crash - Metal - Medium - High - Med. Drop two car damper springs. Reverberant
impact_p2_spring_rattle_12.wav	Crash - Metal - Medium - High - Med. Drop two car damper springs. Reverberant
impact_p2_steel_floor_06.wav	Crash - Metal - Soft - Low - Large. Metal floor, rattling. Reverberant
impact_p2_steel_floor_12.wav	Crash - Metal - Soft - Low - Large. Metal floor, rattling. Reverberant
impact_p2_sword_06.wav	Impact - Metal - Medium - Mid - Med. Sword on different metal elements. Dry
impact_p2_sword_12.wav	Impact - Metal - Medium - Mid - Med. Sword on different metal elements. Dry
impact_p2_trash_box_06.wav	Impact - Metal - Medium - Mid - Med. Opened small ammunition box. Dry.
impact_p2_trash_box_12.wav	Impact - Metal - Medium - Mid - Med. Opened small ammunition box. Dry.
impact_p2_trash_massive_06.wav	Impact - Metal - Hard - Mid - Med. Scrap and diverse metal elements. Reverberant

## BOOM BASICS

FILENAME	DESCRIPTION
impact_p2_trash_massive_12.wav	Impact - Metal - Hard - Mid - Med. Scrap and diverse metal elements. Reverberant
impact_p2_trash_poles_06.wav	Crash - Metal - Hard - Mid - Large. Scrap, pole and diverse metal elements. Reverberant
impact_p2_trash_poles_12.wav	Crash - Metal - Hard - Mid - Large. Scrap, pole and diverse metal elements. Reverberant
impact_p2_trash_rattle_06.wav	Crash - Metal - Hard - Mid - Large. Scrap and diverse metal elements. Reverberant
impact_p2_trash_rattle_12.wav	Crash - Metal - Hard - Mid - Large. Scrap and diverse metal elements. Reverberant
impact_p3_barbell_bar_06.wav	Hit - Metal - Medium - Mid - Med. Two light cast iron barbell weights. Dry
impact_p3_barbell_bar_12.wav	Hit - Metal - Medium - Mid - Med. Two light cast iron barbell weights. Dry
impact_p3_barbell_clear_06.wav	Hit - Metal - Soft - Mid - Med. Two cast iron barbell weights. Dry
impact_p3_barbell_clear_12.wav	Hit - Metal - Soft - Mid - Med. Two cast iron barbell weights. Dry
impact_p3_barbell_crunch_06.wav	Impact - Metal - Medium - Mid - Med. Two cast iron barbell weights on a metal sheet. Dry
impact_p3_barbell_crunch_12.wav	Impact - Metal - Medium - Mid - Med. Two cast iron barbell weights on a metal sheet. Dry
impact_p3_barbell_hammer_06.wav	Hit - Metal - Medium - Low - Med. Two cast iron barbell weights. Dry
impact_p3_barbell_hammer_12.wav	Hit - Metal - Medium - Low - Med. Two cast iron barbell weights. Dry
impact_p3_barbell_solid_06.wav	Crash - Metal - Soft - Low - Large. Three cast iron barbell weights on a metal sheet. Dry
impact_p3_barbell_solid_12.wav	Crash - Metal - Soft - Low - Large. Three cast iron barbell weights on a metal sheet. Dry
impact_p3_bars_light_06.wav	Impact - Metal - Medium - High - Med. Bars, poles, metal elements. Dry
impact_p3_bars_light_12.wav	Impact - Metal - Medium - High - Med. Bars, poles, metal elements. Dry
impact_p3_bars_smash_06.wav	Crash - Metal - Medium - Mid - Med. Bars, poles, metal elements. Reverberant
impact_p3_bars_smash_12.wav	Crash - Metal - Medium - Mid - Med. Bars, poles, metal elements. Reverberant
impact_p3_bars_tonal_06.wav	Crash - Metal - Medium - Mid - Med. Bars. Reverberant
impact_p3_bars_tonal_12.wav	Crash - Metal - Medium - Mid - Med. Bars. Reverberant
impact_p3_bicycle_06.wav	Crash - Metal - Soft - Low - Med. Metal debris. Dry
impact_p3_bicycle_12.wav	Crash - Metal - Soft - Low - Med. Metal debris. Dry
impact_p3_brass_bell_06.wav	Impact - Metal - Soft - High - Med. Brass bells. Dry.
impact_p3_brass_bell_12.wav	Impact - Metal - Soft - High - Med. Brass bells. Dry.
impact_p3_brass_stick_body_01.wav	Impact - Metal - Medium - Low - Med. Piece of a pendulum clock attached on a bongo. Dry
impact_p3_brass_stick_body_06.wav	Impact - Metal - Medium - Low - Med. Piece of a pendulum clock attached on a bongo. Dry
impact_p3_brass_stick01_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, first stick. Dry
impact_p3_brass_stick01_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, first stick. Dry
impact_p3_brass_stick02_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, second stick. Dry
impact_p3_brass_stick03_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, third stick. Dry
impact_p3_brass_stick04_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, fourth stick. Dry
impact_p3_brass_stick04_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, fourth stick. Dry
impact_p3_brass_sticks_jitter_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry
impact_p3_brass_sticks_jitter_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry

## BOOM BASICS

FILENAME	DESCRIPTION
impact_p3_brass_sticks_phase_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks, moved in front of microphone. Dry
impact_p3_brass_sticks_phase_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks, moved in front of microphone. Dry
impact_p3_brass_sticks_sustained_01.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry
impact_p3_brass_sticks_sustained_06.wav	Impact - Metal - Soft - High - Small. Piece of a pendulum clock, all sticks. Dry
impact_p3_can_06.wav	Impact - Metal - Medium - Low - Large. Metal can. Reverberant
impact_p3_can_12.wav	Impact - Metal - Medium - Low - Large. Metal can. Reverberant
impact_p3_car_door_hard_06.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, close car door inside. Dry
impact_p3_car_door_hard_12.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, close car door inside. Dry
impact_p3_car_door_outside_06.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car door outside. Dry
impact_p3_car_door_outside_12.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car door outside. Dry
impact_p3_car_door_soft_06.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, open car door inside. Dry
impact_p3_car_hood_inside_06.wav	Hit - Metal - Soft - Low - Large. Landrover Defender, close car hood outside. Dry
impact_p3_car_hood_inside_12.wav	Hit - Metal - Soft - Low - Large. Landrover Defender, close car hood outside. Dry
impact_p3_car_hood_outside_06.wav	Impact - Metal - Medium - Low - Large. Landrover Defender, close car hood inside. Dump. Dry
impact_p3_car_hood_outside_12.wav	Impact - Metal - Medium - Low - Large. Landrover Defender, close car hood inside. Dump. Dry
impact_p3_car_trunk_hard_06.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car trunk, inside. Dry
impact_p3_car_trunk_hard_12.wav	Impact - Metal - Medium - Low - Med. Landrover Defender, close car trunk, inside. Dry
impact_p3_car_trunk_soft_06.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, open car trunk, inside. Dry
impact_p3_car_trunk_soft_12.wav	Impact - Metal - Soft - Low - Med. Landrover Defender, open car trunk, inside. Dry
impact_p3_chain_box_06.wav	Crash - Metal - Medium - Mid - Med. Metalbox box, chain inside. Dry.
impact_p3_chain_box_12.wav	Crash - Metal - Medium - Mid - Med. Metalbox box, chain inside. Dry.
impact_p3_chain_drop_06.wav	Crash - Metal - Medium - High - Med. Chain drop into box, rattle. Reverberant
impact_p3_chain_drop_12.wav	Crash - Metal - Medium - High - Med. Chain drop into box, rattle. Reverberant
impact_p3_chain_light_06.wav	Crash - Metal - Soft - High - Med. Chain. Dry.
impact_p3_chain_light_12.wav	Crash - Metal - Soft - High - Med. Chain. Dry.
impact_p3_chain_light_drop_06.wav	Crash - Metal - Soft - High - Med. Chain rattle. Reverberant
impact_p3_chain_light_drop_12.wav	Crash - Metal - Soft - High - Med. Chain rattle. Reverberant
impact_p3_chain_smash_06.wav	Crash - Metal - Soft - High - Med. Chain drop, rattle. Reverberant
impact_p3_chain_smash_12.wav	Crash - Metal - Soft - High - Med. Chain drop, rattle. Reverberant
impact_p3_coffer_big_06.wav	Impact - Metal - Medium - Low - Large. Big aluminium coffer. Dry
impact_p3_coffer_big_12.wav	Impact - Metal - Medium - Low - Large. Big aluminium coffer. Dry
impact_p3_coffer_light_06.wav	Hit - Metal - Medium - Low - Large. Small aluminium coffer. Dry
impact_p3_coffer_light_12.wav	Hit - Metal - Medium - Low - Large. Small aluminium coffer. Dry
impact_p3_container_bolt_06.wav	Hit - Metal - Medium - Mid - Med. Container door, latch, inside. Reverberant
impact_p3_container_bolt_12.wav	Hit - Metal - Medium - Mid - Med. Container door, latch, inside. Reverberant

## BOOM BASICS

FILENAME	DESCRIPTION
impact_p3_container_door_06.wav	Impact - Metal - Medium - Low - Large. Open container door, inside. Reverberant
impact_p3_container_door_12.wav	Impact - Metal - Medium - Low - Large. Open container door, inside. Reverberant
impact_p3_container_hollow_06.wav	Impact - Metal - Soft - Low - Large. Container. Dull, inside. Dry.
impact_p3_container_hollow_12.wav	Impact - Metal - Soft - Low - Large. Container. Dull, inside. Dry.
impact_p3_container_lock_06.wav	Impact - Metal - Medium - Low - Large. Close container door, inside. Reverberant
impact_p3_container_lock_12.wav	Impact - Metal - Medium - Low - Large. Close container door, inside. Reverberant
impact_p3_container_wall_06.wav	Hit - Metal - Soft - Low - Large. Container wall, inside. Reverberant
impact_p3_container_wall_12.wav	Hit - Metal - Soft - Low - Large. Container wall, inside. Reverberant
impact_p3_crate_light_06.wav	Impact - Metal - Medium - Mid - Med. Ammunition crate lid. Dry.
impact_p3_crate_light_12.wav	Impact - Metal - Medium - Mid - Med. Ammunition crate lid. Dry.
impact_p3_crate_rattle_06.wav	Crash - Metal - Medium - Mid - Med. Crate plus metal elements. Dry.
impact_p3_crate_rattle_12.wav	Crash - Metal - Medium - Mid - Med. Crate plus metal elements. Dry.
impact_p3_distorted_door_06.wav	Impact - Metal - Hard - Mid - Large. Container door. Distorted. Dry.
impact_p3_distorted_door_12.wav	Impact - Metal - Hard - Mid - Large. Container door. Distorted. Dry.
impact_p3_distorted_poles_01.wav	Crash - Metal - Hard - Mid - Large. Poles. Distorted. Dry.
impact_p3_distorted_poles_06.wav	Crash - Metal - Hard - Mid - Large. Poles. Distorted. Dry.
impact_p3_distorted_shovel_01.wav	Hit - Metal - Hard - Low - Large. Excavator shovel. Distorted. Dry.
impact_p3_distorted_shovel_06.wav	Hit - Metal - Hard - Low - Large. Excavator shovel. Distorted. Dry.
impact_p3_door_dark_06.wav	Impact - Metal - Soft - Low - Large. Door close. Reverberant
impact_p3_door_dark_12.wav	Impact - Metal - Soft - Low - Large. Door close. Reverberant
impact_p3_door_heavy_06.wav	Crash - Metal - Medium - Low - Large.. Door close. Reverberant
impact_p3_door_heavy_12.wav	Crash - Metal - Medium - Low - Large.. Door close. Reverberant
impact_p3_door_soft_06.wav	Impact - Metal - Soft - Low - Large. Door close. Reverberant
impact_p3_door_soft_12.wav	Impact - Metal - Soft - Low - Large. Door close. Reverberant
impact_p3_drum_hard_01.wav	Impact - Metal - Medium - Low - Large. Gran cassa drum. Reverberant
impact_p3_drum_hard_06.wav	Impact - Metal - Medium - Low - Large. Gran cassa drum. Reverberant
impact_p3_drum_medium_01.wav	Impact - Metal - Medium - Low - Large. Gran cassa drum. Reverberant
impact_p3_drum_medium_06.wav	Impact - Metal - Medium - Low - Large. Gran cassa drum. Reverberant
impact_p3_drum_rattle_06.wav	Impact - Metal - Medium - Mid - Large. Gran cassa drum with metal elements. Reverberant
impact_p3_drum_rattle_12.wav	Impact - Metal - Medium - Mid - Large. Gran cassa drum with metal elements. Reverberant
impact_p3_drum_soft_01.wav	Impact - Metal - Medium - Low - Large. Gran cassa drum. Reverberant
impact_p3_drum_soft_06.wav	Impact - Metal - Medium - Low - Large. Gran cassa drum. Reverberant
impact_p3_dumpster_hatch_06.wav	Crash - Metal - Medium - Low - Large.. Dumpster, hit on hatch outside, mic inside. Reverberant
impact_p3_dumpster_hatch_12.wav	Crash - Metal - Medium - Low - Large.. Dumpster, hit on hatch outside, mic inside. Reverberant
impact_p3_dumpster_wall_06.wav	Hit - Metal - Medium - Low - Large. Dumpster, hit on frame outside, mic inside. Reverberant

## BOOM BASICS

FILENAME	DESCRIPTION
impact_p3_dumpster_wall_12.wav	Hit - Metal - Medium - Low - Large. Dumpster, hit on frame outside, mic inside. Reverberant
impact_p3_fence_06.wav	Crash - Metal - Medium - Mid - Large. Fence. Reverberant
impact_p3_fence_12.wav	Crash - Metal - Medium - Mid - Large. Fence. Reverberant
impact_p3_hammer_rattle_06.wav	Impact - Metal - Medium - Low - Med. Hammer on cast iron barbell weights. Dry
impact_p3_hammer_rattle_12.wav	Impact - Metal - Medium - Low - Med. Hammer on cast iron barbell weights. Dry
impact_p3_hammer_sheet_06.wav	Hit - Metal - Medium - Mid - Med. Sledgehammer on sheet steel. Dry
impact_p3_hammer_sheet_12.wav	Hit - Metal - Medium - Mid - Med. Sledgehammer on sheet steel. Dry
impact_p3_hammer_solid_06.wav	Hit - Metal - Medium - Mid - Med. Hammer on sheet steel. Dry
impact_p3_hammer_solid_12.wav	Hit - Metal - Medium - Mid - Med. Hammer on sheet steel. Dry
impact_p3_hatch_dark_06.wav	Crash - Metal - Soft - Low - Large. Dumpster hatch open. Reverberant
impact_p3_hatch_dark_12.wav	Crash - Metal - Soft - Low - Large. Dumpster hatch open. Reverberant
impact_p3_hatch_hollow_06.wav	Impact - Metal - Medium - Mid - Large. Dumpster hatch. Reverberant
impact_p3_hatch_hollow_12.wav	Impact - Metal - Medium - Mid - Large. Dumpster hatch. Reverberant
impact_p3_hatch_soft_06.wav	Impact - Metal - Soft - Low - Large. Dumpster hatch close. Reverberant
impact_p3_hatch_soft_12.wav	Impact - Metal - Soft - Low - Large. Dumpster hatch close. Reverberant
impact_p3_jetty_dark_06.wav	Impact - Metal - Soft - Low - Large. Jetty. Dry.
impact_p3_jetty_dark_12.wav	Impact - Metal - Soft - Low - Large. Jetty. Dry.
impact_p3_jetty_rattle_06.wav	Crash - Metal - Medium - Low - Large.. Jetty, rattling, vibrating. Dry.
impact_p3_jetty_rattle_12.wav	Crash - Metal - Medium - Low - Large.. Jetty, rattling, vibrating. Dry.
impact_p3_lid_light_06.wav	Hit - Metal - Soft - Mid - Med. Two lids plus metal elements. Dry.
impact_p3_lid_light_12.wav	Hit - Metal - Soft - Mid - Med. Two lids plus metal elements. Dry.
impact_p3_lid_rattle_06.wav	Hit - Metal - Medium - Mid - Med. Cast iron lid on ammunition box. Dry
impact_p3_lid_rattle_12.wav	Hit - Metal - Medium - Mid - Med. Cast iron lid on ammunition box. Dry
impact_p3_lock_dry_06.wav	Impact - Metal - Soft - Mid - Large. Metal latch. Dry
impact_p3_lock_dry_12.wav	Impact - Metal - Soft - Mid - Large. Metal latch. Dry
impact_p3_lock_squeak_06.wav	Impact - Metal - Soft - Mid - Med. Steel door open. Reverberant
impact_p3_lock_squeak_12.wav	Impact - Metal - Soft - Mid - Med. Steel door open. Reverberant
impact_p3_metalbox_drop_06.wav	Crash - Metal - Soft - Mid - Med. Metal ammunition boxes. Reverberant
impact_p3_metalbox_drop_12.wav	Crash - Metal - Soft - Mid - Med. Metal ammunition boxes. Reverberant
impact_p3_metalbox_hard_06.wav	Crash - Metal - Medium - Mid - Med. Metal ammunition boxes. Reverberant
impact_p3_metalbox_hard_12.wav	Crash - Metal - Medium - Mid - Med. Metal ammunition boxes. Reverberant
impact_p3_metalbox_rattle_06.wav	Impact - Metal - Medium - Mid - Med. Ammunition box. Dry.
impact_p3_metalbox_rattle_12.wav	Impact - Metal - Medium - Mid - Med. Ammunition box. Dry.
impact_p3_piano_muted_06.wav	Hit - Metal - Soft - Low - Large. Piano string. Muted. Dry
impact_p3_piano_muted_12.wav	Hit - Metal - Soft - Low - Large. Piano string. Muted. Dry



## BOOM BASICS

FILENAME	DESCRIPTION
impact_p3_piano_sustained_06.wav	Hit - Metal - Soft - Low - Large. Piano string. Sustained. Dry
impact_p3_piano_sustained_12.wav	Hit - Metal - Soft - Low - Large. Piano string. Sustained. Dry
impact_p3_plate_long_06.wav	Crash - Metal - Medium - Mid - Med. Sheets. Reverberant
impact_p3_plate_long_12.wav	Crash - Metal - Medium - Mid - Med. Sheets. Reverberant
impact_p3_plate_short_06.wav	Crash - Metal - Medium - Mid - Med. Sheets. Reverberant
impact_p3_plate_short_12.wav	Crash - Metal - Medium - Mid - Med. Sheets. Reverberant
impact_p3_pole_solid_06.wav	Impact - Metal - Medium - Mid - Med. Two poles, chromed steel. Dry
impact_p3_pole_solid_12.wav	Impact - Metal - Medium - Mid - Med. Two poles, chromed steel. Dry
impact_p3_rims_rattle_06.wav	Crash - Metal - Medium - Mid - Med. Rim on various metal elements. Reverberant
impact_p3_rims_rattle_12.wav	Crash - Metal - Medium - Mid - Med. Rim on various metal elements. Reverberant
impact_p3_rod_hollow_06.wav	Hit - Metal - Medium - High - Med. Steel rod on radiator. Dry
impact_p3_rod_hollow_12.wav	Hit - Metal - Medium - High - Med. Steel rod on radiator. Dry
impact_p3_sheet_crunch_06.wav	Impact - Metal - Medium - Low - Large. Sheet, rattle. Reverberant
impact_p3_sheet_crunch_12.wav	Impact - Metal - Medium - Low - Large. Sheet, rattle. Reverberant
impact_p3_sheet_dark_06.wav	Impact - Metal - Medium - Low - Large. Single metal sheet, dull. Dry.
impact_p3_sheet_dark_12.wav	Impact - Metal - Medium - Low - Large. Single metal sheet, dull. Dry.
impact_p3_sheet_hard_06.wav	Crash - Metal - Medium - Low - Large.. Sheets, light rattle. Reverberant
impact_p3_sheet_hard_12.wav	Crash - Metal - Medium - Low - Large.. Sheets, light rattle. Reverberant
impact_p3_sheet_hollow_06.wav	Impact - Metal - Medium - Low - Large. Sheet. Reverberant
impact_p3_sheet_hollow_12.wav	Impact - Metal - Medium - Low - Large. Sheet. Reverberant
impact_p3_sheet_light_06.wav	Impact - Metal - Hard - Mid - Med. Drop of a sheet steel. Dry
impact_p3_sheet_light_12.wav	Impact - Metal - Hard - Mid - Med. Drop of a sheet steel. Dry
impact_p3_sheet_tonal_06.wav	Hit - Metal - Soft - Mid - Med. Iron rod on sheet metal. Dry
impact_p3_sheet_tonal_12.wav	Hit - Metal - Soft - Mid - Med. Iron rod on sheet metal. Dry
impact_p3_slidedoor_close_06.wav	Crash - Metal - Medium - Mid - Large. Close metal sliding door. Dry
impact_p3_slidedoor_close_12.wav	Crash - Metal - Medium - Mid - Large. Close metal sliding door. Dry
impact_p3_slidedoor_open_06.wav	Crash - Metal - Medium - Mid - Large. Open metal sliding door. Dry
impact_p3_slidedoor_open_12.wav	Crash - Metal - Medium - Mid - Large. Open metal sliding door. Dry
impact_p3_small_iron_bar_06.wav	Hit - Metal - Hard - Mid - Med. Iron on concrete. Reverberant
impact_p3_small_iron_bar_12.wav	Hit - Metal - Hard - Mid - Med. Iron on concrete. Reverberant
impact_p3_small_iron_hammer_06.wav	Hit - Metal - Hard - Mid - Med. Iron on concrete. Reverberant
impact_p3_small_iron_hammer_12.wav	Hit - Metal - Hard - Mid - Med. Iron on concrete. Reverberant
impact_p3_small_iron_plates_06.wav	Hit - Metal - Hard - Mid - Med. Iron on concrete. Reverberant
impact_p3_small_iron_plates_12.wav	Hit - Metal - Hard - Mid - Med. Iron on concrete. Reverberant
impact_p3_small_iron_pole_06.wav	Hit - Metal - Medium - Mid - Med. Iron on iron. Dry

## BOOM BASICS

FILENAME	DESCRIPTION
impact_p3_small_iron_pole_12.wav	Hit - Metal - Medium - Mid - Med. Iron on iron. Dry
impact_p3_small_iron_rail_06.wav	Hit - Metal - Medium - Mid - Med. Iron rod on piece of rail. Dry
impact_p3_small_iron_rail_12.wav	Hit - Metal - Medium - Mid - Med. Iron rod on piece of rail. Dry
impact_p3_small_iron_stick_06.wav	Hit - Metal - Medium - Mid - Med. Hammer on iron. Dry
impact_p3_small_iron_stick_12.wav	Hit - Metal - Medium - Mid - Med. Hammer on iron. Dry
impact_p3_small_iron_sword_06.wav	Hit - Metal - Medium - Mid - Med. Iron on iron. Dry
impact_p3_small_iron_sword_12.wav	Hit - Metal - Medium - Mid - Med. Iron on iron. Dry
impact_p3_spring_light_06.wav	Hit - Metal - Soft - High - Med. Smash two car damper springs, ring out. Reverberant
impact_p3_spring_light_12.wav	Hit - Metal - Soft - High - Med. Smash two car damper springs, ring out. Reverberant
impact_p3_spring_rattle_06.wav	Crash - Metal - Soft - Mid - Med. Drop two car damper springs. Reverberant
impact_p3_spring_rattle_12.wav	Crash - Metal - Soft - Mid - Med. Drop two car damper springs. Reverberant
impact_p3_steel_floor_06.wav	Crash - Metal - Medium - Low - Large.. Metal floor, rattling. Reverberant
impact_p3_steel_floor_12.wav	Crash - Metal - Medium - Low - Large.. Metal floor, rattling. Reverberant
impact_p3_sword_06.wav	Hit - Metal - Medium - Mid - Med. Sword on different metal elements. Dry
impact_p3_sword_12.wav	Hit - Metal - Medium - Mid - Med. Sword on different metal elements. Dry
impact_p3_trash_box_06.wav	Impact - Metal - Medium - Mid - Med. Opened small ammunition box. Dry.
impact_p3_trash_box_12.wav	Impact - Metal - Medium - Mid - Med. Opened small ammunition box. Dry.
impact_p3_trash_massive_06.wav	Impact - Metal - Medium - High - Med. Scrap and diverse metal elements. Reverberant
impact_p3_trash_massive_12.wav	Impact - Metal - Medium - High - Med. Scrap and diverse metal elements. Reverberant
impact_p3_trash_poles_06.wav	Crash - Metal - Medium - Mid - Med. Scrap, pole and diverse metal elements. Reverberant
impact_p3_trash_poles_12.wav	Crash - Metal - Medium - Mid - Med. Scrap, pole and diverse metal elements. Reverberant
impact_p3_trash_rattle_06.wav	Crash - Metal - Hard - Mid - Med. Scrap and diverse metal elements. Reverberant
impact_p3_trash_rattle_12.wav	Crash - Metal - Hard - Mid - Med. Scrap and diverse metal elements. Reverberant
scratch_p0_fence_01.wav	Scrape - Metal - Medium - Mid - Med. Sheet on Fence. Reverberant
scratch_p0_fence_06.wav	Scrape - Metal - Medium - Mid - Med. Sheet on Fence. Reverberant
scratch_p0_metal_debris_06.wav	Scrape - Metal - Medium - High - Small. Diverse small metal elements on sheet. Reverberant
scratch_p0_metal_debris_12.wav	Scrape - Metal - Medium - High - Small. Diverse small metal elements on sheet. Reverberant
scratch_p0_sheet_06.wav	Scrape - Metal - Medium - High - Med. Sheets. Reverberant
scratch_p0_sheet_12.wav	Scrape - Metal - Medium - High - Med. Sheets. Reverberant
scratch_p0_sword_long_06.wav	Scrape - Metal - Medium - High - Small. Slow scrape of two swords. Dry
scratch_p0_sword_long_12.wav	Scrape - Metal - Medium - High - Small. Slow scrape of two swords. Dry
scratch_p0_sword_short_06.wav	Scrape - Metal - Medium - High - Small. Short scrape of two swords. Dry
scratch_p0_sword_short_12.wav	Scrape - Metal - Medium - High - Small. Short scrape of two swords. Dry
scratch_p0_sword_squeak_06.wav	Scrape - Metal - Hard - High - Small. Sword vs rusty rail piece scratches. Hinge. Tonal. Dry
scratch_p0_sword_squeak_12.wav	Scrape - Metal - Hard - High - Small. Sword vs rusty rail piece scratches. Hinge. Tonal. Dry

## BOOM BASICS

FILENAME	DESCRIPTION
scratch_p1_fence_01.wav	Scrape - Metal - Hard - Mid - Med. Sheet on Fence. Reverberant
scratch_p1_fence_06.wav	Scrape - Metal - Hard - Mid - Med. Sheet on Fence. Reverberant
scratch_p1_metal_debris_06.wav	Scrape - Metal - Medium - Mid - Med. Diverse small metal elements on sheet. Reverberant
scratch_p1_metal_debris_12.wav	Scrape - Metal - Medium - Mid - Med. Diverse small metal elements on sheet. Reverberant
scratch_p1_sheet_06.wav	Scrape - Metal - Hard - Mid - Med. Sheets. Reverberant
scratch_p1_sheet_12.wav	Scrape - Metal - Hard - Mid - Med. Sheets. Reverberant
scratch_p1_sword_long_06.wav	Scrape - Metal - Medium - High - Small. Slow scrape of two swords. Dry
scratch_p1_sword_long_12.wav	Scrape - Metal - Medium - High - Small. Slow scrape of two swords. Dry
scratch_p1_sword_short_06.wav	Scrape - Metal - Medium - High - Small. Short scrape of two swords. Dry
scratch_p1_sword_short_12.wav	Scrape - Metal - Medium - High - Small. Short scrape of two swords. Dry
scratch_p1_sword_squeak_06.wav	Scrape - Metal - Hard - High - Small. Sword vs rusty rail piece scratches. Hinge. Tonal. Dry
scratch_p1_sword_squeak_12.wav	Scrape - Metal - Hard - High - Small. Sword vs rusty rail piece scratches. Hinge. Tonal. Dry
scratch_p2_fence_01.wav	Scrape - Metal - Hard - Mid - Large. Sheet on Fence. Reverberant
scratch_p2_fence_06.wav	Scrape - Metal - Hard - Mid - Large. Sheet on Fence. Reverberant
scratch_p2_metal_debris_06.wav	Scrape - Metal - Medium - Mid - Med. Diverse small metal elements on sheet. Reverberant
scratch_p2_metal_debris_12.wav	Scrape - Metal - Medium - Mid - Med. Diverse small metal elements on sheet. Reverberant
scratch_p2_sheet_06.wav	Scrape - Metal - Hard - Mid - Med. Sheets. Reverberant
scratch_p2_sheet_12.wav	Scrape - Metal - Hard - Mid - Med. Sheets. Reverberant
scratch_p2_sword_long_06.wav	Scrape - Metal - Medium - High - Med. Slow scrape of two swords. Dry
scratch_p2_sword_long_12.wav	Scrape - Metal - Medium - High - Med. Slow scrape of two swords. Dry
scratch_p2_sword_short_06.wav	Scrape - Metal - Medium - High - Med. Short scrape of two swords. Dry
scratch_p2_sword_short_12.wav	Scrape - Metal - Medium - High - Med. Short scrape of two swords. Dry
scratch_p2_sword_squeak_06.wav	Scrape - Metal - Hard - High - Med. Sword vs rusty rail piece scratches. Hinge. Tonal, atmospheric. Dry
scratch_p2_sword_squeak_12.wav	Scrape - Metal - Hard - High - Med. Sword vs rusty rail piece scratches. Hinge. Tonal, atmospheric. Dry
scratch_p3_fence_01.wav	Scrape - Metal - Hard - Mid - Large. Sheet on Fence. Reverberant
scratch_p3_fence_06.wav	Scrape - Metal - Hard - Mid - Large. Sheet on Fence. Reverberant
scratch_p3_metal_debris_06.wav	Scrape - Metal - Medium - Mid - Med. Diverse small metal elements on sheet. Reverberant
scratch_p3_metal_debris_12.wav	Scrape - Metal - Medium - Mid - Med. Diverse small metal elements on sheet. Reverberant
scratch_p3_sheet_06.wav	Scrape - Metal - Medium - Mid - Large. Sheets. Reverberant
scratch_p3_sheet_12.wav	Scrape - Metal - Medium - Mid - Large. Sheets. Reverberant
scratch_p3_sword_long_06.wav	Scrape - Metal - Medium - High - Med. Slow scrape of two swords, atmospheric. Dry
scratch_p3_sword_long_12.wav	Scrape - Metal - Medium - High - Med. Slow scrape of two swords, atmospheric. Dry
scratch_p3_sword_short_06.wav	Scrape - Metal - Medium - High - Med. Short scrape of two swords. Dry
scratch_p3_sword_short_12.wav	Scrape - Metal - Medium - High - Med. Short scrape of two swords. Dry
scratch_p3_sword_squeak_06.wav	Scrape - Metal - Hard - High - Med. Sword vs rusty rail piece scratches. Hinge. Tonal, atmospheric. Dry

## BOOM BASICS

FILENAME	DESCRIPTION
scratch_p3_sword_squeak_12.wav	Scrape - Metal - Hard - High - Med. Sword vs rusty rail piece scratches. Hinge. Tonal, atmospheric. Dry
<b>CINEMATIC METAL DESIGNED</b>	
cm003_impact_low_deep_drum.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit.
cm023_impact_low_clash_devil.wav	Loose - Low - Door - Reverberant. Slight pre-impact.
cm038_impact_low_atomic.wav	Tight - Low - Metal - Reverberant. Short, scratchy woosh in.
cm055_impact_mid_hollow.wav	Loose - Mid - Flame - Reverberant. Metal impact sounding like flame. Long woosh in.
cm059_impact_mid_clanger.wav	Tight - Mid - Door - Reverberant. Long tail.
cm061_impact_mid_disruptor.wav	Tight - Mid - Bell - Reverberant. Tonal. Metal impact sounding like bell or gong.
cm068_impact_mid_steel_puncher.wav	Tight - Mid - Metal - Reverberant. Bouncing.
cm094_impact_high_spherical.wav	Loose - High - Metal - Reverberant. Medium woosh in.
cm112_impact_massive_black_metal.wav	Tight - Mid - Metal - Reverberant. Medium woosh in. Anvil.
cm119_impact_massive_powerplant.wav	Tight - Mid - Metal - Reverberant.
cm123_impact_massive_wardrums.wav	Tight - Mid - Drum - Reverberant. Metal impact sounding like drum. Light chain elements.
cm130_impact_eerie_sun_eclipse.wav	Loose - Mid - Metal - Reverberant. Tonal. Fast woosh in.
cm132_impact_eerie_graveyard.wav	Tight - Mid - Metal - Reverberant. Hollow.
cm136_impact_eerie_slasher.wav	Loose - Mid - Metal - Reverberant. Tonal. Undefined. Aggressive woosh in.
cm144_impact_scifi_machine_step.wav	Loose - Mid - Synthesized - Reverberant. Medium woosh in.
cm147_impact_scifi_angry_robot.wav	Loose - Mid - Synthesized - Reverberant. Medium synthesized woosh in. Metal impact, delay tail.
cm156_impact_scifi_entrance.wav	Loose - Mid - Metal - Reverberant. Delayed high metal elements, rhythmic.
cm162_impact_scifi_incoming.wav	Tight - High - Synthesized - Reverberant. Tonal. Long woosh in.
cm177_sweetener_sub_impact.wav	Tight - Low - Sub Woofer. Medium impact. Short tail.
cm190_sweetener_high_midnight.wav	Loose - High - Piano - Reverberant. Tonal.
<b>CINEMATIC TRAILERS CONSTRUCTION KIT</b>	
Impact_Cymbal_Splash_Hard.wav	IMPACT - METAL - HIGH - Dry, hit cymbal
Impact_Daiko_O_Ens_Hard_Tight.wav	IMPACT - DRUM - LOW - Dry, hit Daiko drums, tight
Impact_Daiko_OM_Ens_Soft_Tight.wav	IMPACT - DRUM - LOW - Dry, hit Daiko drums, tight
Impact_Drum_Bass_Low_Hard.wav	IMPACT - DRUM - LOW - Dry, hit bassdrum
Impact_Drum_Couch_Kick.wav	IMPACT - DRUM - LOW - Dry, kickdrum
Impact_Drum_Dark_Hit.wav	IMPACT - DRUM - LOW - Dry, hit drums
Impact_Drum_Tom_Smack.wav	IMPACT - DRUM - LOW - Dry, hit drum
Impact_Drum_Toms_Tutti_Crescendo.wav	IMPACT - DRUM - MID - Dry, tom-tom crescendo
Impact_Drum_Toms_Tutti_Hard.wav	IMPACT - DRUM - MID - Dry, hit tom-tom
Impact_Glass_Bottle_Full.wav	IMPACT - GLASS - HIGH - Dry, full bottle thrown against wall

## BOOM BASICS

FILENAME	DESCRIPTION
Impact_Heartbeat_Low_Slow.wav	IMPACT - HEARTBEAT - LOW - Dry, heart beating slowly
Impact_Metal_Chain_Soft.wav	IMPACT - METAL - HIGH - Dry, chain dropped
Impact_Metal_Door_Big.wav	IMPACT - METAL - MID - Dry, smashing metal door shut
Impact_Metal_Tank_Metal.wav	IMPACT - METAL - MID - Reverberant, hitting a metal tank with metal
Impact_Metal_Tank_Wood_Indirect.wav	IMPACT - METAL - LOW - Reverberant, hitting a metal tank with wood
Impact_Piano_Hit_Low.wav	IMPACT - PIANO - LOW - Reverberant, low-pitch piano keys
Impact_Synth_Low_Balls.wav	IMPACT - PROCESSED - LOW - Reverberant, low synthesizer impact
Impact_Thunder_Close.wav	IMPACT - THUNDER - MID - Reverberant, close thunder
Impact_Voice_Chair_Female_Shout.wav	IMPACT - VOICE - HIGH - Dry, female choir shouting
Impact_Wood_Door_Slam.wav	IMPACT - WOOD - MID - Dry, slamming door shut
Rise_Orchestra_Strings_Tremolator.wav	RISE - ORCHESTRA - HIGH - Dry, trembling string rises
Rise_Orchestra_Tutti_Rumble.wav	RISE - ORCHESTRA - MID - Dry, rumbling rises
Rise_Synth_Fall_Disconnect.wav	RISE - PROCESSED - LOW - Dry, re-recorded synthesizer fall
Rise_Voice_Chair_Mixed_Oh_Ah.wav	RISE - VOICE - MID - Reverberant, mixed choir rises
Stinger_Cymbal_Scrape_HiHat.wav	STINGER - METAL - HIGH - Reverberant, hi-hat scrapes
Stinger_Cymbal_Scrape_Ride_Bow.wav	STINGER - METAL - HIGH - Reverberant, pulling a violin bow over a ride cymbal
Stinger_Metal_Silverware_Hard.wav	STINGER - METAL - HIGH - Dry, dropping silverware
Stinger_Piano_Scrape_Short_Erie.wav	STINGER - PIANO - HIGH - Reverberant, eerie piano string scrapes
Whoosh_Fire_Torch_Short_Airy.wav	WHOOSH - FIRE - MID - Dry, swinging a torch
Whoosh_Fireball_Hard.wav	WHOOSH - FIRE - MID - Reverberant, fireball flyby
Whoosh_Synth_Alien_Saucer.wav	WHOOSH - PROCESSED - MID - Reverberant, synthesizer ufo flyby
Whoosh_Synth_Breeze_Long.wav	WHOOSH - PROCESSED - LOW - Reverberant, synthesizer wind
Whoosh_Synth_Whistle.wav	WHOOSH - PROCESSED - MID - Reverberant, synthesizer whistle
Whoosh_Train_Airy.wav	WHOOSH - VEHICLES - MID - Dry, train passing by
Whoosh_Voice_Exhale.wav	WHOOSH - VOICE - HIGH - Dry, exhalation

**CINEMATIC TRAILERS DESIGNED**

LOW-HIT_Backdoor.wav	LOW - HIT - CLASSIC - Soft single drum impact, long tail
LOW-HIT_Unseenly_Dark.wav	LOW - HIT - CLASSIC - Soft single drum impact, long tail with rumble
RISE_Orchestral_Stutter.wav	RISE - CLASSIC - Synthesizer pulse, increasing speed, high-pitch metal impact, pulse decreasing in tail
RISE-SHORT_Snap.wav	RISE - SHORT - Orchestra brass section rise
STINGER_Magic_Train.wav	STINGER - CLASSIC - Train engine sound, metallic squeal, steamy tail
STINGER_Repo.wav	STINGER - SCI-FI - Airy background, reversed metal hits, chaotic electronic hum
WHOOSH_Growling_Fire.wav	WHOOSH - CLASSIC - Creature-like growling fire, large hollow reverb tail
WHOOSH_Meteorite.wav	WHOOSH - CLASSIC - Rumbling, turbine-like meteorite, siren-like tail

## BOOM BASICS

FILENAME	DESCRIPTION
WHOOSH_Screamer.wav	WHOOSH - EERIE - Helicopter-like whoosh-in, creepy artificial scream, quiet helicopter tail
WHOOSH-HIT_Arnigator.wav	WHOOSH - HIT - SCI-FI - Chaotic electronic whoosh-in, harsh buzzing impact, beeping tail
WHOOSH-HIT_Death_Arrow.wav	WHOOSH - HIT - CLASSIC - Cymbal tail whoosh, large drum impact
WHOOSH-HIT_Dont_Poke_With_Me.wav	WHOOSH - HIT - SCI-FI - Scifi engine whoosh-in, impact, engine dying
WHOOSH-HIT_Scarface.wav	WHOOSH - HIT - EERIE - High-pitch cymbal scratch whoosh-in, massive impact with breath and thunder tail
WHOOSH-HIT_Taiko_Titan.wav	WHOOSH - HIT - CLASSIC - Massive drum impact, long tail
WHOOSH-SOFT_Guster.wav	WHOOSH - CLASSIC - SOFT - Short wind gust
WHOOSH-SOFT_The_Comedown.wav	WHOOSH - CLASSIC - SOFT - Soft windy whoosh

**CINEMATIC TRAILERS DESIGNED 2**

CTDS2 BOOM Critical Mass.wav	HIT LOW Kick drum impact with resonating tail and subtle tonal elements. Reverberant.
CTDS2 DROP Cleaner.wav	DOWNER BASS Very low but crisp, descending with light reverberation. Varying in length and speed.
CTDS2 HEAVY TRANSITION Head Pounder.wav	BLENDER SCIENCE FICTION LOW Scifi grenade launcher like impact with howling and very low, wobbling elements.
CTDS2 HIT DRUM EPIC Shallow Tight.wav	HIT DRUMS SLAM Dense and hard impact with much low end. Reverberant.
CTDS2 HIT DRUM EPIC Shotdrum.wav	HIT DRUMS SLAM Snappy and reverberant impact. Deep echoing tail.
CTDS2 HIT DRUM SOFT Orc Feast.wav	HIT DRUMS LIGHT Detonating impact with sibilant attack and echoing tail.
CTDS2 HIT EXPLOSION Bamm Youre Dead.wav	HIT EXPLOSIVE Gunshot like impact with bullet ping, short ricochet and echoing tail.
CTDS2 HIT METAL Power Trip.wav	HIT METAL Whooshy attack with metallic impact and dropping bass. Some distorting and clanging elements. Echoing tail.
CTDS2 HIT SCIFI Satanic Siren.wav	HIT SCIENCE FICTION SCREAMING Low impact followed by heavy metallic hit with screaming voice. Last variation with multiple hits.
CTDS2 RISE Mayday.wav	RISER SCIENCE FICTION Synthetic build up with high noise and some low rumbling. Variations change in length and speed.
CTDS2 WHOOSH Firetiger.wav	SWOOSH CREATURE FIRE Starts with monster voice like attack, then hissing and sizzling burning elements. Reverberant.
CTDS2 WHOOSH SOFT Orbis.wav	SWOOSH SCIENCE FICTION LIGHT Mystic and slowly approaching with several high and shiny elements. Last variation with thunderous echo tail.

**CLOSE COMBAT CONSTRUCTION KIT**

CC-CK Body Fall Concrete Leather Clean.wav	BODY FALL DROP LEATHER Clean and tight leather impacts on concrete.
CC-CK Body Fall Gravel Hard 02.wav	BODY FALL DROP GRAVEL Single impacts on gravel, light debris.
CC-CK Body Fall Ice Water 02.wav	BODY FALL DROP ICE WATER Light cracking ice impacts with shallow water splash.
CC-CK Body Fall Sand Hard Bounce.wav	BODY FALL DROP SAND GRAVEL Tumbling body impacts with light scrapes on sand or fine gravel.
CC-CK Body Fall Sweetener Barehand 01.wav	BODY FALL DROP SWEETENER Light claps of hands on wet concrete.
CC-CK Body Fall Sweetener Footstomps.wav	BODY FALL DROP SWEETENER Multiple heavy foot steps on generic ground.
CC-CK Body Fall Water Shallow 03.wav	BODY FALL DROP WATER Light splashing impacts in shallow water.
CC-CK Bone Break Large 04.wav	BONE BREAK LARGE Cellery break in mouth, long, hard cracks, large bones.
CC-CK Bone Break Medium 04.wav	BONE BREAK MEDIUM Harsh ripping sound of twisted leek.
CC-CK Bone Single 01.wav	BONE BREAK SINGLE JOINTS CREAK Short, single cracks.



