

CINEMATIC IMPACTS

FILENAME	DESCRIPTION
CHAINmpt_IMPACT-On Plate Clean_B00M_CICK.wav	Sharp metallic strike on a surface creates a crisp, clear tone.
CHAINmpt_IMPACT-On Plate Low_B00M_CICK.wav	Metallic strike of a surface that produces a deep, resonant clang.
CHAINmpt_IMPACT-On Plate Rattle_B00M_CICK.wav	Metallic strike followed by a quick, shaking reverberation as the object rattles upon impact.
CHAINmpt_IMPACT-On Plate Ringout_B00M_CICK.wav	Metallic hit producing a high-pitched resonance that echoes after the initial strike.
CHAINmpt_LEAD IN-Latch Dull_B00M_CICK.wav	Soft, muted sound of a latch engaging that creates a low-frequency tone.
CHAINMisc_LEAD IN-Latch Rattle_B00M_CICK.wav	Loose sound of a shaking latch that produces a series of light metallic clinks.
CLOTHmpt_IMPACT-Umbrella Opening Stylized_B00M_CICK.wav	Processed umbrella unfurling, characterized by an exaggerated low-frequency impact.
DSGNBoom_IMPACT-Sub Boom Double Hit Resonant_B00M_CICK.wav	Powerful dual impact producing a deep, reverberating bass drop.
DSGNBoom_IMPACT-Sub Boom Soft_B00M_CICK.wav	Gentle low-frequency bass drop creating a subtle, smooth resonance.
DSGNBoom_TAIL-Sub Boom Long Decay_B00M_CICK.wav	Extended low-frequency bass drop that gradually fades away, producing a deep, resonant echo.
DSGNDist_IMPACT-Barrell Bass Ringout_B00M_CICK.wav	Deep, resonant hit followed by a prolonged bass tone.
DSGNDist_IMPACT-Bass Snap_B00M_CICK.wav	Sharp, quick sound that delivers a crisp low-frequency crack.
DSGNDist_IMPACT-Cardboard Box Impact Hand_B00M_CICK.wav	Soft thud of a hand striking a cardboard box.
DSGNDist_IMPACT-Crushed Towel Movement_B00M_CICK.wav	Compressed sound of a towel being crumpled, resulting in a squishy thud.
DSGNDist_IMPACT-Filtered Cupboard_B00M_CICK.wav	Muffled impact sound as an object strikes a cupboard, producing a dampened thud.
DSGNDist_IMPACT-Filtered Door_B00M_CICK.wav	Dampened collision sound of a door closing, creating a soft, muted thud.
DSGNDist_IMPACT-Filtered Snap Mechanics_B00M_CICK.wav	Muffled snapping thud of mechanical components engaging, producing a click.
DSGNDist_IMPACT-Low Pass Door Movement_B00M_CICK.wav	Low-frequency sound of a door moving, characterized by a distorted thud.
DSGNDist_IMPACT-Low Pass Metal Bucket_B00M_CICK.wav	Low-frequency impact of metal striking a surface, creating a muffled thud.
DSGNDist_IMPACT-Crash Low Pass_B00M_CICK.wav	Crash of metal colliding, producing a deep, muffled thud with a low-frequency emphasis.
DSGNDist_IMPACT-Metal Flap Ringout Short_B00M_CICK.wav	Rapid metallic flap followed by a brief, resonant echo that fades rapidly.
DSGNDist_IMPACT-Metal Flap Ringout_B00M_CICK.wav	Metallic flap followed by a resonant echo that fades rapidly.
DSGNDist_IMPACT-Metal Gate Close_B00M_CICK.wav	Resonant thud of a gate shutting, producing a deep and solid sound.
DSGNDist_IMPACT-Rock Impacts On Ground_B00M_CICK.wav	Crashing sound of rocks striking the ground, creating a sharp and gritty noise.
DSGNDist_IMPACT-Tonal Bass Crumble_B00M_CICK.wav	Deep, resonant sound of a bass tone breaking apart, resulting in a rich, textured crumble.
DSGNDist_LEAD IN-Filter Phaser Snap_B00M_CICK.wav	Sharp, filtered snapping sound with a phaser effect, creating a low-frequency textured crumble.
DSGNDist_LEAD IN-Filtered Grain Door_B00M_CICK.wav	Muffled sound of a grain door moving, producing a textured thud.
DSGNDist_LEAD IN-Microphone Capsule Air Distortion Long_B00M_CICK.wav	Extended, altered sound of air interacting with a microphone capsule, characterized by a subtle, distorted whoosh.
DSGNDist_SUSTAIN-Bathtub Ringout_B00M_CICK.wav	Extended, tubular resonance from a bathtub, producing a deep and echoing ring.
DSGNDist_SUSTAIN-Crunchy Downwards Filter Rumble_B00M_CICK.wav	Deep, textured rumble with a crunchy quality, gradually descending in pitch and intensity.

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DSGNDist_SUSTAIN-Dice Rolling_B00M_CICK.wav	Rhythmic sound of dice tumbling across a surface, characterized by a deep intermittent thudding.
DSGNDist_SUSTAIN-Distorted White Noise Crumble_B00M_CICK.wav	Textured, evolving sound of distorted white noise gradually breaking apart, creating a thudding, crackling effect.