## BOOM BASICS

FILENAME	DESCRIPTION
CC-CK Bone Splinter 05.wav	BONE SPLINTER BREAK Short, harsh splintering of bones.
CC-CK Grab Cloth Hard 03.wav	GRAB BLOCK LIGHT PUNCH CLOTH Hard grabbing, tight bass impact.
CC-CK Grab Leather Hard 03.wav	GRAB BLOCK LIGHT PUNCH LEATHER Hard move with intense grab impact.
CC-CK Grab Nylon High 02.wav	GRAB BLOCK LIGHT PUNCH NYLON Nylon curtain grabs with rustling whoosh in and ending.
CC-CK Guts Fall 02.wav	GUTS BLOOD FALL Soft drop of wet guts.
CC-CK Guts Impact 03.wav	GUTS BLOOD IMPACT Juicy stabs, hard punch slowly dragging out.
CC-CK Guts Squeeze 03.wav	GUTS BLOOD SQUEEZE Hard and high squeeze with drops in the end.
CC-CK Movement Cloth 04.wav	MOVEMENT FOLEY CLOTH and NYLON Soft, rustling movement with some grabs.
CC-CK Movement Throw Cloth 04.wav	MOVEMENT THROW FOLEY CLOTH and NYLON Harsh, hard movement. High rustle and light metal zipper clicks.
CC-CK Punch High 03.wav	PUNCH KICK HIT HIGH Leather hits with very short, subtle whoosh in.
CC-CK Punch High Tight 04.wav	PUNCH KICK HIT HIGH Short hits of clothes, full body with high snap.
CC-CK Punch Low 04.wav	PUNCH KICK HIT LOW Hitting a leather ball with cloth, slight rustle and dull character. Rich low end.
CC-CK Punch Low Smack 03.wav	PUNCH KICK HIT LOW Hard and intense hit with featured low frequencies.
CC-CK Punch Low Sustained 03.wav	PUNCH KICK HIT LOW Bright, tight impact, sub frequency boom.
CC-CK Punch Low Sustained 05.wav	PUNCH KICK HIT LOW Leather punch with slappy, breathy character.
CC-CK Punch Mid Hard 03.wav	PUNCH KICK HIT MID Smacking leather impact with creaks.
CC-CK Punch Mid Soft 04.wav	PUNCH KICK HIT MID Dull hits of clothes, rustling tail.
CC-CK Punch Slap Hiss 06.wav	PUNCH SLAP HIT HISS Bright and clapping impact with long hissing tail.
CC-CK Punch Slap Sweetener 08.wav	SWEETENER HIGH SLAP PUNCH KICK High Frequency addition for hits, reverberant single clap.
CC-CK Punch Wet Tight 03.wav	PUNCH KICK HIT WET Clapping sound of two meat pieces smashed together.
CC-CK VO Female 01 Attack Long.wav	VOICE FEMALE ATTACK Long attack shout. Recorded in studio.
CC-CK VO Female 01 Deathscreeam.wav	VOICE FEMALE SCREAM Long, painful screams. Recorded in studio.
CC-CK VO Female 01 Pain Hard.wav	VOICE FEMALE HURT Hard, long painful shouts. Recorded in studio.
CC-CK VO Male 01 Attack.wav	VOICE MALE ATTACK Generic attack sound. Recorded in studio.
CC-CK VO Male 01 Breath Fast.wav	VOICE MALE BREATH Fast breathing. Recorded in studio.
CC-CK VO Male 01 Deathscreeam.wav	VOICE MALE SCREAM Long, painful screams. Recorded in studio.
CC-CK VO Male 01 Pain Hard.wav	VOICE MALE HURT Medium pain sounds. Recorded in studio.
CC-CK VO Male 01 Strangle.wav	VOICE MALE HURT Strangled pain sounds. Recorded in studio.
CC-CK Whoosh Air Hard 02.wav	WHOOSH MOVEMENT AIR Generic low and hard whoosh.
CC-CK Whoosh Air Short 05.wav	WHOOSH MOVEMENT AIR Harsh, short generic whoosh.
CC-CK Whoosh Leather Soft 03.wav	WHOOSH MOVEMENT LEATHER High creaking leather swing.
<b>CLOSE COMBAT DESIGNED</b>	
CC-DS Blood Splash Medium.wav	BLOOD SPLASH Splatter sound with hard start and high popping bubbles in the end.
CC-DS Body Fall Concrete Hard 02.wav	BODY FALL DROP Dull and massive body drop with high bone break elements. Boomy low frequencies.

## BOOM BASICS

FILENAME	DESCRIPTION
CC-DS Bodygrab Cloth Soft.wav	BODY GRAB IMPACT Soft grasping with short move at the beginning.
CC-DS Bone Break Hard 02.wav	BONE BREAK Juicy large bone cracks, large body.
CC-DS Kick Blunt Medium 01.wav	KICK BLUNT MEDIUM Rustling whoosh and snapping impact with boomy low end.
CC-DS Kick Torso Medium 01.wav	KICK TORSO MEDIUM Rumbling hit, slightly flammng on generic body.
CC-DS Punch Cinematic 03.wav	PUNCH CINEMATIC Over the top punch or kick hit, reverberant. Bllood, bone creak and plain variations. Low, rough and short whoosh in.
CC-DS Punch Oldschool Hard.wav	PUNCH SLAP OLDSCHOOL HARD Air swhish and high, dense impact.
CC-DS Punch Knuckle Blunt Hard 02.wav	PUNCH KNUCKLE BLUNT HARD Air whoosh followed by a dense hard punch sounds with cracking bones.
CC-DS Slap Bright Soft 02.wav	SLAP BRIGHT PUNCH SOFT Soft rustling whoosh and clapping short hit.
CC-DS Whoosh Throw Soft 02.wav	THROW WHOOSH BODY FALL DROP SOFT Leather nylon combination move, soft fall with small leather creaks.

**CREATURES CONSTRUCTION KIT**

bellow_large_01_01_average_hard.wav	BELLOW - ROAR - LARGE - AVERAGE - HARD - LOW
bellow_large_01_05_short_hard.wav	BELLOW - ROAR - LARGE - SHORT - HARD - LOW
bellow_large_04_03_average_soft.wav	BELLOW - GROAN - LARGE - AVERAGE - SOFT - LOW
bellow_large_07_02_average_hard.wav	BELLOW - GROAN - LARGE - AVERAGE - SOFT - MID
bellow_medium_01_02_average_soft.wav	BELLOW - GRUNT - MEDIUM - AVERAGE - SOFT - MID
bellow_medium_04_01_average_hard.wav	BELLOW - YELL - MEDIUM - AVERAGE - HARD - LOW
bleat_large_01_03_long_soft.wav	BLEAT - GROWL - LARGE - LONG - SOFT - MID
bleat_medium_01_01_average_hard.wav	BLEAT - BELLOW - MEDIUM - AVERAGE - HARD - MID
blow_large_01_01_short_hard.wav	BLOW - SNORT - LARGE - SHORT - HARD - LOW
blow_large_03_01_long_soft.wav	BLOW - GARGLE - LARGE - LONG - SOFT - LOW
blow_medium_02_03_average_soft.wav	BLOW - PANT - MEDIUM - AVERAGE - SOFT - HIGH
blow_medium_03_01_average_soft.wav	BLOW - BREATH - MEDIUM - AVERAGE - SOFT - MID
breath_large_06_01_long_hard.wav	BREATH - HISS - LARGE - LONG - SOFT - MID
breath_large_08_03_average_hard.wav	BREATH - RATTLE - LARGE - AVERAGE - HARD - MID
breath_large_11_02_average_soft.wav	BREATH - HISS - LARGE - AVERAGE - SOFT - MID
breath_medium_03_01_short_hard.wav	BREATH - GASP - MEDIUM - SHORT - HARD - MID
breath_medium_08_01_average_soft.wav	BREATH - EXHALE - MEDIUM - AVERAGE - SOFT - MID
breath_small_04_02_short_soft.wav	BREATH - EXHALE - SMALL - SHORT - SOFT - MID
caw_small_01_01_average_hard.wav	CAW - SCREECH - SMALL - AVERAGE - HARD - HIGH
caw_small_05_01_average_hard.wav	CAW - SCREECH - SMALL - AVERAGE - HARD - HIGH
caw_tiny_05_01_average_hard.wav	CAW - SQUEAL - TINY - AVERAGE - HARD - HIGH
caw_tiny_14_01_short_soft.wav	SQUEAL - SQUEAL - TINY - SHORT - SOFT - HIGH
choke_large_05_03_average_soft.wav	CHOKe - GARGLE - LARGE - AVERAGE - SOFT - LOW

## BOOM BASICS

FILENAME	DESCRIPTION
choke_large_09_01_average_hard.wav	CHOKER - MUMBLE - LARGE - AVERAGE - HARD - MID
choke_large_12_01_average_hard.wav	CHOKER - RATTLE - LARGE - AVERAGE - HARD - MID
choke_medium_01_05_short_hard.wav	CHOKER - RATTLE - MEDIUM - SHORT - HARD - MID
choke_medium_04_05_short_hard.wav	CHOKER - GRUNT - MEDIUM - SHORT - HARD - MID
croak_small_01_02_average_soft.wav	CROAK - SQUEAL - SMALL - AVERAGE - SOFT - HIGH
croak_small_03_02_average_hard.wav	CROAK - SCREECH - SMALL - AVERAGE - HARD - HIGH
croak_tiny_02_03_short_hard.wav	CROAK - CAW - TINY - SHORT - HARD - HIGH
croak_tiny_02_07_long_soft.wav	CROAK - MUMBLE - TINY - LONG - SOFT - HIGH
croak_tiny_06_03_short_soft.wav	CROAK - CAW - TINY - SHORT - SOFT - HIGH
cry_medium_01_01_long_hard.wav	CRY - ROAR - MEDIUM - LONG - HARD - LOW
cry_medium_02_03_short_soft.wav	CRY - BREATH - MEDIUM - SHORT - SOFT - MID
cry_medium_08_01_long_hard.wav	CRY - YELL - MEDIUM - LONG - HARD - MID
cry_small_03_01_short_soft.wav	CRY - SQUEAL - SMALL - SHORT - SOFT - HIGH
exert_large_02_01_average_soft.wav	EXERT - WHEEZE - LARGE - AVERAGE - SOFT - MID
exert_large_05_01_short_hard.wav	EXERT - GROAN - LARGE - SHORT - HARD - LOW
exert_large_07_01_average_hard.wav	EXERT - ROAR - LARGE - AVERAGE - HARD - LOW
exert_medium_03_02_short_hard.wav	EXERT - WHEEZE - MEDIUM - SHORT - HARD - MID
gargle_large_05_01_average_hard.wav	GARGLE - HISS - LARGE - AVERAGE - HARD - MID
gargle_large_06_01_short_soft.wav	GARGLE - CHOKER - LARGE - SHORT - SOFT - MID - WET
gargle_medium_02_04_long_soft.wav	GARGLE - RATTLE - MEDIUM - LONG - SOFT - MID - WET
gargle_small_01_01_long_soft.wav	GARGLE - RATTLE - SMALL - LONG - SOFT - HIGH
gargle_small_06_01_short_hard.wav	GARGLE - GASP - SMALL - SHORT - HARD - HIGH
gobble_large_01_09_long_hard.wav	GOBBLE - EAT - LARGE - LONG - HARD - LOW
gobble_large_01_13_long_hard.wav	GOBBLE - EAT - LARGE - LONG - HARD - LOW
gobble_medium_01_01_long_hard.wav	GOBBLE - EAT - MEDIUM - LONG - HARD - MID
gobble_medium_01_05_long_hard.wav	GOBBLE - EAT - MEDIUM - LONG - HARD - MID
groan_large_01_02_long_soft.wav	GROAN - RATTLE - LARGE - LONG - SOFT - LOW
groan_large_02_02_long_hard.wav	GROAN - GARGLE - LARGE - LONG - HARD - LOW
groan_medium_02_02_long_soft.wav	GROAN - CRY - MEDIUM - LONG - SOFT - LOW
growl_large_03_02_average_soft.wav	GROWL - BREATH - LARGE - AVERAGE - SOFT - LOW
growl_large_04_01_long_hard.wav	GROWL - SNARL - LARGE - LONG - HARD - LOW
growl_medium_02_01_long_soft.wav	GROWL - RATTLE - MEDIUM - LONG - SOFT - MID
growl_medium_04_03_long_soft.wav	GROWL - RATTLE - MEDIUM - LONG - SOFT - MID
growl_small_02_04_long_soft.wav	GROWL - SNARL - SMALL - LONG - SOFT - MID
grunt_large_03_03_short_hard.wav	GRUNT - GROWL - LARGE - SHORT - HARD - LOW

## BOOM BASICS

FILENAME	DESCRIPTION
hiss_large_03_01_average_soft.wav	HISS - BREATH - LARGE - AVERAGE - SOFT - MID
hiss_large_05_04_average_hard.wav	HISS - RATTLE - LARGE - AVERAGE - HARD - MID
hiss_medium_01_03_averager_hard.wav	HISS - BREATH - MEDIUM - AVERAGE - HARD - HIGH - FEMALE
hiss_medium_05_01_long_soft.wav	HISS - RATTLE - MEDIUM - LONG - SOFT - MID
hiss_medium_11_02_average_soft.wav	HISS - BREATH - MEDIUM - AVERAGE - SOFT - HIGH
hiss_small_03_02_average_hard.wav	HISS - BREATH - SMALL - AVERAGE - HARD - HIGH
hiss_small_06_01_average_hard.wav	HISS - SPRAY - SMALL - AVERAGE - HARD - HIGH
moan_large_01_01_short_hard.wav	MOAN - SIGH - LARGE - SHORT - HARD - LOW
moan_large_02_02_long_hard.wav	MOAN - BELLOW - LARGE - LONG - SOFT - LOW - HOARSE
moan_large_08_01_average_soft.wav	MOAN - GROAN - LARGE - AVERAGE - SOFT - LOW
moan_medium_05_01_average_soft.wav	MOAN - CRY - MEDIUM - AVERAGE - SOFT - MID
moan_medium_10_01_average_soft.wav	MOAN - GROAN - MEDIUM - AVERAGE - SOFT - MID
movement_tiny_01_04_short_soft.wav	MOVEMENT - TINY - SHORT - SOFT - RATTLE - HIGH
movement_tiny_05_01_long_soft.wav	MOVEMENT - TINY - LONG - SOFT - HIGH - CHITINOUS
movement_tiny_23_01_long_soft.wav	MOVEMENT - TINY - LONG - SOFT - HIGH - WINGS
movement_tiny_37_01_average_soft.wav	MOVEMENT - TINY - AVERAGE - HIGH - RATTLE
mumble_small_02_01_average_soft.wav	MUMBLE - ROAR - SMALL - AVERAGE - SOFT - MID
mumble_small_03_07_short_soft.wav	MUMBLE - CROAK - SMALL - SHORT - SOFT - MID
nicker_large_05_03_average_hard.wav	NICKER - RATTLE - LARGE - AVERAGE - HARD - LOW
nicker_medium_02_01_average_soft.wav	NICKER - MOAN - MEDIUM - AVERAGE - SOFT - MID
rattle_large_04_01_average_soft.wav	RATTLE - BREATH - LARGE - AVERAGE - SOFT - LOW
rattle_large_07_02_average_soft.wav	RATTLE - BREATH - LARGE - AVERAGE - SOFT - LOW
rattle_large_08_03_long_hard.wav	RATTLE - BREATH - LARGE - LONG - SOFT - LOW
rattle_large_12_02_long_soft.wav	RATTLE - BREATH - LARGE - LONG - SOFT - MID
rattle_large_17_01_long_soft.wav	RATTLE - NICKER - LARGE - LONG - SOFT - LOW
roar_large_02_01_average_hard.wav	ROAR - CHOKE - LARGE - AVERAGE - HARD - MID
roar_large_03_02_long_soft.wav	ROAR - GARGLE - LARGE - LONG - SOFT - LOW
roar_large_05_01_average_soft.wav	ROAR - GARGLE - LARGE - AVERAGE - SOFT - LOW
roar_large_13_02_average_hard.wav	ROAR - HISS - LARGE - LONG - HARD - MID
roar_large_16_01_short_hard.wav	ROAR - HISS - LARGE - SHORT - HARD - MID
roar_medium_03_03_average_hard.wav	ROAR - SNARL - MEDIUM - AVERAGE - HARD - MID
roar_medium_08_02_short_hard.wav	ROAR - GARGLE - MEDIUM - SHORT - HARD - MID
ruckle_large_05_01_average_hard.wav	RUCKLE - GARGLE - LARGE - AVERAGE - HARD - MID
ruckle_large_06_01_average_soft.wav	RUCKLE - SNORE - LARGE - AVERAGE - SOFT - MID
ruckle_large_16_02_long_soft.wav	RUCKLE - HISS - LARGE - LONG - SOFT - LOW

## BOOM BASICS

FILENAME	DESCRIPTION
screech_small_01_01_average_hard.wav	SCREECH - SCREAM - SMALL - AVERAGE - HARD - HIGH
screech_small_03_05_long_soft.wav	SCREECH - CAW - SMALL - LONG - SOFT - HIGH - TRUMPET
slobber_medium_01_02_short_hard.wav	SLOBBER - SMACK - MEDIUM - SHORT - HARD - MID - WET
slobber_medium_01_07_small_average_soft.wav	SLOBBER - SMACK - MEDIUM - AVERAGE - SOFT - MID
smack_medium_01_02_long_soft.wav	SMACK - GULP - MEDIUM - LONG - SOFT - HIGH - WET
snarl_large_04_01_short_soft.wav	SNARL - GROWL - LARGE - SHORT - SOFT - MID
snarl_medium_04_04_average_hard.wav	SNARL - GROWL - MEDIUM - AVERAGE - HARD - MID
snore_large_02_01_short_soft.wav	SNORE - RATTLE - LARGE - SHORT - SOFT - MID
squeal_tiny_01_04_average_hard.wav	SQUEAL - SCREECH - TINY - AVERAGE - HARD - HIGH
squeal_tiny_05_03_short_hard.wav	SQUEAL - CAW - TINY - SHORT - HARD - HIGH
yell_medium_05_01_short_soft.wav	YELL - EXERT - MEDIUM - SHORT - SOFT - MID
yell_small_05_01_short_hard.wav	YELL - SNARL - SMALL - SHORT - HARD - MID
yell_small_06_02_short_hard.wav	YELL - CAW - SMALL - SHORT - HARD - HIGH

## CREATURES DESIGNED

alien_attack.wav	ALIEN - MEDIUM - HIGH - ATTACK - AGGRESSIVE - MONSTER - CREATURE
alien_calm.wav	ALIEN - MEDIUM - HIGH - CALM - IDLE - MONSTER - CREATURE
alien_die.wav	ALIEN - MEDIUM - HIGH - DIE - CRY - MONSTER - CREATURE
alien_hurt.wav	ALIEN - MEDIUM - HIGH - HURT - CRY - MONSTER - CREATURE
alien_tense.wav	ALIEN - MEDIUM - HIGH - TENSE - AGGRESSIVE - MONSTER - CREATURE
dragon_attack.wav	DRAGON - LARGE - MID - ATTACK - AGGRESSIVE - MONSTER - CREATURE
lizard_man_calm.wav	LIZARD MAN - MALE - MEDIUM - MID - CALM - IDLE - MONSTER - CREATURE
zombie_die.wav	ZOMBIE - MALE - MEDIUM - MID - DIE - CRY - MONSTER - CREATURE

## CROWDS - CONCERT AUDIENCES

CA AUDITORIUM 01 Medium Audience Applause 01 FRONT LR.wav	AUDITORIUM MEDIUM AUDIENCE (about 200 to 300 people) Applauding moderately, rhythmically clapping. Short.
CA AUDITORIUM 01 Medium Audience Applause 01 REAR LR.wav	AUDITORIUM MEDIUM AUDIENCE (about 200 to 300 people) Applauding moderately, rhythmically clapping. Short.
CA AUDITORIUM 01 Medium Audience Applause 07 FRONT LR.wav	AUDITORIUM MEDIUM AUDIENCE (about 200 to 300 people) Applauding with decreasing intensity and some cheering.
CA AUDITORIUM 01 Medium Audience Applause 07 REAR LR.wav	AUDITORIUM MEDIUM AUDIENCE (about 200 to 300 people) Applauding with decreasing intensity and some cheering.
CA AUDITORIUM 01 Medium Audience Applause Cheering 03 FRONT LR.wav	AUDITORIUM MEDIUM AUDIENCE (about 200 to 300 people) Cheering followed by applauding. Person on stage talking into microphone. High beep noise in the end.
CA AUDITORIUM 01 Medium Audience Applause Cheering 03 REAR LR.wav	AUDITORIUM MEDIUM AUDIENCE (about 200 to 300 people) Cheering followed by applauding. Person on stage talking into microphone. High beep noise in the end.
CA AUDITORIUM 01 Medium Audience Applause Cheering 13 FRONT LR.wav	AUDITORIUM MEDIUM AUDIENCE (about 200 to 300 people) Cheering, applauding and whistling. Some single people shouting. Applaus leading into rhythmically clapping. One person coughing in the end.

## BOOM BASICS

FILENAME	DESCRIPTION
CA AUDITORIUM 01 Medium Audience Applause Cheering 13 REAR LR.wav	AUDITORIUM MEDIUM AUDIENCE (about 200 to 300 people) Cheering, applauding and whistling. Some single people shouting. Applaus leading into rhythmically clapping. One person coughing in the end.
CA AUDITORIUM 01 Medium Audience Applause Rhythmic 02 FRONT LR.wav	AUDITORIUM MEDIUM AUDIENCE (about 200 to 300 people) Applauding and cheering. One person shouting bravo. Applaus leading into rhythmically clapping.
CA AUDITORIUM 01 Medium Audience Applause Rhythmic 02 REAR LR.wav	AUDITORIUM MEDIUM AUDIENCE (about 200 to 300 people) Applauding and cheering. One person shouting bravo. Applaus leading into rhythmically clapping.
CA AUDITORIUM 01 Medium Audience Atmo FRONT LR.wav	AUDITORIUM MEDIUM AUDIENCE (about 200 to 300 people) Background noise with mumbling and rumbling. Short.
CA AUDITORIUM 01 Medium Audience Atmo REAR LR.wav	AUDITORIUM MEDIUM AUDIENCE (about 200 to 300 people) Background noise with mumbling and rumbling. Short.
CA AUDITORIUM 02 Medium Audience Applause 10 FRONT LR.wav	AUDITORIUM MEDIUM AUDIENCE (about 200 to 300 people) Applauding with mumbling in background. Elecitrical noises in the end.
CA AUDITORIUM 02 Medium Audience Applause 10 REAR LR.wav	AUDITORIUM MEDIUM AUDIENCE (about 200 to 300 people) Applauding with mumbling in background. Elecitrical noises in the end.
CA AUDITORIUM 02 Medium Audience Applause Cheering 06 FRONT LR.wav	AUDITORIUM MEDIUM AUDIENCE (about 200 to 300 people) Applauding and cheering. Shouting "Bravo!" in the beginning. Instruments playing and tuning in the end.
CA AUDITORIUM 02 Medium Audience Applause Cheering 06 REAR LR.wav	AUDITORIUM MEDIUM AUDIENCE (about 200 to 300 people) Applauding and cheering. Shouting "Bravo!" in the beginning. Instruments playing and tuning in the end.
CA AUDITORIUM 02 Medium Audience Applause Shouting Encore FRONT LR.wav	AUDITORIUM MEDIUM AUDIENCE (about 200 to 300 people) Applauding heavily and cheering. Shouting Encore and clapping rhythmically in the end.
CA AUDITORIUM 02 Medium Audience Applause Shouting Encore REAR LR.wav	AUDITORIUM MEDIUM AUDIENCE (about 200 to 300 people) Applauding heavily and cheering. Shouting Encore and clapping rhythmically in the end.
CA AUDITORIUM 02 Medium Audience Atmo Silence 01 FRONT LR.wav	AUDITORIUM MEDIUM AUDIENCE (about 200 to 300 people) Background noise, very silent.
CA AUDITORIUM 02 Medium Audience Atmo Silence 01 REAR LR.wav	AUDITORIUM MEDIUM AUDIENCE (about 200 to 300 people) Background noise, very silent.
CA AUDITORIUM 03 Small Audience Applause 10 FRONT LR.wav	AUDITORIUM SMALL AUDIENCE (about 50 to 100 people) Applauding and cheering moderately with decreasing intensity and footsteps in the end.
CA AUDITORIUM 03 Small Audience Applause 10 REAR LR.wav	AUDITORIUM SMALL AUDIENCE (about 50 to 100 people) Applauding and cheering moderately with decreasing intensity and footsteps in the end.
CA AUDITORIUM 03 Small Audience Applause Cheering 01 FRONT LR.wav	AUDITORIUM SMALL AUDIENCE (about 50 to 100 people) Applauding, cheering, and whistling.
CA AUDITORIUM 03 Small Audience Applause Cheering 01 REAR LR.wav	AUDITORIUM SMALL AUDIENCE (about 50 to 100 people) Applauding, cheering, and whistling.
CA AUDITORIUM 03 Small Audience Applause Cheering 08 FRONT LR.wav	AUDITORIUM SMALL AUDIENCE (about 50 to 100 people) Applauding, cheering, and whistling. Person on stage talking into microphone.
CA AUDITORIUM 03 Small Audience Applause Cheering 08 REAR LR.wav	AUDITORIUM SMALL AUDIENCE (about 50 to 100 people) Applauding, cheering, and whistling. Person on stage talking into microphone.
CA AUDITORIUM 03 Small Audience Atmo Mumble FRONT LR.wav	AUDITORIUM SMALL AUDIENCE (about 50 to 100 people) Background noise with a lot of talking and some footsteps. Short.
CA AUDITORIUM 03 Small Audience Atmo Mumble REAR LR.wav	AUDITORIUM SMALL AUDIENCE (about 50 to 100 people) Background noise with a lot of talking and some footsteps. Short.
CA AULA 01 Medium Audience Applaus Mumble FRONT LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately. People talking and mumbling. Moving chairs.
CA AULA 01 Medium Audience Applaus Mumble REAR LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately. People talking and mumbling. Moving chairs.
CA AULA 01 Medium Audience Applause 08 FRONT LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Applauding. Starting with silence. People mumbling in background.
CA AULA 01 Medium Audience Applause 08 REAR LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Applauding. Starting with silence. People mumbling in background.



## BOOM BASICS

FILENAME	DESCRIPTION
CA AULA 01 Medium Audience Applause Cheering + Single Claps 02 FRONT LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Applauding and cheering. People shouting and whistling. Single claps in closer perspective.
CA AULA 01 Medium Audience Applause Cheering + Single Claps 02 REAR LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Applauding and cheering. People shouting and whistling. Single claps in closer perspective.
CA AULA 01 Medium Audience Applause Cheering + Stomping FRONT LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Applauding and cheering. People shouting and whistling. Stomping on the floor in the end.
CA AULA 01 Medium Audience Applause Cheering + Stomping REAR LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Applauding and cheering. People shouting and whistling. Stomping on the floor in the end.
CA AULA 01 Medium Audience Applause Cheering 09 FRONT LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Applauding and cheering. People shouting and whistling. Single claps in a closer perspective.
CA AULA 01 Medium Audience Applause Cheering 09 REAR LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Applauding and cheering. People shouting and whistling. Single claps in a closer perspective.
CA AULA 01 Medium Audience Applause Cheering 14 FRONT LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Applauding and cheering. People shouting and whistling. Low rumbling noise in the beginning. Applauding rhythmically in the end. Very long.
CA AULA 01 Medium Audience Applause Cheering 14 REAR LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Applauding and cheering. People shouting and whistling. Low rumbling noise in the beginning. Applauding rhythmically in the end. Very long.
CA AULA 01 Medium Audience Applause Excited FRONT LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Applauding excitedly. Male people shouting encore in German. Mumbling people in the end.
CA AULA 01 Medium Audience Applause Excited REAR LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Applauding excitedly. Male people shouting encore in German. Mumbling people in the end.
CA AULA 01 Medium Audience Applause Laughing 01 FRONT LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Laughing in the beginning, then applauding with one prominent, male person laughing.
CA AULA 01 Medium Audience Applause Laughing 01 REAR LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Laughing in the beginning, then applauding with one prominent, male person laughing.
CA AULA 01 Medium Audience Applause Moderate 16 FRONT LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately. Long.
CA AULA 01 Medium Audience Applause Moderate 16 REAR LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately. Long.
CA AULA 01 Medium Audience Applause Single Claps 10 FRONT LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately. Single claps in closer perspective. Short.
CA AULA 01 Medium Audience Applause Single Claps 10 REAR LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately. Single claps in closer perspective. Short.
CA AULA 01 Medium Audience Applause Stomping + Cheering FRONT LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Applauding and cheering. People shouting and whistling. Stomping on the floor. People walking around and coughing in the end.
CA AULA 01 Medium Audience Applause Stomping + Cheering REAR LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Applauding and cheering. People shouting and whistling. Stomping on the floor. People walking around and coughing in the end.
CA AULA 01 Medium Audience Atmo 05 FRONT LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Background noise. Coughing people. Noise of air conditioner.
CA AULA 01 Medium Audience Atmo 05 REAR LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Background noise. Coughing people. Noise of air conditioner.
CA AULA 01 Medium Audience Atmo Mumble 01 FRONT LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Background noise. People talking and mumbling. Person coughing in the beginning.
CA AULA 01 Medium Audience Atmo Mumble 01 REAR LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Background noise. People talking and mumbling. Person coughing in the beginning.

## BOOM BASICS

FILENAME	DESCRIPTION
CA AULA 02 Medium Audience Applause Cheering 06 FRONT LR.wav	AULA MEDIUM AUDIENCE (about 400 to 500 people) Applauding and cheering heavily with decreasing intensity to constantly mumbling. Some coughing in the end.
CA AULA 02 Medium Audience Applause Cheering 06 REAR LR.wav	AULA MEDIUM AUDIENCE (about 400 to 500 people) Applauding and cheering heavily with decreasing intensity to constantly mumbling. Some coughing in the end.
CA AULA 02 Medium Audience Atmo Mumble Crowd FRONT LR.wav	AULA MEDIUM AUDIENCE (about 400 to 500 people) Background noise. Calm crowd constantly mumbling subtly with some coughing and stage noises.
CA AULA 02 Medium Audience Atmo Mumble Crowd REAR LR.wav	AULA MEDIUM AUDIENCE (about 400 to 500 people) Background noise. Calm crowd constantly mumbling subtly with some coughing and stage noises.
CA AULA 02 Medium Audience Atmo Silence FRONT LR.wav	AULA MEDIUM AUDIENCE (about 400 to 500 people) Background noise. Calm crowd coughing and subtly mumbling. Someone whistling loudly, followed by subtly laughing. Baby babbling and stage noises.
CA AULA 02 Medium Audience Atmo Silence REAR LR.wav	AULA MEDIUM AUDIENCE (about 400 to 500 people) Background noise. Calm crowd coughing and subtly mumbling. Someone whistling loudly, followed by subtly laughing. Baby babbling and stage noises.
CA AULA 03 Medium Audience Applause Cheering Very Long FRONT LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Very long. Applauding densely with cheering and whistling. Constantly mumbling loudly. Increasing and decreasing intensity several times. Stage noises in the background. Reverberant.
CA AULA 03 Medium Audience Applause Cheering Very Long REAR LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Very long. Applauding densely with cheering and whistling. Constantly mumbling loudly. Increasing and decreasing intensity several times. Stage noises in the background. Reverberant.
CA AULA 03 Medium Audience Applause Standing Ovations 01 FRONT LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Very long. Applauding densely with heavily cheering and whistling. Constantly mumbling. Increasing and decreasing intensity several times with shouting. Some stage noises. Reverberant.
CA AULA 03 Medium Audience Applause Standing Ovations 01 REAR LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Very long. Applauding densely with heavily cheering and whistling. Constantly mumbling. Increasing and decreasing intensity several times with shouting. Some stage noises. Reverberant.
CA AULA 03 Medium Audience Crowd Female Coughing FRONT LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Very short background noise. Room tone with silent crowd. Some females coughing several times. Reverberant.
CA AULA 03 Medium Audience Crowd Female Coughing REAR LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Very short background noise. Room tone with silent crowd. Some females coughing several times. Reverberant.
CA AULA 03 Medium Audience Crowd Giggling FRONT LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Mostly female. Laughing and giggling with some coughing. Reverberant.
CA AULA 03 Medium Audience Crowd Giggling REAR LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Mostly female. Laughing and giggling with some coughing. Reverberant.
CA AULA 03 Medium Audience Crowd Laughing Evil Haha FRONT LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Mostly males. Shortly laughing evilly, rhythmically. Reverberant.
CA AULA 03 Medium Audience Crowd Laughing Evil Haha REAR LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Mostly males. Shortly laughing evilly, rhythmically. Reverberant.
CA AULA 03 Medium Audience Crowd Screaming Scared FRONT LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Female crowd screaming intensely with rumbling stage noise. Decreasing intensity to silence. Reverberant.
CA AULA 03 Medium Audience Crowd Screaming Scared REAR LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Female crowd screaming intensely with rumbling stage noise. Decreasing intensity to silence. Reverberant.
CA AULA 03 Medium Audience Excited Ah! 01 FRONT LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Mostly females. Reacting relieved with long "Ah!" Reverberant.
CA AULA 03 Medium Audience Excited Ah! 01 REAR LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Mostly females. Reacting relieved with long "Ah!" Reverberant.
CA AULA 03 Medium Audience Excited Whoa! 01 FRONT LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Mostly males. Reacting excitedly with long "Whoa!", followed by subtly laughing. Reverberant.
CA AULA 03 Medium Audience Excited Whoa! 01 REAR LR.wav	AULA MEDIUM AUDIENCE (about 300 to 400 people) Mostly males. Reacting excitedly with long "Whoa!", followed by subtly laughing. Reverberant.

## BOOM BASICS

FILENAME	DESCRIPTION
CA CHURCH 02 Medium Audience Applause Moderate 02 FRONT LR.wav	CHURCH MEDIUM AUDIENCE (about 200 to 300 people) Applauding moderately. People talking and mumbling in the end. Long.
CA CHURCH 02 Medium Audience Applause Moderate 02 REAR LR.wav	CHURCH MEDIUM AUDIENCE (about 200 to 300 people) Applauding moderately. People talking and mumbling in the end. Long.
CA CHURCH 03 Medium Audience Applause Excited Rhythmic FRONT LR.wav	CHURCH MEDIUM AUDIENCE (about 400 to 500 people) Applauding. Then applauding rhythmically. Talking people. Mumbling people in background. Ringing triangle in the beginning. Moving chairs.
CA CHURCH 03 Medium Audience Applause Excited Rhythmic REAR LR.wav	CHURCH MEDIUM AUDIENCE (about 400 to 500 people) Applauding. Then applauding rhythmically. Talking people. Mumbling people in background. Ringing triangle in the beginning. Moving chairs.
CA CHURCH 03 Medium Audience Applause Moderate 11 FRONT LR.wav	CHURCH MEDIUM AUDIENCE (about 400 to 500 people) Applauding moderately. Rumbling in background. Cheering sparsely in the beginning. Moving chairs and coughing in the end
CA CHURCH 03 Medium Audience Applause Moderate 11 REAR LR.wav	CHURCH MEDIUM AUDIENCE (about 400 to 500 people) Applauding moderately. Rumbling in background. Cheering sparsely in the beginning. Moving chairs and coughing in the end
CA CHURCH 03 Medium Audience Atmo 04 FRONT LR.wav	CHURCH MEDIUM AUDIENCE (about 400 to 500 people) Background noise. Moving chairs on stage. Mumbling and whispering.
CA CHURCH 03 Medium Audience Atmo 04 REAR LR.wav	CHURCH MEDIUM AUDIENCE (about 400 to 500 people) Background noise. Moving chairs on stage. Mumbling and whispering.
CA CHURCH 03 Medium Audience Atmo Silence 03 FRONT LR.wav	CHURCH MEDIUM AUDIENCE (about 400 to 500 people) Background noise. Silence audience waiting. Whispering. Faintly mumbling people.
CA CHURCH 03 Medium Audience Atmo Silence 03 REAR LR.wav	CHURCH MEDIUM AUDIENCE (about 400 to 500 people) Background noise. Silence audience waiting. Whispering. Faintly mumbling people.
CA CHURCH 05 Small Audience Applause Cheering + Stomping FRONT LR.wav	CHURCH SMALL AUDIENCE (about 100 to 200 people) Applauding loudly. Cheering and stomping. Mumbling in the end.
CA CHURCH 05 Small Audience Applause Cheering + Stomping REAR LR.wav	CHURCH SMALL AUDIENCE (about 100 to 200 people) Applauding loudly. Cheering and stomping. Mumbling in the end.
CA CHURCH 05 Small Audience Applause Cheering 10 FRONT LR.wav	CHURCH SMALL AUDIENCE (about 100 to 200 people) Applauding excitedly. Cheering. Some rumbling noise in the end.
CA CHURCH 05 Small Audience Applause Cheering 10 REAR LR.wav	CHURCH SMALL AUDIENCE (about 100 to 200 people) Applauding excitedly. Cheering. Some rumbling noise in the end.
CA CHURCH 05 Small Audience Applause Laughing + Cheering FRONT LR.wav	CHURCH SMALL AUDIENCE (about 100 to 200 people) Applauding. Laughing crowd in the beginning. Shouting child. Short.
CA CHURCH 05 Small Audience Applause Laughing + Cheering REAR LR.wav	CHURCH SMALL AUDIENCE (about 100 to 200 people) Applauding. Laughing crowd in the beginning. Shouting child. Short.
CA CHURCH 05 Small Audience Applause Moderate 04 FRONT LR.wav	CHURCH SMALL AUDIENCE (about 100 to 200 people) Applauding loudly. Cheering.
CA CHURCH 05 Small Audience Applause Moderate 04 REAR LR.wav	CHURCH SMALL AUDIENCE (about 100 to 200 people) Applauding loudly. Cheering.
CA CHURCH 05 Small Audience Crowd Laughing 01 FRONT LR.wav	CHURCH SMALL AUDIENCE (about 100 to 200 people) Background noise. Crowd laughing. Very short.
CA CHURCH 05 Small Audience Crowd Laughing 01 REAR LR.wav	CHURCH SMALL AUDIENCE (about 100 to 200 people) Background noise. Crowd laughing. Very short.
CA CHURCH 05 Small Audience Crowd Laughing 02 FRONT LR.wav	CHURCH SMALL AUDIENCE (about 100 to 200 people) Background noise. Crowd laughing. Very short.
CA CHURCH 05 Small Audience Crowd Laughing 02 REAR LR.wav	CHURCH SMALL AUDIENCE (about 100 to 200 people) Background noise. Crowd laughing. Very short.
CA CLUB 01 Small Audience Applause Cheering 01 FRONT LR.wav	CLUB SMALL AUDIENCE (about 50 to 100 people) Applauding, cheering and whistling. Very short.
CA CLUB 01 Small Audience Applause Cheering 01 REAR LR.wav	CLUB SMALL AUDIENCE (about 50 to 100 people) Applauding, cheering and whistling. Very short.
CA CLUB 01 Small Audience Atmo Mumble 03 FRONT LR.wav	CLUB SMALL AUDIENCE (about 50 to 100 people) Background noise with mumbling and whispering. Some single handclaps in the end.

## BOOM BASICS

FILENAME	DESCRIPTION
CA CLUB 01 Small Audience Atmo Mumble 03 REAR LR.wav	CLUB SMALL AUDIENCE (about 50 to 100 people) Background noise with mumbling and whispering. Some single handclaps in the end.
CA CLUB 01 Small Audience Atmo Silence 01 FRONT LR.wav	CLUB SMALL AUDIENCE (about 50 to 100 people) Background noise. Very silent. Louder knocking like noise in the end.
CA CLUB 01 Small Audience Atmo Silence 01 REAR LR.wav	CLUB SMALL AUDIENCE (about 50 to 100 people) Background noise. Very silent. Louder knocking like noise in the end.
CA CLUB 02 Medium Audience Applause Cheering 02 FRONT LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Applauding, much whistling and cheering. Some mumbling in background.
CA CLUB 02 Medium Audience Applause Cheering 02 REAR LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Applauding, much whistling and cheering. Some mumbling in background.
CA CLUB 03 Medium Audience Applause Cheering 02 FRONT LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Applauding, cheering and whistling. Starting slowly. People talking in German.
CA CLUB 03 Medium Audience Applause Cheering 02 REAR LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Applauding, cheering and whistling. Starting slowly. People talking in German.
CA CLUB 03 Medium Audience Applause Cheering 08 FRONT LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Applauding, cheering and whistling intensely. Decreasing intensity. Some laughing. Much talking in German in the end.
CA CLUB 03 Medium Audience Applause Cheering 08 REAR LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Applauding, cheering and whistling intensely. Decreasing intensity. Some laughing. Much talking in German in the end.
CA CLUB 05 Medium Audience Atmo Mumble 07 FRONT LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Background noise. People talking and mumbling excitedly. Males shouting several times. Some rumbling noise in the beginning.
CA CLUB 05 Medium Audience Atmo Mumble 07 REAR LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Background noise. People talking and mumbling excitedly. Males shouting several times. Some rumbling noise in the beginning.
CA CLUB 05 Medium Audience Shouting 04 FRONT LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Crowd shouting nervously. Short.
CA CLUB 05 Medium Audience Shouting 04 REAR LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Crowd shouting nervously. Short.
CA CLUB 06 Small Audience Applause Cheering + Laughing FRONT LR.wav	CLUB SMALL AUDIENCE (150 people) Applauding and cheering. Crowd laughing in the beginning. Shouting and whistling people. Male person shouting encore in German. Talking and mumbling people in the end.
CA CLUB 06 Small Audience Applause Cheering + Laughing REAR LR.wav	CLUB SMALL AUDIENCE (150 people) Applauding and cheering. Crowd laughing in the beginning. Shouting and whistling people. Male person shouting encore in German. Talking and mumbling people in the end.
CA CLUB 06 Small Audience Applause Cheering 04 FRONT LR.wav	CLUB SMALL AUDIENCE (150 people) Applauding and cheering. Shouting people. Very short.
CA CLUB 06 Small Audience Applause Cheering 04 REAR LR.wav	CLUB SMALL AUDIENCE (150 people) Applauding and cheering. Shouting people. Very short.
CA CLUB 06 Small Audience Applause Cheering Slightly FRONT LR.wav	CLUB SMALL AUDIENCE (150 people) Applauding and cheering moderately. Shouting and whistling people. Short.
CA CLUB 06 Small Audience Applause Cheering Slightly REAR LR.wav	CLUB SMALL AUDIENCE (150 people) Applauding and cheering moderately. Shouting and whistling people. Short.
CA CLUB 06 Small Audience Applause Laughing 01 FRONT LR.wav	CLUB SMALL AUDIENCE (150 people) A few people laughing followed by one person applauding. Very short.
CA CLUB 06 Small Audience Applause Laughing 01 REAR LR.wav	CLUB SMALL AUDIENCE (150 people) A few people laughing followed by one person applauding. Very short.
CA CLUB 06 Small Audience Applause Laughing 02 FRONT LR.wav	CLUB SMALL AUDIENCE (150 people) Applauding and laughing crowd. Short.
CA CLUB 06 Small Audience Applause Laughing 02 REAR LR.wav	CLUB SMALL AUDIENCE (150 people) Applauding and laughing crowd. Short.
CA CLUB 06 Small Audience Applause Shouting 10 FRONT LR.wav	CLUB SMALL AUDIENCE (150 people) Applauding and cheering. Male person saying bravo in the beginning followed by a female person shouting woo. Short.
CA CLUB 06 Small Audience Applause Shouting 10 REAR LR.wav	CLUB SMALL AUDIENCE (150 people) Applauding and cheering. Male person saying bravo in the beginning followed by a female person shouting woo. Short.
CA CLUB 06 Small Audience Atmo Mumble 01 FRONT LR.wav	CLUB SMALL AUDIENCE (150 people) Background noise. People talking and mumbling. Demanding for silence in the end. Shh.
CA CLUB 06 Small Audience Atmo Mumble 01 REAR LR.wav	CLUB SMALL AUDIENCE (150 people) Background noise. People talking and mumbling. Demanding for silence in the end. Shh.
CA CLUB 06 Small Audience Atmo Mumble Long 02 FRONT LR.wav	CLUB SMALL AUDIENCE (150 people) Background noise. People talking and mumbling. Very long.