DSGNDist_SUSTAIN-Filtered Barrel Smash_B00M_CICK.wav	Filtered impact of a barrel shattering, producing a prolonged, distorted rumble.
DSGNDist_SUSTAIN-Filtered Distorted White Noise_B00M_CICK.wav	Evolving sound of distorted white noise, characterized by a textured rumble.
DSGNDist_SUSTAIN-Filtered Suitcase Bounce Resonator_B00M_CICK.wav	Distorted, impactful sound of a suitcase bouncing, producing a deep, rumbling resonance.
DSGNDist_SUSTAIN-Heavy Rock Crumble_B00M_CICK.wav	Deep, textured sound of a heavy rock breaking apart, resulting in a prolonged, gritty crumble.
DSGNDist_SUSTAIN-Leather Flap_B00M_CICK.wav	Impactful, crisp sound of leather flapping, creating a sharp, resonant effect.
DSGNDist_SUSTAIN-Microphone Capsule Air Distortion High_B00M_CICK.wav	High-frequency sound of air distortion interacting with a microphone capsule, resulting in a sharp, altered whoosh.
DSGNDist_SUSTAIN-Microphone Capsule Air Distortion_B00M_CICK.wav	Rich, textured sound of air distortion through a microphone capsule, producing a dynamic and layered whoosh.
DSGNDist_IMPACT-Pebbles Rolling_B00M_CICK.wav	Soft, rhythmic sound of pebbles rolling over each other, creating a gentle, clattering effect.
DSGNDist_SUSTAIN-String Sustain_B00M_CICK.wav	Prolonged, resonant sound of a string vibrating, producing a rich and sustained tone.
DSGNDist_SUSTAIN-Wobble Filter Crackle_B00M_CICK.wav	Dynamic sound of crackling with a wobble effect, creating a textured and evolving resonance.
DSGNDist_TAIL-Crunchy Door Mat Friction_B00M_CICK.wav	Textured sound of a door mat compressing and releasing, producing a gritty, crunchy friction effect.
DSGNDron_TAIL-Tonal Drag Drone_B00M_CICK.wav	Deep tonal sound with a dragging quality, creating a sustained drone effect.
DSGNGran_TAIL-Filtered Grain Crumble_B00M_CICK.wav	Soft, muted sound of grain breaking apart, producing a gentle, textured crumble.
DSGNGran_TAIL-Granular Leather Creaks_B00M_CICK.wav	Subtle, textured sound of leather creaking, characterized by a rich, granular quality.
DSGNGran_TAIL-Modulated Granular Cracks_B00M_CICK.wav	Dynamic sound of cracking with a modulated effect, producing a layered and evolving texture.
DSGNImpt_SUSTAIN-Airy Implosion_B00M_CICK.wav	Airy sound of a deep implosion, creating an expansive whoosh that quickly diminishes.
DSGNImpt_IMPACT-Beefy Door Oven_B00M_CICK.wav	Heavy, robust sound of a door closing on an oven, producing a solid and impactful thud.
DSGNImpt_IMPACT-Blinds On Cardboard Box Snap_B00M_CICK.wav	Sharp, crisp sound of blinds snapping against a cardboard box, creating a quick, deep, and impactful thud.
DSGNImpt_IMPACT-Cardboard Box Crushed_B00M_CICK.wav	Firm, compressed sound of a cardboard box being squashed, producing a sharp, crunching thud.
DSGNImpt_IMPACT-Cardboard Box Drop On Ground_B00M_CICK.wav	Cardboard box hitting the ground producing a resounding, solid thud.
DSGNImpt_IMPACT-Creature Texture_B00M_CICK.wav	Dull and hollow thud followed by mumbling monster voice.
DSGNImpt_IMPACT-Cupboard Door Resonant Bass_B00M_CICK.wav	Impactful thud of a cupboard door being slammed characterised by a resonant bass.
DSGNImpt_IMPACT-Distortion Dive Sustain_B00M_CICK.wav	Prolonged, descending thud with a distorted character, offering a dynamic, evolving tone.
DSGNImpt_IMPACT-Door Lock Slam_B00M_CICK.wav	Abrupt, forceful closure of a door lock, creating a dense, resonant thud.
DSGNImpt_IMPACT-Doppler Hit Metal Scrape_B00M_CICK.wav	Metallic scraping noise with a doppler shift, producing a sharp, shifting thud.
DSGNImpt_IMPACT-Driven Phaser Paper Crunch_B00M_CICK.wav	Crunchy texture of paper enhanced by a phaser effect, yielding a warped and rhythmic thud.
DSGNImpt_IMPACT-Explosion Cloth Filter_B00M_CICK.wav	Muffled fabric burst with a subtle filtered tone.
DSGNImpt_IMPACT-Explosion Cloth Muffeld_B00M_CICK.wav	Softened, dampened fabric burst with a muted quality.

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DSGNImpact_IMPACT-Explosion Cloth Thunder Snap_B00M_CICK.wav	Rapid, sharp crack of fabric with a thunderous undertone.
DSGNImpact_IMPACT-Explosion Cloth_B00M_CICK.wav	Burst of fabric with a heavy, airy release.
DSGNImpact_IMPACT-Explosion Crumble_B00M_CICK.wav	Heavy crumble with a collapsing, gritty finish.
DSGNImpact_IMPACT-Explosion Hit Short Bright_B00M_CICK.wav	Sharp burst with a bright, brief release.
DSGNImpact_IMPACT-Explosion Hit Short_B00M_CICK.wav	Concise burst with a tight, controlled thud.
DSGNImpact_IMPACT-Explosion Punch Hit_B00M_CICK.wav	Strong, forceful burst with a punchy thud.
DSGNImpact_IMPACT-Explosion Slam Crumble_B00M_CICK.wav	Powerful slam followed by a gritty, crumbling decay.
DSGNImpact_IMPACT-Filtered Locker Slam_B00M_CICK.wav	Muffled, heavy locker door thud with a soft, filtered resonance.
DSGNImpact_IMPACT-Filtered Metal Impact Short_B00M_CICK.wav	Short, sharp thud with a filtered metallic ring.
DSGNImpact_IMPACT-Filtered Window Slam_B00M_CICK.wav	Window thud with a dense, muffled sound.
DSGNImpact_TAIL-Filtered Zap_B00M_CICK.wav	Rapid, buzzing zap with a subtle filtered tail.
DSGNImpact_IMPACT-Granular Gaffer Tape Crackle_B00M_CICK.wav	Sharp crackling sound from granular tape manipulation.
DSGNImpact_IMPACT-Granular Liquid Chips Bag Crunch_B00M_CICK.wav	Crunchy sound of liquid-filled bag crumpling with a granular texture.
DSGNImpact_IMPACT-Granular Plastic Canister Concrete Scratch_B00M_CICK.wav	Rough scraping of a plastic canister on a hard surface with granular texture.
DSGNImpact_IMPACT-Granular Plastic Wrap Fold Rock Crunch_B00M_CICK.wav	Crackling fold of plastic wrap with a heavy rock-like texture.
DSGNImpact_IMPACT-Granular Shopping Bag Crunch_B00M_CICK.wav	Rustling crunch of a granular shopping bag.
DSGNImpact_IMPACT-Ground Slam Crushed_B00M_CICK.wav	Forceful, heavy thud of a ground collision with a crushed finish.
DSGNImpact_IMPACT-Locker Snap Beefy_B00M_CICK.wav	Dense, thick snap of a locker closing with a heavy thud.
DSGNImpact_IMPACT-Low Boom Mid_B00M_CICK.wav	Deep, mid-range rumble with a heavy boom.
DSGNImpact_IMPACT-Low Boom_B00M_CICK.wav	Heavy, deep boom with a resonant finish.
DSGNImpact_IMPACT-Low Thumb_B00M_CICK.wav	Soft, low-end thud with a subtle punch.
DSGNImpact_IMPACT-Massive Gate Crushed_B00M_CICK.wav	Large, forceful slam of a gate with a crushed resonance.
DSGNImpact_IMPACT-Metal Box On Metal Canister_B00M_CICK.wav	Dense metallic thud with a layered, hollow resonance.
DSGNImpact_IMPACT-Metal Flap Beefy_B00M_CICK.wav	Heavy, forceful slam of a metal flap with a thick resonance.
DSGNImpact_IMPACT-Modulated Microphone Capsule Distortion_B00M_CICK.wav	Distorted thud with fluctuating frequencies and textured modulation.
DSGNImpact_IMPACT-Modulated Texture Punch_B00M_CICK.wav	Heavy punch with a textured modulation and shifting tone.
DSGNImpact_IMPACT-Oven Door Crushed_B00M_CICK.wav	Solid, forceful thud of an oven door with a crushed finish.
DSGNImpact_IMPACT-Plastic Tank Low_B00M_CICK.wav	Soft, low-end thud of a plastic tank with a gentle resonance.
DSGNImpact_IMPACT-Short Tight Thump_B00M_CICK.wav	Rapid, compact thud with a tight release.
DSGNImpact_IMPACT-Sliding Door Beefy_B00M_CICK.wav	Thick, heavy thud of a sliding door closing.

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DSGNImpt_IMPACT-Snappy Resonant Bass_B00M_CICK.wav	Rapid, sharp thud with a resonant bass undertone.
DSGNImpt_IMPACT-Soft Hit Ensemble_B00M_CICK.wav	Gentle, cohesive thud with a layered soft punch.
DSGNImpt_IMPACT-Sweetener Distorted Crack Low_B00M_CICK.wav	Distorted low-end crack with a sharp, gritty punch.
DSGNImpt_SUSTAIN-Sweetener Distorted Crack Modulated_B00M_CICK.wav	Modulated crack with sustained distortion and a gritty finish.
DSGNImpt_IMPACT-Sweetener Distorted Crack_B00M_CICK.wav	Distorted crack with a sharp, impactful punch.
DSGNImpt_IMPACT-Sweetener Distorted Explosion Filter_B00M_CICK.wav	Filtered, distorted burst with a gritty explosive tone.
DSGNImpt_IMPACT-Sweetener Distorted Explosion Low Crack_B00M_CICK.wav	Low-end crack with a distorted explosive resonance.
DSGNImpt_IMPACT-Sweetener Distorted Explosion Thumb Low_B00M_CICK.wav	Low-end burst with a distorted, resonant thud.
DSGNImpt_IMPACT-Sweetener Distorted Punch_B00M_CICK.wav	Heavy, distorted punch with a deep, resonant thud.