## BOOM BASICS

FILENAME	DESCRIPTION
CA CLUB 06 Small Audience Atmo Mumble Long 02 REAR LR.wav	CLUB SMALL AUDIENCE (150 people) Background noise. People talking and mumbling. Very long.
CA CLUB 06 Small Audience Atmo Silence 04 FRONT LR.wav	CLUB SMALL AUDIENCE (150 people) Background noise. Mumbling slightly. Rumbling noise in the beginning. Short.
CA CLUB 06 Small Audience Atmo Silence 04 REAR LR.wav	CLUB SMALL AUDIENCE (150 people) Background noise. Mumbling slightly. Rumbling noise in the beginning. Short.
CA CLUB 06 Small Audience Laughing 01 FRONT LR.wav	CLUB SMALL AUDIENCE (150 people) Crowd laughing. Very short.
CA CLUB 06 Small Audience Laughing 01 REAR LR.wav	CLUB SMALL AUDIENCE (150 people) Crowd laughing. Very short.
CA CLUB 06 Small Audience Laughing 03 FRONT LR.wav	CLUB SMALL AUDIENCE (150 people) Crowd laughing. Very short.
CA CLUB 06 Small Audience Laughing 03 REAR LR.wav	CLUB SMALL AUDIENCE (150 people) Crowd laughing. Very short.
CA CLUB 06 Small Audience Laughing Ironical FRONT LR.wav	CLUB SMALL AUDIENCE (150 people) Crowd laughing ironically. Very short.
CA CLUB 06 Small Audience Laughing Ironical REAR LR.wav	CLUB SMALL AUDIENCE (150 people) Crowd laughing ironically. Very short.
CA CLUB 06 Small Audience Laughing Slightly 02 FRONT LR.wav	CLUB SMALL AUDIENCE (150 people) Crowd laughing slightly. Very short.
CA CLUB 06 Small Audience Laughing Slightly 02 REAR LR.wav	CLUB SMALL AUDIENCE (150 people) Crowd laughing slightly. Very short.
CA CLUB 06 Small Audience Laughing Slightly 14 FRONT LR.wav	CLUB SMALL AUDIENCE (150 people) Crowd laughing slightly. Very short.
CA CLUB 06 Small Audience Laughing Slightly 14 REAR LR.wav	CLUB SMALL AUDIENCE (150 people) Crowd laughing slightly. Very short.
CA CLUB 07 Medium Audience Applause Cheering 01 FRONT LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Applauding with heavily cheering and whistling. Decreasing intensity to densely mumbling. Some stage noises.
CA CLUB 07 Medium Audience Applause Cheering 01 REAR LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Applauding with heavily cheering and whistling. Decreasing intensity to densely mumbling. Some stage noises.
CA CLUB 07 Medium Audience Applause Cheering 02 FRONT LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Applauding and cheering with heavily whistling. Some shouting. Constantly mumbling densely.
CA CLUB 07 Medium Audience Applause Cheering 02 REAR LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Applauding and cheering with heavily whistling. Some shouting. Constantly mumbling densely.
CA CLUB 07 Medium Audience Applause Cheering 09 FRONT LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Applauding and cheering with heavily whistling. Some shouting "Encore!" in German. Rhythmically clapping shortly in the end.
CA CLUB 07 Medium Audience Applause Cheering 09 REAR LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Applauding and cheering with heavily whistling. Some shouting "Encore!" in German. Rhythmically clapping shortly in the end.
CA CLUB 07 Medium Audience Atmo Mumble 02 FRONT LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Background noise. Densely mumbling with some laughing and talking in German. Some coughing.
CA CLUB 07 Medium Audience Atmo Mumble 02 REAR LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Background noise. Densely mumbling with some laughing and talking in German. Some coughing.
CA CLUB 08 Medium Audience Applause Cheering 02 FRONT LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Applauding moderately with heavily cheering and whistling. Starting with drum cymbal. Loudly mumbling with some talking in English.
CA CLUB 08 Medium Audience Applause Cheering 02 REAR LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Applauding moderately with heavily cheering and whistling. Starting with drum cymbal. Loudly mumbling with some talking in English.
CA CLUB 08 Medium Audience Applause Shouting 01 FRONT LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Applauding moderately with some cheering. Decreasing intensity. Constantly mumbling and talking.
CA CLUB 08 Medium Audience Applause Shouting 01 REAR LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Applauding moderately with some cheering. Decreasing intensity. Constantly mumbling and talking.
CA CLUB 08 Medium Audience Atmo Mumble 04 FRONT LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Background noise. Mumbling calmly with laughing and some German talking. Dishes, bottles and glasses clinking. Stage noises and some electric guitar sounds being picked.



## BOOM BASICS

FILENAME	DESCRIPTION
CA CLUB 08 Medium Audience Atmo Mumble 04 REAR LR.wav	CLUB MEDIUM AUDIENCE (about 200 to 300 people) Background noise. Mumbling calmly with laughing and some German talking. Dishes, bottles and glasses clinking. Stage noises and some electric guitar sounds being picked.
CA CLUB 09 Small Audience Applause Cheering 02 FRONT LR.wav	CLUB SMALL AUDIENCE (about 50 to 100 people) Applauding with heavily cheering and whistling. Starting with guitar amp humming. Some laughing and shouting.
CA CLUB 09 Small Audience Applause Cheering 02 REAR LR.wav	CLUB SMALL AUDIENCE (about 50 to 100 people) Applauding with heavily cheering and whistling. Starting with guitar amp humming. Some laughing and shouting.
CA CLUB 09 Small Audience Applause Mumble 07 FRONT LR.wav	CLUB SMALL AUDIENCE (about 50 to 100 people) Applauding moderately with some single whistling. Densely mumbling with glass clinking.
CA CLUB 09 Small Audience Applause Mumble 07 REAR LR.wav	CLUB SMALL AUDIENCE (about 50 to 100 people) Applauding moderately with some single whistling. Densely mumbling with glass clinking.
CA CLUB 09 Small Audience Atmo Mumble 04 FRONT LR.wav	CLUB SMALL AUDIENCE (about 50 to 100 people) Very short background noise. Mumbling and some talking in Dutch. Loudly coughing and stage noise.
CA CLUB 09 Small Audience Atmo Mumble 04 REAR LR.wav	CLUB SMALL AUDIENCE (about 50 to 100 people) Very short background noise. Mumbling and some talking in Dutch. Loudly coughing and stage noise.
CA CLUB 10 Medium Audience Applause Encore German 01 FRONT LR.wav	CLUB MEDIUM AUDIENCE (about 100 to 200 people) Applauding, cheering. Rhythmically shouting "Encore!" with some clapping and whistling. Densely mumbling.
CA CLUB 10 Medium Audience Applause Encore German 01 REAR LR.wav	CLUB MEDIUM AUDIENCE (about 100 to 200 people) Applauding, cheering. Rhythmically shouting "Encore!" with some clapping and whistling. Densely mumbling.
CA CLUB 10 Medium Audience Applause Short 01 FRONT LR.wav	CLUB MEDIUM AUDIENCE (about 100 to 200 people) Applauding with some shortly cheering. Decreasing intensity, followed by densely mumbling and laughing. Some stage noises.
CA CLUB 10 Medium Audience Applause Short 01 REAR LR.wav	CLUB MEDIUM AUDIENCE (about 100 to 200 people) Applauding with some shortly cheering. Decreasing intensity, followed by densely mumbling and laughing. Some stage noises.
CA CLUB 10 Medium Audience Applause Shouting Long 01 FRONT LR.wav	CLUB MEDIUM AUDIENCE (about 100 to 200 people) Applauding moderately. Starting with crazily cheering "Wahoo!" Mumbling constantly with talking in Dutch. Decreasing intensity to single handclaps.
CA CLUB 10 Medium Audience Applause Shouting Long 01 REAR LR.wav	CLUB MEDIUM AUDIENCE (about 100 to 200 people) Applauding moderately. Starting with crazily cheering "Wahoo!" Mumbling constantly with talking in Dutch. Decreasing intensity to single handclaps.
CA CLUB 10 Medium Audience Applause Shouting Short 06 FRONT LR.wav	CLUB MEDIUM AUDIENCE (about 100 to 200 people) Applauding and whistling heavily. Starting with loudly cheering. Some instrument noises from stage. Densely mumbling and talking.
CA CLUB 10 Medium Audience Applause Shouting Short 06 REAR LR.wav	CLUB MEDIUM AUDIENCE (about 100 to 200 people) Applauding and whistling heavily. Starting with loudly cheering. Some instrument noises from stage. Densely mumbling and talking.
CA CLUB 10 Medium Audience Atmo Mumble 02 FRONT LR.wav	CLUB MEDIUM AUDIENCE (about 100 to 200 people) Background noise. Mumbling densely with coughing, laughing and talking. Guitar being plucked, bottles and bar noises. Some single whistling.
CA CLUB 10 Medium Audience Atmo Mumble 02 REAR LR.wav	CLUB MEDIUM AUDIENCE (about 100 to 200 people) Background noise. Mumbling densely with coughing, laughing and talking. Guitar being plucked, bottles and bar noises. Some single whistling.
CA CLUB 10 Medium Audience Cheering + Shouting 01 FRONT LR.wav	CLUB MEDIUM AUDIENCE (about 100 to 200 people) Cheering and whistling heavily with some applauding. Mumbling densely. Some drunk German yelling, shouting and singing.
CA CLUB 10 Medium Audience Cheering + Shouting 01 REAR LR.wav	CLUB MEDIUM AUDIENCE (about 100 to 200 people) Cheering and whistling heavily with some applauding. Mumbling densely. Some drunk German yelling, shouting and singing.
CA CLUB 10 Medium Audience Disappointed FRONT LR.wav	CLUB MEDIUM AUDIENCE (about 100 to 200 people) Short. Shouting "Aww!" disappointedly with some yelling.
CA CLUB 10 Medium Audience Disappointed REAR LR.wav	CLUB MEDIUM AUDIENCE (about 100 to 200 people) Short. Shouting "Aww!" disappointedly with some yelling.



## BOOM BASICS

FILENAME	DESCRIPTION
CA CLUB 10 Medium Audience Shouting Boo! FRONT LR.wav	CLUB MEDIUM AUDIENCE (about 100 to 200 people) Densely mumbling crowd yelling and booing with little applauding. Talking in German.
CA CLUB 10 Medium Audience Shouting Boo! REAR LR.wav	CLUB MEDIUM AUDIENCE (about 100 to 200 people) Densely mumbling crowd yelling and booing with little applauding. Talking in German.
CA CONCERT HALL 01 Big Audience Applause 08 FRONT LR.wav	CONCERT HALL BIG AUDIENCE (about 500 to 1000 people) Cheering, applauding and whistling heavily with decreasing intensity and constant stage noise. Mumbling in the end.
CA CONCERT HALL 01 Big Audience Applause 08 REAR LR.wav	CONCERT HALL BIG AUDIENCE (about 500 to 1000 people) Cheering, applauding and whistling heavily with decreasing intensity and constant stage noise. Mumbling in the end.
CA CONCERT HALL 01 Big Audience Applause 12 FRONT LR.wav	CONCERT HALL BIG AUDIENCE (about 500 to 1000 people) Various cheering and whistling with constant stage noise and single "We want more!" shouts. Increasing intensity and applauding in the end.
CA CONCERT HALL 01 Big Audience Applause 12 REAR LR.wav	CONCERT HALL BIG AUDIENCE (about 500 to 1000 people) Various cheering and whistling with constant stage noise and single "We want more!" shouts. Increasing intensity and applauding in the end.
CA CONCERT HALL 01 Big Audience Applause Encore 02 FRONT LR.wav	CONCERT HALL BIG AUDIENCE (about 500 to 1000 people) Cheering, applauding and whistling with constant stage noise. Various shouts and "Woohoo". Single whistles and "We want more!" in the end.
CA CONCERT HALL 01 Big Audience Applause Encore 02 REAR LR.wav	CONCERT HALL BIG AUDIENCE (about 500 to 1000 people) Cheering, applauding and whistling with constant stage noise. Various shouts and "Woohoo". Single whistles and "We want more!" in the end.
CA CONCERT HALL 02 Medium Audience Applause 02 FRONT LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Long applauding, cheering and whistling constantly. Some shouts "Encore!" in German and English.
CA CONCERT HALL 02 Medium Audience Applause 02 REAR LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Long applauding, cheering and whistling constantly. Some shouts "Encore!" in German and English.
CA CONCERT HALL 02 Medium Audience Applause 14 FRONT LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Applauding, cheering and some single whistling. Percussion and instrument noises from stage.
CA CONCERT HALL 02 Medium Audience Applause 14 REAR LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Applauding, cheering and some single whistling. Percussion and instrument noises from stage.
CA CONCERT HALL 02 Medium Audience Atmo 02 FRONT LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Background noise. Constantly mumbling with coughing, laughing and some glass clinking.
CA CONCERT HALL 02 Medium Audience Atmo 02 REAR LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Background noise. Constantly mumbling with coughing, laughing and some glass clinking.
CA CONCERT HALL 03 Medium Audience Applause 08 FRONT LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Applauding constantly with subtly cheering. Stage noises. Several handclaps standing out in the end.
CA CONCERT HALL 03 Medium Audience Applause 08 REAR LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Applauding constantly with subtly cheering. Stage noises. Several handclaps standing out in the end.
CA CONCERT HALL 03 Medium Audience Applause 21 FRONT LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Long. Applauding with whistling and some cheering. Decreasing intensity in the end. Musical instrument noises from stage.
CA CONCERT HALL 03 Medium Audience Applause 21 REAR LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Long. Applauding with whistling and some cheering. Decreasing intensity in the end. Musical instrument noises from stage.
CA CONCERT HALL 03 Medium Audience Applause Cheering 11 FRONT LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Long. Applauding, cheering and some single whistling with decreasing intensity. Percussion and instrument noises from stage.
CA CONCERT HALL 03 Medium Audience Applause Cheering 11 REAR LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Long. Applauding, cheering and some single whistling with decreasing intensity. Percussion and instrument noises from stage.

## BOOM BASICS

FILENAME	DESCRIPTION
CA CONCERT HALL 03 Medium Audience Applause Laughing 04 FRONT LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Laughing in the beginning, followed by applauding moderately and mumbling constantly.
CA CONCERT HALL 03 Medium Audience Applause Laughing 04 REAR LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Laughing in the beginning, followed by applauding moderately and mumbling constantly.
CA CONCERT HALL 03 Medium Audience Applause Laughing 08 FRONT LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Applauding and laughing with some cheering and whistling. Starting slowly.
CA CONCERT HALL 03 Medium Audience Applause Laughing 08 REAR LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Applauding and laughing with some cheering and whistling. Starting slowly.
CA CONCERT HALL 03 Medium Audience Applause Moderate 01 FRONT LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Applauding moderately with increasing intensity. Some individual handclaps standing out.
CA CONCERT HALL 03 Medium Audience Applause Moderate 01 REAR LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Applauding moderately with increasing intensity. Some individual handclaps standing out.
CA CONCERT HALL 03 Medium Audience Applause Moderate 16 FRONT LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Applauding moderately, constantly with decreasing intensity in the end. Starting slowly.
CA CONCERT HALL 03 Medium Audience Applause Moderate 16 REAR LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Applauding moderately, constantly with decreasing intensity in the end. Starting slowly.
CA CONCERT HALL 03 Medium Audience Applause Rhythmical 05 FRONT LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Long. Applauding constantly with some cheering and whistling. Followed by rhythmically clapping with increasing pace. Constantly mumbling.
CA CONCERT HALL 03 Medium Audience Applause Rhythmical 05 REAR LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Long. Applauding constantly with some cheering and whistling. Followed by rhythmically clapping with increasing pace. Constantly mumbling.
CA CONCERT HALL 03 Medium Audience Applause Stomping 10 FRONT LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Long. Applauding with some cheering, whistling and stomping.
CA CONCERT HALL 03 Medium Audience Applause Stomping 10 REAR LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Long. Applauding with some cheering, whistling and stomping.
CA CONCERT HALL 03 Medium Audience Applause Very Moderate 02 FRONT LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Applauding very moderately with decreasing intensity. Starting slowly. Some stage noises.
CA CONCERT HALL 03 Medium Audience Applause Very Moderate 02 REAR LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Applauding very moderately with decreasing intensity. Starting slowly. Some stage noises.
CA CONCERT HALL 03 Medium Audience Atmo 04 FRONT LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Background noise. Room tone with calm crowd. Some coughing and footsteps.
CA CONCERT HALL 03 Medium Audience Atmo 04 REAR LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Background noise. Room tone with calm crowd. Some coughing and footsteps.
CA CONCERT HALL 03 Medium Audience Atmo Mumble 04 FRONT LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Background noise. Chair dragging noises. Constantly mumbling with laughing, stage noises and some dishes and glass clinking.
CA CONCERT HALL 03 Medium Audience Atmo Mumble 04 REAR LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Background noise. Chair dragging noises. Constantly mumbling with laughing, stage noises and some dishes and glass clinking.
CA CONCERT HALL 04 Applause 02 FRONT LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 200 to 300 people) Applauding and some whistling. Starting with cheering "Woohoo!". Constantly mumbling with instrument noises.
CA CONCERT HALL 04 Applause 02 REAR LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 200 to 300 people) Applauding and some whistling. Starting with cheering "Woohoo!". Constantly mumbling with instrument noises.

FILENAME	DESCRIPTION
CA CONCERT HALL 04 Applause 06 FRONT LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 200 to 300 people) Applauding constantly with some heavily cheering and whistling in the beginning. Constantly mumbling.
CA CONCERT HALL 04 Applause 06 REAR LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 200 to 300 people) Applauding constantly with some heavily cheering and whistling in the beginning. Constantly mumbling.
CA CONCERT HALL 05 Medium Audience Applause 15 FRONT LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Applauding with some subtly cheering and densely mumbling. Some footsteps in the end.
CA CONCERT HALL 05 Medium Audience Applause 15 REAR LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Applauding with some subtly cheering and densely mumbling. Some footsteps in the end.
CA CONCERT HALL 05 Medium Audience Atmo Silence 07 FRONT LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Background noise. Calm crowd with some whispering and a chair creaking. Reverberant.
CA CONCERT HALL 05 Medium Audience Atmo Silence 07 REAR LR.wav	CONCERT HALL MEDIUM AUDIENCE (about 400 to 500 people) Background noise. Calm crowd with some whispering and a chair creaking. Reverberant.
CA GYMNASIUM 01 Medium Audience Applause + Whistling FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Fairly long applauding, cheering and whistling moderately. Mumbling in background.
CA GYMNASIUM 01 Medium Audience Applause + Whistling REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Fairly long applauding, cheering and whistling moderately. Mumbling in background.
CA GYMNASIUM 01 Medium Audience Applause Cheering 02 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Applauding, cheering and whistling. Shouting "Encore!" in German and clapping rhythmically with increasing intensity. Mumbling in the end.
CA GYMNASIUM 01 Medium Audience Applause Cheering 02 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Applauding, cheering and whistling. Shouting "Encore!" in German and clapping rhythmically with increasing intensity. Mumbling in the end.
CA GYMNASIUM 01 Medium Audience Applause Cheering 07 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Shouting "Yeah!" in the beginning. Applauding and whistling with decreasing intensity. Single shouts. Mumbling in the end.
CA GYMNASIUM 01 Medium Audience Applause Cheering 07 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Shouting "Yeah!" in the beginning. Applauding and whistling with decreasing intensity. Single shouts. Mumbling in the end.
CA GYMNASIUM 01 Medium Audience Applause Moderate 07 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately. Mumbling in the end.
CA GYMNASIUM 01 Medium Audience Applause Moderate 07 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately. Mumbling in the end.
CA GYMNASIUM 01 Medium Audience Applause Moderate 15 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately with decreasing intensity and single whistles. Mumbling in background.
CA GYMNASIUM 01 Medium Audience Applause Moderate 15 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately with decreasing intensity and single whistles. Mumbling in background.
CA GYMNASIUM 01 Medium Audience Atmo Mumble 17 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Background noise. Mumbling with decreasing intensity. Various coughing and stage noises.
CA GYMNASIUM 01 Medium Audience Atmo Mumble 17 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Background noise. Mumbling with decreasing intensity. Various coughing and stage noises.
CA GYMNASIUM 02 Medium Audience Applause 01 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Various single German shouts "Encore!", followed by moderately applauding with increasing intensity. Constantly mumbling.
CA GYMNASIUM 02 Medium Audience Applause 01 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Various single German shouts "Encore!", followed by moderately applauding with increasing intensity. Constantly mumbling.

## BOOM BASICS

FILENAME	DESCRIPTION
CA GYMNASIUM 02 Medium Audience Applause Cheering 18 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Applauding, cheering and whistling, followed by "Encore!" shouts in German.
CA GYMNASIUM 02 Medium Audience Applause Cheering 18 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Applauding, cheering and whistling, followed by "Encore!" shouts in German.
CA GYMNASIUM 02 Medium Audience Atmo Mumble 09 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Background noise. Densely mumbling with various laughing. Dishes and glasses clinking. Some single handclaps.
CA GYMNASIUM 02 Medium Audience Atmo Mumble 09 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Background noise. Densely mumbling with various laughing. Dishes and glasses clinking. Some single handclaps.
CA GYMNASIUM 02 Medium Audience Atmo Mumble 14 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Background noise. Single handclaps and "Encore!" shouts in German, followed by densely mumbling.
CA GYMNASIUM 02 Medium Audience Atmo Mumble 14 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Background noise. Single handclaps and "Encore!" shouts in German, followed by dense mumbling.
CA GYMNASIUM 03 Medium Audience Applause Cheering 03 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Heavily cheering, whistling and applauding in the beginning followed by fast rhythmical clapping and single whistles. Long.
CA GYMNASIUM 03 Medium Audience Applause Cheering 03 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Heavily cheering, whistling and applauding in the beginning followed by fast rhythmical clapping and single whistles. Long.
CA GYMNASIUM 03 Medium Audience Atmo Mumble 01 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Very long background noise. Densely mumbling with German talking, some laughing, glasses and dishes clinking.
CA GYMNASIUM 03 Medium Audience Atmo Mumble 01 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Very long background noise. Densely mumbling with German talking, some laughing, glasses and dishes clinking.
CA GYMNASIUM 04 Medium Audience Applause Cheering 12 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Applauding, cheering, whistling long and constantly. German "Thank you" through microphone from stage.
CA GYMNASIUM 04 Medium Audience Applause Cheering 12 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Applauding, cheering, whistling long and constantly. German "Thank you" through microphone from stage.
CA GYMNASIUM 04 Medium Audience Atmo Mumble 01 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Background noise. Mumbling with some laughing, dishes clinking and a telephone ringing.
CA GYMNASIUM 04 Medium Audience Atmo Mumble 01 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Background noise. Mumbling with some laughing, dishes clinking and a telephone ringing.
CA GYMNASIUM 04 Medium Audience Laughing 02 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Very shortly laughing with single handclaps.
CA GYMNASIUM 04 Medium Audience Laughing 02 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Very shortly laughing with single handclaps.
CA GYMNASIUM 04 Medium Audience Laughing 04 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Very shortly laughing followed by applauding and jokingly booing. Single shout "Ey!"
CA GYMNASIUM 04 Medium Audience Laughing 04 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Very shortly laughing followed by applauding and jokingly booing. Single shout "Ey!"
CA GYMNASIUM 04 Medium Audience Laughing 10 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Densely laughing with mumbling, talking and some single handclaps.
CA GYMNASIUM 04 Medium Audience Laughing 10 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 300 to 400 people) Densely laughing with mumbling, talking and some single handclaps.
CA GYMNASIUM 05 Medium Audience Applause Cheering 20 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Applauding, cheering and whistling heavily. Long, decreasing intensity with some talking and shouting in the end.
CA GYMNASIUM 05 Medium Audience Applause Cheering 20 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Applauding, cheering and whistling heavily. Long, decreasing intensity with some talking and shouting in the end.

## BOOM BASICS

FILENAME	DESCRIPTION
CA GYMNASIUM 06 Medium Audience Applause Cheering 05 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Applauding and cheering with some whistling. Shouting "Ooh!". Various single "Thank you" in German. Long.
CA GYMNASIUM 06 Medium Audience Applause Cheering 05 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Applauding and cheering with some whistling. Shouting "Ooh!". Various single "Thank you" in German. Long.
CA GYMNASIUM 06 Medium Audience Applause Moderate 12 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Short. Applauding moderately. Starting slowly with single handclaps.
CA GYMNASIUM 06 Medium Audience Applause Moderate 12 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Short. Applauding moderately. Starting slowly with single handclaps.
CA GYMNASIUM 06 Medium Audience Applause Moderate 22 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Applauding loudly with crowd mumbling. Loud "Thank you" in German. Drum and instrument noises from stage.
CA GYMNASIUM 06 Medium Audience Applause Moderate 22 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Applauding loudly with crowd mumbling. Loud "Thank you" in German. Drum and instrument noises from stage.
CA GYMNASIUM 06 Medium Audience Laughing 05 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Densely laughing with mumbling, talking and some handclaps.
CA GYMNASIUM 06 Medium Audience Laughing 05 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Densely laughing with mumbling, talking and some handclaps.
CA GYMNASIUM 06 Medium Audience Laughing 09 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Funny whistling with some cheering, followed by laughing. Talking in German in the end.
CA GYMNASIUM 06 Medium Audience Laughing 09 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Funny whistling with some cheering, followed by laughing. Talking in German in the end.
CA GYMNASIUM 06 Medium Audience Laughing 10 FRONT LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Short laughing followed by applauding starting with single handclaps. Some coughing.
CA GYMNASIUM 06 Medium Audience Laughing 10 REAR LR.wav	GYMNASIUM MEDIUM AUDIENCE (about 400 to 500 people) Short laughing followed by applauding starting with single handclaps. Some coughing.
CA MARQUEE 01 Big Audience Applause Cheering 02 FRONT LR.wav	MARQUEE BIG AUDIENCE (500 people) Cheering, whistling and applauding loudly. Females shouting "Woo!" in the beginning, some stomping and mumbling.
CA MARQUEE 01 Big Audience Applause Cheering 02 REAR LR.wav	MARQUEE BIG AUDIENCE (500 people) Cheering, whistling and applauding loudly. Females shouting "Woo!" in the beginning, some stomping and mumbling.
CA MARQUEE 01 Big Audience Applause Cheering 10 FRONT LR.wav	MARQUEE BIG AUDIENCE (500 people) Cheering, whistling and some applauding. Starting with loud "Woo!" Densely mumbling constantly with glass breaking in the background.
CA MARQUEE 01 Big Audience Applause Cheering 10 REAR LR.wav	MARQUEE BIG AUDIENCE (500 people) Cheering, whistling and some applauding. Starting with loud "Woo!" Densely mumbling constantly with glass breaking in the background.
CA MARQUEE 01 Big Audience Atmo Mumble 01 FRONT LR.wav	MARQUEE BIG AUDIENCE (500 people) Short background noise. Party crowd densely mumbling with heavy stage noises. Some drunk people shouting and cheering.
CA MARQUEE 01 Big Audience Atmo Mumble 01 REAR LR.wav	MARQUEE BIG AUDIENCE (500 people) Short background noise. Party crowd densely mumbling with heavy stage noises. Some drunk people shouting and cheering.
CA MARQUEE 01 Big Audience Atmo Mumble 05 FRONT LR.wav	MARQUEE BIG AUDIENCE (500 people) Background noise. Party crowd densely mumbling with laughing and single whistling. Some shouting and stage noises.
CA MARQUEE 01 Big Audience Atmo Mumble 05 REAR LR.wav	MARQUEE BIG AUDIENCE (500 people) Background noise. Party crowd densely mumbling with laughing and single whistling. Some shouting and stage noises.
CA MARQUEE 01 Big Audience Atmo Singing 04 FRONT LR.wav	MARQUEE BIG AUDIENCE (500 people) Very long background noise. Party crowd densely mumbling with laughing, some cheering and glasses clinking. Some drunk people singing and clapping rhythmically.



## BOOM BASICS

FILENAME	DESCRIPTION
CA MARQUEE 01 Big Audience Atmo Singing 04 REAR LR.wav	MARQUEE BIG AUDIENCE (500 people) Very long background noise. Party crowd densely mumbling with laughing, some cheering and glasses clinking. Some drunk people singing and clapping rhythmically.
CA MARQUEE 01 Big Audience Cheering 02 FRONT LR.wav	MARQUEE BIG AUDIENCE (500 people) Background noise. Cheering and whistling heavily over densely mumbling. Some drunk people singing and clapping rhythmically. German female talking.
CA MARQUEE 01 Big Audience Cheering 02 REAR LR.wav	MARQUEE BIG AUDIENCE (500 people) Background noise. Cheering and whistling heavily over densely mumbling. Some drunk people singing and clapping rhythmically. German female talking.
CA MARQUEE 01 Big Audience Cheering 04 FRONT LR.wav	MARQUEE BIG AUDIENCE (500 people) Short cheering with whistling and some handclaps. Male and female individual shouting.
CA MARQUEE 01 Big Audience Cheering 04 REAR LR.wav	MARQUEE BIG AUDIENCE (500 people) Short cheering with whistling and some handclaps. Male and female individual shouting.
CA MARQUEE 01 Big Audience Shouting 01 FRONT LR.wav	MARQUEE BIG AUDIENCE (500 people) Party crowd shouting, stomping and clapping rhythmically. Densely mumbling loudly with glasses and dishes clinking.
CA MARQUEE 01 Big Audience Shouting 01 REAR LR.wav	MARQUEE BIG AUDIENCE (500 people) Party crowd shouting, stomping and clapping rhythmically. Densely mumbling loudly with glasses and dishes clinking.
CA MARQUEE 01 Big Audience Shouting 03 FRONT LR.wav	MARQUEE BIG AUDIENCE (500 people) Shouting and clapping rhythmically. Cheering and whistling. Some horns being played. Call and response and drums joining into fan chants.
CA MARQUEE 01 Big Audience Shouting 03 REAR LR.wav	MARQUEE BIG AUDIENCE (500 people) Shouting and clapping rhythmically. Cheering and whistling. Some horns being played. Call and response and drums joining into fan chants.
CA MARQUEE 01 Big Audience Shouting 04 FRONT LR.wav	MARQUEE BIG AUDIENCE (500 people) Densely mumbling followed by rhythmically shouting "Sit down!" in German. Some cheering, whistling and stage noises.
CA MARQUEE 01 Big Audience Shouting 04 REAR LR.wav	MARQUEE BIG AUDIENCE (500 people) Densely mumbling followed by rhythmically shouting "Sit down!" in German. Some cheering, whistling and stage noises.
CA MARQUEE 01 Big Audience Singing 01 FRONT LR.wav	MARQUEE BIG AUDIENCE (500 people) Long. Heavily cheering and whistling with applauding and rhythmically clapping and shouting "Hey!" Drunk people joining into singing a German song loudly.
CA MARQUEE 01 Big Audience Singing 01 REAR LR.wav	MARQUEE BIG AUDIENCE (500 people) Long. Heavily cheering and whistling with applauding and rhythmically clapping and shouting "Hey!" Drunk people joining into singing a German song loudly.
CA OPEN AIR 02 Small Audience Applause Cheering + Stomping 02 FRONT LR.wav	OPEN AIR MEDIUM AUDIENCE (about 300 to 400 people) Applauding and cheering. People shouting woo and stomping on floor. Whistling like noise and church bells in the background.
CA OPEN AIR 02 Small Audience Applause Cheering + Stomping 02 REAR LR.wav	OPEN AIR MEDIUM AUDIENCE (about 300 to 400 people) Applauding and cheering. People shouting woo and stomping on floor. Whistling like noise and church bells in the background.
CA OPEN AIR 02 Small Audience Applause Cheering + Stomping 06 FRONT LR.wav	OPEN AIR MEDIUM AUDIENCE (about 300 to 400 people) Applauding and cheering moderately. Two male shouting ey. People shouting woo and stomping on the floor in the beginning. One person whistling. Male person talking German in the end.
CA OPEN AIR 02 Small Audience Applause Cheering + Stomping 06 REAR LR.wav	OPEN AIR MEDIUM AUDIENCE (about 300 to 400 people) Applauding and cheering moderately. Two male shouting ey. People shouting woo and stomping on the floor in the beginning. One person whistling. Male person talking German in the end.
CA OPEN AIR 02 Small Audience Applause Cheering 01 FRONT LR.wav	OPEN AIR MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately. Crowd reacting impressed. Shouting woohoo.
CA OPEN AIR 02 Small Audience Applause Cheering 01 REAR LR.wav	OPEN AIR MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately. Crowd reacting impressed. Shouting woohoo.
CA OPEN AIR 02 Small Audience Applause Cheering 08 FRONT LR.wav	OPEN AIR MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately and cheering. A few people shouting woo. Somebody coughing. A little bit of people mumbling
CA OPEN AIR 02 Small Audience Applause Cheering 08 REAR LR.wav	OPEN AIR MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately and cheering. A few people shouting woo. Somebody coughing. A little bit of people mumbling



## BOOM BASICS

FILENAME	DESCRIPTION
CA OPEN AIR 02 Small Audience Applause Laughing 01 FRONT LR.wav	OPEN AIR MEDIUM AUDIENCE (about 300 to 400 people) Applauding. Crowd starting to lough then starting to applaud. Short.
CA OPEN AIR 02 Small Audience Applause Laughing 01 REAR LR.wav	OPEN AIR MEDIUM AUDIENCE (about 300 to 400 people) Applauding. Crowd starting to lough then starting to applaud. Short.
CA OPEN AIR 02 Small Audience Applause Laughing 03 FRONT LR.wav	OPEN AIR MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately. Female people laughing in the beginning. Short.
CA OPEN AIR 02 Small Audience Applause Laughing 03 REAR LR.wav	OPEN AIR MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately. Female people laughing in the beginning. Short.
CA OPEN AIR 02 Small Audience Applause Laughing 04 FRONT LR.wav	OPEN AIR MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately. Starting with people laughing. Short.
CA OPEN AIR 02 Small Audience Applause Laughing 04 REAR LR.wav	OPEN AIR MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately. Starting with people laughing. Short.
CA OPEN AIR 02 Small Audience Applause Moderate 06 FRONT LR.wav	OPEN AIR MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately. Rumbling noise. Short.
CA OPEN AIR 02 Small Audience Applause Moderate 06 REAR LR.wav	OPEN AIR MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately. Rumbling noise. Short.
CA OPEN AIR 02 Small Audience Applause Moderate 09 FRONT LR.wav	OPEN AIR MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately. Person shouting woo in the background. People mumbling slightly in the end
CA OPEN AIR 02 Small Audience Applause Moderate 09 REAR LR.wav	OPEN AIR MEDIUM AUDIENCE (about 300 to 400 people) Applauding moderately. Person shouting woo in the background. People mumbling slightly in the end
CA OPEN AIR 02 Small Audience Applause Shouting + Whistling + Talking Front LR.wav	OPEN AIR MEDIUM AUDIENCE (about 300 to 400 people) Applauding and cheering loudly. People whistling in the background and some people talking in the front.
CA OPEN AIR 02 Small Audience Applause Shouting + Whistling + Talking Rear LR.wav	OPEN AIR MEDIUM AUDIENCE (about 300 to 400 people) Applauding and cheering loudly. People whistling in the background and some people talking in the front.
CA OPEN AIR 03 Medium Audience Applause Cheering 03 FRONT LR.wav	OPEN AIR BIG AUDIENCE (about 1500 to 2000 people) Applauding and cheering. Two male person shouting encore. Whistling people. Stage noise.
CA OPEN AIR 03 Medium Audience Applause Cheering 03 REAR LR.wav	OPEN AIR BIG AUDIENCE (about 1500 to 2000 people) Applauding and cheering. Two male person shouting encore. Whistling people. Stage noise.
CA OPEN AIR 03 Medium Audience Applause Cheering + Knocking On Instruments Front LR.wav	OPEN AIR BIG AUDIENCE (about 1500 to 2000 people) Applauding. People talking and mumbling. Several people shouting. People knocking on wood.
CA OPEN AIR 03 Medium Audience Applause Cheering + Knocking On Instruments Rear LR.wav	OPEN AIR BIG AUDIENCE (about 1500 to 2000 people) Applauding. People talking and mumbling. Several people shouting. People knocking on wood.
CA OPEN AIR 03 Medium Audience Applause Laughing 01 FRONT LR.wav	OPEN AIR BIG AUDIENCE (about 1500 to 2000 people) Starting with people laughing, then applauding moderately. Guitar strumming. Background noise. People talking and mumbling . Quacking ducks.
CA OPEN AIR 03 Medium Audience Applause Laughing 01 REAR LR.wav	OPEN AIR BIG AUDIENCE (about 1500 to 2000 people) Starting with people laughing, then applauding moderately. Guitar strumming. Background noise. People talking and mumbling . Quacking ducks.
CA OPEN AIR 03 Medium Audience Applause Laughing 03 FRONT LR.wav	OPEN AIR BIG AUDIENCE (about 1500 to 2000 people) Crowd laughing, then applauding. People talking and mumbling.
CA OPEN AIR 03 Medium Audience Applause Laughing 03 REAR LR.wav	OPEN AIR BIG AUDIENCE (about 1500 to 2000 people) Crowd laughing, then applauding. People talking and mumbling.

FILENAME	DESCRIPTION
CA OPEN AIR 03 Medium Audience Applause Moderate 02 FRONT LR.wav	OPEN AIR BIG AUDIENCE (about 1500 to 2000 people) Applauding moderately. Several people coughing. People talking and mumbling in the end. Stage noise. Click like sounding noise.
CA OPEN AIR 03 Medium Audience Applause Moderate 02 REAR LR.wav	OPEN AIR BIG AUDIENCE (about 1500 to 2000 people) Applauding moderately. Several people coughing. People talking and mumbling in the end. Stage noise. Click like sounding noise.
CA OPEN AIR 03 Medium Audience Atmo Mumble Front LR.wav	OPEN AIR BIG AUDIENCE (about 1500 to 2000 people) Background noise. People talking and mumbling. A lot of click like noise. Short.
CA OPEN AIR 03 Medium Audience Atmo Mumble Rear LR.wav	OPEN AIR BIG AUDIENCE (about 1500 to 2000 people) Background noise. People talking and mumbling. A lot of click like noise. Short.
CA OPEN AIR 04 Big Audience Applause 01 Front LR.wav	OPEN AIR BIG AUDIENCE (about 4000 to 5000 people) Applauding moderately. People whistling and shouting a few times. Talking and mumbling in the background. Very short.
CA OPEN AIR 04 Big Audience Applause 01 Rear LR.wav	OPEN AIR BIG AUDIENCE (about 4000 to 5000 people) Applauding moderately. People whistling and shouting a few times. Talking and mumbling in the background. Very short.
CA OPEN AIR 04 Big Audience Applause Cheering + Shouting Encore 02 Front LR.wav	OPEN AIR BIG AUDIENCE (about 4000 to 5000 people) Applauding and cheering. Crowd shouting encore in German. People whistling and shouting in the end. Talking and mumbling in the end.
CA OPEN AIR 04 Big Audience Applause Cheering + Shouting Encore 02 Rear LR.wav	OPEN AIR BIG AUDIENCE (about 4000 to 5000 people) Applauding and cheering. Crowd shouting encore in German. People whistling and shouting in the end. Talking and mumbling in the end.
CA OPEN AIR 04 Big Audience Applause Cheering + Whistling 02 FRONT LR.wav	OPEN AIR BIG AUDIENCE (about 4000 to 5000 people) Applauding and cheering loudly. Male person shouting ey. Mumbling and talking people. Guitar noise in the end.
CA OPEN AIR 04 Big Audience Applause Cheering + Whistling 02 REAR LR.wav	OPEN AIR BIG AUDIENCE (about 4000 to 5000 people) Applauding and cheering loudly. Male person shouting ey. Mumbling and talking people. Guitar noise in the end.
CA OPEN AIR 04 Big Audience Applause Cheering + Whistling 04 FRONT LR.wav	OPEN AIR BIG AUDIENCE (about 4000 to 5000 people) Applauding and cheering loudly. People whistling. Rumbling noise. Very short.
CA OPEN AIR 04 Big Audience Applause Cheering + Whistling 04 REAR LR.wav	OPEN AIR BIG AUDIENCE (about 4000 to 5000 people) Applauding and cheering loudly. People whistling. Rumbling noise. Very short.
CA OPEN AIR 04 Big Audience Applause Cheering 02 FRONT LR.wav	OPEN AIR BIG AUDIENCE (about 4000 to 5000 people) Applauding and cheering. People whistling, talking and mumbling. Music playing in background. Short.
CA OPEN AIR 04 Big Audience Applause Cheering 02 REAR LR.wav	OPEN AIR BIG AUDIENCE (about 4000 to 5000 people) Applauding and cheering. People whistling, talking and mumbling. Music playing in background. Short.
CA OPEN AIR 04 Big Audience Applause Cheering 06 FRONT LR.wav	OPEN AIR BIG AUDIENCE (about 4000 to 5000 people) Applauding and cheering loudly. People shouting and whistling. Talking and mumbling people in the end.
CA OPEN AIR 04 Big Audience Applause Cheering 06 REAR LR.wav	OPEN AIR BIG AUDIENCE (about 4000 to 5000 people) Applauding and cheering loudly. People shouting and whistling. Talking and mumbling people in the end.
CA OPEN AIR 04 Big Audience Applause Cheering 12 FRONT LR.wav	OPEN AIR BIG AUDIENCE (about 4000 to 5000 people) Applauding and cheering loudly. Whistling people. Very short.
CA OPEN AIR 04 Big Audience Applause Cheering 12 REAR LR.wav	OPEN AIR BIG AUDIENCE (about 4000 to 5000 people) Applauding and cheering loudly. Whistling people. Very short.
CA OPEN AIR 04 Big Audience Atmo Crowd Laughing 02 Front LR.wav	OPEN AIR BIG AUDIENCE (about 4000 to 5000 people) Laughing crowd. Very short.
CA OPEN AIR 04 Big Audience Atmo Crowd Laughing 02 Rear LR.wav	OPEN AIR BIG AUDIENCE (about 4000 to 5000 people) Laughing crowd. Very short.
CA OPEN AIR 04 Big Audience Atmo Mumble 02 FRONT LR.wav	OPEN AIR BIG AUDIENCE (about 4000 to 5000 people) Background noise with people talking and mumbling. Fading out of applause in the beginning.
CA OPEN AIR 04 Big Audience Atmo Mumble 02 REAR LR.wav	OPEN AIR BIG AUDIENCE (about 4000 to 5000 people) Background noise with people talking and mumbling. Fading out of applause in the beginning.

## BOOM BASICS

FILENAME	DESCRIPTION
CA STADIUM 01 Huge Audience Applause Cheering + Singing 01 FRONT LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding moderately. Shouting and whistling people. Crowd singing oh oh oh in the end. Short.
CA STADIUM 01 Huge Audience Applause Cheering + Singing 01 REAR LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding moderately. Shouting and whistling people. Crowd singing oh oh oh in the end. Short.
CA STADIUM 01 Huge Audience Applause Cheering + Whistling + Encore German 01 FRONT LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering. Crowd shouting encore in German. Talking, mumbling and whistling in the background.
CA STADIUM 01 Huge Audience Applause Cheering + Whistling + Encore German 01 REAR LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering. Crowd shouting encore in German. Talking, mumbling and whistling in the background.
CA STADIUM 01 Huge Audience Applause Cheering + Whistling 01 FRONT LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering. Several people whistling. People shouting in the end. Short.
CA STADIUM 01 Huge Audience Applause Cheering + Whistling 01 REAR LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering. Several people whistling. People shouting in the end. Short.
CA STADIUM 01 Huge Audience Applause Cheering 11 FRONT LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering. People whistling loudly. Some talking and mumbling in the background. Short.
CA STADIUM 01 Huge Audience Applause Cheering 11 REAR LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering. People whistling loudly. Some talking and mumbling in the background. Short.
CA STADIUM 01 Huge Audience Applause Cheering 16 FRONT LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering. People whistling. Talking and mumbling in the end. Short.
CA STADIUM 01 Huge Audience Applause Cheering 16 REAR LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering. People whistling. Talking and mumbling in the end. Short.
CA STADIUM 01 Huge Audience Applause Cheering 26 FRONT LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering. People whistling. Crowd shouting encore in German. Short.
CA STADIUM 01 Huge Audience Applause Cheering 26 REAR LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering. People whistling. Crowd shouting encore in German. Short.
CA STADIUM 01 Huge Audience Applause Cheering 38 FRONT LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering. People shouting and whistling. Rumbling noise in the beginning. Station atom. Single female and male shouts. Male signings on left side.
CA STADIUM 01 Huge Audience Applause Cheering 38 REAR LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering. People shouting and whistling. Rumbling noise in the beginning. Station atom. Single female and male shouts. Male signings on left side.
CA STADIUM 01 Huge Audience Applause Cheering 40 FRONT LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering excitedly. People shouting encore and singing in German. Station atom.
CA STADIUM 01 Huge Audience Applause Cheering 40 REAR LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering excitedly. People shouting encore and singing in German. Station atom.
CA STADIUM 01 Huge Audience Atmo Crowd Whistling FRONT LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Background noise. People talking and mumbling. One person whistling loudly. Short.
CA STADIUM 01 Huge Audience Atmo Crowd Whistling REAR LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Background noise. People talking and mumbling. One person whistling loudly. Short.
CA STADIUM 01 Huge Audience Atmo STADIUM FRONT LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Background noise. People talking and mumbling. Whistling in the beginning. Female person shouting woo in the end.
CA STADIUM 01 Huge Audience Atmo STADIUM REAR LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Background noise. People talking and mumbling. Whistling in the beginning. Female person shouting woo in the end.