DSGNImpt_IMPACT-Thump Small Hit Multiple_B00M_CICK.wav	Series of small thuds, quick and distinct.
DSGNImpt_IMPACT-Thump Small Hit_B00M_CICK.wav	Single small thud, solid and direct.
DSGNImpt_IMPACT-Transient Filter Mid Punch_B00M_CICK.wav	Rapid filtered thud, mid-range frequency punch.
DSGNImpt_IMPACT-Transient Impact Low Filter_B00M_CICK.wav	Sharp, low-frequency thud with filtered texture.
DSGNImpt_IMPACT-Transient Punch Distorted Metal Short_B00M_CICK.wav	Short, distorted thud with metallic resonance.
DSGNImpt_IMPACT-Transient Whoosh Hit Hissing Mid Range_B00M_CICK.wav	Mid-range hiss followed by a brief, quick thud.
DSGNImpt_IMPACT-Wooden Rubber Processed Hit Crunched_B00M_CICK.wav	Processed thud with a crunchy texture, rubber and wood blend.
DSGNImpt_IMPACT-Wooden Rubber Processed Hit_B00M_CICK.wav	Solid thud, processed blend of wooden and rubber materials.
DSGNImpt_SUSTAIN-Low Crumble_B00M_CICK.wav	Deep rumbling crumble, resonating at a low frequency.
DSGNImpt_SUSTAIN-Sweetener Distorted Blast Sustain_B00M_CICK.wav	Sustained distorted blast, thick and heavy.
DSGNImpt_SUSTAIN-Transient Distorted Cracks_B00M_CICK.wav	Sustained distorted cracks, harsh and sharp.
DSGNImpt_SUSTAIN-Transient Distorted Crumble_B00M_CICK.wav	Short distorted crumble, gritty and rough.
DSGNMisc_LEAD IN-Granular Ventilation Hose Rub_B00M_CICK.wav	Granular texture of a ventilation hose being rubbed.
DSGNMisc_LEAD IN-Metal Scrape_B00M_CICK.wav	Scraping metal sound with rough friction.
DSGNMisc_LEAD IN-Scrape Cardboard Box Impact_B00M_CICK.wav	Rapid scrap of cardboard followed by a thud.
DSGNMisc_LEAD IN-Scrape Cardboard Box Processed_B00M_CICK.wav	Processed scrap of cardboard, raw and textured.
DSGNMisc_LEAD IN-Scrape Cardboard Box_B00M_CICK.wav	Distinct scraping sound, cardboard on rough surface.
DSGNMisc_LEAD IN-Tonal Dynamic Modulation_B00M_CICK.wav	Tonal modulating sound, dynamic and shifting in pitch.
DSGNMisc_LEAD IN-Video Tape Texture_B00M_CICK.wav	Textured sound resembling a video tape, rough and mechanical.
DSGNMisc_SUSTAIN-Cloth Scrape Tonal_B00M_CICK.wav	Scraping cloth sound, tonal with a soft texture.
DSGNMisc_SUSTAIN-Crumble Explosion Distorted_B00M_CICK.wav	Distorted crumble followed by an explosive burst.

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DSGNMisc_SUSTAIN-Crumble Heavy_B00M_CICK.wav	Thick, heavy crumble sound with resonant bass.
DSGNMisc_SUSTAIN-Crumble_B00M_CICK.wav	Rapid, crumbling texture, low and rough.
DSGNMisc_SUSTAIN-Crunchy Granular Plastic Wrap_B00M_CICK.wav	Crackling granular sound, crunchy plastic wrap texture.
DSGNMisc_SUSTAIN-Distortion Static_B00M_CICK.wav	Harsh static sound with distorted tonal elements.
DSGNMisc_SUSTAIN-Distortion Tonal Modulation_B00M_CICK.wav	Modulated distortion with tonal shifts, evolving texture.
DSGNMisc_IMPACT-Filtered Metal Impact Beefy_B00M_CICK.wav	Filtered, beefy metallic thud, solid and resonant.
DSGNMisc_SUSTAIN-Filtered Plastic Crack Texture_B00M_CICK.wav	Filtered cracking sound, sharp plastic texture.
DSGNMisc_SUSTAIN-Fire Cloth Long_B00M_CICK.wav	Sustained fire sound with cloth texture, long and fiery.
DSGNMisc_SUSTAIN-Fire Cloth Short_B00M_CICK.wav	Short burst of fire sound combined with cloth texture.
DSGNMisc_SUSTAIN-Fire Distorted Fat_B00M_CICK.wav	Thick, distorted fire sound, resonant and fat.
DSGNMisc_SUSTAIN-Granular Paper Crackle_B00M_CICK.wav	Crackling granular sound, like crumpling paper.
DSGNMisc_SUSTAIN-Granular Plastic Chips Bag Crackle_B00M_CICK.wav	Granular crackling, mimicking a chips bag crumpling.
DSGNMisc_SUSTAIN-Granular Plastic Food Bag Crackle_B00M_CICK.wav	Crackling sound of a food bag, granular and textured.
DSGNMisc_SUSTAIN-Low Filtered Crunchy Paper Crackle_B00M_CICK.wav	Low-pitched paper crackle, filtered and crunchy.