## BOOM BASICS

FILENAME	DESCRIPTION
CA STADIUM 01 Huge Audience Atmo With Crowd FRONT LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Background noise. People talking and mumbling in the beginning. Drone like noise in the beginning. Small group of males shouting encore in German. Lot of crackle like noise. Station atom.
CA STADIUM 01 Huge Audience Atmo With Crowd REAR LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Background noise. People talking and mumbling in the beginning. Drone like noise in the beginning. Small group of males shouting encore in German. Lot of crackle like noise. Station atom.
CA STADIUM 01 Huge Audience Crowd Cheering 01 REAR LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Crowd cheering. Shouting and whistling. Very short.
CA STADIUM 01 Huge Audience Crowd Cheering 02 FRONT LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Crowd cheering loudly. People whistling. Very short.
CA STADIUM 01 Huge Audience Crowd Rhythmic Claps FRONT LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Rhythmically clapping. People shouting and whistling. Talking and mumbling. Looped sequence.
CA STADIUM 01 Huge Audience Crowd Rhythmic Claps REAR LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Rhythmically clapping. People shouting and whistling. Talking and mumbling. Looped sequence.
CA STADIUM 01 Huge Audience Crowd Shouting + Clapping + Rumble FRONT LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Crowd shouting. Clapping rhythmically. Very short.
CA STADIUM 01 Huge Audience Crowd Shouting + Clapping + Rumble REAR LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Crowd shouting. Clapping rhythmically. Very short.
CA STADIUM 01 Huge Audience Crowd Shouting 02 FRONT LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Background noise. Crowd shouting and whistling in the beginning. Talking and mumbling in the end. Short.
CA STADIUM 01 Huge Audience Crowd Shouting 02 REAR LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Background noise. Crowd shouting and whistling in the beginning. Talking and mumbling in the end. Short.
CA STADIUM 01 Huge Audience Crowd Singing FRONT LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Crowd singing oh oh oh. Very short.
CA STADIUM 01 Huge Audience Crowd Singing REAR LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Crowd singing oh oh oh. Very short.
CA STADIUM 02 Huge Audience Applause Cheering + Close Claps 02 FRONT LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering. Close perspective. Female person shouting woo in the beginning an in the end. People talking and mumbling in background. Feedback noise in the end.
CA STADIUM 02 Huge Audience Applause Cheering + Close Claps 02 REAR LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering. Close perspective. Female person shouting woo in the beginning an in the end. People talking and mumbling in background. Feedback noise in the end.
CA STADIUM 02 Huge Audience Applause Cheering + Close Claps 05 FRONT LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering. Close perspective. Male person shouting woo in the beginning. Some microphone plops. Crowd shouting and whistling in background. People talking and mumbling.
CA STADIUM 02 Huge Audience Applause Cheering + Close Claps 05 REAR LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering. Close perspective. Male person shouting woo in the beginning. Some microphone plops. Crowd shouting and whistling in background. People talking and mumbling.
CA STADIUM 02 Huge Audience Applause Cheering 01 FRONT LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering. Whistling people. Stadium atmo. Talking and mumbling in the end.
CA STADIUM 02 Huge Audience Applause Cheering 01 REAR LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering. Whistling people. Stadium atmo. Talking and mumbling in the end.
CA STADIUM 02 Huge Audience Applause Cheering 06 FRONT LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering excitedly. Crowd shouting and whistling. Some people talking and mumbling in a closer perspective. Very long.
CA STADIUM 02 Huge Audience Applause Cheering 06 REAR LR.wav	STADIUM HUGE AUDIENCE (about 5000 to 10000 people) Applauding and cheering excitedly. Crowd shouting and whistling. Some people talking and mumbling in a closer perspective. Very long.
CA STUDIO 01 Very Small Audience Applause Cheering + Whistling 01 FRONT LR.wav	STUDIO VERY SMALL AUDIENCE (about 20 people) Cheering, whistling and applauding. Starting with long "Woo!" Drum being played in rear.
CA STUDIO 01 Very Small Audience Applause Cheering + Whistling 01 REAR LR.wav	STUDIO VERY SMALL AUDIENCE (about 20 people) Cheering, whistling and applauding. Starting with long "Woo!" Drum being played in rear.

## BOOM BASICS

FILENAME	DESCRIPTION
CA STUDIO 01 Very Small Audience Applause Cheering + Whistling 05 Claps FRONT LR.wav	STUDIO VERY SMALL AUDIENCE (about 20 people) Cheering and whistling moderately with applauding. Decreasing intensity in the end. Drum sticks an noises in rear. Drummer saying "Okay!" in rear.
CA STUDIO 01 Very Small Audience Applause Cheering + Whistling 05 Claps REAR LR.wav	STUDIO VERY SMALL AUDIENCE (about 20 people) Cheering and whistling moderately with applauding. Decreasing intensity in the end. Drum sticks an noises in rear. Drummer saying "Okay!" in rear.
CA STUDIO 01 Very Small Audience Applause Cheering + Whistling 08 FRONT LR.wav	STUDIO VERY SMALL AUDIENCE (about 20 people) Fairly long. Applauding very moderately. Starting with single whistling. Acoustic guitar being tuned. Single shout "Woo!" Laughing and subtly "Thank you" in German in the end. Drum noises in rear.
CA STUDIO 01 Very Small Audience Applause Cheering + Whistling 08 REAR LR.wav	STUDIO VERY SMALL AUDIENCE (about 20 people) Fairly long. Applauding very moderately. Starting with single whistling. Acoustic guitar being tuned. Single shout "Woo!" Laughing and subtly "Thank you" in German in the end. Drum noises in rear.
CA STUDIO 01 Very Small Audience Applause Cheering 03 FRONT LR.wav	STUDIO VERY SMALL AUDIENCE (about 20 people) Fairly long. Applauding moderately with single shouts "Woo!" shortly and yelling. Some talking in German. Subtle drum noises in rear.
CA STUDIO 01 Very Small Audience Applause Cheering 03 REAR LR.wav	STUDIO VERY SMALL AUDIENCE (about 20 people) Fairly long. Applauding moderately with single shouts "Woo!" shortly and yelling. Some talking in German. Subtle drum noises in rear.
CA STUDIO 01 Very Small Audience Applause Moderate + Whistling 02 FRONT LR.wav	STUDIO VERY SMALL AUDIENCE (about 20 people) Applauding very moderately with single whistling. Long decreasing intensity to single handclaps in the end. Drum noises in rear.
CA STUDIO 01 Very Small Audience Applause Moderate + Whistling 02 REAR LR.wav	STUDIO VERY SMALL AUDIENCE (about 20 people) Applauding very moderately with single whistling. Long decreasing intensity to single handclaps in the end. Drum noises in rear.
CA STUDIO 01 Very Small Audience Applause Moderate 06 FRONT LR.wav	STUDIO VERY SMALL AUDIENCE (about 20 people) Applauding very moderately with drum noises in background. Decreasing intensity to silence in the end.
CA STUDIO 01 Very Small Audience Applause Moderate 06 REAR LR.wav	STUDIO VERY SMALL AUDIENCE (about 20 people) Applauding very moderately with drum noises in background. Decreasing intensity to silence in the end.
CA STUDIO 02 Very Small Audience Applause Cheering 01 FRONT LR.wav	STUDIO VERY SMALL AUDIENCE (about 10 people) Applauding very moderately with single "Woo!" shout, subtly. Decreasing intensity. Snare drum and electric guitar amp noise in rear.
CA STUDIO 02 Very Small Audience Applause Cheering 01 REAR LR.wav	STUDIO VERY SMALL AUDIENCE (about 10 people) Applauding very moderately with single "Woo!" shout, subtly. Decreasing intensity. Snare drum and electric guitar amp noise in rear.
CA STUDIO 02 Very Small Audience Applause Cheering 03 FRONT LR.wav	STUDIO VERY SMALL AUDIENCE (about 10 people) Applauding very moderately with single "Woo!" shouting in the beginning. Inaudibly talking in the end. Snare drum an electric guitar amp noise in rear.
CA STUDIO 02 Very Small Audience Applause Cheering 03 REAR LR.wav	STUDIO VERY SMALL AUDIENCE (about 10 people) Applauding very moderately with single "Woo!" shouting in the beginning. Inaudibly talking in the end. Snare drum an electric guitar amp noise in rear.
CA STUDIO 02 Very Small Audience Atmo Mumble FRONT LR.wav	STUDIO VERY SMALL AUDIENCE (about 10 people) Background noise. Few people talking about past concert in German language. Laughing loudly. Some stage, drum and percussion noises in background.
CA STUDIO 02 Very Small Audience Atmo Mumble REAR LR.wav	STUDIO VERY SMALL AUDIENCE (about 10 people) Background noise. Few people talking about past concert in German language. Laughing loudly. Some stage, drum and percussion noises in background.
CA THEATER 01 Young Audience Applause Cheering 10 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Applauding, cheering, talking in Dutch and mumbling. Instruments playing in background.
CA THEATER 01 Young Audience Applause Cheering 10 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Applauding, cheering, talking in Dutch and mumbling. Instruments playing in background.
CA THEATER 01 Young Audience Applause Cheering 20 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Applauding, starting slowly. Much talking and mumbling in the end.
CA THEATER 01 Young Audience Applause Cheering 20 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Applauding, starting slowly. Much talking and mumbling in the end.



## BOOM BASICS

FILENAME	DESCRIPTION
CA THEATER 01 Young Audience Atmo Mumble 01 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Claps in the beginning followed mumbling and talking and background noises.
CA THEATER 01 Young Audience Atmo Mumble 01 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Claps in the beginning followed mumbling and talking and background noises.
CA THEATER 01 Young Audience Atmo Mumble 06 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Background noise with much mumbling and talking in Dutch.
CA THEATER 01 Young Audience Atmo Mumble 06 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Background noise with much mumbling and talking in Dutch.
CA THEATER 01 Young Audience Shouting 02 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Kids shouting and cheering. Some single handclaps. Very short.
CA THEATER 01 Young Audience Shouting 02 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Kids shouting and cheering. Some single handclaps. Very short.
CA THEATER 01 Young Audience Shouting 05 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Shouting and cheering. Some single handclaps. Starting slowly. Mumbling and single shouting in the end.
CA THEATER 01 Young Audience Shouting 05 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Shouting and cheering. Some single handclaps. Starting slowly. Mumbling and single shouting in the end.
CA THEATER 02 Young Audience Applause Cheering 03 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, shouting and applauding. Short with single shouts in the end.
CA THEATER 02 Young Audience Applause Cheering 03 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, shouting and applauding. Short with single shouts in the end.
CA THEATER 02 Young Audience Applause Cheering 08 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, shouting and applauding heavily. Very short.
CA THEATER 02 Young Audience Applause Cheering 08 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, shouting and applauding heavily. Very short.
CA THEATER 02 Young Audience Applause Cheering 11 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Applauding, starting slowly. Cheering moderately and much mumbling. Short.
CA THEATER 02 Young Audience Applause Cheering 11 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Applauding, starting slowly. Cheering moderately and much mumbling. Short.
CA THEATER 02 Young Audience Atmo Mumble 02 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Background noise with much mumbling and some laughing.
CA THEATER 02 Young Audience Atmo Mumble 02 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Background noise with much mumbling and some laughing.
CA THEATER 02 Young Audience Shouting 01 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Shouting, a bit of applauding and mumbling. Short.
CA THEATER 02 Young Audience Shouting 01 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Shouting, a bit of applauding and mumbling. Short.
CA THEATER 02 Young Audience Shouting 12 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, shouting together lets go, applauding rhythmically. Short.
CA THEATER 02 Young Audience Shouting 12 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, shouting together lets go, applauding rhythmically. Short.
CA THEATER 03 Young Audience Applause Cheering 01 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Applauding, cheering and screaming. Mumbling and background noises in the end. Short.
CA THEATER 03 Young Audience Applause Cheering 01 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Applauding, cheering and screaming. Mumbling and background noises in the end. Short.
CA THEATER 03 Young Audience Applause Cheering 14 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Applauding, whistling and cheering intensely. Talking and mumbling, shouting in the end. Short.
CA THEATER 03 Young Audience Applause Cheering 14 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Applauding, whistling and cheering intensely. Talking and mumbling, shouting in the end. Short.



## BOOM BASICS

FILENAME	DESCRIPTION
CA THEATER 03 Young Audience Applause Moderate 04 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Applauding, mumbling in the background, short.
CA THEATER 03 Young Audience Applause Moderate 04 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Applauding, mumbling in the background, short.
CA THEATER 03 Young Audience Applause Mumble 01 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Applauding, cheering, whistling and mumbling, short.
CA THEATER 03 Young Audience Applause Mumble 01 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Applauding, cheering, whistling and mumbling, short.
CA THEATER 03 Young Audience Applause Shouting 02 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, applauding, mumbling and shouting, short.
CA THEATER 03 Young Audience Applause Shouting 02 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, applauding, mumbling and shouting, short.
CA THEATER 03 Young Audience Applause Shouting 07 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, shouting, whistling and applauding with decreasing intensity.
CA THEATER 03 Young Audience Applause Shouting 07 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, shouting, whistling and applauding with decreasing intensity.
CA THEATER 03 Young Audience Applause Shouting 16 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, applauding, mumbling and shouting.
CA THEATER 03 Young Audience Applause Shouting 16 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, applauding, mumbling and shouting.
CA THEATER 03 Young Audience Applause Shouting 23 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Shouting, cheering, applauding, mumbling and hihat in the end.
CA THEATER 03 Young Audience Applause Shouting 23 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Shouting, cheering, applauding, mumbling and hihat in the end.
CA THEATER 03 Young Audience Applause Shouting 24 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Background noise, shouting, whistling, mumbling, applauding and laughing.
CA THEATER 03 Young Audience Applause Shouting 24 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Background noise, shouting, whistling, mumbling, applauding and laughing.
CA THEATER 03 Young Audience Applause Shouting 32 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, shouting, mumbling, some applauding in the background noise.
CA THEATER 03 Young Audience Applause Shouting 32 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, shouting, mumbling, some applauding in the background noise.
CA THEATER 03 Young Audience Atmo Mumble 04 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Background noise, talking in Dutch, laughing, mumbling and shouting.
CA THEATER 03 Young Audience Atmo Mumble 04 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Background noise, talking in Dutch, laughing, mumbling and shouting.
CA THEATER 03 Young Audience Atmo Mumble 07 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Background noise, shouting, mumbling, clapping and coughing.
CA THEATER 03 Young Audience Atmo Mumble 07 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Background noise, shouting, mumbling, clapping and coughing.
CA THEATER 03 Young Audience Screaming 01 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, shouting and applauding, very short.
CA THEATER 03 Young Audience Screaming 01 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, shouting and applauding, very short.
CA THEATER 03 Young Audience Screaming 03 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, shouting, whistling and applauding, very short.
CA THEATER 03 Young Audience Screaming 03 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, shouting, whistling and applauding, very short.

## BOOM BASICS

FILENAME	DESCRIPTION
CA THEATER 03 Young Audience Screaming 05 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, shouting, whistling and applauding, very short.
CA THEATER 03 Young Audience Screaming 05 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, shouting, whistling and applauding, very short.
CA THEATER 04 Young Audience Applause Cheering 03 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering with decreasing intensity, whistling, applauding, shouting and mumbling, short.
CA THEATER 04 Young Audience Applause Cheering 03 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering with decreasing intensity, whistling, applauding, shouting and mumbling, short.
CA THEATER 04 Young Audience Applause Cheering 08 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, shouting, applauding and whistling, short.
CA THEATER 04 Young Audience Applause Cheering 08 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, shouting, applauding and whistling, short.
CA THEATER 04 Young Audience Applause Cheering 21 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, applauding and mumbling, short.
CA THEATER 04 Young Audience Applause Cheering 21 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, applauding and mumbling, short.
CA THEATER 04 Young Audience Atmo Mumble 01 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Background noise, mumbling, whistling, laughing and coughing.
CA THEATER 04 Young Audience Atmo Mumble 01 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Background noise, mumbling, whistling, laughing and coughing.
CA THEATER 04 Young Audience Screaming 05 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, shouting, whistling and applauding.
CA THEATER 04 Young Audience Screaming 05 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, shouting, whistling and applauding.
CA THEATER 05 Medium Audience Applause Cheering 02 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Sustained applauding ending in rhythmic clapping, cheering, whistling and shouting, very long.
CA THEATER 05 Medium Audience Applause Cheering 02 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Sustained applauding ending in rhythmic clapping, cheering, whistling and shouting, very long.
CA THEATER 05 Medium Audience Applause Cheering 05 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, very long, sustained applauding, standing Ovations, rhythmic clapping and whistling..
CA THEATER 05 Medium Audience Applause Cheering 05 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Cheering, very long, sustained applauding, standing Ovations, rhythmic clapping and whistling..
CA THEATER 05 Medium Audience Applause Moderate 05 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Applauding with decreasing intensity, a bit of mumbling, cheering and whistling, long.
CA THEATER 05 Medium Audience Applause Moderate 05 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Applauding with decreasing intensity, a bit of mumbling, cheering and whistling, long.
CA THEATER 05 Medium Audience Applause Rhythmic 02 FRONT LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Sustained rhythmic clapping, a bit of cheering and whistling, long.
CA THEATER 05 Medium Audience Applause Rhythmic 02 REAR LR.wav	THEATER MEDIUM YOUNG AUDIENCE (about 300 to 400 people) Sustained rhythmic clapping, a bit of cheering and whistling, long.

**DEBRIS CONSTRUCTION KIT**

DBCK Add Explosion 01.wav	DEBRIS EXPLOSION LARGE; Additional sound. Massive, echoing explosion. Designed using "Black Powder", "Assault Rifles", "Impulse Responses", "Guns" and "Historical Firearms".
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## BOOM BASICS

FILENAME	DESCRIPTION
DBCK Add Explosion 03.wav	DEBRIS EXPLOSION LARGE; Additional sound. Medium, basic explosion, thundering tail. Designed using "Black Powder", "Assault Rifles", "Impulse Responses", "Guns" and "Historical Firearms".
DBCK Dirt Fall Long.wav	DEBRIS ROCK DIRT MEDIUM; Long sequence of rocks falling. A lot of rustling dirt debris.
DBCK Dirt Sand Trickle Picking.wav	DEBRIS ROCK DIRT SAND SMALL; Sand falling on mat. Different amounts of sand. Short
DBCK Foam Large Heavy Low.wav	DEBRIS FOAM MEDIUM; Large foam pieces falling. Wooden character. Rustling, tonal.
DBCK Foam Small Single.wav	DEBRIS FOAM SMALL; Single foam pieces falling on ground. Rustling character.
DBCK Glass Bottle Smash.wav	DEBRIS GLASS MEDIUM; Bottles dropping on ground shattering. Clean impact with short, high debris.
DBCK Glass Large Smash.wav	DEBRIS GLASS LARGE; Shattering glass sheets hit by hammer and falling on ground.
DBCK Glass Shards Medium Slide.wav	DEBRIS GLASS MEDIUM; Splinters of glass sheet sliding down a glass pane and dropping on floor. Long, tonal.
DBCK Gravel Drop Close Soft.wav	DEBRIS ROCK GRAVEL MEDIUM; Several rocks dropping down, slightly skidding down. Low and dull impacts. Close perspective.
DBCK Gravel Light Trickle.wav	DEBRIS ROCK GRAVEL SMALL; Few stones trickling on dirt. Close perspective, wide stereo image. Clicking.
DBCK Metal and Dirt Movement.wav	DEBRIS METAL SMALL; Metal box with small metal pieces and dirt jogged and shaken. Wide stereo image.
DBCK Metal Fence Drop.wav	DEBRIS METAL MEDIUM; High and dense noisy metallic sound of a metal construction side fence.
DBCK Metal Mixed High Drop.wav	DEBRIS METAL SMALL; Small and high, short impacts of different metal pieces on a hollow metal surface.
DBCK Metal Trash Movement Large.wav	DEBRIS METAL LARGE; Heavy and long rattling and moving of metal and different materials. Various pieces falling in the background.
DBCK Paper Drop.wav	DEBRIS PAPER SMALL; Pieces of paper shaking and dropping on floor. Rustling and some snapping.
DBCK Plastic and Metal Trash Trickle.wav	DEBRIS PLASTIC SMALL; Dropping mixed trash materials. Plastic. Slow.
DBCK Plastic Bucket Large Drop.wav	DEBRIS PLASTIC MEDIUM; Big plastic buckets dropping on ground. Some rattling from metal handle.
DBCK Porcelain Shards Drop Small.wav	DEBRIS GLASS PORCELAIN SMALL; Small porcelain splinters falling on concrete. High, clicking.
DBCK Rock Bricks Fall Debris.wav	DEBRIS ROCK STONE BRICKS MEDIUM; Bricks falling and rolling down. Some dirt debris rustling.
DBCK Rock Bricks Roll.wav	DEBRIS ROCK STONE BRICKS MEDIUM; Rocks falling down. Short sequence with tonal impacts. Some pieces splintering.
DBCK Rock Cement Impact Soft.wav	DEBRIS ROCK STONE CEMENT MEDIUM; Medium rock drop. Soft and short impact.
DBCK Rock Cobbles Small Long.wav	DEBRIS ROCK STONE COBBLES MEDIUM; Small cobbles skidding down over stone on a resonant wood board. Long sequence.
DBCK Rock Sedimentary Clean Fall.wav	DEBRIS ROCK STONE SEDIMENTARY LARGE; Rocks falling downwards and bouncing. Clean and large impacts.
DBCK Rumble Debris Generic 03.wav	DEBRIS RUMBLE LAYER LARGE; Large, noisy rumbling sound. Fast and dull. Close.
DBCK Rumble Debris Generic 05.wav	DEBRIS RUMBLE LAYER LARGE; Small, fast crackling and low rocks rumbling slowly. Distant.
DBCK Wood Fruit Crate Drop.wav	DEBRIS WOOD SMALL; Fruit crate dropping on ground and skidding. Short.
DBCK Wood Rolling.wav	DEBRIS WOOD MEDIUM; Wood rolling on two pieces of timber. Resonant body.

**DEBRIS DESIGNED**

DBDS Building Large 02.wav	DEBRIS GLASS ROCKS METAL COLLAPSE LARGE; Big building breaking down. Crunchy impacts of concrete, glass shattering and metal parts falling.
DBDS Dust Medium 01.wav	DEBRIS DUST SAND DIRT COLLAPSE MEDIUM; Trickling dirt, noisy character with little stone details in the end.
DBDS Glass & Stone Small 01.wav	DEBRIS GLASS ROCKS COLLAPSE SMALL; Small glass pieces and stones dropping and rolling. Gravel debris.
DBDS Impact Glass Small 02.wav	DEBRIS GLASS SMASH SMALL; Glass panels breaking. Dense tail evolving to tiny glass splinters in the end.
DBDS Impact Rock Large 01.wav	DEBRIS ROCKS STONE SMASH LARGE; Big, low rock impact. Gravel chipping and falling on ground.

## BOOM BASICS

FILENAME	DESCRIPTION
DBDS Impact Wood Medium 01.wav	DEBRIS WOOD SMASH MEDIUM; Harsh wood hit. Tonal timbers rolling and dropping on floor. Leave rustling and cracking.
<b>DESTRUCTION CONSTRUCTION KIT</b>	
DTCK EXPLOSION Cement.wav	PYROTECHNIC EXPLOSION CEMENT Detonating cement. Some tonal, ringing elements. Echoey tail.
DTCK EXPLOSION Stone Pit.wav	STONE PIT EXPLOSION Blasting operation in quarry. Several blasts in a row. Huge amount of debris. Massive echo.
DTCK GLASS SMASH Large.wav	GLASS BREAK LARGE Breaking window. Some debris.
DTCK GLASS SMASH Small Rustle.wav	GLASS BREAK SMALL Moving different amounts of shards.
DTCK GLASS STRESS Movement Long.wav	GLASS STRESS LONG Panels rubbing and straining against each other in bucket. Cracking noise.
DTCK ICE CRACK Creak and Crush Long.wav	ICE BREAK LONG Frozen ice block with frozen paper and loose fill in it. Creaking and crushing before breaking apart.
DTCK ICE CRACK Freezing Rain Short.wav	ICE BREAK SHORT Breaking big ice layer on lawn with feet.
DTCK ICE STRESS XLarge.wav	ICE STRESS LARGE Long sequences. Low cracks and creaks. Distant and reverberant.
DTCK METAL CRASH Car Big.wav	CAR IMPACT BIG Scrap digger dropping car on concrete. Rustling debris.
DTCK METAL CRASH Television.wav	METAL CRASH Television crashing in container. Reverberant.
DTCK METAL CREAK Medium.wav	METAL SQUEAK MEDIUM Fast resonating body. Reverberant.
DTCK METAL CREAK Stress Large.wav	METAL SQUEAK LARGE Low rumbling metal strains. Some rattling.
DTCK METAL IMPACT Container Door.wav	METAL IMPACT Slamming metallic door of container. Some rattling elements. Slightly ringing chain.
DTCK PLASTIC CRACK Styrofoam.wav	STYROFOAM CRACK Cracking and breaking polystyrene. Light hollow. Some parts skidding.
DTCK PLASTIC CREAK Chair Medium.wav	PLASTIC SQUEAK MEDIUM Tilting office chair. Squeaky.
DTCK ROCK CRACK Hollow.wav	ROCK BREAK Cracking walnut. Hollow. Spacial reverberation.
DTCK ROCK IMPACT Brick Wall Fall Large.wav	ROCK IMPACT LARGE Brick wall collapsing, falling apart. Several parts tumbling down. Some debris.
DTCK ROCK IMPACT Rattle Large.wav	ROCK IMPACT LARGE Moving granite cobblestones.
DTCK ROCK IMPACT With Slide On Concrete Gritty.wav	ROCK IMPACT Hitting and sliding granite cobblestone on gritty concrete paving slab.
DTCK SWEETENER IMPACT Large.wav	EXPLOSION IMPACT SWEETENER Heavy hit. Some debris. Reverberant.
DTCK SWEETENER RUMBLE Rolling Rocks Dense.wav	ROCK RUMBLE SWEETENER Low rolling and rumbling. Processed. Dense. Heavy sub bass.
DTCK WOOD BREAK Fruitbox.wav	WOOD BREAK LOW Breaking and ripping fruitbox apart. Crackling splinters. Pitched down.
DTCK WOOD IMPACT Pallets Heavy.wav	WOOD IMPACT HEAVY Throwing wooden pallets.
<b>DESTRUCTION DESIGNED</b>	
DTDS Building Large 01 Crash.wav	DESTRUCTION CRASH ROCK METAL LARGE Huge building collapsing. Deep, moaning metal squeaks and cracks. Massive impacts with big rocks and bursting glass. Reverberant.
DTDS Building Large 01 Stress.wav	DESTRUCTION STRESS ROCK METAL LARGE Structure under heavy pressure. Deep metal squeaks and much low rumbling. Crackling elements. Some debris. Reverberant.
DTDS Ice Medium 01 Stress.wav	DESTRUCTION STRESS ICE MEDIUM Medium ice block under pressure. Crackling and crumbling parts. Some light debris. Reverberant.
DTDS Ice Medium 02 Crash.wav	DESTRUCTION CRASH ICE MEDIUM Tearing off with low rumbling before crushing and breaking. Dull impacts.
DTDS Metal Small 02 Crash.wav	DESTRUCTION CRASH METAL SMALL High tonal squeaks followed by dense creaks. Reverberant.
DTDS Metal Small 02 Stress.wav	DESTRUCTION STRESS METAL SMALL High tonal squeaks followed by dense creaks. Reverberant.

## BOOM BASICS

FILENAME	DESCRIPTION
DTDS Rock Large 02 Crash.wav	DESTRUCTION CRASH ROCK LARGE Low, rumbling cracks followed by short, explosive burst. Dull impact. Reverberant.
DTDS Rock Large 02 Stress.wav	DESTRUCTION STRESS ROCK LARGE Breaking and bursting rocks. Subtle low rumbling. Grinding and skidding debris. Reverberant.
<b>DOGS</b>	
Appenzeller (Bruno) Bark.wav	DOG LARGE BARK Appenzeller, excited Barks. Outdoor.
Appenzeller (Bruno) Snarl 1.wav	DOG LARGE SNARL Appenzeller, heavy snarling. Outdoor.
Appenzeller (Bruno) Snarl, Growl.wav	DOG LARGE SNARL GROWL Appenzeller panting, low pitched growls and snarls. Outdoor.
Australian Shepherd (Ernesto) Whimper.wav	DOG MEDIUM WHIMPER Australian Shepherd whimpering. One soft bark. Dry.
Australian Shepherd (Pepper) Scratch 1.wav	DOG MEDIUM SCRATCH Young Australian Shepherd scratching. First with dog collar. Dry.
Australian Shepherd (Rusty) Bark.wav	DOG MEDIUM BARK Old Australian Shepherd barking and panting. Dry.
Australian Shepherd (Rusty) Growl 4.wav	DOG MEDIUM GROWL Old Australian Shepherd growling, panting. Dry.
Bardino Mix (Vember) Bark, Growl.wav	DOG MEDIUM BARK GROWL Bardino Mix, nervous barking and growling. Outdoor.
Bardino Mix (Vember) Snarl, Pant 3.wav	DOG MEDIUM SNARL PANT Bardino Mix, short excited snarls, panting. Outdoor.
Border Collie (Cameron) Smack.wav	DOG MEDIUM SMACK Young Border Collie licking, smacking food. Dry.
Border Collie (Cameron) Whimper, Yelp.wav	DOG MEDIUM WHIMPER YELP Young Border Collie, excited whimpering and high yelps. Dry.
Doberman (Apollo) Snarl.wav	DOG LARGE SNARL Doberman, agitated, aggressive snarl. Outdoor.
Doberman (Apollo) Whimper.wav	DOG LARGE WHIMPER Doberman, loud, frustrated whining. Small dog in background. Outdoor.
Giant Schnauzer (Macho) Bark 3.wav	DOG LARGE BARK Giant Schnauzer, nervous barks, some panting. Dry.
Giant Schnauzer (Macho) Pant.wav	DOG LARGE PANT Giant Schnauzer, panting heavily. Dry.
Greater Swiss Mountain Dog (Aenne) Bark, Yelp 2.wav	DOG LARGE BARK YELP Greater Swiss Mountain Dog, excited, loud barks and yelps. Outdoor.
Greyhound (Boomer) Snarl.wav	DOG LARGE SNARL Greyhound, low pitched, aggressive snarl. Outdoor.
Labrador (Lycos) Bark 1.wav	DOG LARGE BARK Old Labrador, panting, nervous bark with weak voice. Dry.
Labrador (Lycos) Drink 2.wav	DOG LARGE DRINK Old Labrador, rapid drinking from metal bowl. Dry.
Labrador (Lycos) Whimper 2.wav	DOG LARGE WHIMPER Old Labrador, voiceless whimper. Dry.
Rottweiler (Attila) Snarl 4.wav	DOG LARGE SNARL Rottweiler, aggressive, heavy snarls. Indoor.
Stafford (Platon) Eat, Sniff 1.wav	DOG LARGE EAT PANT Staffordshire Bull Terrier / Boxer Mix eating hard food, sniffing. Dry.
Stafford (Platon) Shake 1.wav	DOG LARGE SHAKE Staffordshire Bull Terrier / Boxer Mix shaking fur. Dry.
Stafford (Platon) Sniff.wav	DOG LARGE SNIFF Staffordshire Bull Terrier / Boxer Mix sniffing agitatedly. Indoor.
Weimaraner (Bully) Sneeze.wav	DOG LARGE SNEEZE Young Weimaraner, sneezing, snorting. Dry.
Wolf Hound (Oly) Bark, Growl.wav	DOG LARGE BARK Wolf Hound approaching, raspy barking and warning growling. Outdoor.
<b>EVERYDAY CARS</b>	
Audi A3 DRIVE Accelerate & Brake Fast ENGINE.wav	VEHICLE COMPACT CAR Driving. External, in engine compartment. 2007 gasoline.
Audi A3 DRIVE Accelerate & Brake Fast EXHAUST.wav	VEHICLE COMPACT CAR Driving. External, at exhaust. 2007 gasoline.
Audi A3 DRIVE Accelerate & Brake Fast INSIDE.wav	VEHICLE COMPACT CAR Driving. Internal, inside car. 2007 gasoline.

## BOOM BASICS

FILENAME	DESCRIPTION
Audi A3 DRIVE Accelerate & Steady Fast ENGINE.wav	VEHICLE COMPACT CAR Driving. External, in engine compartment. 2007 gasoline.
Audi A3 DRIVE Accelerate & Steady Fast EXHAUST.wav	VEHICLE COMPACT CAR Driving. External, at exhaust. 2007 gasoline.
Audi A3 DRIVE Accelerate & Steady Fast INSIDE.wav	VEHICLE COMPACT CAR Driving. Internal, inside car. 2007 gasoline.
Audi A3 DRIVE Idle ENGINE.wav	VEHICLE COMPACT CAR Driving. External, in engine compartment. 2007 gasoline.
Audi A3 DRIVE Idle EXHAUST.wav	VEHICLE COMPACT CAR Driving. External, at exhaust. 2007 gasoline.
Audi A3 DRIVE Idle INSIDE.wav	VEHICLE COMPACT CAR Driving. Internal, inside car. 2007 gasoline.
Audi A3 DRIVE RevUp 02 ENGINE.wav	VEHICLE COMPACT CAR Driving. External, in engine compartment. 2007 gasoline.
Audi A3 DRIVE RevUp 02 EXHAUST.wav	VEHICLE COMPACT CAR Driving. External, at exhaust. 2007 gasoline.
Audi A3 DRIVE RevUp 02 INSIDE.wav	VEHICLE COMPACT CAR Driving. Internal, inside car. 2007 gasoline.
Audi A3 DRIVE RevUp to Max ENGINE.wav	VEHICLE COMPACT CAR Driving. External, in engine compartment. 2007 gasoline.
Audi A3 DRIVE RevUp to Max EXHAUST.wav	VEHICLE COMPACT CAR Driving. External, at exhaust. 2007 gasoline.
Audi A3 DRIVE RevUp to Max INSIDE.wav	VEHICLE COMPACT CAR Driving. Internal, inside car. 2007 gasoline.
Audi A3 DRIVE Steady 1750 rpm ENGINE.wav	VEHICLE COMPACT CAR Driving. External, in engine compartment. 2007 gasoline.
Audi A3 DRIVE Steady 1750 rpm EXHAUST.wav	VEHICLE COMPACT CAR Driving. External, at exhaust. 2007 gasoline.
Audi A3 DRIVE Steady 1750 rpm INSIDE.wav	VEHICLE COMPACT CAR Driving. Internal, inside car. 2007 gasoline.
Audi A3 DRIVE Steady 3000 rpm ENGINE.wav	VEHICLE COMPACT CAR Driving. External, in engine compartment. 2007 gasoline.
Audi A3 DRIVE Steady 3000 rpm EXHAUST.wav	VEHICLE COMPACT CAR Driving. External, at exhaust. 2007 gasoline.
Audi A3 DRIVE Steady 3000 rpm INSIDE.wav	VEHICLE COMPACT CAR Driving. Internal, inside car. 2007 gasoline.
Audi A3 DRIVE Steady 4000 rpm ENGINE.wav	VEHICLE COMPACT CAR Driving. External, in engine compartment. 2007 gasoline.
Audi A3 DRIVE Steady 4000 rpm EXHAUST.wav	VEHICLE COMPACT CAR Driving. External, at exhaust. 2007 gasoline.
Audi A3 DRIVE Steady 4000 rpm INSIDE.wav	VEHICLE COMPACT CAR Driving. Internal, inside car. 2007 gasoline.
Audi A3 DRIVEBY Fast, Gearshift 01 Omni.wav	VEHICLE COMPACT CAR Drive By. External, omni AB mics from side.. 2007 gasoline.
Audi A3 DRIVEBY Horn Stutter Omni.wav	VEHICLE COMPACT CAR Drive By. External, omni AB mics from side.. 2007 gasoline.
Audi A3 DRIVEBY Medium, Gearshift SG.wav	VEHICLE COMPACT CAR Drive By. External, shotgun from side, whip-panning. 2007 gasoline.
Audi A3 DRIVEBY Start Slow Omni.wav	VEHICLE COMPACT CAR Drive By. External, omni AB mics from side.. 2007 gasoline. Pull away.
Audi A3 DRIVEBY Stop & Start Fast 02 Omni.wav	VEHICLE COMPACT CAR Drive By. External, omni AB mics from side.. 2007 gasoline. Incoming and pull away.
Audi A3 DRIVEBY Stop Slow SG.wav	VEHICLE COMPACT CAR Drive By. External, shotgun from side, whip-panning. 2007 gasoline. Incoming and pull away.
Audi A3 INTERIOR Gear Shift Hard - Inside.wav	VEHICLE COMPACT CAR Interior handling. 2007 gasoline.
Audi A3 INTERIOR Handbrake - Inside.wav	VEHICLE COMPACT CAR Interior handling. 2007 gasoline.
Audi A3 INTERIOR Horn - Inside.wav	VEHICLE COMPACT CAR Interior handling. 2007 gasoline.
Audi A3 INTERIOR Ignition On, Off - Inside.wav	VEHICLE COMPACT CAR Interior handling. 2007 gasoline.
Audi A3 INTERIOR Indicator 03 - Inside.wav	VEHICLE COMPACT CAR Interior handling. 2007 gasoline.
Audi A3 INTERIOR Motor Start-Stop - Inside.wav	VEHICLE COMPACT CAR Interior handling. 2007 gasoline.
Audi A3 INTERIOR Warning Lights On 01 - Inside.wav	VEHICLE COMPACT CAR Interior handling. 2007 gasoline.
Audi A3 INTERIOR Window Open, Close - Inside.wav	VEHICLE COMPACT CAR Interior handling. 2007 gasoline.



## BOOM BASICS

FILENAME	DESCRIPTION
Audi A3 INTERIOR Wiper - Inside 01.wav	VEHICLE COMPACT CAR Interior handling. 2007 gasoline.
Audi A3 INTERIOR Wiper - Outside.wav	VEHICLE COMPACT CAR Interior handling. 2007 gasoline.
BMW 1 DRIVE Accelerate & Brake & Slow EXHAUST.wav	VEHICLE COMPACT CAR Driving. External, at exhaust. 2009 gasoline.
BMW 1 DRIVE Accelerate & Brake Fast ENGINE.wav	VEHICLE COMPACT CAR Driving. External, in engine compartment. 2009 gasoline.
BMW 1 DRIVE Accelerate & Brake Fast EXHAUST.wav	VEHICLE COMPACT CAR Driving. External, at exhaust. 2009 gasoline.
BMW 1 DRIVE Accelerate & Brake Medium ENGINE.wav	VEHICLE COMPACT CAR Driving. External, in engine compartment. 2009 gasoline.
BMW 1 DRIVE Accelerate & Brake Medium EXHAUST.wav	VEHICLE COMPACT CAR Driving. External, at exhaust. 2009 gasoline.
BMW 1 DRIVE Accelerate & Brake Medium INSIDE.wav	VEHICLE COMPACT CAR Driving. Internal, inside car. 2009 gasoline.
BMW 1 DRIVE Accelerate & Steady ENGINE.wav	VEHICLE COMPACT CAR Driving. External, in engine compartment. 2009 gasoline.
BMW 1 DRIVE Accelerate & Steady EXHAUST.wav	VEHICLE COMPACT CAR Driving. External, at exhaust. 2009 gasoline.
BMW 1 DRIVE Accelerate & Steady INSIDE.wav	VEHICLE COMPACT CAR Driving. Internal, inside car. 2009 gasoline.
BMW 1 DRIVE RevUp ENGINE.wav	VEHICLE COMPACT CAR Driving. External, in engine compartment. 2009 gasoline.
BMW 1 DRIVE RevUp EXHAUST.wav	VEHICLE COMPACT CAR Driving. External, at exhaust. 2009 gasoline.
BMW 1 DRIVE RevUp INSIDE.wav	VEHICLE COMPACT CAR Driving. Internal, inside car. 2009 gasoline.
BMW 1 DRIVE Steady 1400 rpm ENGINE.wav	VEHICLE COMPACT CAR Driving. External, in engine compartment. 2009 gasoline.
BMW 1 DRIVE Steady 1400 rpm EXHAUST.wav	VEHICLE COMPACT CAR Driving. External, at exhaust. 2009 gasoline.
BMW 1 DRIVE Steady 1400 rpm INSIDE.wav	VEHICLE COMPACT CAR Driving. Internal, inside car. 2009 gasoline.
BMW 1 DRIVE Steady 4000 rpm ENGINE.wav	VEHICLE COMPACT CAR Driving. External, in engine compartment. 2009 gasoline.
BMW 1 DRIVE Steady 4000 rpm EXHAUST.wav	VEHICLE COMPACT CAR Driving. External, at exhaust. 2009 gasoline.
BMW 1 DRIVE Steady 4000 rpm INSIDE.wav	VEHICLE COMPACT CAR Driving. Internal, inside car. 2009 gasoline.
BMW 1 DRIVE Steady 5000 rpm ENGINE.wav	VEHICLE COMPACT CAR Driving. External, in engine compartment. 2009 gasoline.
BMW 1 DRIVE Steady 5000 rpm EXHAUST.wav	VEHICLE COMPACT CAR Driving. External, at exhaust. 2009 gasoline.
BMW 1 DRIVE Steady 5000 rpm INSIDE.wav	VEHICLE COMPACT CAR Driving. Internal, inside car. 2009 gasoline.
BMW 1 DRIVEBY Fast Omni.wav	VEHICLE COMPACT CAR Drive By. External, omni AB mics from side. 2009 gasoline.
BMW 1 DRIVEBY Gearshift SG.wav	VEHICLE COMPACT CAR Drive By. External, shotgun from side, whip-panning. 2009 gasoline.
BMW 1 DRIVEBY Horn Omni.wav	VEHICLE COMPACT CAR Drive By. External, omni AB mics from side. 2009 gasoline.
BMW 1 DRIVEBY Horn Stutter Omni.wav	VEHICLE COMPACT CAR Drive By. External, omni AB mics from side. 2009 gasoline.
BMW 1 DRIVEBY Medium 01 SG.wav	VEHICLE COMPACT CAR Drive By. External, shotgun from side, whip-panning. 2009 gasoline.
BMW 1 DRIVEBY Medium, Gearshift 02 Omni.wav	VEHICLE COMPACT CAR Drive By. External, omni AB mics from side. 2009 gasoline.
BMW 1 DRIVEBY Rev Fast SG.wav	VEHICLE COMPACT CAR Drive By. External, shotgun from side, whip-panning. 2009 gasoline. Reverse.
BMW 1 DRIVEBY Rev Slow Omni.wav	VEHICLE COMPACT CAR Drive By. External, omni AB mics from side. 2009 gasoline. Reverse.
BMW 1 DRIVEBY Stop & Start Fast 01 Omni.wav	VEHICLE COMPACT CAR Drive By. External, omni AB mics from side. 2009 gasoline. Incoming and pull away.
BMW 1 DRIVEBY Stop & Start Medium Omni.wav	VEHICLE COMPACT CAR Drive By. External, omni AB mics from side. 2009 gasoline. Incoming and pull away.
BMW 1 DRIVEBY Stop & Start Slow SG.wav	VEHICLE COMPACT CAR Drive By. External, shotgun from side, whip-panning. 2009 gasoline. Incoming and pull away.
BMW 1 DRIVEBY Stop Fast Omni.wav	VEHICLE COMPACT CAR Drive By. External, omni AB mics from side. 2009 gasoline. Incoming.