DSGNMisc_LEAD IN-Modulated Phasing_B00M_CICK.wav	Modulating phasing sound, smooth with tonal variation.
DSGNMisc_SUSTAIN-Paper Crumble_B00M_CICK.wav	Rapid crumbling sound of paper, dry and textured.
DSGNMisc_LEAD IN-Phase Explosion_B00M_CICK.wav	Explosive phase, quick and sharp.
DSGNMisc_SUSTAIN-Rubberband On Cardboard Box Snap_B00M_CICK.wav	Snapping rubber band sound on a cardboard surface.
DSGNMisc_SUSTAIN-Stylized Textile Plastic Foil Crackle_B00M_CICK.wav	Stylized crackling of plastic foil, sharp and textured.
DSGNMisc_SUSTAIN-Thunder Crack_B00M_CICK.wav	Loud crack resembling a thunderous sound.
DSGNMisc_SUSTAIN-Thunder Crumble_B00M_CICK.wav	Rumble followed by a loud, thunderous crack.
DSGNMisc_SUSTAIN-Tight Textile Friction Rub_B00M_CICK.wav	Tight, frictional rubbing sound of fabric materials.
DSGNMisc_LEAD IN-Ventilation Hose Mangled_B00M_CICK.wav	Rough, distorted sound of a mangled ventilation hose.
DSGNMisc_SUSTAIN-Wind Low_B00M_CICK.wav	Low, gentle wind that's soft yet continuous.
DSGNMisc_SUSTAIN-Wind Medium_B00M_CICK.wav	Moderate wind sound, steady and light.
DSGNMisc_SUSTAIN-Wind Soft Long_B00M_CICK.wav	Long, gentle breeze that's quiet and subtle.
DSGNMisc_IMPACT-Wind Soft Short_B00M_CICK.wav	Rapid, gentle breeze that's faint and fleeting.
DSGNMisc_TAIL-Big Cave_B00M_CICK.wav	Deep, resonant sound, similar to echoes in a large cavern.
DSGNMisc_TAIL-Broken Thunder_B00M_CICK.wav	Sharp broken thunder crack, loud and jagged.
DSGNMisc_TAIL-Crumble Explosion Liquid_B00M_CICK.wav	Deteriorating burst followed by fluid resonance, textured and splashing.

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DSGNMisc_TAIL-Crumble Explosion_B00M_CICK.wav	Shattering detonation with a crackling finish, dry and brisk.
DSGNMisc_TAIL-Crunched Box Processed_B00M_CICK.wav	Altered sound of a squashed container, distorted and dense.
DSGNMisc_TAIL-Crunchy Low End_B00M_CICK.wav	Gritty rumble with deep tonal elements, thick and resonating.
DSGNMisc_TAIL-Denoised Strike_B00M_CICK.wav	Polished, precise hit, clean and sharp.
DSGNMisc_TAIL-Distant Noise_B00M_CICK.wav	Faint murmur from afar, subtle and muffled.
DSGNMisc_TAIL-Distorted Low Doppler Fast_B00M_CICK.wav	Rapid, warped rumble with a Doppler pitch shift, low and fast.
DSGNMisc_TAIL-Distorted Low Doppler_B00M_CICK.wav	Twisted low sound with a smooth pitch bend.
DSGNMisc_TAIL-Distorted Thunder Hit_B00M_CICK.wav	Booming clap of thunder, altered and forceful.
DSGNMisc_SUSTAIN-Distorted Video Tape Flutter Chopped_B00M_CICK.wav	Warped, fluttering audio with chopped tape-like artifacts.
DSGNMisc_TAIL-Driven Metal Plate Vibration_B00M_CICK.wav	Resonating metallic surface, agitated and oscillating.
DSGNMisc_TAIL-Dust Settle_B00M_CICK.wav	Gentle, quiet descent, like particles softly falling.
DSGNMisc_TAIL-Filtered Crumble_B00M_CICK.wav	Muted cracking sound, crisp and reduced in frequency.
DSGNMisc_TAIL-Filtered Fire Low_B00M_CICK.wav	Dull, muffled flame sound, low-pitched and distant.
DSGNMisc_SUSTAIN-Filtered Granular Leather Snaps_B00M_CICK.wav	Damped, granular creaking of leather, sharp and punctuated.
DSGNMisc_TAIL-Filtered Whoosh Explosion_B00M_CICK.wav	Muted rush of air with a controlled burst, dynamic and sweeping.
DSGNMisc_TAIL-Filtered Wind Movement Refiltered_B00M_CICK.wav	Softly altered gust, airy and reprocessed.
DSGNMisc_TAIL-Filtered Wind Movement Short_B00M_CICK.wav	Brief, muffled breeze, aggressive and quick.
DSGNMisc_TAIL-Filtered Wind Movement_B00M_CICK.wav	Altered air movement, flowing and aggressive.
DSGNMisc_TAIL-Fire Extinguished Gust_B00M_CICK.wav	Strong puff as flames are quelled, sudden and forceful.
DSGNMisc_TAIL-Fizzy Sparkle Out_B00M_CICK.wav	Bubbling crackle that tapers off, fading and delicate.
DSGNMisc_TAIL-Ghostly Horror Tone_B00M_CICK.wav	Eerie, haunting sound with a spectral quality, chilling and unsettling.