## BOOM BASICS

FILENAME	DESCRIPTION
BMW 1 DRIVEBY Stop Slow Omni.wav	VEHICLE COMPACT CAR Drive By. External, omni AB mics from side. 2009 gasoline. Incoming.
BMW 1 INTERIOR Door Open, Close - Inside.wav	VEHICLE COMPACT CAR Interior handling. 2009 gasoline.
BMW 1 INTERIOR Door Open, Close - Outside.wav	VEHICLE COMPACT CAR Interior handling. 2009 gasoline.
BMW 1 INTERIOR Gear Shift Pedal Soft - Inside.wav	VEHICLE COMPACT CAR Interior handling. 2009 gasoline.
BMW 1 INTERIOR Horn - Inside.wav	VEHICLE COMPACT CAR Interior handling. 2009 gasoline.
BMW 1 INTERIOR Horn 01 - Outside.wav	VEHICLE COMPACT CAR Interior handling. 2009 gasoline.
BMW 1 INTERIOR Ignition - Inside.wav	VEHICLE COMPACT CAR Interior handling. 2009 gasoline.
BMW 1 INTERIOR Light On, Off - Inside.wav	VEHICLE COMPACT CAR Interior handling. 2009 gasoline.
BMW 1 INTERIOR Open, Close - Outside.wav	VEHICLE COMPACT CAR Interior handling. 2009 gasoline.
BMW 1 INTERIOR Open, Close inside - Inside.wav	VEHICLE COMPACT CAR Interior handling. 2009 gasoline.
BMW 1 INTERIOR Seat Shift - Inside.wav	VEHICLE COMPACT CAR Interior handling. 2009 gasoline.
BMW 1 INTERIOR Seatbelt - Inside.wav	VEHICLE COMPACT CAR Interior handling. 2009 gasoline.
BMW 1 INTERIOR Sunvisor - Inside.wav	VEHICLE COMPACT CAR Interior handling. 2009 gasoline.
Mercedes 300se DRIVE Accelerate & Brake Fast 02 ENGINE.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, in engine compartment. 1991 gasoline.
Mercedes 300se DRIVE Accelerate & Brake Fast 02 EXHAUST.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, at exhaust. 1991 gasoline.
Mercedes 300se DRIVE Accelerate & Brake Fast 02 INTERIOR.wav	VEHICLE FULL SIZE LUXURY CAR Driving. Internal, inside car. 1991 gasoline.
Mercedes 300se DRIVE Accelerate & Brake Slow 02 ENGINE.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, in engine compartment. 1991 gasoline.
Mercedes 300se DRIVE Accelerate & Brake Slow 02 EXHAUST.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, at exhaust. 1991 gasoline.
Mercedes 300se DRIVE Accelerate & Brake Slow 02 INTERIOR.wav	VEHICLE FULL SIZE LUXURY CAR Driving. Internal, inside car. 1991 gasoline.
Mercedes 300se DRIVE RevUP 02 ENGINE.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, in engine compartment. 1991 gasoline.
Mercedes 300se DRIVE RevUP 02 EXHAUST.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, at exhaust. 1991 gasoline.
Mercedes 300se DRIVE RevUP 02 INTERIOR.wav	VEHICLE FULL SIZE LUXURY CAR Driving. Internal, inside car. 1991 gasoline.
Mercedes 300se DRIVE RevUP to MAX Fast ENGINE.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, in engine compartment. 1991 gasoline.
Mercedes 300se DRIVE RevUP to MAX Fast EXHAUST.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, at exhaust. 1991 gasoline.
Mercedes 300se DRIVE RevUP to MAX Fast INTERIOR.wav	VEHICLE FULL SIZE LUXURY CAR Driving. Internal, inside car. 1991 gasoline.
Mercedes 300se DRIVE RevUP to MAX Medium ENGINE.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, in engine compartment. 1991 gasoline.
Mercedes 300se DRIVE RevUP to MAX Medium EXHAUST.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, at exhaust. 1991 gasoline.
Mercedes 300se DRIVE RevUP to MAX Medium INTERIOR.wav	VEHICLE FULL SIZE LUXURY CAR Driving. Internal, inside car. 1991 gasoline.
Mercedes 300se DRIVE Static 1000 rpm ENGINE.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, in engine compartment. 1991 gasoline.
Mercedes 300se DRIVE Static 1000 rpm EXHAUST.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, at exhaust. 1991 gasoline.
Mercedes 300se DRIVE Static 1000 rpm INTERIOR.wav	VEHICLE FULL SIZE LUXURY CAR Driving. Internal, inside car. 1991 gasoline.
Mercedes 300se DRIVE Static 3000 rpm ENGINE.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, in engine compartment. 1991 gasoline.
Mercedes 300se DRIVE Static 3000 rpm EXHAUST.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, at exhaust. 1991 gasoline.
Mercedes 300se DRIVE Static 3000 rpm INTERIOR.wav	VEHICLE FULL SIZE LUXURY CAR Driving. Internal, inside car. 1991 gasoline.
Mercedes 300se DRIVE Static 4500 rpm ENGINE.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, in engine compartment. 1991 gasoline.

## BOOM BASICS

FILENAME	DESCRIPTION
Mercedes 300se DRIVE Static 4500 rpm EXHAUST.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, at exhaust. 1991 gasoline.
Mercedes 300se DRIVE Static 4500 rpm INTERIOR.wav	VEHICLE FULL SIZE LUXURY CAR Driving. Internal, inside car. 1991 gasoline.
Mercedes 300se DRIVE Steady 1000 rpm ENGINE.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, in engine compartment. 1991 gasoline.
Mercedes 300se DRIVE Steady 1000 rpm EXHAUST.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, at exhaust. 1991 gasoline.
Mercedes 300se DRIVE Steady 1000 rpm INTERIOR.wav	VEHICLE FULL SIZE LUXURY CAR Driving. Internal, inside car. 1991 gasoline.
Mercedes 300se DRIVE Steady 3000 rpm ENGINE.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, in engine compartment. 1991 gasoline.
Mercedes 300se DRIVE Steady 3000 rpm EXHAUST.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, at exhaust. 1991 gasoline.
Mercedes 300se DRIVE Steady 3000 rpm INTERIOR.wav	VEHICLE FULL SIZE LUXURY CAR Driving. Internal, inside car. 1991 gasoline.
Mercedes 300se DRIVE Steady Idle ENGINE.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, in engine compartment. 1991 gasoline.
Mercedes 300se DRIVE Steady Idle EXHAUST.wav	VEHICLE FULL SIZE LUXURY CAR Driving. External, at exhaust. 1991 gasoline.
Mercedes 300se DRIVE Steady Idle INTERIOR.wav	VEHICLE FULL SIZE LUXURY CAR Driving. Internal, inside car. 1991 gasoline.
Mercedes 300se DRIVEBY Fast OMNI.wav	VEHICLE FULL SIZE LUXURY CAR Drive By. External, omni AB mics from side. 1991 gasoline.
Mercedes 300se DRIVEBY Medium SG.wav	VEHICLE FULL SIZE LUXURY CAR Drive By. External, shotgun from side, whip-panning. 1991 gasoline.
Mercedes 300se DRIVEBY Rev Slow 01 OMNI.wav	VEHICLE FULL SIZE LUXURY CAR Drive By. External, omni AB mics from side. 1991 gasoline. Reverse.
Mercedes 300se DRIVEBY Rev Stop & Start Medium OMNI.wav	VEHICLE FULL SIZE LUXURY CAR Drive By. External, omni AB mics from side. 1991 gasoline. Reverse. Incoming and pull away.
Mercedes 300se DRIVEBY Rev Stop & Start Slow SG.wav	VEHICLE FULL SIZE LUXURY CAR Drive By. External, shotgun from side, whip-panning. 1991 gasoline. Reverse. Incoming and pull away.
Mercedes 300se DRIVEBY Slow 01 MS.wav	VEHICLE FULL SIZE LUXURY CAR Drive By. External, MS mic from side. 1991 gasoline.
Mercedes 300se DRIVEBY Stop & Start Fast MS.wav	VEHICLE FULL SIZE LUXURY CAR Drive By. External, MS mic from side. 1991 gasoline. Incoming and pull away.
Mercedes 300se DRIVEBY Stop & Start Medium OMNI.wav	VEHICLE FULL SIZE LUXURY CAR Drive By. External, omni AB mics from side. 1991 gasoline. Incoming and pull away.
Mercedes 300se DRIVEBY Stop & Start Slow SG.wav	VEHICLE FULL SIZE LUXURY CAR Drive By. External, shotgun from side, whip-panning. 1991 gasoline. Incoming and pull away.
Mercedes 300se INTERIOR Door Open, Close - Inside.wav	VEHICLE FULL SIZE LUXURY CAR Interior handling. 1991 gasoline.
Mercedes 300se INTERIOR Door Open, Close - Outside.wav	VEHICLE FULL SIZE LUXURY CAR Interior handling. 1991 gasoline.
Mercedes 300se INTERIOR Horn - Inside.wav	VEHICLE FULL SIZE LUXURY CAR Interior handling. 1991 gasoline.
Mercedes 300se INTERIOR Horn - Outside.wav	VEHICLE FULL SIZE LUXURY CAR Interior handling. 1991 gasoline.
Mercedes 300se INTERIOR Ignition - Inside.wav	VEHICLE FULL SIZE LUXURY CAR Interior handling. 1991 gasoline.
Mercedes 300se INTERIOR Lock, Unlock Key outside - Inside.wav	VEHICLE FULL SIZE LUXURY CAR Interior handling. 1991 gasoline.
Mercedes 300se INTERIOR Lock, Unlock Key Outside.wav	VEHICLE FULL SIZE LUXURY CAR Interior handling. 1991 gasoline.
Mercedes 300se INTERIOR Window Open, Close - Inside.wav	VEHICLE FULL SIZE LUXURY CAR Interior handling. 1991 gasoline.
Mercedes 300se INTERIOR Window Open, Close - Outside.wav	VEHICLE FULL SIZE LUXURY CAR Interior handling. 1991 gasoline.
Mercedes 300se INTERIOR Wiper Spray - Inside.wav	VEHICLE FULL SIZE LUXURY CAR Interior handling. 1991 gasoline.
Mercedes 300se INTERIOR Wiper Spray - Outside.wav	VEHICLE FULL SIZE LUXURY CAR Interior handling. 1991 gasoline.
Mercedes 300se INTERIOR Wipers - Inside.wav	VEHICLE FULL SIZE LUXURY CAR Interior handling. 1991 gasoline.
Mercedes 300se INTERIOR Wipers - Outside.wav	VEHICLE FULL SIZE LUXURY CAR Interior handling. 1991 gasoline.

## BOOM BASICS

FILENAME	DESCRIPTION
<b>FLAMMABLE LIQUID (FREE SFX)</b>	
Flamethrower Multi Long Liquid.wav	GASOLINE FLAMETHROWER MULTIPLE LONG Three long whooshes, idle sounds, liquid streaming
Flamethrower Multi Long.wav	GASOLINE FLAMETHROWER MULTIPLE LONG Two thick long whooshes ending in operator spout
Flamethrower Multi Medium and Long.wav	GASOLINE FLAMETHROWER MULTIPLE Two heavy bursts, one short, one medium
Flamethrower Multi Medium Whooshes.wav	GASOLINE FLAMETHROWER MULTIPLE MEDIUM Series of four short whooshes, idle sounds, fire crackling, spouting
Flamethrower Multi Serial Whooshes.wav	GASOLINE FLAMETHROWER MULTIPLE Thick bursts and whooshes, spouting, crackling, idle sounds
Flamethrower Multi Short Medium Long.wav	GASOLINE FLAMETHROWER MULTIPLE Soft airy whooshes, crackling,two short, two medium, two long
Flamethrower Single Long Stutter.wav	GASOLINE FLAMETHROWER SINGLE LONG Long steady whoosh, stuttering ending
Flamethrower Single Long Whoosh.wav	GASOLINE FLAMETHROWER SINGLE LONG Thick, long whoosh, slight crackle
Flamethrower Single Medium Burst.wav	GASOLINE FLAMETHROWER SINGLE MEDIUM Medium burst with thick onset
Flamethrower Single Medium Soft.wav	GASOLINE FLAMETHROWER SINGLE MEDIUM Medium length, soft, fluttering
Flamethrower Single Medium Thick.wav	GASOLINE FLAMETHROWER SINGLE MEDIUM Thick whoosh, medium length
Flamethrower Single Medium Whoosh.wav	GASOLINE FLAMETHROWER SINGLE MEDIUM Airy whoosh, medium length
Flamethrower Single Short.wav	GASOLINE FLAMETHROWER SINGLE SHORT Short, heavy whoosh
Flamethrower Single Spout Medium.wav	GASOLINE FLAMETHROWER SINGLE MEDIUM Spout and fluttering medium whoosh
Flamethrower Single Thick Burst.wav	GASOLINE FLAMETHROWER SINGLE MEDIUM Medium, heavy burst, flamethrower spouts, runs out of gas
Flamethrower Single Thick Long.wav	GASOLINE FLAMETHROWER SINGLE LONG Heavy, long burst, flutter and stutter
Flamethrower Single Thick Short Burst.wav	GASOLINE FLAMETHROWER SINGLE MEDIUM Short, Heavy burst, flamethrower spouts
Flamethrower Single Thick Soft.wav	GASOLINE FLAMETHROWER SINGLE MEDIUM Thick, fluttering whoosh, medium length
<b>GUN HANDLING</b>	
AK47 Cocking Handle 01.wav	Izhmash AK 47 RIFLE COCKING HANDLE Pulling back cocking handle to load weapon. Gun, foley. Close, mono.
AK47 Mag In 02.wav	Izhmash AK 47 RIFLE MAGAZINE ATTACH Attaching a magazine to the weapon. Gun, foley. Stereo.
AK47 Mag Out 01.wav	Izhmash AK 47 RIFLE MAGAZINE DETACH Detaching a magazine to the weapon. Gun, foley. Close, mono.
Glock 45 Dry Fire 01.wav	Glock 45 PISTOL DRY FIRE Pulling the trigger without ammunition. Gun, foley. Close, mono.
Glock 45 Mag In 02.wav	Glock 45 PISTOL MAGAZINE ATTACH Attaching a magazine to the weapon. Gun, foley. Stereo.
Glock 45 Slide Quick 02.wav	Glock 45 PISTOL SLIDE QUICK Pulling the slide quickly back and forth to load the weapon. Gun, foley. Stereo.
M16 Charging Handle 01.wav	Colt M16 RIFLE CHARGING HANDLE Pulling back cocking handle to load weapon. Gun, foley. Close, mono.
M16 Mag In 01.wav	Colt M16 RIFLE MAGAZINE ATTACH Attaching a magazine to the weapon. Gun, foley. Close, mono.
M16 Mag Out 01.wav	Colt M16 RIFLE MAGAZINE DETACH Detaching a magazine to the weapon. Gun, foley. Close, mono.
Pumpgun Reload Slow 02.wav	PUMP GUN COCKING HANDLE Pulling forend slowly back and forth to load weapon. Rifle, Gun, Shotgun, foley. Stereo.
Remington 700 Bolt Action Quick 02.wav	Remington 700 RIFLE BOLT ACTION QUICK Quickly using bolt handle to open and close bolt action. Sniper, Gun, foley. Stereo.
Remington 700 Dry Fire 01.wav	Remington 700 RIFLE DRY FIRE Pulling the trigger without ammunition. Sniper, Gun, foley. Close, mono.
Walther P99 Mag Out Slow 01.wav	Walther P 99 PISTOL MAGAZINE DETACH SLOW Detaching a magazine from the weapon. Gun, foley. Close, mono.
Walther P99 Slide Quick 02.wav	Walther P 99 PISTOL SLIDE QUICK Pulling the slide quickly back and forth to load the weapon. Gun, foley. Stereo.

## BOOM BASICS

FILENAME	DESCRIPTION
<b>GUNS CONSTRUCTION KIT</b>	
AK47-1 Bursts 8x 01.wav	AK 47 V1 Bursts - Sennheiser MKH8040 - close - 3m - rear - direct
AK47-1 Bursts 8x 02.wav	AK 47 V1 Bursts - Sennheiser MKH8040 - close - 3m - rear - direct
AK47-1 Bursts 8x 07.wav	AK 47 V1 Bursts - Sennheiser MKH416 - close - 2m - direct
AK47-1 Bursts 8x 08.wav	AK 47 V1 Bursts - Earthworks QTC-40 -distant - 50m - indirect
AK47-1 Bursts 8x 09.wav	AK 47 V1 Bursts - Sennheiser MKH8050 - distant - 30m - direct
AK47-1 Bursts 8x 10.wav	AK 47 V1 Bursts - Sennheiser MKH8050 - distant - 30m - direct
AK47-1 Double Tap 5x 01.wav	AK 47 V1 Double Tap - Sennheiser MKH8040 - close - 3m - rear - direct
AK47-1 Double Tap 5x 02.wav	AK 47 V1 Double Tap - Sennheiser MKH8040 - close - 3m - rear - direct
AK47-1 Double Tap 5x 07.wav	AK 47 V1 Double Tap - Sennheiser MKH416 - close - 2m - direct
AK47-1 Double Tap 5x 08.wav	AK 47 V1 Double Tap - Earthworks QTC-40 -distant - 50m - indirect
AK47-1 Double Tap 5x 09.wav	AK 47 V1 Double Tap - Sennheiser MKH8050 - distant - 30m - direct
AK47-1 Double Tap 5x 10.wav	AK 47 V1 Double Tap - Sennheiser MKH8050 - distant - 30m - direct
AK47-1 Single Shots 01 6x 01.wav	AK 47 V1 Single Shots - Sennheiser MKH8040 - close - 3m - rear - direct
AK47-1 Single Shots 01 6x 02.wav	AK 47 V1 Single Shots - Sennheiser MKH8040 - close - 3m - rear - direct
AK47-1 Single Shots 01 6x 07.wav	AK 47 V1 Single Shots - Sennheiser MKH416 - close - 2m - direct
AK47-1 Single Shots 01 6x 08.wav	AK 47 V1 Single Shots - Earthworks QTC-40 -distant - 50m - indirect
AK47-1 Single Shots 01 6x 09.wav	AK 47 V1 Single Shots - Sennheiser MKH8050 - distant - 30m - direct
AK47-1 Single Shots 01 6x 10.wav	AK 47 V1 Single Shots - Sennheiser MKH8050 - distant - 30m - direct
AK47-1 Single Shots 02 6x 09.wav	AK 47 V1 Single Shots - Sennheiser MKH8050 - distant - 30m - direct
AK47-2 Bursts 9x 01.wav	AK 47 V2 Bursts - Sennheiser MKH8040 - close - 3m - rear - direct
AK47-2 Bursts 9x 02.wav	AK 47 V2 Bursts - Sennheiser MKH8040 - close - 3m - rear - direct
Beretta M9 Single Shots 01 6x 01.wav	Beretta M9 Single Shots - Sennheiser MKH8040 - close - 3m - rear - direct
Beretta M9 Single Shots 01 6x 02.wav	Beretta M9 Single Shots - Sennheiser MKH8040 - close - 3m - rear - direct
Beretta M9 Single Shots 01 6x 07.wav	Beretta M9 Single Shots - Sennheiser MKH416 - close - 2m - direct
Beretta M9 Single Shots 01 6x 08.wav	Beretta M9 Single Shots - Sennheiser MD421 - close - 2m - direct
Beretta M9 Single Shots 01 6x 09.wav	Beretta M9 Single Shots - Sennheiser MKH8050 - distant - 30m - direct
Beretta M9 Single Shots 01 6x 10.wav	Beretta M9 Single Shots - Sennheiser MKH8050 - distant - 30m - direct
Colt1911 Single Shots 01 6x 01.wav	Colt 1911 Single Shots - Sennheiser MKH8040 - close - 3m - rear - direct
Colt1911 Single Shots 01 6x 02.wav	Colt 1911 Single Shots - Sennheiser MKH8040 - close - 3m - rear - direct
Colt1911 Single Shots 01 6x 07.wav	Colt 1911 Single Shots - Sennheiser MKH416 - close - 2m - direct
Colt1911 Single Shots 01 6x 08.wav	Colt 1911 Single Shots - Sennheiser MD421 - close - 2m - direct
Colt1911 Single Shots 01 6x 09.wav	Colt 1911 Single Shots - Sennheiser MKH8050 - distant - 30m - direct
Colt1911 Single Shots 01 6x 10.wav	Colt 1911 Single Shots - Sennheiser MKH8050 - distant - 30m - direct



## BOOM BASICS

FILENAME	DESCRIPTION
Dragunov PSL Shot Sequence 01 6x 01.wav	Dragunov PSL Shot Sequence - Sennheiser MKH8040 - close - 3m - rear - direct
Dragunov PSL Shot Sequence 01 6x 02.wav	Dragunov PSL Shot Sequence - Sennheiser MKH8040 - close - 3m - rear - direct
Dragunov PSL Shot Sequence 01 6x 07.wav	Dragunov PSL Shot Sequence - Sennheiser MKH416 - close - 2m - direct
Dragunov PSL Shot Sequence 01 6x 08.wav	Dragunov PSL Shot Sequence - Earthworks QTC-40 -distant - 50m - indirect
Dragunov PSL Shot Sequence 01 6x 09.wav	Dragunov PSL Shot Sequence - Sennheiser MKH8050 - distant - 30m - direct
Dragunov PSL Shot Sequence 01 6x 10.wav	Dragunov PSL Shot Sequence - Sennheiser MKH8050 - distant - 30m - direct
Dragunov PSL Single Shots 01 6x 01.wav	Dragunov PSL Single Shots - Sennheiser MKH8040 - close - 3m - rear - direct
Dragunov PSL Single Shots 01 6x 02.wav	Dragunov PSL Single Shots - Sennheiser MKH8040 - close - 3m - rear - direct
Dragunov PSL Single Shots 01 6x 07.wav	Dragunov PSL Single Shots - Sennheiser MKH416 - close - 2m - direct
Dragunov PSL Single Shots 01 6x 08.wav	Dragunov PSL Single Shots - Earthworks QTC-40 -distant - 50m - indirect
Dragunov PSL Single Shots 01 6x 09.wav	Dragunov PSL Single Shots - Sennheiser MKH8050 - distant - 30m - direct
Dragunov PSL Single Shots 01 6x 10.wav	Dragunov PSL Single Shots - Sennheiser MKH8050 - distant - 30m - direct
GSG5 Single Shots 01 6x 01.wav	GSG 5 Single Shots - Sennheiser MKH8040 - close - 3m - rear - direct
GSG5 Single Shots 01 6x 02.wav	GSG 5 Single Shots - Sennheiser MKH8040 - close - 3m - rear - direct
GSG5 Single Shots 01 6x 07.wav	GSG 5 Single Shots - Sennheiser MKH416 - close - 2m - direct
GSG5 Single Shots 01 6x 08.wav	GSG 5 Single Shots - Sennheiser MD421 - close - 2m - direct
GSG5 Single Shots 01 6x 09.wav	GSG 5 Single Shots - Sennheiser MKH8050 - distant - 30m - direct
GSG5 Single Shots 01 6x 10.wav	GSG 5 Single Shots - Sennheiser MKH8050 - distant - 30m - direct
GSG5 Single Shots 02 6x 01.wav	GSG 5 Single Shots - Sennheiser MKH8040 - close - 3m - rear - direct
M4-1 Bursts 7x 01.wav	Colt M4 V1 Bursts - Sennheiser MKH8040 - close - 3m - rear - direct
M4-1 Bursts 7x 02.wav	Colt M4 V1 Bursts - Sennheiser MKH8040 - close - 3m - rear - direct
M4-1 Bursts 7x 07.wav	Colt M4 V1 Bursts - Sennheiser MKH416 - close - 2m - direct
M4-1 Bursts 7x 08.wav	Colt M4 V1 Bursts - Earthworks QTC-40 -distant - 50m - indirect
M4-1 Bursts 7x 09.wav	Colt M4 V1 Bursts - Sennheiser MKH8050 - distant - 30m - direct
M4-1 Bursts 7x 10.wav	Colt M4 V1 Bursts - Sennheiser MKH8050 - distant - 30m - direct
M4-1 Double Tap 3x 01.wav	Colt M4 V1 Double Tap - Sennheiser MKH8040 - close - 3m - rear - direct
M4-1 Double Tap 3x 02.wav	Colt M4 V1 Double Tap - Sennheiser MKH8040 - close - 3m - rear - direct
M4-1 Double Tap 3x 07.wav	Colt M4 V1 Double Tap - Sennheiser MKH416 - close - 2m - direct
M4-1 Double Tap 3x 08.wav	Colt M4 V1 Double Tap - Earthworks QTC-40 -distant - 50m - indirect
M4-1 Double Tap 3x 09.wav	Colt M4 V1 Double Tap - Sennheiser MKH8050 - distant - 30m - direct
M4-1 Double Tap 3x 10.wav	Colt M4 V1 Double Tap - Sennheiser MKH8050 - distant - 30m - direct
M4-1 Single Shots 01 6x 01.wav	Colt M4 V1 Single Shots - Sennheiser MKH8040 - close - 3m - rear - direct
M4-1 Single Shots 01 6x 02.wav	Colt M4 V1 Single Shots - Sennheiser MKH8040 - close - 3m - rear - direct
M4-1 Single Shots 01 6x 07.wav	Colt M4 V1 Single Shots - Sennheiser MKH416 - close - 2m - direct
M4-1 Single Shots 01 6x 08.wav	Colt M4 V1 Single Shots - Earthworks QTC-40 -distant - 50m - indirect



## BOOM BASICS

FILENAME	DESCRIPTION
M4-1 Single Shots 01 6x 09.wav	Colt M4 V1 Single Shots - Sennheiser MKH8050 - distant - 30m - direct
M4-1 Single Shots 01 6x 10.wav	Colt M4 V1 Single Shots - Sennheiser MKH8050 - distant - 30m - direct
S&W Model 66 Single Shots 01 6x 01.wav	Smith & Wesson Model 66 Single Shots - Sennheiser MKH8040 - close - 3m - rear - direct
S&W Model 66 Single Shots 01 6x 02.wav	Smith & Wesson Model 66 Single Shots - Sennheiser MKH8040 - close - 3m - rear - direct
S&W Model 66 Single Shots 01 6x 07.wav	Smith & Wesson Model 66 Single Shots - Sennheiser MKH416 - close - 2m - direct
S&W Model 66 Single Shots 01 6x 08.wav	Smith & Wesson Model 66 Single Shots - Sennheiser MD421 - close - 2m - direct
S&W Model 66 Single Shots 01 6x 09.wav	Smith & Wesson Model 66 Single Shots - Sennheiser MKH8050 - distant - 30m - direct
S&W Model 66 Single Shots 01 6x 10.wav	Smith & Wesson Model 66 Single Shots - Sennheiser MKH8050 - distant - 30m - direct
Winchester1300 Shot Sequence 01 4x 01.wav	Winchester 1300 Single Shots - Sennheiser MKH8040 - close - 3m - rear - direct
Winchester1300 Shot Sequence 01 4x 02.wav	Winchester 1300 Single Shots - Sennheiser MKH8040 - close - 3m - rear - direct
Winchester1300 Shot Sequence 01 4x 07.wav	Winchester 1300 Single Shots - Sennheiser MKH416 - close - 2m - direct
Winchester1300 Shot Sequence 01 4x 08.wav	Winchester 1300 Single Shots - Earthworks QTC-40 -distant - 50m - indirect
Winchester1300 Shot Sequence 01 4x 09.wav	Winchester 1300 Single Shots - Sennheiser MKH8050 - distant - 30m - direct
Winchester1300 Shot Sequence 01 4x 10.wav	Winchester 1300 Single Shots - Sennheiser MKH8050 - distant - 30m - direct
Winchester1300 Single Shots 01 6x 01.wav	Winchester 1300 Shot Sequence - Sennheiser MKH8040 - close - 3m - rear - direct
Winchester1300 Single Shots 01 6x 02.wav	Winchester 1300 Shot Sequence - Sennheiser MKH8040 - close - 3m - rear - direct
Winchester1300 Single Shots 01 6x 07.wav	Winchester 1300 Shot Sequence - Sennheiser MKH416 - close - 2m - direct
Winchester1300 Single Shots 01 6x 08.wav	Winchester 1300 Shot Sequence - Earthworks QTC-40 -distant - 50m - indirect
Winchester1300 Single Shots 01 6x 09.wav	Winchester 1300 Shot Sequence - Sennheiser MKH8050 - distant - 30m - direct
Winchester1300 Single Shots 01 6x 10.wav	Winchester 1300 Shot Sequence - Sennheiser MKH8050 - distant - 30m - direct

**GUNS DESIGNED**

AK47 Handling.wav	Gun Rifle AK47 Dryfire Handling Loading
AK47 V1 4x Bursts crispy.wav	Gun Rifle AK47 Bursts
AK47 V1 4x SingleShots huge.wav	Gun Rifle AK47 Single Shot
Beretta M9 4x SingleShots natural.wav	Gun Pistol Beretta M9 Single Shot
Beretta M9 4xSingleShots light.wav	Gun Pistol Beretta M9 Single Shot
Colt1911 4x SingleShots crispy.wav	Gun Pistol Colt 1911 Single Shot
Colt1911 4x SingleShots light.wav	Gun Pistol Colt 1911 Single Shot
Dragunov PSL 4x SingleShots huge.wav	Gun Rifle Dragunov PSL Single Shot
Dragunov PSL 4x SingleShots natural.wav	Gun Rifle Dragunov PSL Single Shot
GSG5 4x SingleShots huge.wav	Gun Rifle Caliber .22 GSG 5 Single Shot
GSG5 4x SingleShots light.wav	Gun Rifle Caliber .22 GSG 5 Single Shot
M4 V1 4x Bursts huge.wav	Gun Rifle Colt M4 Bursts
M4 V1 4x SingleShots crispy.wav	Gun Rifle Colt M4 Single Shot

## BOOM BASICS

FILENAME	DESCRIPTION
S&W Model66 4x SingleShots light.wav	Gun Pistol Revolver Smith & Wesson Model 66 Magnum Single Shot
S&W Model66 4x SingleShots natural.wav	Gun Pistol Revolver Smith & Wesson Model 66 Magnum Single Shot
Winchester1300 4x SingleShots crispy.wav	Gun Shotgun Pumpgun Winchester 1300 Single Shot
Winchester1300 4x SingleShots huge.wav	Gun Shotgun Pumpgun Winchester 1300 Single Shot
<b>HISTORICAL FIREARMS CONSTRUCTION KIT</b>	
HF-CK Cannon 24 Gauge Steel 0m.wav	HISTORICAL FIREARMS CANNON STEEL 24 gauge. Fired in open, hilly landscape. Microphone attached to cannon. 7
HF-CK Cannon 24 Gauge Steel 1m.wav	HISTORICAL FIREARMS CANNON STEEL 24 gauge. Fired in open, hilly landscape. Mono shotgun microphone, very close, pointing to the action. 7
HF-CK Cannon 24 Gauge Steel 3m.wav	HISTORICAL FIREARMS CANNON STEEL 24 gauge. Fired in open, hilly landscape. Flanking shooter left and right, omnidirectional microphones, close. 7
HF-CK Cannon 24 Gauge Steel 25m.wav	HISTORICAL FIREARMS CANNON STEEL 24 gauge. Fired in open, hilly landscape. A/B omni directional microphones in medium distance. 7
HF-CK Cannon 24 Gauge Steel 15m.wav	HISTORICAL FIREARMS CANNON STEEL 24 gauge. Fired in open, hilly landscape. A/B hyper cardioid microphone in medium distance, pointing towards muzzle. 7
HF-CK Cannon 24 Gauge Steel 5m Rear.wav	HISTORICAL FIREARMS CANNON STEEL 24 gauge. Fired in open, hilly landscape. XY cardioid microphones, medium distance behind shooter, pointing in shooting direction. 7
HF-CK Cannon 24 Gauge Steel 75m.wav	HISTORICAL FIREARMS CANNON STEEL 24 gauge. Fired in open, hilly landscape. Mono omnidirectional large diaphragm microphone, close to bullet impact spot. 7
HF-CK Cannon 24 Gauge Steel 100m A.wav	HISTORICAL FIREARMS CANNON STEEL 24 gauge. Fired in open, hilly landscape. Mono omnidirectional microphone, far distance, right side. 7
HF-CK Cannon 24 Gauge Steel 100m B.wav	HISTORICAL FIREARMS CANNON STEEL 24 gauge. Fired in open, hilly landscape. Mono omnidirectional microphone, far distance, left side. 7
HF-CK Cannon 24 Gauge Steel 25m Rear.wav	HISTORICAL FIREARMS CANNON STEEL 24 gauge. Fired in open, hilly landscape. MS microphone, medium distance behind shooter, pointing towards shooting direction. 7
HF-CK Revolver 44Cal Remington 0m.wav	HISTORICAL FIREARMS PISTOL 1862 to 1875 Revolver, 44 calibre cap and ball. Fired in open, hilly landscape. Microphone attached to weapon. 6
HF-CK Revolver 44Cal Remington 1m.wav	HISTORICAL FIREARMS PISTOL 1862 to 1875 Revolver, 44 calibre cap and ball. Fired in open, hilly landscape. Mono shotgun microphone, very close, pointing to the action. 6
HF-CK Revolver 44Cal Remington 25m.wav	HISTORICAL FIREARMS PISTOL 1862 to 1875 Revolver, 44 calibre cap and ball. Fired in open, hilly landscape. Flanking shooter left and right, omnidirectional microphones, close. 6
HF-CK Revolver 44Cal Remington 15m.wav	HISTORICAL FIREARMS PISTOL 1862 to 1875 Revolver, 44 calibre cap and ball. Fired in open, hilly landscape. Flanking shooter left and right, omnidirectional microphones, close. 6
HF-CK Revolver 44Cal Remington 3m.wav	HISTORICAL FIREARMS PISTOL 1862 to 1875 Revolver, 44 calibre cap and ball. Fired in open, hilly landscape. A/B omni directional microphones in medium distance. 6
HF-CK Revolver 44Cal Remington 5m Rear.wav	HISTORICAL FIREARMS PISTOL 1862 to 1875 Revolver, 44 calibre cap and ball. Fired in open, hilly landscape. XY cardioid microphones, medium distance behind shooter, pointing in shooting direction. 6
HF-CK Revolver 44Cal Remington 75m.wav	HISTORICAL FIREARMS PISTOL 1862 to 1875 Revolver, 44 calibre cap and ball. Fired in open, hilly landscape. Mono omnidirectional large diaphragm microphone, close to bullet impact spot. 6

## BOOM BASICS

FILENAME	DESCRIPTION
HF-CK Revolver 44Cal Remington 100m A.wav	HISTORICAL FIREARMS PISTOL 1862 to 1875 Revolver, 44 calibre cap and ball. Fired in open, hilly landscape. Mono omnidirectional microphone, far distance, right side. 6
HF-CK Revolver 44Cal Remington 100m B.wav	HISTORICAL FIREARMS PISTOL 1862 to 1875 Revolver, 44 calibre cap and ball. Fired in open, hilly landscape. Mono omnidirectional microphone, far distance, left side. 6
HF-CK Revolver 44Cal Remington 25m Rear.wav	HISTORICAL FIREARMS PISTOL 1862 to 1875 Revolver, 44 calibre cap and ball. Fired in open, hilly landscape. MS microphone, medium distance behind shooter, pointing towards shooting direction. 6
HF-CK Rifle Muzzleloader Elephant Gun 0m.wav	HISTORICAL FIREARMS RIFLE 1850 to 1941 Muzzleloader, 4 bore elephant gun, 4 gauge. Fired in stone pit into open landscape. Microphone attached to weapon. 6
HF-CK Rifle Muzzleloader Elephant Gun 25m.wav	HISTORICAL FIREARMS RIFLE 1850 to 1941 Muzzleloader, 4 bore elephant gun, 4 gauge. Fired in stone pit into open landscape. A/B omnidirectional microphones in medium distance. 6
HF-CK Rifle Muzzleloader Elephant Gun 15m.wav	HISTORICAL FIREARMS RIFLE 1850 to 1941 Muzzleloader, 4 bore elephant gun, 4 gauge. Fired in stone pit into open landscape. A/B hypercardioid microphone in medium distance, pointing towards muzzle. 6
HF-CK Rifle Muzzleloader Elephant Gun 3m.wav	HISTORICAL FIREARMS RIFLE 1850 to 1941 Muzzleloader, 4 bore elephant gun, 4 gauge. Fired in stone pit into open landscape. Flanking shooter left and right, omnidirectional microphones, close. 6
HF-CK Rifle Muzzleloader Elephant Gun 5m Rear.wav	HISTORICAL FIREARMS RIFLE 1850 to 1941 Muzzleloader, 4 bore elephant gun, 4 gauge. Fired in stone pit into open landscape. XY cardioid microphones, medium distance behind shooter, pointing in shooting direction. 6
HF-CK Rifle Muzzleloader Elephant Gun 75m.wav	HISTORICAL FIREARMS RIFLE 1850 to 1941 Muzzleloader, 4 bore elephant gun, 4 gauge. Fired in stone pit into open landscape. Mono omnidirectional large diaphragm microphone, close to bullet impact spot. 6
HF-CK Rifle Muzzleloader Elephant Gun 100m A.wav	HISTORICAL FIREARMS RIFLE 1850 to 1941 Muzzleloader, 4 bore elephant gun, 4 gauge. Fired in stone pit into open landscape. Mono omnidirectional microphone, far distance, left side. 6
HF-CK Rifle Muzzleloader Elephant Gun 100m B.wav	HISTORICAL FIREARMS RIFLE 1850 to 1941 Muzzleloader, 4 bore elephant gun, 4 gauge. Fired in stone pit into open landscape. Mono omnidirectional microphone, far distance, right side. 6
HF-CK Rifle Muzzleloader Elephant Gun 30m Indirect.wav	HISTORICAL FIREARMS RIFLE 1850 to 1941 Muzzleloader, 4 bore elephant gun, 4 gauge. Fired in stone pit into open landscape. Mono shotgun microphone, medium distance, pointing away from gun into forest. 6
HF-CK Rifle Muzzleloader Elephant Gun 25m Rear.wav	HISTORICAL FIREARMS RIFLE 1850 to 1941 Muzzleloader, 4 bore elephant gun, 4 gauge. Fired in stone pit into open landscape. MS microphone, medium distance behind shooter, pointing towards shooting direction. 6
HF-CK Rifle Muzzleloader Elephant Gun 10m Rear.wav	HISTORICAL FIREARMS RIFLE 1850 to 1941 Muzzleloader, 4 bore elephant gun, 4 gauge. Fired in stone pit into open landscape. XY handheld recorder, built in microphones. Behind shooter in medium distance, pointing towards shooter. 6
HF HANDLING Rifle Muzzleload Ramrod Replace Fast 0m.wav	HISTORICAL FIREARMS HANDLING / FOLEY Muzzleloader. Ramrod Replace Fast. Microphone attached to weapon.
HF HANDLING Rifle Muzzleload Ramrod Release Fast 0m.wav	HISTORICAL FIREARMS HANDLING / FOLEY Muzzleloader. Ramrod Release Fast. Microphone attached to weapon.
HF HANDLING Rifle Muzzleload Dry Fire 0m.wav	HISTORICAL FIREARMS HANDLING / FOLEY Muzzleloader. Dry Fire. Microphone attached to weapon.
HF HANDLING Revolver Forcing Lever 0m.wav	HISTORICAL FIREARMS HANDLING / FOLEY Revolver, Pistol. Forcing Lever. Microphone attached to weapon.
HF HANDLING Revolver Cylinder Spin 0m.wav	HISTORICAL FIREARMS HANDLING / FOLEY Revolver, Pistol. Cylinder Spin. Microphone attached to weapon.
HF HANDLING Revolver Cocking Fast 0m.wav	HISTORICAL FIREARMS HANDLING / FOLEY Revolver, Pistol. Cocking Fast. Microphone attached to weapon.

**HISTORICAL FIREARMS DESIGNED**

HF-DS Cannon 24 Gauge Brass Crisp Hills.wav	HISTORICAL FIREARMS CANNON STEEL 24 gauge. Fired in open, hilly landscape. Close perspective, sharp, short and transient oriented. Short tail.
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## BOOM BASICS

FILENAME	DESCRIPTION
HF-DS Cannon 4 Gauge Steel Close Stone Pit.wav	HISTORICAL FIREARMS CANNON STEEL 4 gauge. Fired in stone pit into open landscape. Close perspective, high character, medium tail.
HF-DS Pistol Muzzleloader Crisp Stone Pit.wav	HISTORICAL FIREARMS PISTOL 18th century Muzzleloader, 50 calibre. Fired in stone pit into open landscape. Close perspective, sharp, short and transient oriented. Short tail.
HF-DS Revolver Colt Walker 44Cal Huge Hills.wav	HISTORICAL FIREARMS PISTOL 1847 Revolver, 44 calibre cap and ball. Fired in open, hilly landscape. Medium perspective, large, cinematic sound.
HF-DS Rifle Pattern Enfield Close Hills.wav	HISTORICAL FIREARMS MUZZLE LOADER 1853 to 1871, 577 calibre. Fired in open, hilly landscape. Close perspective, high character, medium tail.
HF-DS Rifle Sharps Long Range Express Distant Hills.wav	HISTORICAL FIREARMS BREECH LOADER 19th century, 577 calibre. Fired in open, hilly landscape. Distant perspective, long tail.
HF-DS Rifle Sharps Long Range Express Huge Hills.wav	HISTORICAL FIREARMS BREECH LOADER 19th century, 577 calibre. Fired in open, hilly landscape. Medium perspective, large, cinematic sound.
HF-DS Volley Large Group Close.wav	HISTORICAL FIREARMS VOLLEY Large firing line. Close perspective.

**HORSES**

HORSE Carriage Buggy Gallop Accelerate Concrete.wav	CARRIAGE ACCELERATING GALLOP Metal buggy starts on concrete. Light metal rattling.
HORSE Carriage Buggy Trot Concrete 01.wav	CARRIAGE ROLL MEDIUM TROT Metal buggy rolling on concrete, light wheel noises, some metal squeaks.
HORSE Carriage Wood Walk Slow.wav	CARRIAGE ROLL FAST Wooden carriage rolling slowly, rattling metal parts.
HORSE Foal Neigh Scared.wav	HORSE FOAL NEIGH SQUEAL Scared neighing, squealing and screaming.
HORSE Gelding Neigh Grunt Furious.wav	HORSE GELDING THOROUGHBRED NEIGH GRUNT Furious neighing and grunting inside stable.
HORSE Gelding Pony Neigh Wild.wav	HORSE GELDING PONY NEIGH Two ponys neighing wildly, high pitch.
HORSE Mare Breath Medium Long.wav	HORSE MARE WARBLOOD BREATH Medium intense long breathing sounds.
HORSE Mare Groan.wav	HORSE MARE THOROUGHBRED GROAN Low, bassy groaning, some movement.
HORSE Mare Neigh Distant 02.wav	HORSE MARE APPALOOSA NEIGH Agitated high neighs, distant.
HORSE Mare Neigh Hard Long 02.wav	HORSE MARE APPALOOSA NEIGH Nervous neighing.
HORSE Mare Neigh Nicker Anxious.wav	HORSE MARE TRAKEHNER NEIGH NICKER SNORT Anxious neighing, nickering and blowing.
HORSE Mare Snort Light.wav	HORSE MARE APPALOOSA SNORT Airy snorting.
HORSE Misc Eat Grass Breath.wav	HORSE EAT Eating and pulling grass, breathing.
HORSE Misc Eat Hay.wav	HORSE EAT Eating hay.
HORSE Misc Fart.wav	HORSE FART Single fart.
HORSE Misc Foley Dismount Horse.wav	HORSE FOLEY DISMOUNT HORSE SADDLE Dismounting a horse.
HORSE Misc Foley Mount Horse.wav	HORSE FOLEY MOUNT HORSE SADDLE Mounting a horse.
HORSE Misc Foley Saddle Put On.wav	HORSE FOLEY SADDLE PUT ON Putting a saddle on a horse.
HORSE Move Foley Gallop Fast Concrete.wav	HORSE MOVEMENT Fast gallop on gritty concrete, all four hoofs, combination of left and right hoofs.
HORSE Move Foley Gallop Fast Mud.wav	HORSE MOVEMENT Fast gallop on mud, puddle, shallow water, all four hoofs, combination of left and right hoofs.
HORSE Move Foley Gallop Slow Concrete.wav	HORSE MOVEMENT Slow gallop on gritty concrete, all four hoofs, combination of left and right hoofs.
HORSE Move Foley Gallop Slow Mud.wav	HORSE MOVEMENT Slow gallop on mud, puddle, shallow water, all four hoofs, combination of left and right hoofs.