DSGNMisc_TAIL-Granular Cardboard Milk Frother_B00M_CICK.wav	Textured, frothy noise resembling the sound of milk being aerated, soft and light.
DSGNMisc_TAIL-Granular Comb Filter Concrete Scrape_B00M_CICK.wav	Rough scraping noise with a textured grain, gritty and sharp.
DSGNMisc_TAIL-Gritty Gust_B00M_CICK.wav	Harsh, abrasive wind sound, turbulent and raw.
DSGNMisc_TAIL-Gritty Movement Drum_B00M_CICK.wav	Rhythmic, textured drumming sound with a rough quality, pulsing and steady.
DSGNMisc_TAIL-Gritty Sand Sizzle Out_B00M_CICK.wav	Fizzling sound of sand dispersing, sizzling and light.
DSGNMisc_TAIL-Gritty Wave_B00M_CICK.wav	Textured wave sound with a coarse quality, rolling and flowing.
DSGNMisc_TAIL-Gritty White Noise Particles_B00M_CICK.wav	Rough, static-like sound composed of granular white noise, chaotic and dense.
DSGNMisc_TAIL-High Granular Aluminum Foil Crackle_B00M_CICK.wav	Crisp, crackling noise resembling crumpled foil, bright and sharp.
DSGNMisc_TAIL-Liquid Filter_B00M_CICK.wav	Muffled sound of flowing liquid through a filter, smooth and filtered.

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DSGNMisc_TAIL-Liquid Mass_B00M_CICK.wav	Deep, resonant sound of a heavy liquid body, thick and fluid.
DSGNMisc_TAIL-Liquid Noise_B00M_CICK.wav	Gurgling sound of a fluid movement, fluid and dynamic.
DSGNMisc_TAIL-Low Mid Bandpass Crunch_B00M_CICK.wav	Crunchy sound with focused mid frequencies, thick and punchy.
DSGNMisc_TAIL-Low Movement Gritty Fire_B00M_CICK.wav	Deep rumbling sound of low fire movement, crackling and fierce.
DSGNMisc_TAIL-Low Movement Sizzle_B00M_CICK.wav	Hissing sound of low heat, sharp and sizzling.
DSGNMisc_TAIL-Low Moving Bandpass Phaser_B00M_CICK.wav	Swirling sound with a phaser effect, low and dynamic.
DSGNMisc_TAIL-Low Phaser Liquid Texture_B00M_CICK.wav	Smooth, fluid sound with phasing effects, rich and flowing.
DSGNMisc_TAIL-Low Resonant Grumble_B00M_CICK.wav	Deep, resonant rumble with a grumbling texture, thick and dark.
DSGNMisc_TAIL-Low Tonal Flutter_B00M_CICK.wav	Gentle tonal variation with a fluttering quality, soft and subtle.
DSGNMisc_TAIL-Low Whoosh Denoised_B00M_CICK.wav	Clean whoosh sound with a low profile, smooth and airy.
DSGNMisc_TAIL-Metal Tonal Chimes Ring Out_B00M_CICK.wav	Bright, ringing chime sounds from metal, clear and resonant.
DSGNMisc_TAIL-Metal Tonal Ping Ring Out Soft_B00M_CICK.wav	Soft, gentle ping sound from metal, delicate and light.
DSGNMisc_TAIL-Metal Tonal Ping Ring Out_B00M_CICK.wav	Clear, resonant pinging sound from metal, bright and sharp.
DSGNMisc_TAIL-Mirror Sparkle_B00M_CICK.wav	Shimmering, reflective sound with a sparkling quality, bright and clear.
DSGNMisc_TAIL-Modulated Rocket Launch_B00M_CICK.wav	Dynamic sound of a rocket ignition, intense and powerful.
DSGNMisc_TAIL-Modulated Vinyl Sheet Movement_B00M_CICK.wav	Smooth sound of a vinyl sheet in motion, soft and fluid.
DSGNMisc_TAIL-Noise Downwards Spark_B00M_CICK.wav	Sharp, descending sound that resembles a spark, sudden and quick.
DSGNMisc_TAIL-Noise Sparkle Wash High_B00M_CICK.wav	High-pitched sparkling noise with a wash effect, bright and airy.
DSGNMisc_TAIL-Noise Tone_B00M_CICK.wav	Resonant, tonal sound with a noise quality, full and rich.
DSGNMisc_TAIL-Noise Wash Cloth Hit Low_B00M_CICK.wav	Soft, muffled of a cloth being hit, gentle and low.
DSGNMisc_TAIL-Noise Wash Cloth Hit Mid_B00M_CICK.wav	Medium impact of a cloth strike, textured and resonant.
DSGNMisc_TAIL-Noise Wash Cloth Whoosh High_B00M_CICK.wav	High whooshing from a cloth movement, swift and light.
DSGNMisc_TAIL-Noise Wash Cloth Whoosh Mid_B00M_CICK.wav	Mid-range whoosh sound from a cloth motion, fluid and flowing.
DSGNMisc_TAIL-Noise Wash Diffuse_B00M_CICK.wav	Soft, diffused sound resembling a wash, gentle and spread out.
DSGNMisc_TAIL-Organic Movement Texture_B00M_CICK.wav	Natural sound with a textured quality, flowing and organic.