## BOOM BASICS

FILENAME	DESCRIPTION
HORSE Move Foley Trot Concrete.wav	HORSE MOVEMENT Trot on gritty concrete, all four hoofs.
HORSE Move Foley Walk Concrete.wav	HORSE MOVEMENT Walk on gritty concrete, all four hoofs.
HORSE Move Group Passing By Trot Soil 01.wav	HORSES MOVEMENT PASS BY SOIL GROUP Trotting by on dirty ground with some grass rustling. Left to right.
HORSE Move Passing By Gallop Dirt.wav	HORSE MOVEMENT PASS BY GALLOP DIRT Horse galloping on soil, rustling at microphone position.
HORSE Move Passing By Gallop Grass.wav	HORSE MOVEMENT PASS BY GALLOP GRASS Horse galloping by on grass.
HORSE Move Passing By Gallop Gravel.wav	HORSE MOVEMENT PASS BY GALLOP GRAVEL Galloping by on loose gravel, slowing down in the distance.
HORSE Move Passing By Trot Concrete 01.wav	HORSE MOVEMENT PASS BY TROT CONCRETE Horse trotting by on concrete.
HORSE Move Passing By Trot Concrete 02.wav	HORSE MOVEMENT PASS BY TROT CONCRETE Trot by on concrete.
HORSE Move Passing By Trot Gravel.wav	HORSE MOVEMENT PASS BY TROT GRAVEL Short trot by on wet gravel.
HORSE Move Passing By Walk Concrete 01.wav	HORSE MOVEMENT PASS BY WALK CONCRETE Walk by on concrete.
HORSE Move Passing By Walk Concrete 02.wav	HORSE MOVEMENT PASS BY WALK CONCRETE Walk by on concrete.
HORSE Move Two Free Run.wav	HORSE MOVEMENT FREE RUN Two horses running freely on field. Wet parts, gravel parts.
HORSE Stallion Mating Neigh 01.wav	HORSE STALLION AMERICAN PAINT HORSE MATING Three aroused mating neighs, indoor, stable.

**HOT ROD - REV UPS**

Chrysler Valiant (V6) Rev Up 01.MS.wav	VEHICLE HOT ROD CAR Rev up. External at engine. 1971, V6 3.5l gasoline.
Muscle Car A (V8) Rev Up.ORTF.wav	VEHICLE MUSCLE CAR Rev up. External at exhaust. 1960's, V8 gasoline.
Muscle Car B (V8) Idle Long.MS.wav	VEHICLE MUSCLE CAR Idle. External at engine. 1970's, V8 gasoline.
Rat Rod (V8) Drive By Fast.MS.wav	VEHICLE HOT ROD CAR Drive by. External at side, following. 1950's, V8 gasoline. Gear change.
Rat Rod D (V8) Ignition.MS.wav	VEHICLE HOT ROD CAR Ignition. External at engine. 1950's, V8 gasoline. Starter motor whine.
Truck Racer (V8) Start, Rev Up and Away.ORTF.wav	VEHICLE HOT ROD PICKUP TRUCK Start, Rev up and away. External at side. 1957, V8 6,3l gasoline. Enging start.

**JET FLY BYS**

MBJFB Close 01 MS.wav	F/A 18 A Hornet Military Jet. Flying by overhead from right to center. Close exterior perspective.
MBJFB Close 04 MS.wav	F/A 18 A Hornet Military Jet. Flying by overhead from left to right. Close exterior perspective.
MBJFB Close 09 MS.wav	F/A 18 A Hornet Military Jet. Coming from left, flying overhead to the right. Followed by other jet flying from right to left. Close exterior perspective.
MBJFB Close 19 XY.wav	F/A 18 A Hornet Military Jet. Turning from right to left and back to the right. Close exterior perspective.
MBJFB Close Whistle 07 MS.wav	F/A 18 A Hornet Military Jet. Passing by overhead. Leaving slightly right. Slightly whistling in the beginning. Close exterior perspective.
MBJFB Close Whistle 19 XY.wav	F/A 18 A Hornet Military Jet. Coming from center turning slight left and leaving midway, slightly right in the end. Close exterior perspective.
MBJFB Distant 06 MS.wav	F/A 18 A Hornet Military Jet. Passing overhd, leaving slightly on the right side. Distant exterior perspective.
MBJFB Distant 18 HH 08.wav	F/A 18 A Hornet Military Jet. Flying by from left to right. Distant exterior perspective.
MBJFB Distant 12 MS 02.wav	F/A 18 A Hornet Military Jet. Flying from the right side, leaving in center. Distant exterior perspective.
MBJFB Distant 26 XY.wav	F/A 18 A Hornet Military Jet. Slowly passing by from right to left. Distant exterior perspective.
MBJFB Medium 05 MS.wav	F/A 18 A Hornet Military Jet. Starting from the right, passing center to left. Medium distance exterior perspective.

## BOOM BASICS

FILENAME	DESCRIPTION
MBJFB Medium 09 HH 04.wav	F/A 18 A Hornet Military Jet. Flying from the right to the center, a bit of whistling noise in the beginning. Medium distance exterior perspective.
MBJFB Medium 12 XY.wav	F/A 18 A Hornet Military Jet. Two Jets flying one after another from center to the the right. Medium distance exterior perspective.
MBJFB Medium Whistle 05 MS.wav	F/A 18 A Hornet Military Jet. Flying from the left with whistling noise, then passing center, then leaving to the right. Medium distance exterior perspective.
MBJFB Medium Whistle 13 HH 04.wav	F/A 18 A Hornet Military Jet. Starting left with light whistling noise, then passing to the right, then turning left and flying to the left again, then turning to the right and leaving in center. Medium distance exterior perspective.
MBJFB Medium Whistle 23 XY.wav	F/A 18 A Hornet Military Jet. Starting from the left side with whistling noise, leaving in center. Medium distance exterior perspective.
<b>MAGIC CONSTRUCTION KIT</b>	
MACK Drone High Bells Mystic.wav	Heavily processed metal impacts. High frequency range. Ghostly, eerie sounding drone.
MACK Drone High Bells.wav	Very high, small bells. Long ring out.
MACK Drone High Ghostbreath.wav	Airy drone sound, descending pitch. Processed vocals.
MACK Drone High Pad.wav	Shining high pad, ranging from gentle to piercing. Tonal.
MACK Drone Low Summon.wav	Processed Crow recordings. Reverse effect.
MACK Dry Ice Pressure Sizzle.wav	Metal tool pressure on dry ice, sizzling and acidy sound. High, crunchy character.
MACK Effect Impact Sub Cannon.wav	Very low, rumbling and distant shot. A lot of echoes. Subwoofer effect.
MACK Effect Impact Sub Thunder.wav	Sub drum impact with filter cutoff modulation.
MACK Effect Reverse Airflow.wav	Reversed reverberant whoosh sound. Airy character.
MACK Effect Reverse Skater.wav	Heavily processed reverse whoosh. Slightly flanging.
MACK Effect Shot Laser Crisp Down.wav	Typical, long laser shot sound. Direct, filtered and processed noise. Falling pitch
MACK Effect Synth Metal Chain.wav	Grain delay on metal impact. High cymbal-like grainy sound. Wide stereo image. Slight movement.
MACK Effect Synth Pulsing.wav	Synthetic modulated humming sound. Moving electricity character.
MACK Electric Sparks Synth Clean.wav	Processed recording of duct tape pulled off glass window. Constant electric sparks and zaps.
MACK Electric Sparks Synth Heavy.wav	Electric sparks and zaps. High, noisy impacts, tail with sizzling sparks.
MACK Electric Zap Synth Humm.wav	Short electric whoosh sound with soft electric crackles.
MACK Electric Zap Synth Massive.wav	Harsh electric zapping sound with noisy impact.
MACK Fire Burst Lacquer Big Long.wav	Large flame ball of lacquer dropped on fire. Soft attack, long sustain with sizzle.
MACK Fire Explosion Magic Crisp.wav	Explosion with lambent whoosh in. Strong echo tail.
MACK Fire Explosion Magic Evolve.wav	Pre-designed impact sound. Long whoosh in and shot-like impact with reverberant tail.
MACK Fire Explosion Magic Ignition.wav	Pre-designed impact sound. Flame whoosh in and flame burst-like impact.
MACK Fire Explosion Roman Candle High.wav	Short bursts of fireballs from roman candle flying into the air. Bright character.
MACK Fire Whoosh Big Fast.wav	Low flame whoosh. Very close perspective. Wide stereo image.
MACK Fire Whoosh Small Slow.wav	Medium fast flame whoosh. Very close perspective.
MACK Ice Crackle Large Low.wav	Low ice cracks.
MACK Liquid Bubbles Dry Ice High.wav	Dry ice in water in a metal bowl, intense high bubbling when going from solid to gas state.



## BOOM BASICS

FILENAME	DESCRIPTION
MACK Liquid Bubbles Platinum Wire Short.wav	Ammonia and oxygen burning with platinum wire as catalyst. Lively tonal bubbling sequences, short.
MACK Liquid Motion Water Large Paddle.wav	Large water movement, paddling.
MACK Liquid Splash Water Large.wav	Large object falling into water, big splash.
MACK Liquid Spray Water Static Crisp.wav	Spraying water. Continuous spurt, crisp sound.
MACK Metal High Bars.wav	Processed metal bars. Soft fade in. High frequency range.
MACK Metal High Chimes Large Down.wav	Metal chimes from high to low. Shimmering ring out, long sustain.
MACK Metal High Chimes Large Light.wav	Small and high set of chimes. Steady and long movement.
MACK Metal High Sticks Hall.wav	Shiny reverberant metal chime sounds, from reversed to normal tail. Positive character.
MACK Metal Squeal Cymbal Bow Up.wav	Bowed pot lid lowered into water, pitch bend.
MACK Voice Breath Female.wav	Soft female breath, close perspective with large hall reverb.
MACK Voice Choir Female.wav	Female choir, mezzo piano to mezzo forte, different harmonies.
MACK Voice Group Whisper.wav	Snorting whispers, naturally fading out. Male group, medium reverb.
MACK Voice Whisper Male Exhale Gasp.wav	Male reverberant exhaling and gasping. Scary and eerie sound.
MACK Whoosh Synth Immense Low.wav	Heavily processed whoosh sound. Grainy, tonal, rising character. Bass Synth.
MACK Whoosh Synth Lunging.wav	Short and small whoosh, hovering fly-in, fluttering tail.
MACK Whoosh Synth Tunnelwind.wav	Noisy whoosh with falling pitch. Processed.
MACK Whoosh Synth Wailing Metal.wav	Bright, medium speed whoosh, reverse effect on processed metal impacts.
MACK Whoosh Synth Witches.wav	Processed vocal recordings, wailing start, crunchy middle part and airy tail.

**MAGIC DESIGNED**

MADS Electric Arrow 01 Cast.wav	Cast and shot of a small electric projectile. Short, light humming build-up with a strong, electric sparkling blast.
MADS Electric Arrow 01 Hit.wav	Impact of a small electric projectile. Sudden heavy impact with an electrified crackling and popping release.
MADS Fire Ball 01 Cast.wav	Cast and shot of a magical fireball. Long, partly tonal build-up with a fast, hard blast and a slow, burning release.
MADS Fire Ball 01 Hit.wav	Heavy, slightly distant impact of a large, flaming magical object. Long, flanging fly-in and thick, fiery hit.
MADS Healing Light.wav	Positive, moving whooshy build-up with vocal elements and chimes followed by an harmonic choir impact.
MADS Ice Ball 02 Cast.wav	Cast of a frozen, magical object. Jingling, crunching build-up covered by blowing texture and followed by a low, heavy blast.
MADS Ice Ball 02 Hit.wav	Impact of a small, frozen, breaking object. Breathily, jingling build-up followed by a crumbling, cracking hit.
MADS Life Extraction Medium.wav	Cast of a dark magic spell. Long, spinning build-up followed by a pulsating electric drone combined with dark, eerie moaning sounds. Thick whoosh-out.
MADS Spell Large Evil.wav	Dark whispering, airy winds and metallic whooshes combined with low impacts. Wandering panorama.
MADS Spell Small Neutral.wav	Long, rising, synthetic pad combined with airy movement building up to a fast, zapping impact.
MADS Sphere Medium Neutral.wav	Short descending whoosh, low impact and a sweeping metallic drone, ending in a thick whoosh.
MADS Water Lance 02 Hit.wav	Short, fast fly-in to a thick magical stream, heavy, deep bubbling water with a splashing impact.
MADS Whoosh Large Evil 03.wav	Short, mystic zapping whoosh with a bowed metal build-up combined with filtered breathing and high, instrumental elements.
MADS Whoosh Medium Neutral 02.wav	Fast hitting whoosh with tingling chimes and a female, vocal release.

## BOOM BASICS

FILENAME	DESCRIPTION
MADS Whoosh Small Positive 03.wav	Moving whoosh of ringing, sparkling chimes and high, blowing winds with a long, tingling release.
<b>MECHANICALS CONSTRUCTION KIT</b>	
MECK CLICK Checkwriter Up Down Unknown.wav	METAL CLICK MECHANISM MEDIUM Snapping action up and down on a historically old cheque writer. Tin body hollowly resonating.
MECK CLICK Constant Fast Typewriter Adler.wav	METAL CLICK MECHANISM MEDIUM Quickly moving the carriage of an old typewriter, constantly clicking. Rattling metal parts and subtly thudding on impact.
MECK CLICK Dictation Machine Stenorette.wav	METAL PLASTIC CLICK MECHANISM MEDIUM Snapping action of an old dictation machine. Spring resonating after each clicking.
MECK CLICK Letter Constant Broken Typewriter The Oliver.wav	METAL CLICK MECHANISM MEDIUM Constantly pushing and releasing keys on an old, broken typewriter. Metal parts rattling, letters snapping.
MECK CLICK Metal Punch Typewriter Kanzler.wav	METAL CLICK MECHANISM MEDIUM Snap releasing part of an old typewriter with a thudding impact. Metal flap resonating and some clicking.
MECK CLICK Metal Roller Shutter.wav	METAL CLICK MECHANISM SMALL Moving latch from roller shutter. Slightly squeaking and rattling and with high click.
MECK CLICK Nut Runner Single Turns Fast.wav	METAL WOOD CLICK MECHANISM MEDIUM Quickly turning a ratchet on a resonating body, clicking and rattling.
MECK CLICK Pagination Stamp Sequence.wav	METAL WOOD CLICK MECHANISM MEDIUM Constantly pushing and releasing an old pagination stamp on a wooden resonating body, rhythmically. Clicking, thudding and some rattling.
MECK CLICK Ratchet Big Open Close Short Resonant.wav	METAL HASPEL MECHANISM LARGE Opening and closing a very big ratchet on resonating body. Spring ringing. Short. Sounds like a haspel mechanism.
MECK CLICK Ratchet Small Constant Open Close Long.wav	METAL CLICK MECHANISM SMALL Constantly opening and closing small ratchet on resonant body. Fast, long, continuous sequences.
MECK CLICK Sequence Typewriter Ceta.wav	METAL WINDING MECHANISM MEDIUM Pulling and releasing the lever of an old typewriter. Clicking, ratchet-like with some metal parts rattling.
MECK CLICK Slide Fast Typewriter Kanzler.wav	METAL MOVING MECHANISM MEDIUM Sliding the carriage of an old typewriter. Starting from a click, with a hollow body resonating and metal ringing on impact.
MECK CLICK Snap Constant Typewriter AEG Mignon.wav	METAL CLICK MECHANISM MEDIUM Constantly pushing and releasing the space bar of an old typewriter, rhythmically. Metal parts ringing and housing resonating.
MECK CLICK Snap Typewriter Remington.wav	METAL CLICK MECHANISM MEDIUM Moving the carriage of an old typewriter, constantly clicking. Slightly rattling metal parts and clacking on end.
MECK CLICK Wood Ratchet Wrench Fast.wav	METAL WOOD HASPEL MECHANISM MEDIUM Quickly turning a ratchet wrench with a wooden resonating body underneath. Toothed wheels rattling and clicking. Sounds like a haspel mechanism.
MECK COMPLEX Roll Snap Typewriter Adler.wav	METAL COMPLEX MECHANISM MEDIUM Sliding the carriage of an old typewriter. Starting with clicking followed by some grinding, subtly scraping and clacking on impact.
MECK COMPLEX Slot Machine Sequence 01 Bajazzo.wav	METAL WOOD COMPLEX MECHANISM MEDIUM Operating an old gaming machine. Small metal ball clicking, rattling and thudding inside of a wooden body. Slider sliding. Coins and metal clattering.
MECK MOVEMENT Knife Grinder Large.wav	METAL WOOD MOVING MECHANISM LARGE A knife sharpener mounted to a large chest being turned with various speeds. Scraping, grinding and squeaking noises.
MECK MOVEMENT Metal Gear Rattling Short.wav	METAL MOVING MECHANISM MEDIUM Scraping metallic gear with different speeds. Rattling, ringing, clanging and short.
MECK MOVEMENT Rolling Chain.wav	METAL WOOD WINDING MECHANISM LARGE Moving wooden coil with big metal chain attached to it. Continuously rattling sequences. Varying in speed.
MECK MOVEMENT Wooden Box Locking Apparatus Big Open Close.wav	WOOD TURN MECHANISM MEDIUM Gear driven locking mechanism of a small box attached to a medium sized resonating body. Parts clattering, rattling and slightly squeaking.

## BOOM BASICS

FILENAME	DESCRIPTION
MECK MOVEMENT Wooden Box Locking Apparatus Small Open Close.wav	WOOD PLASTIC TURN MECHANISM MEDIUM Gear driven locking mechanism of a small box attached to a medium sized resonating body. Loudly rattling, parts clattering. Some scraping.
MECK RATTLE Bicycle Cardboard And Bells On Spokes With Pedaling.wav	METAL CARDBOARD DRIVE MECHANISM SMALL Cardboard rattling on bike spokes, modified with several small, ringing bells.
MECK ROLL Cable Caddy Out.wav	METAL PLASTIC HASPEL MECHANISM LARGE Rolling cable off a hollow cable spool. Slightly rattling and grinding, subtly ringing.
MECK ROLL Roller Skates Fast.wav	PLASTIC ROLLERS MECHANISM MEDIUM Quickly rolling a single roller skate over resonating body. Plastic rattling, grinding and scraping. Some subtly squeaking.
MECK SLIDE Brake Disk Heavy 01.wav	METAL TURN MECHANISM MEDIUM Heavy lever grinding over a brake disk. Single turns and constantly rotating, slightly scraping.
MECK SLIDE Hinge Heavy Grinding Long.wav	METAL GRIND SWEETENER MEDIUM Slowly grinding metal over a solid plate with some resonating body underneath.
MECK SLIDE Metal Bar Lever Screech.wav	METAL SQUEAK SWEETENER SMALL Grinding metal over solid surface, highly squeaking, screeching and scraping. Sounds like hinge.
MECK SLIDE Snap Short Typewriter Ceta.wav	METAL MOVING MECHANISM MEDIUM Sliding the carriage of an old typewriter. Starting from a click, with a hollow body resonating and metal ringing on impact.
MECK SLIDE Snap Typewriter Standard.wav	METAL MOVING MECHANISM MEDIUM Sliding the carriage of an old typewriter. Starting from snapping, a hollow body resonating, some clicking and a thud bump on impact.
MECK SLIDE Turn Snap Fast Typewriter Lambert.wav	METAL MOVING MECHANISM MEDIUM Sliding the carriage of old typewriter. Body resonating, some grinding and low thudding on impact.
MECK SLIDE Vacuum Cleaner Pipe.wav	METAL PLASTIC CLICK MECHANISM MEDIUM Pulling out pipe of vacuum cleaner. Rattling with grinding noise. Ascending and descending pitch.
MECK SNAP Agricultural Tool 01.wav	METAL SNAP MECHANISM MEDIUM Handling parts on an agricultural tool. Sounds like a door locking mechanism. Choppy operating with snapping. Reverberant.
MECK SNAP Breech Action Multiple 01.wav	METAL BREECH MECHANISM MEDIUM Handling fastener multiple times. Clattering binders.
MECK SNAP Buckle Medium.wav	METAL SNAP MECHANISM SMALL Opening and closing medium sized buckle with a thin sound. Rattling and light, ringing elements.
MECK SNAP Carabiner Clasp.wav	METAL SNAP MECHANISM SMALL Closing small carabiner clasp. Snapping and slightly ringing in the end.
MECK SNAP Checkwriter Unknown.wav	METAL SNAP MECHANISM SMALL Moving part of an old cheque writer up and down. Snapping with some rattling, clattering and slightly ringing.
MECK SNAP Door Handle 02 Clack Open Close.wav	METAL WOOD LOCKING MECHANISM LARGE Operating a door handle with clacking and rattling clasp elements. Pushing and releasing with low resonance underneath.
MECK SNAP Lever Big Rattle Release.wav	METAL BREECH MECHANISM LARGE Snapping action of a lever from a big machine being locked, unlocked and loaded with rattling impact. Bumping on a resonating body. Some squeaking.
MECK SNAP Metal Roller Shutter.wav	METAL SNAP MECHANISM SMALL Snapping metal lock. Loose metal parts clattering and clicking. Some scraping.
MECK SNAP Rollerblades Multiple.wav	METAL PLASTIC SNAP MECHANISM MEDIUM Snapping rollerblade buckles several times. Loose parts clattering. Thick and loud impacts on resonating body.
MECK SNAP Slot Machine Treff Glocke 01.wav	METAL SNAP MECHANISM SMALL Turning and releasing snapping mechanism of a slot machine. Rattling and clicking, coin slightly dropping. Housing resonating. Reverberant.
MECK SNAP Typewriter Standard 03.wav	METAL SNAP MECHANISM MEDIUM Pushing and releasing key on an old typewriter, with carriage sliding subtly. Letter snapping, metal parts ringing and housing resonating.
MECK SPRING Hanger Slow Quack.wav	METAL WOOD SPRING MECHANISM SMALL Squeezing a rusty coat hanger with a long spring attached. High squeak and quack like noise upon release. Some scraping.

## BOOM BASICS

FILENAME	DESCRIPTION
MECK SPRING Perforator Medium Squeak Long.wav	METAL WOOD SPRING MECHANISM MEDIUM Slowly pushing and releasing handle of an old perforator attached to resonating body. Highly squeaking, spring ringing and some bumping impacts.
MECK SPRING Perforator Medium Squeak Short.wav	METAL WOOD SPRING MECHANISM MEDIUM Shortly pushing and releasing handle of an old perforator attached to resonating body. Highly squeaking, spring ringing and some bumping impacts.
MECK SPRING Stretch Tonal Upwards.wav	METAL SPRING MECHANISM SMALL Rattling over a stressed spring under tension. Metal resonance rising in pitch.
MECK SWEETENER Low End Metal Door Slide Rattle Impact.wav	METAL COMPLEX MECHANISM LARGE Opening and closing big metal door. Sliding, slightly grinding. Impact with snapping locking mechanism. Reverberant.
MECK SWEETENER Low End Metal Lift Door Move Slide.wav	METAL MOVING MECHANISM LARGE Manually sliding a big lift door. Squeaking. Some bumping impacts. Loose parts rattling. Reverberant.
MECK TURN Snap Calculating Machine Triumphator.wav	METAL SNAP MECHANISM SMALL Pushing number slider of an old calculating machine. Cracking rattling noise with loud spring resonating inside the housing.
MECK TURN Wood Winnower Model Stopped.wav	WOOD TURN MECHANISM LARGE Turning the crank of a wooden winnower. Squeaking upon sudden stopping. Parts rattling and clattering, some scraping and grinding.
MECK TURN Wood Winnower Model.wav	WOOD TURN MECHANISM LARGE Turning the crank of a wooden winnower. Parts rattling and clattering, some scraping and grinding.

**MECHANICALS DESIGNED**

MEDS Large Bipole Long.wav	METAL COMPLEX MECHANISM LARGE Opening, followed by squeaking metal. Engaging, snapping forcefully and rhythmically into place.
MEDS Large Crossover Short.wav	METAL COMPLEX MECHANISM LARGE Short sequence of opening and closing, sliding, rattling and snapping elements.
MEDS Large Drawbridge Long.wav	METAL WINDING MECHANISM LARGE Squeaking and clicking opening elements leading into closing with low impact.
MEDS Large Treadwheel Crane Long.wav	METAL WOOD HOISTING MECHANISM LARGE Low metallic impact with moving, rattling chain. Much low end and some light squeaking elements.
MEDS Medium Crankminer Short.wav	METAL PLASTIC COMPLEX MECHANISM MEDIUM Short slide followed by latching impact with rattling chain. Fast with much low end.
MEDS Medium Industrial Tamper Long.wav	METAL COMPLEX MECHANISM MEDIUM Rhythmically squeaks and impacts in row. Two variations with sliding movement in background.
MEDS Medium Secret Door Short.wav	METAL WOOD COMPLEX MECHANISM MEDIUM Tight latching, then short, sliding with squeaking and clicking.
MEDS Small Secret Mechanism Long.wav	METAL PLASTIC COMPLEX MECHANISM SMALL Rotating, moving and cycling elements with small impacts.
MEDS Small Turnado Long.wav	METAL PLASTIC COMPLEX MECHANISM SMALL Fast moving with several locking and latching elements. Ringing and resonating.
MEDS Tiny Lockpicker Short.wav	METAL PLASTIC LOCKING MECHANISM TINY Shortly cranking, then rattling and snapping. Subtly sliding and scraping.

**MEDIEVAL LIFE CONSTRUCTION KIT**

MLCK ACTION Barrow One Wheeler Pass By 03.wav	Wooden cart dragged over cobblestone passing by in distance and stopping. Constantly rattling with scraping metal underneath.
MLCK ACTION Cart Wood Small Passing Slowly.wav	Small sized carriage dragged over stony road. Slowly passing by with metal scraping underneath cans and wooden boxes clattering. Crows cawing in distance.
MLCK ACTION Chain Rattle 02.wav	Metal chain drawn over chest, sounding mechanically. Medium perspective. Some rattling and wooden resonance.
MLCK ACTION Door Open Close 01.wav	Large wooden barn door with rattling metal latch. Opening and closing. Reverberant.
MLCK ACTION Sail Heavy Single.wav	Single shots of large sized flag like cloth.

## BOOM BASICS

FILENAME	DESCRIPTION
MLCK ACTION Stable Gate Medium.wav	Large wooden door opened and closed with some subtly squeaking and rattling. Metal fittings clattering gently.
MLCK ACTION Threshing Machine.wav	Deeply growling wooden machine rattling and rumbling. Subtly squeaking. Rhythmically creaking gears.
MLCK ANIMAL Chickens Distressed Wing Beats.wav	Chickens cackling and chuckling. Some wings flapping and screeching hectically.
MLCK ANIMAL Cows In Front Of Cowshed Close.wav	Several cows mooing mixed up in front of a semi open shed, close perspective. Some sneezing and breathing in background.
MLCK ANIMAL Dog Bark Distant 04.wav	Medium sized dog barking. Subtly growling and some paws on muddy ground.
MLCK ANIMAL Ducks Chickens Cockerel.wav	Several ducks quacking mixed up with a large group of chicks tweeting in the distance. Roosters crowing and wind through trees in background.
MLCK ANIMAL Horse Neighing Courtyard.wav	Different versions of horse loudly neighing. Whinny from a medium perspective.
MLCK ANIMAL Horse Walk By Bridle Saddle Metal.wav	Horse passing by slowly. Walking on earth with gravel crunching and hooves clicking. Some silvery chain metal harness clinking.
MLCK ANIMAL Horses Walking Gravel Fast.wav	Hooves of several horses trotting on gravel road. Closing in and moving away at an average, medium perspective.
MLCK ANIMAL Pigs Group Grunt Squeal Movement.wav	Medium sized group of pigs grunting, snorting and squealing mixed up. Increasing anxiety and excitement. Medium perspective.
MLCK ANIMAL Rooster.wav	Single rooster crowing loudly from a distant perspective.
MLCK ANIMAL Sheep.wav	Small group of sheep bleating at different distances. Some birds and people with children in background.
MLCK CRAFT Coalfire And Bellows.wav	Leather bellows pumping blasts of air rhythmically. Fire roaring and crackling with each burst. Cloth movement and breathing in like sound upon refilling. Two different paces.
MLCK CRAFT Courtyard Wood Handling Working.wav	Assorting pieces of wood on a pile. Wooden impacts from a medium perspective.
MLCK CRAFT Hammer On Anvil.wav	Hammering on anvil, metallic and lingering. Multiple, irregular hits ringing out.
MLCK CRAFT Scythe Grinding.wav	Sharpening metal scythe. Rusty, tinny scraping, constantly.
MLCK CRAFT Sharpen Sword.wav	Large, heavy blade scraping over grindstone, metallicly ringing. Different versions of intensity and pace.
MLCK CRAFT Winepress.wav	Squeezing juice with historic, manual squeezer. Metal fittings clinking and ringing. Medium perspective.
MLCK LOCATION Cathedral Bells Pre Peel.wav	Large church bells slowly ringing distantly with different, lower colored tolling joining in. Increasing density and intensity with long decreasing amount in the end. Long.
MLCK LOCATION Cathedral Single Bell 05.wav	Large church bell ringing constantly. Starting gently. Decreasing intensity and pace in the end.
MLCK LOCATION City Backstreet Distant.wav	Stereo version. Mumbling crowd in an alley with coughing and children babbling. Several footsteps on stone and market background noises. A cart passing by quickly. Some birds chirping.
MLCK LOCATION City Busy 02.wav	Stereo version. Densely mumbling crowd. Footsteps on stone and on a stair in background. Glasses and dishes clinking. Some laughing and birds chirping.
MLCK LOCATION Construction Site Medium Metal 01.wav	Stereo version. Working on a building site. Lots of metallic tools hammering, clinking and clattering. Some being dropped on gravel. Several footsteps and chain rattling noises. Long.
MLCK LOCATION Farmacyard Morning Crickets Cockerel Distant Dog Barking.wav	Rooster crowing loudly with several birds lightly tweeting in the background. Crickets chirping and wind rustling through grass. Some single wood handling noises and a small dog barking distantly.
MLCK LOCATION Marketplace Big 04.wav	Stereo version. Lightly mumbling crowd on a town square with crates bumping and baskets rustling in background. Some talking inaudibly, laughing and birds. Distant seller yelling and a church bell ringing. Hay and paper rustling.
MLCK LOCATION Marketplace Medium 01.wav	Stereo version. Sparsely mumbling medium sized crowd on a town square with several bumping and clattering noises from vendors in background. Few yelling, talking inaudibly and coughing. Footsteps and a cart passing by on wet pavement.
MLCK LOCATION Port Light Waves Water Laps Close.wav	Small waves of water coming in quickly, lapping with bubbling and sloshing sound. Close perspective.
MLCK LOCATION Ship Wood Creak Big Soft.wav	Very large ship hull creaking from a medium perspective. Deeply resonating wooden growling with various intensities, paces and lengths.

## BOOM BASICS

FILENAME	DESCRIPTION
MLCK LOCATION Ship Wood Creak Medium.wav	Medium ship hull creaking closely. Gnarly, dry wooden growling with various intensities and lengths.
MLCK LOCATION Yard Busy.wav	Stereo version. Distant crowd mumbling lightly with several people laughing and children yelling playfully. Some birds chirping and footsteps on gravel passing by.
MLCK MECHANIC Metal Crane Rhythmic.wav	Rhythmically lifting and dropping material with a metallic crane. Squeaking, some chain rattling and subtle impacts.
MLCK MECHANIC Winch Wood Fast and Slow.wav	Tightening a winding handle quickly and releasing slowly. Mechanically creaking rhythmically with wooden character. Medium perspective.
MLCK VOICE Female 01 Cough And Sneeze.wav	Peasant woman with sonorous voice coughing and sneezing in various forms. Distantly, echoey.
MLCK VOICE Female 01 Market.wav	Peasant woman with sonorous voice yelling over a town square. Female vendor making different calls from far away. Distantly, echoey.
MLCK VOICE Male 01 Construction.wav	Man with husky voice yelling over a building site. Male person making different calls from far away. Distantly, echoey.
MLCK VOICE Male 02 Campsite.wav	Man with coarse voice yelling over an encampment place with an accent. Male person making different calls from far away. Distantly, echoey.
MLCK VOICE Male 03 Cough And Sneeze.wav	Man with sonorous voice coughing and sneezing in various forms. Distantly, echoey.
<b>MEDIEVAL LIFE DESIGNED</b>	
MLDS Campsite Medium 03.wav	Medium camping site with lots of people mumbling and talking, some yelling inaudibly. A fire crackling distantly. Several metal worker noises and crates handled in background. Some birds chirping subtly.
MLDS Construction Site Large 04.wav	People talking and yelling inaudibly on a big building site. Some ambient roaring of wind underneath. Metal tools hammering and clanking, wood creaking and crates bumping.
MLDS Farmyard Small 02.wav	Sparse ambience of a small farmhouse in a forest. Sheep bleating, a dog barking far away. A person chopping wood in the distance. Lots of bird calls and a woodpecker rattling distantly.
MLDS Market Place Large 03.wav	Densely mumbling peasant crowd on a big town square. Vendors yelling and shouting inaudibly from far away. Cows mooing, a horse neighing, a dog barking and sheep bleating in distantly. Wooden rumbling in background.
<b>MEDIEVAL WEAPONS CONSTRUCTION KIT</b>	
Armour Chain Mail Drop	ARMOR CHAIN MAIL DROP Heavy chain mail and leather drops
Armour Chain Mail Foley Medium 02.wav	ARMOR CHAIN MAIL FOLEY MEDIUM Fine chain mail rustling, medium length, bright
Armour Chain Mail Impact 01.wav	ARMOR CHAIN MAIL IMPACT Chain mail and leather impact
Armour Chain Mail Step 07.wav	ARMOR CHAIN MAIL STEP Walking in fine chain mail armour
Armour Full Plate Foley 04.wav	ARMOR FULL PLATE FOLEY Full plate armour picked up
Armour Full Plate Step Large 03.wav	ARMOR FULL PLATE STEP LARGE Heavy, bright steps in clanking full plate armour
Armour Helmet Visor Open Close 01.wav	ARMOR HELMET VISOR OPEN CLOSE Helmet visor is opened and closed
Armour Leather Foley Long 01.wav	ARMOR LEATHER FOLEY LONG Leather rustling, long
Armour Leather Foley Medium 01.wav	ARMOR LEATHER FOLEY MEDIUM Leather rustling, some creaks, medium length
Armour Leather Step Large 04.wav	ARMOR LEATHER STEP LARGE Slow, heavy steps in leather armour with metal pieces
Axe Hit Large 03.wav	AXE HIT LARGE Large ringing axe hit
Axe Scrape Large 01.wav	AXE SCRAPE LARGE Long axe scrape



## BOOM BASICS

FILENAME	DESCRIPTION
Blood BoneBreak Medium 03.wav	BLOOD BONE BREAK MEDIUM Short, dry bone breaking, pumpkin
Blood Guts Medium 04.wav	BLOOD GUTS MEDIUM Guts squishing, short
Blood Stab Large 12.wav	BLOOD STAB LARGE Stab into pumpkin, scrape
Blood Stab Medium 01.wav	BLOOD STAB MEDIUM Fast, squishy stab
Bow Arrow FlyBy Air 01.wav	BOW ARROW FLYBY AIR Long whooshing arrow flyby
Bow Arrow FlyBy Fire 08.wav	BOW ARROW FLYBY FIRE Flaming arrow flyby, straight
Bow Arrow FlyBy Whistle 02.wav	BOW ARROW FLYBY WHISTLE Arrow flyby, airy whistle
Bow Arrow Impact 05.wav	BOW ARROW IMPACT Arrow hits cabbage, bright
Bow Arrow Impact Metal 01.wav	BOW ARROW IMPACT METAL Arrow hits metal, bright
Bow Arrow Sweetener Impact 02.wav	BOW ARROW SWEETENER IMPACT Arrow, long bounce
Bow Charge 01.wav	BOW CHARGE Bow charged, scraping
Bow Shot 09.wav	BOW SHOT Bow shot, woody arrow hit
Crossbow Handling 02.wav	CROSSBOW HANDLING Crossbow mechanics operated
Crossbow Latch Small 08.wav	CROSSBOW LATCH SMALL Small crossbow or armour part snaps
Crossbow Shot 01.wav	CROSSBOW SHOT Crossbow shot, fast
Dagger Drop Large 01.wav	DAGGER DROP LARGE Large dagger drops, ringing, clanking
Dagger Handling Medium 01.wav	DAGGER HANDLING MEDIUM DAGGER drawn from textile or scabbard
Dagger Hit Large 02.wav	DAGGER HIT LARGE Large dagger or small sword, bright hit
Dagger Hit Medium 01.wav	DAGGER HIT MEDIUM Dagger hit, bright, short ring
Dagger Hit Medium 02.wav	DAGGER HIT MEDIUM Dagger hit, dull, with short scrape
Dagger Scrape Medium 02.wav	DAGGER SCRAPE MEDIUM Short, fast scrape
Dagger Scrape Medium 04.wav	DAGGER SCRAPE MEDIUM Dagger drawn, fast, ringing
Dagger Scrape Small 03.wav	DAGGER SCRAPE SMALL Fast scrape, low ring
Hammer Hit Large 01.wav	HAMMER HIT LARGE Ringing hit
Hammer Hit Small 02.wav	HAMMER HIT SMALL Bright, short hammer hit
Quarterstaff Hit Metal 01.wav	QUARTERSTAFF HIT METAL Quarterstaff on metal, short, dull hit
Quarterstaff Hit Metal 02.wav	QUARTERSTAFF HIT METAL Quarterstaff on metal, bright, ringing hit
Quarterstaff Hit Wood 04.wav	QUARTERSTAFF HIT WOOD Quarterstaff on wood, short, heavy hit
Quarterstaff Scrape Wood 02.wav	QUARTERSTAFF SCRAPE WOOD Quarterstaff on wood, short scrape
Rapier Hit Large 04.wav	RAPIER HIT LARGE Large rapier hit, long ringing
Rapier Hit Medium 03.wav	RAPIER HIT MEDIUM Bright rapier hit, short ring
Rapier Hit Small 02.wav	RAPIER HIT SMALL Short dull, rapier hit
Rapier Scrape Large 02.wav	RAPIER SCRAPE LARGE Large rapier, scrapes back and forth, ringing
Rapier Scrape Medium 02.wav	RAPIER SCRAPE MEDIUM Short, bright scrape
Scythe Hit Large 01.wav	SCYTHE HIT LARGE Short hit, dull

## BOOM BASICS

FILENAME	DESCRIPTION
Scythe Scrape Large 03.wav	SCYTHE SCRAPE LARGE Short, bright scrape
Shield Metal Drop 01.wav	SHIELD METAL DROP Heavy metal shield drop
Shield Metal Hit Large 01.wav	SHIELD METAL HIT LARGE Metal shield, heavy, hollow hit
Shield Metal Impact Medium 01.wav	SHIELD METAL IMPACT MEDIUM Hollow impact, rattling slightly
Shield Wood Drop 01.wav	SHIELD WOOD DROP Wooden shield drops
Shield Wood Impact Medium 01.wav	SHIELD WOOD IMPACT MEDIUM Short, dull impact
Siege Catapult Medium Shot 01.wav	SIEGE CATAPULT MEDIUM SHOT Medium catapult shooting a fire projectile
Siege Latch Large 01.wav	SIEGE METAL LATCH LARGE Big wooden door latch closed, metal jangling
Siege Metal Chain Drop Large 01.wav	SIEGE METAL CHAIN DROP LARGE Large chain, rattling drop
Siege Metal Gear Impact Large 04.wav	SIEGE METAL GEAR IMPACT LARGE Large hollow impact
Siege Winch Chain 01.wav	SIEGE WINCH CHAIN Drawbridge, large chain pulled, woody
Siege Wood Creak Large 02.wav	SIEGE WOOD CREAK LARGE Large wood creaking, heavy, slow
Siege Wood Impact Large 05.wav	SIEGE WOOD IMPACT LARGE Rattling impact, hollow
Siege Wood Move Large 01.wav	SIEGE WOOD MOVE LARGE Rolling Carriage or large Winch
Sword Drop Medium 08.wav	SWORD DROP MEDIUM Medium sword, thick, clanking drop
Sword Handling Large 02.wav	SWORD HANDLING LARGE Sword drawn, bright scrape and ringing
Sword Handling Medium 05.wav	SWORD HANDLING MEDIUM Sword drawn, textile, long
Sword Hit Large 03.wav	SWORD HIT LARGE Short hit, thick blade, short ringing
Sword Hit Medium 03.wav	SWORD HIT MEDIUM Short dull hit
Sword Hit Small 06.wav	SWORD HIT SMALL Scraping hit
Sword Scrape Large 05.wav	SWORD SCRAPE LARGE Large Sword, short scrapes with short ring
Sword Scrape Small 05.wav	SWORD SCRAPE SMALL RING Fast scrapes, long ringing out
Whoosh Fire Large 13.wav	WHOOSH FIRE LARGE Slow flyby, crackling
Whoosh Fire Medium 04.wav	WHOOSH FIRE MEDIUM Very fast flyby, roaring
Whoosh Large 02.wav	WHOOSH LARGE Heavy whoosh, steady lows
Whoosh Large 04.wav	WHOOSH LARGE Whirling whoosh, fast, thick
Whoosh Medium 06.wav	WHOOSH MEDIUM Short whirling whoosh
Whoosh Medium 30.wav	WHOOSH MEDIUM Whirling whoosh, medium speed
Whoosh Small 05.wav	WHOOSH SMALL Fast, slightly whistling whoosh
Whoosh Small 17.wav	WHOOSH SMALL Waving about, fast, thick
<b>MEDIEVAL WEAPONS DESIGNED</b>	
Armor Chainmail Impact 02.wav	ARMOUR CHAIN MAIL IMPACT Hitting chain mail with bigger rings
Axe Medium Hit.wav	AXE MEDIUM HIT Medium bone breaks, short scrapes
Bow Arrow Impact Flesh.wav	BOW ARROW IMPACT FLESH Whistling fly in, blood drops

## BOOM BASICS

FILENAME	DESCRIPTION
Bow Fire Arrow Shot.wav	BOW FIRE ARROW SHOT Shooting burning arrows
Knife Throwing.wav	KNIFE THROWING Rotating whoosh, metallic vibrating impact
Sabre Medium Draw.wav	SABRE MEDIUM DRAW Long, scraping draw, undefined scabbard
Sabre Medium Hit.wav	SABRE MEDIUM HIT Thin blade hit, clanking, ringing slightly
Shield Metal Medium Hit.wav	SHIELD METAL MEDIUM HIT Short whoosh in, rattling metallic impact
Siege Ballista Medium Shot.wav	SIEGE BALLISTA MEDIUM SHOT Hard release, hollow, slightly whistling spear whoosh
Siege Mangonel Medium Shot.wav	SIEGE MANGONEL MEDIUM SHOT Wooden catapult, rattling impact
Sword Broadsword Stab.wav	SWORD BROADSWORD STAB Harsh blade scrape in, bloody impact
Whoosh Sword Large.wav	WHOOSH SWORD LARGE Heavy blade whoosh, metallic whirring

**MODERN UI**

MUI BACKGROUND HIGH Noisy Grains.wav	UI SMALL HIGH Continuous, rapid, sizzling elements. Loop.
MUI BACKGROUND LOW Main Menu Low Rumble.wav	UI MEDIUM LOW Continuous, deep, spatial and gloomy. Loop.
MUI CONFIRM LARGE Deep Wow.wav	UI BIG MID Short intro followed by deep impact and descending pitch tail. High, sizzling elements on top.
MUI CONFIRM LARGE High Tech Enter Bottom.wav	UI BIG MID Synthetic sci fi, science fiction with low impact and high, glitchy elements.
MUI CONFIRM MEDIUM Beep Click Drone.wav	UI MEDIUM MID Synthetic sci fi, science fiction click, followed by morphing and modulated elements.
MUI CONFIRM MEDIUM Terminal Frequency Shifter.wav	UI MEDIUM MID Starting with metallic buzzing element. Tail consists of shifting frequencies.
MUI CONFIRM SMALL Access Reversed.wav	UI MEDIUM MID Fast moving and reversed elements.
MUI CONFIRM SMALL Calculate Data Subtle Complex.wav	UI SMALL MID High tech, bleeps with glitch effect and several different modulated elements.
MUI CONFIRM SMALL Chirps Subtle.wav	UI SMALL MID Click with long sustain. Very high with bleeping elements.
MUI CONFIRM SMALL Impact Zip.wav	UI SMALL MID Short, high zap followed by synthetic swish with subtle, modulated, delay.
MUI CONFIRM SMALL Reversed Crystals.wav	UI SMALL HIGH Reversed with varying pitch envelope.
MUI CONFIRM SMALL Snappy Shine.wav	UI SMALL MID Soft click with pitch and frequency modulated delay.
MUI DENY MEDIUM Dark Glass Click.wav	UI MEDIUM MID Metallic, glassy, glitchy elements with low modulated tone.
MUI DENY MEDIUM Delivery Refused.wav	UI MEDIUM MID Resonant, metallic elements with descending pitch envelope.
MUI DENY MEDIUM Edgy Crisp.wav	UI MEDIUM MID Synthetic, sharp, dirty, short elements.
MUI DENY MEDIUM Negative Glass.wav	UI MEDIUM MID Various glassy humming with high sizzling elements.
MUI DENY SMALL Buzzer Says No.wav	UI SMALL MID Glitchy, sharp, aggressive, tonal buzz.
MUI DENY SMALL High Beeps.wav	UI SMALL HIGH Snappy, buzzing click with varying repetitions.
MUI DENY SMALL Metallic Ringing.wav	UI SMALL HIGH Metallic buzz with sharp and shrill timbre.
MUI DENY SMALL Squish Down.wav	UI SMALL HIGH Grainy bleeps with heavy modulation.
MUI HOVER HIGH Grainy Bells.wav	UI SMALL HIGH Granular synthesis with shimmering character.
MUI HOVER LOW Detuned Bass.wav	UI SMALL LOW Deep, soft humming synth.
MUI HOVER LOW Hum Short.wav	UI SMALL LOW Dull and deep with frequency modulation.
MUI IMPACT SWEETENER Deep Bass Hit Hum.wav	UI SMALL LOW Deep impact with descending pitch envelope.