DSGNMisc_TAIL-Phase Distorted Thunder Crack_B00M_CICK.wav	Warped thunder crack with phasing effects, deep and rumbling.
DSGNMisc_TAIL-Phasing Drag_B00M_CICK.wav	Smooth dragging with a phasing quality, fluid and continuous.
DSGNMisc_SUSTAIN-Processed Leather Bag Thunder_B00M_CICK.wav	Deep, resonant resembling thunder from a leather bag, rich and full.
DSGNMisc_TAIL-Processed Leather Shreds Thunder_B00M_CICK.wav	Rough thunder with a texture of shredded leather, jagged and powerful.
DSGNMisc_TAIL-Processed Ventilation Hose Rubs_B00M_CICK.wav	Soft rubbing of a ventilation hose, gentle and textured.
DSGNMisc_TAIL-Resonant Explosive Bandpass_B00M_CICK.wav	Powerful sound with explosive characteristics, resonant and impactful.
DSGNMisc_TAIL-Resonant Tones_B00M_CICK.wav	Deep, rich tones that resonate well, full-bodied and lush.
DSGNMisc_TAIL-Sizzle Low Explosive_B00M_CICK.wav	Low sizzling with explosive elements, crackling and intense.

CINEMATIC IMPACTS

FILENAME	DESCRIPTION
DSGNMisc_TAIL-Sizzle Out Whooshed_B00M_CICK.wav	Soft sizzling that fades out, airy and light.
DSGNMisc_TAIL-Slash Phasy Mid_B00M_CICK.wav	Mid-range phasing sound with a slashing quality, dynamic and sharp.
DSGNMisc_TAIL-Slash Phasy_B00M_CICK.wav	Phasing sound with a sharp edge, quick and fluid.
DSGNMisc_TAIL-Smooth Flanger White Noise Movement_B00M_CICK.wav	Gentle flanged white noise sound, smooth and flowing.
DSGNMisc_TAIL-Spinning Shopping Bag Texture_B00M_CICK.wav	Whirling sound of a shopping bag in motion, textured and lively.
DSGNMisc_TAIL-Subtle Granular Wood Scrape_B00M_CICK.wav	Delicate scraping sound from wood, fine and detailed.
DSGNMisc_TAIL-Thunder Muffled_B00M_CICK.wav	Processed muffled thunder rumbings, deep and resonant.
DSGNMisc_TAIL-Thunder Tonal_B00M_CICK.wav	Deep, resonant thunder sound with tonal elements, powerful and dark.
DSGNMisc_TAIL-Tonal Cave_B00M_CICK.wav	Echoing, resonant sound reminiscent of a cave, deep and atmospheric.
DSGNMisc_TAIL-Tonal Modulation High_B00M_CICK.wav	Bright tonal modulation with high frequencies, lively and crisp.
DSGNMisc_TAIL-Tonal Modulation Lofi_B00M_CICK.wav	Low-fidelity tonal modulation sound, warm and nostalgic.
DSGNMisc_IMPACT-Tonal Phasing_B00M_CICK.wav	Phased tonal sound with a smooth quality, rich and dynamic.
DSGNMisc_TAIL-Tonal Wash Static_B00M_CICK.wav	Sustained static wash with tonal fluctuations.
DSGNMisc_TAIL-Washed Out Slam_B00M_CICK.wav	Muffled impact sound with a faded quality, heavy and deep.
DSGNMisc_TAIL-White Noise Crackle Movement_B00M_CICK.wav	Crackling white noise with a dynamic movement effect, sharp and airy.
DSGNMisc_TAIL-Wind Basic_B00M_CICK.wav	Low, steady gust with a forceful burst.
DSGNMisc_TAIL-Wind Blow Mid Thin_B00M_CICK.wav	Thin, steady gust with a forceful burst.
DSGNMisc_TAIL-Wind Blow_B00M_CICK.wav	Standard wind blow sound, smooth and flowing with gentle movement.
DSGNMisc_TAIL-Wind Gust Noisy Static_B00M_CICK.wav	Gusting wind with a noisy static texture.
DSGNMisc_TAIL-Wind Movement Tonal_B00M_CICK.wav	Tonal wind sound with fluid movement.
DSGNSrce_SUSTAIN-Metal Impact Distorted Filter Smear_B00M_CICK.wav	Distorted metallic impact with a smeared filter effect.
DSGNSrce_SUSTAIN-Resonant Tonal_Bass_B00M_CICK.wav	Deep bass tone with resonant qualities.
DSGNSrce_SUSTAIN-Rock Crumble Texture_B00M_CICK.wav	Textured sound of rocks crumbling.
DSGNSrce_SUSTAIN-Rock Impact Texture_B00M_CICK.wav	Textured thudding of rocks colliding.
DSGNSynth_IMPACT-Hard Transient Thump Filtered_B00M_CICK.wav	Sharp, filtered thud with a hard transient.
DSGNSynth_IMPACT-Hard Transient Thump Flutter Short_B00M_CICK.wav	Short, fluttering thud with a strong transient.
DSGNSynth_IMPACT-Hard Transient Thump Flutter_B00M_CICK.wav	Fluttering transient thump, resonant and dynamic.
DSGNSynth_IMPACT-Noise Punch Down_B00M_CICK.wav	Heavy noise punch with a downward dynamic.