## BOOM BASICS

FILENAME	DESCRIPTION
MUI IMPACT SWEETENER Impact Down.wav	UI SMALL LOW Low impact with noisy, resonating and sizzling elements.
MUI IMPACT SWEETENER Low Bump.wav	UI SMALL LOW Heavy rumbling impact with dull resonating elements.
MUI IMPACT SWEETENER Low Scream Synth.wav	UI MEDIUM LOW Descending pitch envelope with tonal ending.
MUI POP UP Glassy.wav	UI SMALL HIGH Several bleeps heavy frequency modulation.
MUI POP UP Holoscreen Engage.wav	UI SMALL HIGH Sweep with stutter effect.
MUI PROGRESS Alien Discussion.wav	UI MEDIUM MID Complex sci fi, science fiction elements with hum in background.
MUI PROGRESS Data Transfer.wav	UI SMALL HIGH Continuous synth elements with steady tempo.
MUI PROGRESS Modulated Zaps.wav	UI SMALL HIGH Tiny, clicking elements with steady tempo.
MUI SCAN LARGE Low Evolvement.wav	UI BIG LOW Heavy bass synth with rising elements.
MUI SCAN LARGE Moving Flutter Riser.wav	UI BIG LOW Stuttering with rising and sweeping elements.
MUI SCAN MEDIUM Filtered Grains.wav	UI MEDIUM HIGH Several smaller elements with a lot of modulation.
MUI SCAN MEDIUM Granular Steps.wav	UI MEDIUM MID Grains with squishy modulation.
MUI SCAN SMALL Digital Flow.wav	UI SMALL HIGH Tiny and shiny with glassy character.
MUI SCAN SMALL Stretched High End.wav	UI MEDIUM SMALL Grainy sweep with shimmering elements. Metallic character.
MUI SELECT DIGITAL Clean Sweep Click.wav	UI MEDIUM MID Low bump with high pitched sweep
MUI SELECT DIGITAL Tonal Sharp Click .wav	UI SMALL HIGH Sharp and synthetic click with short tonal beep.
MUI SELECT GLASS Hit Various.wav	UI SMALL HIGH Click with shredded glassy elements.
MUI SELECT GLASS Shard Ring.wav	UI SMALL HIGH Subtle granular sweep with glassy elements.
MUI SELECT METAL Basic Sharp.wav	UI SMALL HIGH Basic metallic click. Sharp.
MUI SELECT METAL High Tonal Touch Screen.wav	UI SMALL HIGH Soft click with tonal sweep.
MUI SELECT PLASTIC Basic Straight.wav	UI SMALL HIGH Basic click. Dull.
MUI SELECT PLASTIC Space Plop.wav	UI SMALL HIGH Click with shimmering element.
MUI TEXT High Clicks.wav	UI SMALL HIGH Sizzling and squishy clicks like crickets.
MUI TEXT Metallic Rattle Clicks.wav	UI SMALL HIGH Slightly sizzling and with steady rhythm.
MUI WARNING Digital Squish.wav	UI MEDIUM MID Sharp, synthetic ringing. Alerting alarm.
MUI WHOOSH LARGE Basic Wave.wav	UI BIG LOW Long and basic whoosh made out of noise with shifted frequencies.
MUI WHOOSH LARGE Enter Tonal.wav	UI BIG LOW Soft whoosh with heavy modulated frequencies.
MUI WHOOSH MEDIUM Basic Noise Fast Sharp.wav	UI MEDIUM MID Basic whoosh made out of noise.
MUI WHOOSH MEDIUM Flutter Synth Fast.wav	UI MEDIUM MID Fast whoosh with grainy elements. And shifted frequencies.
MUI WHOOSH MEDIUM Synth Bleed.wav	UI MEDIUM MID Aggressive sci fi whoosh.
MUI WHOOSH SMALL Artificial Grain Wave.wav	UI SMALL HIGH Noisy and grainy whoosh sound with filter modulation and glitch shifting.
MUI WHOOSH SMALL Fast Soft Motion.wav	UI SMALL MID Very fast and soft sci fi whoosh.
MUI WHOOSH SMALL Glassy Terminal Screen Modulated.wav	UI SMALL MID Fast and fluttering sci fi whoosh with heavy frequency modulation.
MUI WHOOSH SMALL Spectral Sweep.wav	UI SMALL HIGH Short sci fi whoosh with glassy granular elements and varying in pitch.
MUI WHOOSH SMALL Trill Tonal.wav	UI SMALL HIGH Short and soft tonal sweep.

## BOOM BASICS

FILENAME	DESCRIPTION
MUI WINDOW LARGE Plasma Power Cycle CLOSE.wav	UI BIG LOW Synthetic sci fi, science fiction, grainy elements with descending pitch envelope and sweep.
MUI WINDOW LARGE Plasma Power Cycle OPEN.wav	UI BIG LOW Synthetic sci fi, science fiction, grainy elements with ascending pitch envelope and sweep.
MUI WINDOW MEDIUM Binary CLOSE.wav	UI MEDIUM MID Synthetic, electric, spatial, deep and crescendo elements.
MUI WINDOW MEDIUM Binary OPEN.wav	UI MEDIUM MID Synthetic, electric, spatial, deep elements with modulated sweep.
MUI WINDOW MEDIUM Flutter Tone CLOSE.wav	UI MEDIUM MID Stuttering, glossy synth with descending pitch envelope.
MUI WINDOW MEDIUM Flutter Tone OPEN.wav	UI MEDIUM MID Stuttering, glossy synth with ascending pitch envelope.
MUI WINDOW SMALL Bleep Zap CLOSE.wav	UI SMALL HIGH Swish like, descending elements with moving panorama.
MUI WINDOW SMALL Bleep Zap OPEN.wav	UI SMALL HIGH Swish like, ascending elements with moving panorama.
MUI WINDOW SMALL Grainy CLOSE.wav	UI SMALL MID Metallic, shimmering, stuttering, grainy elements with varying pitch envelope.
MUI WINDOW SMALL Grainy OPEN.wav	UI SMALL MID Metallic, shimmering, stuttering, grainy elements with ascending pitch envelope.
MUI WINDOW SMALL Upward Grains CLOSE.wav	UI SMALL HIGH Grainy elements with stuttering tail and descending pitch envelope.
MUI WINDOW SMALL Upward Grains OPEN.wav	UI SMALL HIGH Grainy elements with stuttering tail and ascending pitch envelope.

**NOISY PLACES 01 - TRANSPORTATION**

NP01 0001 Trans motorcycle pass.wav	Motorcycle accelerates right to left while shifting gears.
NP01 0003 Trans car pass gravel.wav	Car passes moderate speed over well packed gravel road.
NP01 0008 Trans car pass accelerates shifts gear.wav	Car passes moderately fast while accelerating and shifting gears once.
NP01 0019 Trans pickup truck gravel.wav	Pickup truck pass on gravel road at moderate speed with some gravel splatter.
NP01 0036 Trans truck pass shifting.wav	Large truck approaches shifts passes and fades.
NP01 0048 Trans traffic highway busy droning loop.wav	Highway traffic is busy with drone of cars and trucks. Loop.
NP01 0056 Trans traffic highway busy din windy loop.wav	Highway traffic busy din windy. Loop.
NP01 0059 Trans traffic truck various maneuvering loop v2.wav	Truck traffic is various, moderately close and well spaced with shifting and maneuvering common activity. Occasional car. Typical of truck stops near highway. Chirping bird. Loop.
NP01 0069 Trans traffic bridge grated loop.wav	Traffic passes sparsely over grated bridge, sometimes slowing. Birds evident. Loop.
NP01 0074 Trans traffic car pass single tunnel.wav	Single car pass through tunnel. Soft.
NP01 0082 Trans train pass commuter sectioned rail bend.wav	Commuter train passes over bend in sectioned rail at moderate speed causing wheel flange squeal against rail.
NP01 0090 Trans train pass high speed passenger v4.wav	High speed passenger train passes quickly over continuous rail. Ringing whoosh.
NP01 0103 Trans train passenger car interior sec rail fast loop.wav	Interior of passenger train while traveling fast over sectioned rail. Loop.
NP01 0134 Trans train freight horn blasts pass long consistent.wav	Freight train approaches from distance with horn blasts as it enters small town at night. Multiple locomotives pulling long series of similar freight cars. Long fade away, naturally.
NP01 0139 Trans train freight distant faint horn blasts.wav	Distant night train hauling freight announces approach with faint horn blasts, stampedes closer and louder with full power then fades. Rail joint evident at times indicated by faint clanking.
NP01 0147 Trans train freight handling mod speed clanking loop.wav	Freight train box car booms and clanks at moderate speed. Loop.
NP01 0160 Trans boat diesel idle accelerates repeats.wav	Diesel river boat idles closely then accelerates briefly and returns to idle and repeats process.
NP01 0164 Trans boat diesel engine cruising speed loop.wav	Diesel river boat engine at cruising speed. Loud and clear. Loop.
NP01 0165 Trans boat underwater propeller engages.wav	Underwater recording of boat propeller engaging.

## BOOM BASICS

FILENAME	DESCRIPTION
NP01 0169 Trans boat motor cruiser passes high speed.wav	Cigarette boat passes at full speed in the distance. Faint birds evident at times. Lacks approach.
NP01 0205 Trans jet overflight distant v1.wav	Jet overflight distant.
NP01 0217 Trans jet military overflight quickly vanishing.wav	Military jet flies overhead at moderately high altitude and quickly vanishes.
NP01 0223 Trans BONUS F1 race cars competition extreme.wav	Formula 1 race cars whiz by on speedway with extreme sounds.
<b>NOISY PLACES 02 - URBAN &amp; SUBURBAN</b>	
NP02 0233 Urban day construction traffic babble.wav	Urban traffic, construction, faint babble. Loop.
NP02 0236 Urban day activity booming.wav	Urban booming activity with traffic. Seagulls. Loop.
NP02 0242 Urban day traffic people horns frequent.wav	Urban day traffic prominent with babble of people and frequent horns of cars and trucks. Loop.
NP02 0244 Suburban night crickets traffic light.wav	Suburban night with gentle crickets and light traffic. Train horn repeats. Loop.
NP02 0250 Urban night echoes.wav	Urban night with echoes of activity. Loop.
NP02 0269 Urban traffic moderate elevated metal plate echo.wav	Urban traffic is moderate, free flowing, with cars and trucks on elevated highway with metal plate. Echo. Distant siren. Loop.
NP02 0275 Urban traffic mod busy V1.wav	Urban traffic is moderately busy but still free flowing with cars and trucks. Loop.
NP02 0287 Urban traffic distant drone V2.wav	Urban traffic is distant drone. Loop.
NP02 0291 Urban airport exterior entrance.wav	Urban airport at entrance with light footsteps, babble of voices, whistler, luggage wheels and occasional pass of shuttle bus. Loop.
NP02 0294 Urban airport interior V3.wav	Urban airport interior ambience with various security announcements and babble of voices near food area. Busier than previous versions. Loop.
NP02 0300 Urban train station underground rumbling.wav	Urban train station underground with rumbling of singular passing of distant trains, footsteps, voices. Loop.
NP02 0308 Urban train ride V2.wav	Urban train ride on Japanese commuter. Loop.
NP02 0354 Urban people footsteps babble V3.wav	Footsteps, hard soles on hard pavement, at deliberate pace. Children present. Loop.
NP02 0360 Urban people babble crowded V3.wav	Many people babble in crowded indoor space. Ventilation whine. Loop.
<b>NOISY PLACES 03 - TOWN &amp; COUNTRY</b>	
NP03 0364 Town early morning birds loop.wav	Morning birds in small town with mechanical hum in background. American Robin prominent. Loop.
NP03 0375 Town day lawn machinery drone loop v1.wav	Day in town with prominent lawn care machinery and occasional rooster crow, distant female voice, some close faint activity. Loop.
NP03 0386 Town cemetery grave ornaments wind loop.wav	Town cemetery grave ornaments blow in moderate wind. Loop.
NP03 0390 Town dog bark day ambience loop.wav	Town dog barks repeatedly with day ambience of machinery and birds. Loop.
NP03 0396 Town carnival rides games loop.wav	Families mingle amid active carnival rides with game playing. Music absent. Operator interacts with children as they get spun through air. Voices distinct. Loop.
NP03 0401 Town night toads traffic loop.wav	Town night ambience of toads, traffic intermittent with constant faint electrical hum. Car door slams distant. Loop.
NP03 0408 Country wind wispy birds loop v2.wav	Wispy wind spacious with distant birdsong. Winged insects at times. Loop.
NP03 0428 Country wind wire light variable loop.wav	Wind blows over wire and whistles variably. Loop.
NP03 0436 Country morning birdsong cattle distant loop.wav	Country morning birdsong is sparse with cattle bellowing in background. Loop.
NP03 0458 Country woodlot birds active motor drone loop v3.wav	Country woodlot with birds active. Carolina wren and woodpecker drumming prominent. Some Canada geese honking in flight. Rumble of distant motors. Loop.
NP03 0470 Country woodlot insects birds loop.wav	Country woodlot with insects. Faint crows and jays. Some insect flights. Loop.



## BOOM BASICS

FILENAME	DESCRIPTION
NP03 0487 Country night insects trilling chorus complex loop.wav	Country night with complex chorus of insect trills. Loop.
NP03 0494 Country thunder.wav	Single clap of thunder without rain.
NP03 0499 Country rain drops interior fiberglass roof thunder.wav	Thunderstorm onto fiberglass roof. Rain building, yet various, mostly light to moderate. Thunder distant to moderately close.
NP03 0504 Country fish splashes loop v2.wav	Medium large fish splash in calm irrigation ditch. Faint chirping birds and winged insects in background. Loop.
NP03 0506 Country water plopping onto calm water birds loop.wav	Water dripping from small overhead bridge onto calm ditch making plopping sounds. Redwing blackbird and other birds sing in background. Faint sparse traffic. Loop.
NP03 0534 Country fire wood small campfire flames crackle loop.wav	Small campfire crackles softly with flames. Loop.
NP03 0543 Country livestock sheep bleats loop.wav	Close recording of sheep bleating in series. Loop.
NP03 0549 Country livestock chicken clucks squawks loop v2.wav	Chicken clucks repeatedly and squawks. Close perspective. Loop.
NP03 0561 Country flies on roadkill birdsong loop.wav	Flies swarm around roadkill animal, some very close to microphone. Robin sings clearly in background. Loop.
NP03 0565 Country train distant prairie birdsong v1.wav	Freight train passes in far distance with prairie birdsong. Typical rural countryside with barking farm dog, pheasant, and diverse birdsong, birdsong and coyotes. Horn echo excellent at 8.40, then again at 11.30. Charming.

**NOISY PLACES 04 - HARBOR & INDUSTRIAL**

NP04 0571 Harbor seagull flock traffic enclosed loop.wav	Harbor seagull flock on dock near and far with squawks and chatter. Traffic in background, water drips from dock, acoustically enclosed feel of adjacent structures. Loop.
NP04 0573 Harbor seagulls feeding on water close v2.wav	Harbor seagulls feeding on still water with splashes, cries, wing flaps. Well isolated with minor distant traffic noise at times. Very active at times, spacious at other times.
NP04 0590 Harbor industrial drone crows loop.wav	Harbor industrial din with ventilation drone and crows prominent. Loop.
NP04 0602 Harbor wave small busy loop.wav	Water laps are small and busy with background of shipping traffic. Loop.
NP04 0606 Harbor waves jetty buoy gentle loop v1.wav	Harbor bell buoy with gentle wave surges into rock jetty. Loop.
NP04 0612 Harbor waves breakwater storm rigging loop.wav	Harbor breakwater with stormy seas and boat rigging clatter. Loop.
NP04 0617 Harbor ship horn.wav	Harbor ship horn blasts, three.
NP04 0624 Harbor marina rigging clatter gong loop.wav	Harbor marina with light wind rattling rigging with gong like sounds at times. Loop.
NP04 0657 Industrial outdoor light mill loop.wav	Outdoor light industrial area with wood mill, birds, drone of distant traffic. Loop.
NP04 0661 Industrial outdoor heavy abandoned people loop.wav	Outdoor industrial area with drone of distant traffic with backup alarm and people in background. Jet overhead. Abandoned urban feel. Loop.
NP04 0683 Industrial electrical rattle drips loop.wav	Prominent industrial electrical rattle with drips. Loop.
NP04 0696 Industrial heavy materials movement muffled loop.wav	Industrial heavy materials move across left to right, muffled, internal. Loop.
NP04 0701 Industrial train squeals long slow isolated.wav	Industrial train wheels squeal slow and long ending in background metal collision. Isolated.
NP04 0706 Industrial jackhammers traffic loop.wav	Industrial jackhammers perform road revision with traffic distant. Loop.
NP04 0710 Industrial sanders loop.wav	Industrial sanders, closer, loud. Loop.

**P51 MUSTANG**

P-51 Mustang FLYBY Close 04 MS.wav	Aeroplane. Mono Prop, World War II Fighter. Flyby. External, ORTF mic from side. 1944, 27.0L Rolls-Royce Merlin V12. Slow.
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## BOOM BASICS

FILENAME	DESCRIPTION
P-51 Mustang FLYBY Close Dive Whistle 02 MS.wav	Aeroplane. Mono Prop, World War II Fighter. Flyby. External, ORTF mic from side. 1944, 27.0L Rolls-Royce Merlin V12. Supercharger whine, whistle. Average.
P-51 Mustang STATIC StartUp Idle Taxi Away 01 MS.wav	Aeroplane. Mono Prop, World War II Fighter. Start, Idle, Taxi. External, ORTF mic from side. 1944, 27.0L Rolls-Royce Merlin V12.
<b>SCI-FI CONSTRUCTION KIT</b>	
SF-CK Air Release Medium 01.wav	SCI FI AIR RELEASE MEDIUM Short, soft air release of bike tire.
SF-CK Alarm High 08.wav	SCI FI ALARM HIGH Synthesized alarm signal, medium high beeps in large hall.
SF-CK Alarm Low 03.wav	SCI FI ALARM LOW Synthesized low alarm sounds with fast attack.
SF-CK Ambience Drone Low 03.wav	SCI FI AMBIENCE DRONE LOW Large sounding, synthesized dark atmospheric drone.
SF-CK Ambience Room High 01.wav	SCI FI AMBIENCE ROOM HIGH Ambient room tone with some steady rattling in the background.
SF-CK Ambience Room Mid 01.wav	SCI FI AMBIENCE ROOM MID Dark ambient tremolo room tone, steady, with some rumbling noise.
SF-CK Ambience Rumble Low 01.wav	SCI FI AMBIENCE RUMBLE LOW Dark ambient rumbling room tone in low frequency.
SF-CK Ambience Rumble Mid 04.wav	SCI FI AMBIENCE RUMBLE MID Long dark ambient rumbling room tone. Mid Frequency, with a noisy character.
SF-CK Data GUI Single 07.wav	SCI FI DATA GUI SINGLE Synthesized short and shimmering gui sound. Resonating chirps.
SF-CK Data GUI Single 08.wav	SCI FI DATA GUI SINGLE Short synthesized data beep.
SF-CK Data Telemetry Long 08.wav	SCI FI DATA TELEMETRY LONG Synthesized data telemetry. Continuous wobbling, changing sound.
SF-CK Data Telemetry Long 10.wav	SCI FI DATA TELEMETRY LONG Synthesized continuous data telemetry. Bright sound, beeping and warbling elements.
SF-CK Data Telemetry Single 03.wav	SCI FI DATA TELEMETRY SINGLE Synthesized long beepy data telemetry. Console character.
SF-CK Device Electronic Start Up 01.wav	SCI FI DEVICE ELECTRONIC START UP Long electronic start up with plastic mechanics, light motor sounds.
SF-CK Electronics Power 13 Off.wav	SCI FI ELECTRONICS POWER OFF Synthesized long power off. Drone character with fluttering end.
SF-CK Electronics Power 13 On.wav	SCI FI ELECTRONICS POWER ON Synthesized power on. Turbine character.
SF-CK Energy Wave 02.wav	SCI FI ENERGY WAVE Synthesized bright energy wave with a long tail and a shimmering character.
SF-CK Energy Wave 03.wav	SCI FI ENERGY WAVE Long synthesized bright energy wave with a long tail and a shimmering character.
SF-CK Engine 12.wav	SCI FI ENGINE Vacuum cleaner power on, long, airy run swelling and ebbing, power down.
SF-CK FlyBy Element Medium 04 Fast.wav	SCI FI FLYBY ELEMENT MEDIUM FAST Fast flyby element. Electric drill with short attack and medium release.
SF-CK FlyBy Element Medium 07 Fast.wav	SCI FI FLYBY ELEMENT MEDIUM FAST Electric fan, thick airy flyby.
SF-CK FlyBy Synth 05.wav	SCI FI FLYBY SYNTH Synthesized bright and fluttering flyby with short attack and long release.
SF-CK FlyBy Synth 08.wav	SCI FI FLYBY SYNTH Slow, grainy flyby, electric hand mixer.
SF-CK Hydraulic 03.wav	SCI FI HYDRAULIC High hydraulic sound of an office chair. Short wooden snaps in ending.
SF-CK Hydraulic 04.wav	SCI FI HYDRAULIC Long office chair hydraulics. Wooden snaps at end.
SF-CK Mechanics Metal Impact 02.wav	SCI FI MECHANICS METAL IMPACT Short metal impact, lock hitting a metal box.
SF-CK Mechanics Metal Impact 05.wav	SCI FI MECHANICS METAL IMPACT Low, heavy impact, metal door slamming shut. Rumbling end.
SF-CK Mechanics Metal Impact 16.wav	SCI FI MECHANICS METAL IMPACT Bright, fast impact, car door slamming shut.
SF-CK Mechanics Metal Movement 06.wav	SCI FI MECHANICS METAL MOVEMENT Mechanical gears movement, some snapping.
SF-CK Mechanics Metal Movement 09.wav	SCI FI MECHANICS METAL MOVEMENT Small ratchet like movement.

## BOOM BASICS

FILENAME	DESCRIPTION
SF-CK Mechanics Metal Movement Large 02.wav	SCI FI MECHANICS METAL MOVEMENT LARGE Long and large metal creak of moving piece of metal, squeaking.
SF-CK Mechanics Metal Movement Large 08.wav	SCI FI MECHANICS METAL MOVEMENT LARGE Rattling metal movement, large ratchet.
SF-CK Mechanics Plastic Movement 04.wav	SCI FI MECHANICS PLASTIC MOVEMENT Short movement, cassette inserted into a radio.
SF-CK Mechanics Plastic Movement 20.wav	SCI FI MECHANICS PLASTIC MOVEMENT Fast snappy movement of tape being put into a recorder.
SF-CK Power Generator 01.wav	SCI FI POWER GENERATOR Large power generator with a beep at beginning. Metal clank at start and end.
SF-CK Power Generator Synth 04.wav	SCI FI POWER GENERATOR SYNTH Synthesized long power generator with steady electricity buzz.
SF-CK Power Hum 06.wav	SCI FI POWER HUM Electronic cable hum.
SF-CK Power Sparks Short 03.wav	SCI FI POWER SPARKS SHORT Short bright, crackling power sparks from welding device.
SF-CK Power Sparks Synth 01.wav	SCI FI POWER SPARKS SYNTH Synthesized bright metallic power sparks.
SF-CK Servo Medium Metal 05.wav	SCI FI SERVO MEDIUM METAL Medium and long metal servo of electric drill with button pressing.
SF-CK Servo Medium Metal 06.wav	SCI FI SERVO MEDIUM METAL Medium and short metal servo of electric drill with button pressing.
SF-CK Servo Medium Plastic 10.wav	SCI FI SERVO MEDIUM PLASTIC Medium and long plastic servo on resonating body, squeaking start and end, different speeds.
SF-CK Servo Medium Plastic 12.wav	SCI FI SERVO MEDIUM PLASTIC Electric drill revving, harsh character.
SF-CK Synthesized 02.wav	SCI FI SYNTHESIZED Synthesized shimmering effect with some wobbly elements.
SF-CK Synthesized 09.wav	SCI FI SYNTHESIZED Epic low synth blast with a touch of horns.
SF-CK Synthesized 12.wav	SCI FI ELECTRONICS POWER ON Synthesized power on. Bright, resonant sound.
SF-CK Synthesized Impact 02.wav	SCI FI SYNTHESIZED IMPACT Synthesized low noisy impact with a long tail bright highs.
SF-CK Synthesized Impact 04.wav	SCI FI SYNTHESIZED IMPACT Synthesized bright zapping impact with a long tail and shimmering highs.
SF-CK Synthesized Whoosh 02.wav	SCI FI SYNTHESIZED WOOSH Synthesized bright woosh, some zapping.
SF-CK Synthesized Whoosh 04.wav	SCI FI SYNTHESIZED WOOSH Synthesized bright woosh with a noisy, shimmering and stuttering touch.
SF-CK Weapon Laser 01.wav	SCI FI WEAPON LASER Short laser gun sound, metal slinky attached to cookie box.
SF-CK Weapons Energy Laser Constant 02.wav	SCI FI WEAPONS ENERGY LASER CONSTANT Constant bright shimmering synthesized energy field laser.
SF-CK Weapons Energy Laser Large 01.wav	SCI FI WEAPONS ENERGY LASER LARGE Large synthesized energy laser gun with some crackling elements.
SF-CK Weapons Energy Pulse Medium 04.wav	SCI FI WEAPONS ENERGY PULSE MEDIUM Fast energy pulse zap with sharp punch.
SF-CK Weapons Lightsaber High 02.wav	SCI FI WEAPONS LIGHTSABER HIGH Classic high and slow light saber hum.
SF-CK Weapons Projectile 02.wav	SCI FI WEAPONS PROJECTILE MEDIUM Medium, heavy projectile with long tail.

**SCI-FI DESIGNED**

SF-DS Ambience Computerroom Low 01.wav	SCIFI DS AMBIENCE Low atmospheric rumble with high, electronic beeps and swishes.
SF-DS Ambience Space Rumble 01.wav	SCIFI DS AMBIENCE Basic sub rumble.
SF-DS Computer Data Transfer 02.wav	SCIFI DS DATA Starts with high beep followed by high moving elements and a synthesized ending.
SF-DS Computer Radar 02.wav	SCIFI DS RADAR Mechanical start and ending, pulsating high and low elements in the mid part.
SF-DS Energy Beam 01.wav	SCIFI DS BEAM Large metallic mechanics, powerful energy beam.
SF-DS Energy Power 04 Off Medium.wav	SCIFI DS POWER OFF Electric generator powering up.
SF-DS Energy Power 04 On Medium.wav	SCIFI DS POWER OFF Electric generator powering down.

## BOOM BASICS

FILENAME	DESCRIPTION
SF-DS Machine Door Close 02.wav	SCIFI DS DOOR Closing of a door with plastic and metal gearwheels and springs.
SF-DS Machine Door Open 02.wav	SCIFI DS DOOR Opening of a door with plastic and metal gearwheels and code input.
SF-DS Machine Hydraulic Medium 02.wav	SCIFI DS HYDRAULIC Medium sized hydraulic going up and down.
SF-DS Machine Mechanics Medium 02.wav	SCIFI DS MECHANICS Metallic exoskeleton, robotic movements, synthesized.
SF-DS Machine Servo Large 01.wav	SCIFI DS MECHANICS Large and low servo winding up and down.
SF-DS Spaceship Large 02 Fly By.wav	SCIFI DS SPACESHIP FLYBY Large spaceship, long rumbling. Synthesized engine.
SF-DS Spaceship Large 02 Stop.wav	SCIFI DS SPACESHIP STOP Huge spaceship flying in, powering down engines. Metallic moving parts, rocket boost and turbine wind down.
SF-DS Spaceship Large 02 Start.wav	SCIFI DS SPACESHIP STOP Huge spaceship powering up engines. Metallic moving parts, rocket boost and turbine wind up.
SF-DS Weapon Laser Medium 04.wav	SCIFI DS WEAPON Medium laser cannon, metal mechanics.

**SILENCERS CONSTRUCTION KIT**

SICK ADD Bullet Drop Gravel 9mm.wav	ADDITIONAL: Bullet Drop Gravel cal 9mm. High metal sound. Short, ringing tail.
SICK ADD Bullet Drop Gravel Stone cal. 7.62.wav	ADDITIONAL: Bullet Drop Stone cal 7.62. High metal impact. Bounces off.
SICK ADD Bullet Ping cal. 5.56.wav	ADDITIONAL: Metal Sweetener for bullet drops. Medium impact. Ringing tonal tail.
SICK ADD Mechanics Metal Double Snap.wav	ADDITIONAL: Releasing trigger of a roller shutter. Boxy clicking.
SICK ADD Mechanics Metal Handling Multiple.wav	ADDITIONAL: Opening and closing a table mounted pencil sharpener.
SICK ADD Mechanics Metal Light 03 Ping.wav	ADDITIONAL: Fast adjusting height of a microphone stand.
SICK ADD Ricochet Dropping Distant.wav	ADDITIONAL: Ricochet Dropping. Very fast moving bullet. Long tail. Soft impact. Sizzling, airy sound. 20m distance of impact, bullet flies overhead.
SICK ADD Ricochet FlyBy Long Low.wav	ADDITIONAL: Ricochet FlyBy. Long tail. Mellow starting.
SICK ADD Ricochet FlyBy Rotate.wav	ADDITIONAL: Ricochet FlyBy. Short tail. Rotating bullet.
SICK ADD Ricochet Light Distant.wav	ADDITIONAL: Ricochet Light. Short tail. Soft, clear impact. Pitch falling. 20m distance of impact, bullet flies overhead.
SICK ADD Ricochet Rise and Drop Medium 02.wav	ADDITIONAL: Ricochet Rise and Drop. Long tail. Sizzling, airy sound. Soft impact. 7m distance of impact, 7m distance between A and B microphone. Bullet flies through the middle.
SICK ADD Ricochet Steady Close 01.wav	ADDITIONAL: Ricochet Steady. Pitch falling. Steady tail. 2m distance of impact, pointing over impact into shooting direction.
SICK ADD Tails AK47.wav	ADDITIONAL: Silencer Guntail for use as Impulse Responses. Caliber 7.62x39mm.
SICK ADD Tails AR 15.wav	ADDITIONAL: Silencer Guntail for use as Impulse Responses. Caliber 5.56 NATO.
SICK ADD Whizby CZ Scorpion.wav	ADDITIONAL: Whizby 9x19mm Parabellum Sub Machine Gun CZ Scorpion. Medium attack, fast.
SICK ADD Whizby Remington 870.wav	ADDITIONAL: Whizby 12 gauge Shotgun Remington 870. Very Fast, airy sound.
SICK AR AK47 Suppressed Attached.wav	SUPPRESSED ASSAULT RIFLE Caliber 7.62x39mm. Lav on mic stand, very close to action, approx. 15cm distance.
SICK AR AK47 Suppressed Close 01.wav	SUPPRESSED ASSAULT RIFLE Caliber 7.62x39mm. 1.5m behind shooter, pointing at shooter's back.
SICK AR AK47 Suppressed Close 02.wav	SUPPRESSED ASSAULT RIFLE Caliber 7.62x39mm. Very close mic, placed between shooter and muzzle.
SICK AR AK47 Suppressed Distant 01.wav	SUPPRESSED ASSAULT RIFLE Caliber 7.62x39mm. Behind shooter. 8m distance.
SICK AR AK47 Suppressed Distant 02.wav	SUPPRESSED ASSAULT RIFLE Caliber 7.62x39mm. Wide A/B in front of weapon. 20m distance.
SICK AR AK47 Suppressed Medium 01.wav	SUPPRESSED ASSAULT RIFLE Caliber 7.62x39mm. In front of shooter, pointing to muzzle. 4m distance.

## BOOM BASICS

FILENAME	DESCRIPTION
SICK AR AK47 Suppressed Medium 02.wav	SUPPRESSED ASSAULT RIFLE Caliber 7.62x39mm. Left and right A/B in line with muzzle. 5m distance.
SICK AR AK47 Suppressed Medium 03.wav	SUPPRESSED ASSAULT RIFLE Caliber 7.62x39mm. Directly in front of shooter. 5m distance.
SICK AR AK47 Suppressed Medium 04.wav	SUPPRESSED ASSAULT RIFLE Caliber 7.62x39mm. Directly in front of shooter. 6m distance.
SICK AR AK47 Suppressed Medium 05.wav	SUPPRESSED ASSAULT RIFLE Caliber 7.62x39mm. Front left of muzzle. 45 degrees off axis. 3m distance.
SICK AR AK47 Suppressed Medium Away.wav	SUPPRESSED ASSAULT RIFLE Caliber 7.62x39mm. In front of shooter, angled away from shooter. Approx 4m.
SICK AR AK47 Suppressed Medium Front.wav	SUPPRESSED ASSAULT RIFLE Caliber 7.62x39mm. In front of shooter, pointing towards muzzle. Approx 4m.
SICK AR AK47 Suppressed Very Close.wav	SUPPRESSED ASSAULT RIFLE Caliber 7.62x39mm. Very close, left and right, pointing to weapons' actions. Distance 1m.
SICK AR AK47 Suppressed Wrist.wav	SUPPRESSED ASSAULT RIFLE Caliber 7.62x39mm. DPA attached to shooter's trigger wrist.
SICK PI Glock 23 Suppressed Attached.wav	SUPPRESSED PISTOL Caliber .40 S&W. Lav on mic stand, very close to action, approx. 15cm distance.
SICK PI Glock 23 Suppressed Close 01.wav	SUPPRESSED PISTOL Caliber .40 S&W. 1.5m behind shooter, pointing at shooter's back.
SICK PI Glock 23 Suppressed Distant 01.wav	SUPPRESSED PISTOL Caliber .40 S&W. Behind shooter. 8m distance.
SICK PI Glock 23 Suppressed Distant 02.wav	SUPPRESSED PISTOL Caliber .40 S&W. Wide A/B in front of weapon. 20m distance.
SICK PI Glock 23 Suppressed Medium 01.wav	SUPPRESSED PISTOL Caliber .40 S&W. In front of shooter, pointing to muzzle. 4m distance.
SICK PI Glock 23 Suppressed Medium 02.wav	SUPPRESSED PISTOL Caliber .40 S&W. Left and right A/B in line with muzzle. 5m distance.
SICK PI Glock 23 Suppressed Medium 03.wav	SUPPRESSED PISTOL Caliber .40 S&W. Directly in front of shooter. 5m distance.
SICK PI Glock 23 Suppressed Medium 04.wav	SUPPRESSED PISTOL Caliber .40 S&W. Directly in front of shooter. 6m distance.
SICK PI Glock 23 Suppressed Medium 05.wav	SUPPRESSED PISTOL Caliber .40 S&W. Front left of muzzle. 45 degrees off axis. 3m distance.
SICK PI Glock 23 Suppressed Medium 06.wav	SUPPRESSED PISTOL Caliber .40 S&W. Directly in front of shooter. Approx 6 meters.
SICK PI Glock 23 Suppressed Very Close.wav	SUPPRESSED PISTOL Caliber .40 S&W. Very close, left and right, pointing to weapons' actions. Distance 1m.
SICK PI Glock 23 Suppressed Wrist.wav	SUPPRESSED PISTOL Caliber .40 S&W. DPA attached to shooter's trigger wrist.
SICK SG Remington 870 Suppressed Attached.wav	SUPPRESSED SHOTGUN Caliber 12 gauge. Lav on mic stand, very close to action, approx. 15cm distance.
SICK SG Remington 870 Suppressed Close 01.wav	SUPPRESSED SHOTGUN Caliber 12 gauge. 1.5m behind shooter, pointing at shooter's back.
SICK SG Remington 870 Suppressed Distant 01.wav	SUPPRESSED SHOTGUN Caliber 12 gauge. Behind shooter. 8m distance.
SICK SG Remington 870 Suppressed Distant 02.wav	SUPPRESSED SHOTGUN Caliber 12 gauge. Wide A/B in front of weapon. 20m distance.
SICK SG Remington 870 Suppressed Medium 01.wav	SUPPRESSED SHOTGUN Caliber 12 gauge. In front of shooter, pointing to muzzle. 4m distance.
SICK SG Remington 870 Suppressed Medium 02.wav	SUPPRESSED SHOTGUN Caliber 12 gauge. Left and right A/B in line with muzzle. 5m distance.
SICK SG Remington 870 Suppressed Medium 03.wav	SUPPRESSED SHOTGUN Caliber 12 gauge. Directly in front of shooter. 5m distance.
SICK SG Remington 870 Suppressed Medium 04.wav	SUPPRESSED SHOTGUN Caliber 12 gauge. Directly in front of shooter. 6m distance.
SICK SG Remington 870 Suppressed Medium 05.wav	SUPPRESSED SHOTGUN Caliber 12 gauge. Front left of muzzle. 45 degrees off axis. 3m distance.
SICK SG Remington 870 Suppressed Medium Away.wav	SUPPRESSED SHOTGUN Caliber 12 gauge. In front of shooter, angled away from shooter. Approx 4m.
SICK SG Remington 870 Suppressed Medium Front.wav	SUPPRESSED SHOTGUN Caliber 12 gauge. In front of shooter, pointing towards muzzle. Approx 4m.
SICK SG Remington 870 Suppressed Very Close.wav	SUPPRESSED SHOTGUN Caliber 12 gauge. Very close, left and right, pointing to weapons' actions. Distance 1m.
SICK SG Remington 870 Suppressed Wrist.wav	SUPPRESSED SHOTGUN Caliber 12 gauge. DPA attached to shooter's trigger wrist.
SICK SMG CZ Scorpion Suppressed Attached.wav	SUPPRESSED SUB MACHINE GUN Caliber 9x19mm Parabellum. Lav on mic stand, very close to action, approx. 15cm distance.
SICK SMG CZ Scorpion Suppressed Close 01.wav	SUPPRESSED SUB MACHINE GUN Caliber 9x19mm Parabellum. 1.5m behind shooter, pointing at shooter's back.



## BOOM BASICS

FILENAME	DESCRIPTION
SICK SMG CZ Scorpion Suppressed Close 02.wav	SUPPRESSED SUB MACHINE GUN Caliber 9x19mm Parabellum. Very close mic, placed between shooter and muzzle.
SICK SMG CZ Scorpion Suppressed Distant 01.wav	SUPPRESSED SUB MACHINE GUN Caliber 9x19mm Parabellum. Behind shooter. 8m distance.
SICK SMG CZ Scorpion Suppressed Distant 02.wav	SUPPRESSED SUB MACHINE GUN Caliber 9x19mm Parabellum. Wide A/B in front of weapon. 20m distance.
SICK SMG CZ Scorpion Suppressed Medium 01.wav	SUPPRESSED SUB MACHINE GUN Caliber 9x19mm Parabellum. In front of shooter, pointing to muzzle. 4m distance.
SICK SMG CZ Scorpion Suppressed Medium 02.wav	SUPPRESSED SUB MACHINE GUN Caliber 9x19mm Parabellum. Left and right A/B in line with muzzle. 5m distance.
SICK SMG CZ Scorpion Suppressed Medium 03.wav	SUPPRESSED SUB MACHINE GUN Caliber 9x19mm Parabellum. Directly in front of shooter. 5m distance.
SICK SMG CZ Scorpion Suppressed Medium 04.wav	SUPPRESSED SUB MACHINE GUN Caliber 9x19mm Parabellum. Directly in front of shooter. 6m distance.
SICK SMG CZ Scorpion Suppressed Medium 05.wav	SUPPRESSED SUB MACHINE GUN Caliber 9x19mm Parabellum. Front left of muzzle. 45 degrees off axis. 3m distance.
SICK SMG CZ Scorpion Suppressed Medium 06.wav	SUPPRESSED SUB MACHINE GUN Caliber 9x19mm Parabellum. Directly in front of shooter. Approx 6 meters.
SICK SMG CZ Scorpion Suppressed Very Close.wav	SUPPRESSED SUB MACHINE GUN Caliber 9x19mm Parabellum. Very close, left and right, pointing to weapons' actions. Distance 1m.
SICK SMG CZ Scorpion Suppressed Wrist.wav	SUPPRESSED SUB MACHINE GUN Caliber 9x19mm Parabellum. DPA attached to shooter's trigger wrist.

## SILENCERS DESIGNED

SIDS AR AK47 Suppressed Single Mechanic.wav	SUPPRESSED ASSAULT RIFLE Caliber 7.62x39mm. Tight and bright shot sound with high mechanic elements. Soft tail.
SIDS AR AK47 Suppressed Single Ricochet.wav	SUPPRESSED ASSAULT RIFLE Caliber 7.62x39mm. Low and punchy shot sound. Rise and dropping ricochet with long tail.
SIDS AR FN SCAR 762 Suppressed Auto Ricochet.wav	SUPPRESSED ASSAULT RIFLE Caliber 7.62 NATO. Massive gun sound with ricochet tail.
SIDS AR HK G3 Suppressed Auto Realistic.wav	SUPPRESSED ASSAULT RIFLE Caliber 7.62 NATO. Dynamic and tight shots, rich body, whipping decay.
SIDS PI Glock 19 Suppressed Mechanic.wav	SUPPRESSED PISTOL Caliber 9x19mm Parabellum. Weighty and low shot sound. Mechanical clicks and ringing tail.
SIDS PI Glock 23 Suppressed Realistic.wav	SUPPRESSED PISTOL Caliber .40 S&W. Hard and kicking shot sound with bright and short decay.
SIDS PI Glock 23 Suppressed Ricochet.wav	SUPPRESSED PISTOL Caliber .40 S&W. Low and punchy shot sound with rich body. Long ricochet tail.
SIDS RI AR 10 .308 Suppressed Ricochet.wav	SUPPRESSED RIFLE Caliber .308 Winchester. Bright shot with low impact. Long bright lashing tail.
SIDS SG Remington 870 Suppressed Mechanic.wav	SUPPRESSED SHOTGUN Caliber 12 gauge. Heavy and mechanical shot sound with metallic ringing in the tail.
SIDS SG Remington 870 Suppressed Realistic.wav	SUPPRESSED SHOTGUN Caliber 12 gauge. Slow and heavy shot sound. Long, bright, reverberant tail.
SIDS SMG CZ Scorpion Suppressed Single Realistic.wav	SUPPRESSED SUB MACHINE GUN Caliber 9x19mm Parabellum. Tight and bright shot sound with long whistling decay.
SIDS SMG CZ Scorpion Suppressed Single Ricochet.wav	SUPPRESSED SUB MACHINE GUN Caliber 9x19mm Parabellum. Heavy and low shot sound. Long sizzling tail.

## THE INTERFACE

Arcade Click Negative 02.wav	ARCADE FEEDBACK NEGATIVE SYNTHETIC Delay, tremolo, low fidelity tail
Arcade Click Negative 07.wav	ARCADE FEEDBACK NEGATIVE SYNTHETIC Very short sustain, glide
Arcade Click Neutral 02.wav	ARCADE FEEDBACK NEUTRAL SYNTHETIC Delay, tremolo
Arcade Click Neutral 11.wav	ARCADE FEEDBACK NEUTRAL SYNTHETIC Clean, short notes
Arcade Click Positive 02.wav	ARCADE FEEDBACK POSITIVE SYNTHETIC Glissando, from low to high, delay, reverberant
Arcade Click Positive 12.wav	ARCADE FEEDBACK POSITIVE SYNTHETIC Slow attack, reverberant, beautiful, overtones
Arcade Jingle Negative 05.wav	ARCADE FEEDBACK JINGLE NEGATIVE SYNTHETIC Piano, falling melody, multiple notes, delay, reverberant, water drops
Arcade Jingle Negative 14.wav	ARCADE FEEDBACK JINGLE NEGATIVE SYNTHETIC Medium sustain, glissando, euro synth, reverberant



## BOOM BASICS

FILENAME	DESCRIPTION
Arcade Jingle Neutral 03.wav	ARCADE FEEDBACK JINGLE NEUTRAL SYNTHETIC Long sustain, reverberant, delay, pulsing
Arcade Jingle Neutral 10.wav	ARCADE FEEDBACK JINGLE NEUTRAL SYNTHETIC Medium sustain, reverberant
Arcade Jingle Positive 05.wav	ARCADE FEEDBACK JINGLE POSITIVE SYNTHETIC Reverberant, stereo delay, echo
Arcade Jingle Positive 11.wav	ARCADE FEEDBACK JINGLE POSITIVE SYNTHETIC Long sustain, reverberant, beep
Digital Click Negative 11.wav	DIGITAL FEEDBACK NEGATIVE SYNTHETIC Reverberant, medium sustain, dissonant
Digital Click Negative 13.wav	DIGITAL FEEDBACK NEGATIVE SYNTHETIC Medium sustain, delay, dissonant sustain
Digital Click Neutral 07.wav	DIGITAL FEEDBACK NEUTRAL SYNTHETIC Short notes, tiny, clean
Digital Click Neutral 10.wav	DIGITAL FEEDBACK NEUTRAL SYNTHETIC Short notes, overtones, high frequency, tiny
Digital Click Positive 01.wav	DIGITAL FEEDBACK POSITIVE SYNTHETIC Long sustain, liquid, water drops, reverberant
Digital Click Positive 08.wav	DIGITAL FEEDBACK POSITIVE SYNTHETIC Medium sustain, clean, reverberant
Generic Button Metal Medium 05.wav	GENERIC BUTTON MEDIUM METALLIC Press, release, impact
Generic Button Metal Medium 08.wav	GENERIC BUTTON MEDIUM METALLIC Sustain, overtones
Generic Button Metal Small 07.wav	GENERIC BUTTON SMALL METALLIC Snap, rattle
Generic Button Metal Small 11.wav	GENERIC BUTTON SMALL METALLIC Press, snap, release, resonance, sustain
Generic Button Metal Tiny 01.wav	GENERIC BUTTON TINY METALLIC Press, slide, snap
Generic Button Metal Tiny 02.wav	GENERIC BUTTON TINY METALLIC Press, release
Generic Button Plastic Medium 10.wav	GENERIC BUTTON MEDIUM PLASTIC Snap, fast, lock, release
Generic Button Plastic Medium 11.wav	GENERIC BUTTON MEDIUM PLASTIC Rubber, squeak, press, release, low frequency
Generic Button Plastic Small 01.wav	GENERIC BUTTON SMALL PLASTIC Press, snap, release, dull
Generic Button Plastic Small 26.wav	GENERIC BUTTON SMALL PLASTIC Press, release, pop, high frequency
Generic Button Plastic Tiny 02.wav	GENERIC BUTTON TINY PLASTIC Snap, latch, lock
Generic Button Plastic Tiny 05.wav	GENERIC BUTTON TINY PLASTIC Press, click, release
Generic Button Wood Medium 05.wav	GENERIC BUTTON MEDIUM WOODY Press, release, big, rattle
Generic Button Wood Medium 08.wav	GENERIC BUTTON MEDIUM WOODY Press, lock, click
Generic Button Wood Small 02.wav	GENERIC BUTTON SMALL WOODY Snap, rub
Generic Button Wood Small 06.wav	GENERIC BUTTON SMALL WOODY Press, switch, rattle, chatter
Generic Button Wood Tiny 01.wav	GENERIC BUTTON TINY WOODY Switch, snap
Generic Button Wood Tiny 02.wav	GENERIC BUTTON TINY WOODY Switch, snap
Generic Click Digital 15.wav	DIGITAL CLICK SYNTHETIC Short notes, percussive, click
Generic Click Digital 31.wav	DIGITAL CLICK SYNTHETIC Short beep, single tone, beep, door, unlock
Generic Click Glass Small 12.wav	GENERIC CLICK SMALL GLASSY Low clank
Generic Click Glass Small 15.wav	GENERIC CLICK SMALL GLASSY Hit
Generic Click Glass Tiny 08.wav	GENERIC CLICK TINY GLASSY Soft
Generic Click Glass Tiny 12.wav	GENERIC CLICK TINY GLASSY Medium sustain
Generic Click Metal Medium 04.wav	GENERIC CLICK MEDIUM METALLIC Photo camera, picture, mirror, close, open

## BOOM BASICS

FILENAME	DESCRIPTION
Generic Click Metal Tiny 10.wav	GENERIC CLICK TINY METALLIC Hit, distant
Generic Slide 01.wav	GENERIC SLIDE Soft, swipe
Generic Slide 11.wav	GENERIC SLIDE Medium, whoosh
Generic Slide 21.wav	GENERIC SLIDE Medium, clatter
Orchestral Jingle Negative 04.wav	ORCHESTRAL FEEDBACK JINGLE NEGATIVE Strings, harp, reverberant
Orchestral Jingle Negative 10.wav	ORCHESTRAL FEEDBACK JINGLE NEGATIVE Strings, brass, reverberant
Orchestral Jingle Neutral 02.wav	ORCHESTRAL FEEDBACK JINGLE NEUTRAL Strings, harp, reverberant
Orchestral Jingle Neutral 05.wav	ORCHESTRAL FEEDBACK JINGLE NEUTRAL Bell, harp, reverberant
Orchestral Jingle Positive 05.wav	ORCHESTRAL FEEDBACK JINGLE POSITIVE Woodwinds, bells, reverberant
Orchestral Jingle Positive 06.wav	ORCHESTRAL FEEDBACK JINGLE POSITIVE Strings, chimes, reverberant
Organic Paper Brush Pages 01.wav	ORGANIC PAPER Brush, pages
Organic Paper Page Turn 01.wav	ORGANIC PAPER Page, turn, rustle

## TOONS

BT BOING Jaw Harp High Short.wav	BOING INSTRUMENT HIGH Playing Jew's harp. Short and wobbling.
BT BOING Plastic String High.wav	BOING STRING HIGH Plucking string on. Ascending pitch. High and short.
BT BOING Wobble Singing Bowl.wav	BOING WOBBLE BOWL Hitting singing bowl in water with drum stick. Ascending and descending pitch. Low and wobbling.
BT CREAK Wood Small.wav	CREAK WOOD HIGH Creaking small wooden box. High, slightly moaning.
BT EXPLOSION Balloon.wav	EXPLOSION BALLOON LOW Bursting balloon in reverberant room. Pitched down.
BT EXPLOSION Big.wav	EXPLOSION BIG LONG Massive explosion with long tail. Dull, rumbling debris. Reverberant.
BT HORN Bicycle Beep.wav	HORN BICYCLE BEEP Honking bicycle horn. From once to multiple times.
BT HORN Car Horn Oldtimer Low.wav	HORN OLDTIMER LOW Honking vintage car horn. From once to multiple times. Some metallic rattling.
BT HORN Elk Caller Up Down Trill Long.wav	HORN TRILL LONG Blowing elk caller with high voice and trilling articulation. Ascending and descending in pitch. Long.
BT HUMAN Fart Arm Long.wav	HUMAN FART LONG Pressing mouth against arm, then blowing with high pressure.
BT HUMAN Quack Talking.wav	HUMAN QUACK TALKING Making quacking noise and shaking head to imitate duck. Long sequences.
BT IMPACT Balloon Inflated Snap.wav	IMPACT BALLOON INFLATED Stretching inflated party balloon and let it snap. Flabby decay.
BT IMPACT Metal Bin.wav	IMPACT METAL MEDIUM Hitting metal bin. Resonating tail. Tinny.
BT IMPACT Metal Car Crash.wav	IMPACT METAL CRASH Majorly car parts, but also a lot of other metal and glass pieces dropped on the floor. Lots of debris.
BT IMPACT Metal Crash Pots.wav	IMPACT METAL ROLL Pots crashing on ground. Lid rolling and ringing out.
BT IMPACT Metal Lid Bowl Roll.wav	IMPACT METAL ROLL Spinning different sized lids and rolling them on a floor.
BT INSTRUMENT Kazoo Down.wav	INSTRUMENT KAZOO DOWN Playing kazoo with descending pitch. Buzzing timbre.
BT INSTRUMENT String Guitar Slide Couple.wav	INSTRUMENT STRING SLIDE Strumming various strings of guitar. Ascending and descending pitch.
BT INSTRUMENT String Guitar Slide Short.wav	INSTRUMENT STRING SLIDE Strumming muted stings of guitar and sliding up and down. Pitch envelope.
BT INSTRUMENT String Pick High.wav	INSTRUMENT STRING HIGH Picking strings of guitar on top at tuning machine. Very high.
BT INSTRUMENT Trombone Fart Low.wav	INSTRUMENT BRASS FART Playing trombone, imitating farts. Low.

## BOOM BASICS

FILENAME	DESCRIPTION
BT MECHANICS Alarm Clock.wav	MECHANICS METAL CLOCK A mechanical alarm clock is ringing. Differing in length. High and tonal. Muted variation.
BT MECHANICS Metronome 60 BPM.wav	MECHANICS METRONOME SLOW Metronome is ticking at 60 BPM. Tick tock.
BT MECHANICS Ratchet Click Long.wav	MECHANICS CLICK LONG Winding wooden ratchet. Differing in speed. Rattling.
BT OTHER Balloon Deflate Long.wav	OTHER RUBBER BALLOON Deflating party balloon. Long, steady sequence. Slackly.
BT OTHER Tire Squeal High Brake.wav	OTHER SQUEAL BRAKE Grinding a hot-water bottle on table. Tire squeal sound. Squeak. High and very short.
BT OTHER Tire Squeal High Long.wav	OTHER SQUEAL LONG Grinding a hot-water bottle on table. Tire squeal sound. Squeak. High.
BT OTHER Zipper Short.wav	OTHER ZIPPER SHORT Moving plastic zipper.
BT PERCUSSION Flexatone Impact Up.wav	PERCUSSION INSTRUMENT UP Hitting flexatone. Hard impact followed by ascending, wobbling pitch.
BT PERCUSSION Flexatone Sequence Up Down.wav	PERCUSSION INSTRUMENT UP DOWN Shaking flexatone. Sequence with ascending and descending pitch.
BT PERCUSSION Snare Drum Roll.wav	PERCUSSION SNARE ROLL Playing fast rolls on snare drum. Differing in length and intensity.
BT PERCUSSION Timpani Down.wav	PERCUSSION TIMPANI DOWN Hitting high kettle drum and tuning it down. Descending pitch.
BT PERCUSSION Timpani Roll Up.wav	PERCUSSION TIMPANI ROLL Playing roll on kettle drum and tuning it up. Ascending pitch.
BT PERCUSSION Timpani Up.wav	PERCUSSION TIMPANI UP Hitting high kettle drum and tuning it up. Ascending pitch.
BT PLOP Bottle Large.wav	PLOP BOTTLE LARGE Popping champagne bottle.
BT PLOP Bottle Uncork.wav	PLOP BOTTLE CORK Uncorking bottle. Differing in pitch.
BT PLOP Mouth Multiple Up Down.wav	PLOP MOUTH PLOP Hitting cheek with finger tips and shaping mouth for filter effect.
BT PUNCH Oldschool.wav	PUNCH SYNTHETIC OLDSCHOOL Heavy distorting hit. Processed drum samples.
BT PUNCH Slap Hands.wav	PUNCH SLAP HANDS Short and dull impact. Reverberant.
BT SQUEAK Balloon Rub Teeth Low Slow.wav	SQUEAK BALLOON SLOW Rubbing party balloon slow against teeth multiple times. Creaking and squeaking.
BT SQUEAK Metal Lid Rub.wav	SQUEAK METAL RUB Rubbing small lid. High creaking. Varying speed.
BT SYNTH FlyBy.wav	SYNTH FLYBY FAST Synthetic FX. Whoosh, running or flying by. Some spinning elements.
BT SYNTH Ricochet.wav	SYNTH RICOCHET FAST Synthetic FX, imitating flying by bullet.
BT TOY Music Box Chord.wav	TOY MUSIC BOX TONAL Winding up a music box. Different chords.
BT WATER Bubble Glass Multiple High.wav	WATER BUBBLE HIGH Blowing bubbles with straw in a glass of water. High gargling voice. Long and tonal. Wet.
BT WATER Mud Splash Impact.wav	WATER MUD IMPACT Hitting a portion of overcooked spaghetti. Splashy, wet and slimy impact.
BT WHISTLE Slide Fast.wav	WHISTLE SLIDE FAST Blowing slide whistle. Ascending and descending pitch.
BT WHISTLE Slide Medium.wav	WHISTLE SLIDE MEDIUM Blowing slide whistle. Ascending and descending pitch.
BT WHISTLE Slide Tremolo.wav	WHISTLE SLIDE TREMOLO Blowing slide whistle. Ascending and descending pitch.
BT WHISTLE Train Large Down.wav	WHISTLE TRAIN DOWN Blowing train whistle with decreasing power. Pitch down. Large.
BT WHOOSH Bamboo Stick.wav	WHOOSH BAMBOO HARD Short, using a bamboo stick.
BT WHOOSH Lan Cable Constant.wav	WHOOSH CABLE CONSTANT Whirling cable constantly. Differing in speed.
BT WHOOSH Swisher.wav	WHOOSH WOOD FAST Very fast and short whoosh sound, using a wooden stick.
BT WOBBLE Handsaw Table Long.wav	WOBBLE HANDSAW LONG Hitting handsaw on table edge and let it bounce. Low with slightly varying pitch.
BT WOBBLE Plastic Sheet.wav	WOBBLE PLASTIC SHEET Shaking a plastic sheet. Descending and ascending pitch. Fast.
BT WOBBLE Saw Blade Big Table Very Fast.wav	WOBBLE SAWBLADE VERY FAST Hitting big saw blade on table edge and let it bounce.

## BOOM BASICS

FILENAME	DESCRIPTION
<b>TRAINS</b>	
TR EXT Arrival Passenger Train, Door Opening.wav	Passenger train arrival with clacking and light squeaking parts. Door opening sounds and air release. Stereo Encoded from Double M/S.
TR EXT Arrival Passenger Train, Metal Squeak.wav	Passenger train arrival at platform. Air release, low clacks and resonating parts. Stereo Encoded from Double M/S.
TR EXT Departure Passenger Train, Air Release.wav	Passenger train departure. Light air release at beginning and low clacks. Stereo Encoded from Double M/S.
TR EXT Departure Passenger Train, Clackings.wav	Resonating parts, clacks and light squeaking sound int the end. Stereo Encoded from Double M/S.
TR EXT Drive By Freight Train Diesel Loco, Short Horn, Light Squeaking.wav	Short and slow diesel loco drive by with long horn sound. Engine sound and light clacking elements. Stereo Encoded from Double M/S.
TR EXT Drive By Freight Train Diesel Loco, Short Horn, Light Air Release.wav	Short and slow diesel loco drive by with horn at start. Engine noise and light rustling elements in the background. Stereo Encoded from Double M/S.
TR EXT Arrival Freight Train, Diesel Loco, Docking.wav	Short diesel loco drive by stopping with light scratching elements. Engine sound followed by heavy docking and pneumatics. Stereo Encoded from Double M/S.
TR EXT Drive By Passenger Train Double Deck, Rattling.wav	Short double deck passenger train drive by with rattling and clacking elements. Stereo Encoded from Double M/S.
TR EXT Drive By Freight Train.wav	Drive by of freight train. Squeaking and rattling parts. Stereo Encoded from Double M/S.
TR EXT Drive By Locomotive, Light Grinding.wav	Drive by of locomotive. Engine noise and light squeaking sounds. Stereo.
TR EXT Drive By London Overground, Fast Airy.wav	Fast and airy drive by of London overground train. Some clacking and squeaking elements. Stereo.
TR EXT Drive By Passenger Train, Squealing Tracks.wav	Fast passenger train drive by with squeaking tracks at beginning followed by rattling and squeaking sounds. Stereo.
TR EXT Drive By Passenger Train, Scratching Tracks.wav	Fast passenger train drive by with scratching tracks and light squeaking and clacking parts. Stereo.
TR EXT Drive By Passenger Train, Fast Howling.wav	Fast and short passenger train drive by with light scratching elements in the end. Stereo Encoded from Double M/S.
TR EXT Drive By Passenger Train, Rattling.wav	Slow passenger train drive by with a rumbling character and light clacking sounds. Stereo Encoded from Double M/S.
TR EXT Drive By Passenger Train, Grinding.wav	Slow passenger train drive by with rumbling character and high frequency scratching. Stereo.
TR EXT Departure Steam Train, Whistle Slow.wav	Train accelerating, whistling and driving slow. Steam and clack sounds. Stereo Encoded from Double M/S.
TR EXT Departure Steam Train, Chuffing.wav	Slow steam train drive by with clacks and light rattling. Long tail of steam engine sound. Stereo Encoded from Double M/S.
TR EXT Arrival Modern Train.wav	Electric train drive by. Air release, clacking sound and light squeaking elements. Train stops in the end. Stereo.
TR EXT Drive By Modern Train, Fast.wav	Fast tram drive by with clacking parts and squeak at the end. Stereo.
TR EXT Arrival Freight Train, Diesel Loco, Horn.wav	Diesel loco start and stop. Short horn at start and scratching sound of tracks. Some clacking and engine noise at end. Stereo Encoded from Double M/S.
TR Driving EXT POV Passenger Train, Clacking Fast 02.wav	Fast exterior driving ambience of train with heavy clacking parts. Stereo Encoded from Double M/S.
TR Driving EXT POV Passenger Train, Metal Cabin Clacking.wav	Exterior driving at medium speed, ambience of metal cabin. Some metal clacking. Stereo Encoded from Double M/S.
TR Driving EXT POV Passenger Train, Second Train, Passing, Clacking.wav	Fast exterior passby with clacking parts and rattling elements. Stereo Encoded from Double M/S.
TR Driving EXT POV Passenger Train, Steady.wav	Fast, steady, airy and rhythmic exterior driving with some clacking and light squeak. Stereo Encoded from Double M/S.
TR Driving EXT POV Steam Train, Chuffing Fast.wav	Fast exterior steamtrain chuffing with low clacking parts. Stereo Encoded from Double M/S.
TR Driving EXT POV Steam Train, Tunnel In Out.wav	Fast exterior steamtrain driving with chuffing sound. Driving in and out of a tunnel. Stereo Encoded from Double M/S.
TR Driving INT POV Passenger Train, Metal Cabin, Rattle.wav	Medium interior driving of metal cabin with some rattling parts. Stereo Encoded from Double M/S.
TR Driving INT POV Passenger Train, Small Compartment, Window Open, Close.wav	Interior driving ambience recorded in small compartment. Some rattling elements and low clacking parts. Window opened and closed. Train stopping in the end. Stereo.

## BOOM BASICS

FILENAME	DESCRIPTION
TR Driving INT POV Steam Train Cabin, Metal Rattle Fast.wav	Fast interior steamtrain driving recorded in cabin. Clacking parts, metal rattle and light chuffing sound in the background. Stereo Encoded from Double M/S.
TR Driving INT POV Steam Train Cabin, Whistles.wav	Interior medium speed steamtrain ambience recorded in cabin. Whistling sounds, rattling parts and squeaking elements. Stereo Encoded from Double M/S.
TR Driving INT POV Modern Engine Room, Accelerate.wav	Modern locomotive driving ambience recorded in engine room. Train accelerates. Airy sound with some squeaking elements, rattling parts and light air releases. Stereo.
TR Driving INT POV Modern Engine Room, Start, Compressor.wav	Modern locomotive driving ambience recorded in engine room. Train starts, drives and starts compressor. Squeaking parts and clacking elements. Long and short air release. Beeps and mid rumbling sound. Stereo.
TR Driving INT POV Modern Railcar Cockpit, Horn, Stop.wav	Modern railcar driving ambience recorded in cockpit. Rattling parts and clacking elements. Air release and horn sounds before intersection. Light bell sound drive by. Stereo.
TR Driving INT POV Modern Railcar Cockpit, Start, Stop.wav	Modern railcar driving ambience recorded in cockpit. Train drives, passes oncoming train and stops. Clacking and squeaking parts. Air release and light rattling elements. Stereo.
TR Driving EXT POV Modern Railcar Cockpit, Stop.wav	Modern railcar driving ambience of cockpit recorded from outside. Clacking and squeaking parts. Some pneumatic sounds and air release. Train starts, drives and stops. Stereo.
TR Driving EXT POV Steam Train, Stop, Squeak, Whistle.wav	Slow exterior driving ambience of steamtrain locomotive. Whistle and some clacking and squeaking sounds. Train stops in the end. Stereo.
TR Driving INT POV Steam Train Locomotive, Depart, Coal.wav	Fast interior driving ambience of departing steamtrain locomotive. Rumble, coal refill and whistling sound. Stereo.
TR Driving INT POV Steam Train Locomotive, Rumble, Double Whistle.wav	Fast interior driving ambience of steamtrain locomotive. Double whistle, rumbles and some rattling parts. Light air release in the end. Stereo.
TR Driving INT POV Steam Train Locomotive, Squeak, Rumble.wav	Interior ambience of fast driving steamtrain locomotive with squeaking, rumbling and rattling parts. Stereo.
TR Driving INT POV Passenger Train Wagon, Light Rattling.wav	Slow driving ambience of wagon. Grinding parts and low clacking. Light rattling elements. Train stops with impact in the end. Stereo Encoded from Double M/S.
TR Driving INT POV Passenger Train Wagon, Distant Horn.wav	Slow driving ambience of wagon. Grinding parts and low clacking. Short horn in background. Stereo Encoded from Double M/S.
TR Exterior Docking.wav	Docking. Metal clacking sounds and squeaking parts. Light engine noise in the background. Stereo Encoded from Double M/S.
TR Exterior Door Metal Locking Bar.wav	Metal locking bar. Metal impact and low squeaking elements. Stereo Encoded from Double M/S.
TR Exterior Horn Classic.wav	Various exterior steamtrain horn recordings. Stereo.
TR Exterior Metal Gate Movement.wav	Exterior recording of metal gate movement. Clacking and grinding parts. Stereo Encoded from Double M/S.
TR Exterior Steam Train Air Release Metal Impacts.wav	Exterior recording of steam train air release with metal impacts. Stereo.
TR Exterior Steam Train Whistle Blow High.wav	Exterior recording of steam train whistle blowing. High whistle sound. Stereo.
TR Interior Antique Passenger Door Lock Hard.wav	Interior recording of antique passenger door lock. High rattling and clacking sounds. Stereo.
TR Interior Antique Passenger Door Open Close Normal.wav	Antique passenger door being opened and closed. Clacking and snapping sounds. Stereo.
TR Interior Antique Passenger Sliding Window Open Close Normal.wav	Antique passenger sliding window being opened and closed. Rattling, clacking and squeaking parts. Stereo.
TR EXT Arrival Modern Train, Brakes, Squeal.wav	Electric train arrival. Air release, low clacks and brakes squeaking. Stereo.
<b>VIRTUAL FOLEY ARTIST - FOOTSTEPS</b>	
VFAFS Boots Concrete.wav	FOLEY STEPS BOOTS CONCRETE; Walking Slowly, Walking, Running, Stairs, Landing. Soft leather creaks and cloth overlay.
VFAFS Boots Concrete Gritty.wav	FOLEY STEPS BOOTS CONCRETE GRITTY; Walking Slowly, Walking, Running, Stairs, Landing. Subtle leather overlay.
VFAFS Boots Gravel Light.wav	FOLEY STEPS BOOTS GRAVEL LIGHT; Walking Slowly, Walking, Running, Stairs, Landing. Very subtle leather overlay.

## BOOM BASICS

FILENAME	DESCRIPTION
VFAFS Boots Gravel Medium.wav	FOLEY STEPS BOOTS GRAVEL MEDIUM; Walking Slowly, Walking, Running, Stairs, Landing. Soft leather creaks.
VFAFS Boots Metal.wav	FOLEY STEPS BOOTS METAL; Walking Slowly, Walking, Running, Stairs, Landing. Soft leather creaks and metal ring-outs. Some landings with metal rattles.
VFAFS Boots Sand.wav	FOLEY STEPS BOOTS SAND; Walking Slowly, Walking, Running, Stairs, Landing. Soft leather creaks.
VFAFS Boots Wood Parquet.wav	FOLEY STEPS BOOTS WOOD PARQUET; Walking Slowly, Walking, Running, Stairs, Landing. Soft leather creaks.
VFAFS Boots Wood Planks.wav	FOLEY STEPS BOOTS WOOD PLANKS; Walking Slowly, Walking, Running, Stairs, Landing. Subtle leather overlay and wood creaks.
VFAFS DressBoots Concrete.wav	FOLEY STEPS DRESS BOOTS CONCRETE; Walking Slowly, Walking, Running, Stairs, Landing. Cloth overlay.
VFAFS DressBoots Concrete Gritty.wav	FOLEY STEPS DRESS BOOTS CONCRETE GRITTY; Walking Slowly, Walking, Running, Stairs, Landing.
VFAFS DressBoots Gravel Light.wav	FOLEY STEPS DRESS BOOTS GRAVEL LIGHT; Walking Slowly, Walking, Running, Stairs, Landing. Very subtle cloth overlay.
VFAFS DressBoots Gravel Medium.wav	FOLEY STEPS DRESS BOOTS GRAVEL MEDIUM; Walking Slowly, Walking, Running, Stairs, Landing.
VFAFS DressBoots Metal.wav	FOLEY STEPS DRESS BOOTS METAL; Walking Slowly, Walking, Running, Stairs, Landing. Soft leather creaks and metal ring-outs. Landings with long metal ring-outs or rattles.
VFAFS DressBoots Sand.wav	FOLEY STEPS DRESS BOOTS SAND; Walking Slowly, Walking, Running, Stairs, Landing.
VFAFS DressBoots Wood Parquet.wav	FOLEY STEPS DRESS BOOTS WOOD PARQUET; Walking Slowly, Walking, Running, Stairs, Landing.
VFAFS DressBoots Wood Planks.wav	FOLEY STEPS DRESS BOOTS WOOD PLANKS; Walking Slowly, Walking, Running, Stairs, Landing. Subtle cloth overlay and wood creaks.
VFAFS HighHeels Concrete.wav	FOLEY STEPS HIGH HEELS CONCRETE; Walking Slowly, Walking, Running, Stairs, Landing. Soft cloth overlay.
VFAFS HighHeels Concrete Gritty.wav	FOLEY STEPS HIGH HEELS CONCRETE GRITTY; Walking Slowly, Walking, Running, Stairs, Landing.
VFAFS HighHeels Gravel Light.wav	FOLEY STEPS HIGH HEELS GRAVEL LIGHT; Walking Slowly, Walking, Running, Stairs, Landing. Very subtle cloth overlay.
VFAFS HighHeels Gravel Medium.wav	FOLEY STEPS HIGH HEELS GRAVEL MEDIUM; Walking Slowly, Walking, Running, Stairs, Landing.
VFAFS HighHeels Metal.wav	FOLEY STEPS HIGH HEELS METAL; Walking Slowly, Walking, Running, Stairs, Landing. Cloth overlay and metal ringouts.
VFAFS HighHeels Sand.wav	FOLEY STEPS HIGH HEELS SAND; Walking Slowly, Walking, Running, Stairs, Landing.
VFAFS HighHeels Wood Parquet.wav	FOLEY STEPS HIGH HEELS WOOD PARQUET; Walking Slowly, Walking, Running, Stairs, Landing.
VFAFS HighHeels Wood Planks.wav	FOLEY STEPS HIGH HEELS WOOD PLANKS; Walking Slowly, Walking, Running, Stairs, Landing. Subtle cloth overlay and wood creaks.
VFAFS LeatherShoes Concrete.wav	FOLEY STEPS LEATHER SHOES CONCRETE; Walking Slowly, Walking, Running, Stairs, Landing. Slight leather creaks.
VFAFS LeatherShoes Concrete Gritty.wav	FOLEY STEPS LEATHER SHOES CONCRETE GRITTY; Walking Slowly, Walking, Running, Stairs, Landing.
VFAFS LeatherShoes Gravel Light.wav	FOLEY STEPS LEATHER SHOES GRAVEL LIGHT; Walking Slowly, Walking, Running, Stairs, Landing.
VFAFS LeatherShoes Gravel Medium.wav	FOLEY STEPS LEATHER SHOES GRAVEL MEDIUM; Walking Slowly, Walking, Running, Stairs, Landing.
VFAFS LeatherShoes Metal.wav	FOLEY STEPS LEATHER SHOES METAL; Walking Slowly, Walking, Running, Stairs, Landing. Subtle cloth overlay and metal ring-outs. Some landings with metal rattles.
VFAFS LeatherShoes Sand.wav	FOLEY STEPS LEATHER SHOES SAND; Walking Slowly, Walking, Running, Stairs, Landing.
VFAFS LeatherShoes Wood Parquet.wav	FOLEY STEPS LEATHER SHOES WOOD PARQUET; Walking Slowly, Walking, Running, Stairs, Landing. Very subtle leather creaks.
VFAFS LeatherShoes Wood Planks.wav	FOLEY STEPS LEATHER SHOES WOOD PLANKS; Walking Slowly, Walking, Running, Stairs, Landing. Wood creaks.
VFAFS Sneakers Concrete.wav	FOLEY STEPS SNEAKERS CONCRETE; Walking Slowly, Walking, Running, Stairs, Landing. Soft cloth overlay.
VFAFS Sneakers Concrete Gritty.wav	FOLEY STEPS SNEAKERS CONCRETE GRITTY; Walking Slowly, Walking, Running, Stairs, Landing.
VFAFS Sneakers Gravel Light.wav	FOLEY STEPS SNEAKERS GRAVEL LIGHT; Walking Slowly, Walking, Running, Stairs, Landing.



## BOOM BASICS

FILENAME	DESCRIPTION
VFAFS Sneakers Gravel Medium.wav	FOLEY STEPS SNEAKERS GRAVEL MEDIUM; Walking Slowly, Walking, Running, Stairs, Landing.
VFAFS Sneakers Metal.wav	FOLEY STEPS SNEAKERS METAL; Walking Slowly, Walking, Running, Stairs, Landing. Subtle cloth overlay and metal ring-outs. Some landings with metal rattles.
VFAFS Sneakers Sand.wav	FOLEY STEPS SNEAKERS SAND; Walking Slowly, Walking, Running, Stairs, Landing.
VFAFS Sneakers Wood Parquet.wav	FOLEY STEPS SNEAKERS WOOD PARQUET; Walking Slowly, Walking, Running, Stairs, Landing. Subtle cloth overlay.
VFAFS Sneakers Wood Planks.wav	FOLEY STEPS SNEAKERS WOOD PLANKS; Walking Slowly, Walking, Running, Stairs, Landing. Wood creaks.
VFAFS Generic Grass.wav	FOLEY STEPS GENERIC GRASS; Walking Slowly, Walking, Running, Stairs, Landing.
VFAFS Generic Puddle.wav	FOLEY STEPS GENERIC PUDDLE; Walking Slowly, Walking, Running, Stairs, Landing. Water splashes and mud sounds.
VFAFS Generic Snow.wav	FOLEY STEPS GENERIC SNOW; Walking Slowly, Walking, Running, Stairs, Landing.

**WILDCATS**

Cougar_squeak_02_05x.wav	Cougar squeaking and purring. Animals. Wild Cat.
Group_lions_roar_01_06x.wav	Group of one Lion and four Lionesses roaring. Animals. Wild Cat.
Lion_eating_02.wav	Lion eating, soft growls. Animals. Wild Cats.
Lion_growl_01_09x.wav	Lion growling. Animals. Wild Cats.
Lion_roar_04_12x.wav	Lion roaring. Animals. Wild Cats.
Lioness_breath_01_07x.wav	Lioness breathing, soft hisses. Animals. Wild Cats.
Lioness_growl_hard_01_06x.wav	Lioness growling. Animals. Wild Cats.
Tiger_chuff_8x.wav	Tiger chuffing. Animals. Wild Cats.
Tiger_roar_01_06x.wav	Tiger roaring and snarling. Animals. Wild Cats.
Tiger_snarl_unregular_02_05x.wav	Tiger snarling nervous and aggressive. Animals. Wild Cats.

**WORLD WAR II TANKS**

WW2T Cannon Shot Generic Close 01.wav	WWI Generic tank, main gun shooting CLOSE. Big shot with weapon mechanics. Long, echoing tail. Created using "The Warfare" from Pole Position Productions.
WW2T Cannon Shot Generic Close 02.wav	WWI Generic tank, main gun shooting CLOSE. Huge shot with metallic clacking, lots of echoes. Created using "Black Powder", "Historical Firearms" and "Assault Weapons" from Boom Library.
WW2T Cannon Shot Generic Distant 02.wav	WWI Generic tank, main gun shooting DISTANT. Sharp firing with crackling tail and lots of echoes. Created using "Black Powder", "Historical Firearms" and "Assault Weapons" from Boom Library.
WW2T M4A1 Sherman DRIVE Maneuver Engine.wav	US American (USA) medium WWII tank Sherman M4A1. ONBOARD MIC at engine. Short idle, driving at different speeds. Stopping, driving, turning. Stop and switch off.
WW2T M4A1 Sherman DRIVE Maneuver Exhaust.wav	US American (USA) medium WWII tank Sherman M4A1. ONBOARD MIC at exhaust. Short idle, driving at different speeds. Stopping, driving, turning. Stop and switch off. Backfire.
WW2T M4A1 Sherman DRIVE Maneuver Interior.wav	US American (USA) medium WWII tank Sherman M4A1. ONBOARD MIC inside tank. Short idle, driving at different speeds. Stopping, driving, turning. Stop and switch off.
WW2T M4A1 Sherman DRIVE Maneuver Tracks.wav	US American (USA) medium WWII tank Sherman M4A1. ONBOARD MIC at tracks. Driving at different speeds. Stopping, driving, turning. Stop and switch off.



## BOOM BASICS

FILENAME	DESCRIPTION
WW2T M4A1 Sherman EXT FAST Approach 01.wav	US American (USA) medium WWII tank Sherman M4A1. EXTERNAL MIC. Approaching from right and stopping closely. Idle and switch off. Some backfire.
WW2T M4A1 Sherman EXT FAST Maneuver 01.wav	US American (USA) medium WWII tank Sherman M4A1. EXTERNAL MIC. Idle with light backfire, passing by from right to left. High squeaking tracks.
WW2T M4A1 Sherman EXT FAST Pass 01.wav	US American (USA) medium WWII tank Sherman M4A1. EXTERNAL MIC. Passing by from right to left. Lightly clacking tracks and prominent exhaust noise with backfire.
WW2T M4A1 Sherman EXT MEDIUM Approach 01.wav	US American (USA) medium WWII tank Sherman M4A1. EXTERNAL MIC. Long approach with clashing and squeaking tracks. Slowing down, turning and driving back. Some backfire.
WW2T M4A1 Sherman EXT MEDIUM Maneuver 01.wav	US American (USA) medium WWII tank Sherman M4A1. EXTERNAL MIC. Starting close right and passing by to the left. Long drive away.
WW2T M4A1 Sherman EXT MEDIUM Pass 01.wav	US American (USA) medium WWII tank Sherman M4A1. EXTERNAL MIC. Passing by at medium speed with long drive away.
WW2T M4A1 Sherman EXT SLOW Approach 01.wav	US American (USA) medium WWII tank Sherman M4A1. EXTERNAL MIC. Approaching from near by with clashing tracks.
WW2T M4A1 Sherman EXT SLOW Maneuver 01.wav	US American (USA) medium WWII tank Sherman M4A1. EXTERNAL MIC. Slowly approaching from left, stopping, turning and driving back and forth. Clacking tracks with some clashes.
WW2T M4A1 Sherman EXT SLOW Pass 01.wav	US American (USA) medium WWII tank Sherman M4A1. EXTERNAL MIC. Passing by from left to right. First tracks noises, then exhaust.
WW2T Panther EXT FAST Approach 01.wav	German medium WWII tank Panzerkampfwagen V Panther. EXTERNAL MIC. Fast approach from the left with clacking tracks. Stopping slightly right and switch off.
WW2T Panther EXT FAST Maneuver 03.wav	German medium WWII tank Panzerkampfwagen V Panther. EXTERNAL MIC. Passing by from right to left, slowing down and rev up. Turning and leaving.
WW2T Panther EXT FAST Pass 03.wav	German medium WWII tank Panzerkampfwagen V Panther. EXTERNAL MIC. Passing by from left to right, reducing speed when getting closer, short drive away. Roaring engine and exhaust noise.
WW2T Panther EXT MEDIUM Approach 01.wav	German medium WWII tank Panzerkampfwagen V Panther. EXTERNAL MIC. Approaching from left, revving and stopping closely. Much rattling and clacking. Shut off.
WW2T Panther EXT MEDIUM Pass 03.wav	German medium WWII tank Panzerkampfwagen V Panther. EXTERNAL MIC. Long approach from right, passing by to the left. Slowing down, then accelerating with backfire.
WW2T Panther EXT SLOW Approach 01.wav	German medium WWII tank Panzerkampfwagen V Panther. EXTERNAL MIC. Slow approach from left. stopping closely with short rev up. Tracks clacking and squeaking. Shut off.
WW2T Panther EXT SLOW Maneuver 04.wav	German medium WWII tank Panzerkampfwagen V Panther. EXTERNAL MIC. Start up, revving with extreme backfire. Slowly driving away to the left.
WW2T Panther EXT SLOW Pass 02.wav	German medium WWII tank Panzerkampfwagen V Panther. EXTERNAL MIC. Passing by very slowly from right to left at medium distance. Some backfire.
WW2T TANK HANDLING Cannon Height.wav	Russian (Soviet Union) medium WWII tank T 34. FOLEY Manually adjusting cannon height. Metal winch.
WW2T TANK HANDLING Cannon Loading.wav	US American (USA) medium WWII tank Sherman M4A1. FOLEY. Opening loading hatch and loading main gun. Vibrating metallic pieces.
WW2T TANK HANDLING Hatch Open, Close 04.wav	Russian (Soviet Union) medium WWII tank T 34. FOLEY Opening and closing metal hatch.
WW2T TANK HANDLING Traverse Hydraulic.wav	US American (USA) light WWII tank M24 Chaffee. FOLEY. Moving traverse with hydraulic mechanism. Mechanical noises and switches.
WW2T TANK HANDLING Turret Hdraulics 360 Degrees.wav	Russian (Soviet Union) medium WWII tank T 34. FOLEY Hydraulic system of turret with metallic dragging sound. Medium.
WW2T Valentine DRIVE FAST Engine.wav	English (Great Britain) infantry WWII tank MkIII Valentine. ONBOARD MIC at engine. Start up, accelerating to high and jamming gear shifts. Stopping, driving, turning. Stop and switch off.

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WW2T Valentine DRIVE FAST Exhaust.wav	English (Great Britain) infantry WWII tank MkIII Valentine. ONBOARD MIC at exhaust. Start up, accelerating to high and jamming gear shifts. Stopping, driving, turning. Stop and switch off. Exhaust on the front left of the tank.
WW2T Valentine DRIVE FAST Interior.wav	English (Great Britain) infantry WWII tank MkIII Valentine. ONBOARD MIC inside tank. Start up, accelerating to high and jamming gear shifts. Stopping, driving, turning. Stop and switch off.
WW2T Valentine DRIVE FAST Tracks.wav	English (Great Britain) infantry WWII tank MkIII Valentine. ONBOARD MIC at tracks. Start up, accelerating to high and jamming gear shifts. Stopping, driving, turning. Stop and switch off.
WW2T Valentine EXT FAST Approach 01.wav	English (Great Britain) infantry WWII tank MkIII Valentine. EXTERNAL MIC. Fast approach with clacking tracks, then stopping closely. Short idle at the end.
WW2T Valentine EXT FAST Pass 03.wav	English (Great Britain) infantry WWII tank MkIII Valentine. EXTERNAL MIC. Passing by closely with unsteady speed and clacking track. Stop with switch off.
WW2T Valentine EXT MEDIUM Approach 01.wav	English (Great Britain) infantry WWII tank MkIII Valentine. EXTERNAL MIC. Approaching from slight left and stopping closely. Short idle with prominent engine sound. Lots of clacking tracks.
WW2T Valentine EXT MEDIUM Pass 02.wav	English (Great Britain) infantry WWII tank MkIII Valentine. EXTERNAL MIC. Passing by from right to left with clacking tracks. Long drive away.
WW2T Valentine EXT SLOW Approach 01.wav	English (Great Britain) infantry WWII tank MkIII Valentine. EXTERNAL MIC. Approaching from a distance, stopping hard and close.
WW2T Valentine EXT SLOW Maneuver 03.wav	English (Great Britain) infantry WWII tank MkIII Valentine. EXTERNAL MIC. Long approach from right, passing by to the left. Squeaking and clacking.
WW2T Valentine EXT SLOW Pass 04.wav	English (Great Britain) infantry WWII tank MkIII Valentine. EXTERNAL MIC. Passing by at very slow speed, slowing down and leaving midway. A lot of metallic screeching and clacking.