DSGNSynth_IMPACT-Thump Flutter_B00M_CICK.wav	Thump sound with fluttering qualities.
DSGNSynth_IMPACT-Thump Gritty_B00M_CICK.wav	Gritty thump sound with texture.
DSGNSynth_IMPACT-Thump Noise High Hit_B00M_CICK.wav	High-pitched thump with noise elements.
DSGNSynth_SUSTAIN-Crunchy Move Noise_B00M_CICK.wav	Crunchy noise with movement characteristics.
DSGNSynth_SUSTAIN-Crushed Modulated Saw Wobble Particles_B00M_CICK.wav	Wobbling saw-like noise with crushed particle effects.

CINEMATIC IMPACTS

FILENAME	DESCRIPTION
DSGNSynth_SUSTAIN-Fluttering White Noise Sine Blend_B00M_CICK.wav	Fluttering white noise mixed with sine wave tones.
DSGNSynth_SUSTAIN-Grind Slam_B00M_CICK.wav	Grinding slam sound with forceful impact, harsh and gritty.
DSGNSynth_SUSTAIN-Gritty Motion Dirty_B00M_CICK.wav	Coarse and dynamic sound with a dirty texture.
DSGNSynth_SUSTAIN-Hard Saw White Noise Crumble_B00M_CICK.wav	Sharp, abrasive sound reminiscent of a saw's white noise, crumbling.
DSGNSynth_SUSTAIN-Metal Noise Glide_B00M_CICK.wav	Sliding metallic sound with a smooth transition.
DSGNSynth_SUSTAIN-Modulated Saw White Noise Blend Wobble	Blended, processed sound featuring saw-like white noise and particle effects.
DSGNSynth_SUSTAIN-Noise Down_B00M_CICK.wav	Descending sound with a muted quality.
DSGNSynth_SUSTAIN-Noisy Whoosh Scrape_B00M_CICK.wav	Abrasive and turbulent sweeping sound.
DSGNWhsh_LEAD IN-Artificial Flame_B00M_CICK.wav	Synthetic whoosh mimicking the flicker of flames.
DSGNWhsh_LEAD IN-Basic Wind Fast_B00M_CICK.wav	Rapid gust with a sharp, swift push.
DSGNWhsh_LEAD IN-Basic Wind Heavy_B00M_CICK.wav	Strong, forceful air movement with a dense texture.
DSGNWhsh_LEAD IN-Basic Wind Slow_B00M_CICK.wav	Harsh gust of wind with a strong, sudden impact,
DSGNWhsh_LEAD IN-Basic Wind Texture Fast_B00M_CICK.wav	Rapid, textured airflow with a dynamic feel.
DSGNWhsh_LEAD IN-Cloth Low Impact_B00M_CICK.wav	Soft fabric contact with a thud.
DSGNWhsh_LEAD IN-Cloth Low_B00M_CICK.wav	Low, muted swish of cloth with a resonant impact.
DSGNWhsh_LEAD IN-Cloth Muffled Modulated_B00M_CICK.wav	Muted, modulated cloth sound with a dampened texture.
DSGNWhsh_LEAD IN-Distorted Filter Texture Modulated High_B00M_CICK.wav	Harsh, high-frequency texture with warped modulation.
DSGNWhsh_LEAD IN-Distorted Filter Texture Modulated Jet_B00M_CICK.wav	Powerful, jet-like sound with distorted modulations.
DSGNWhsh_LEAD IN-Distorted Filter Texture Modulated Organic_B00M_CICK.wav	Natural, distorted texture with organic modulation.
DSGNWhsh_LEAD IN-Distorted Filter Texture Modulated_B00M_CICK.wav	Rough, modulated texture with distorted elements.
DSGNWhsh_LEAD IN-Distorted Filter Texture_B00M_CICK.wav	Grainy, distorted surface with uneven layers.
DSGNWhsh_LEAD IN-Distorted Low Crumble Dive_B00M_CICK.wav	Deep, crumbling sound with a downward shift.
DSGNWhsh_LEAD IN-Distorted Paper Crumble_B00M_CICK.wav	Crackling sound of distorted paper being crushed.
DSGNWhsh_LEAD IN-Distorted Texture_B00M_CICK.wav	Coarse, irregular texture with a gritty tone.
DSGNWhsh_LEAD IN-Distorted Washed Out Mass_B00M_CICK.wav	Faded, heavy sound with a washed-out quality.
DSGNWhsh_LEAD IN-Filtered Rock Drag_B00M_CICK.wav	Low, filtered scraping of a stone surface.
DSGNWhsh_LEAD IN-Filtered Water Movement_B00M_CICK.wav	Subtle, filtered flow of liquid in motion.
DSGNWhsh_LEAD IN-Fluttering Distorted White Noise_B00M_CICK.wav	Turbulent, fluttering static with a distorted edge.
DSGNWhsh_LEAD IN-Formant Filtered Scrape_B00M_CICK.wav	Harsh scraping sound with formant filtering applied.
DSGNWhsh_LEAD IN-Granular Massage Gun Aluminum Box High	Intense, granular vibration with high-pressure metallic resonance.
DSGNWhsh_LEAD IN-Granular Plastic Bottle Wrap Crack Crunch_B00M_CICK.wav	Sharp, granular crunch of plastic bottle being compressed.
DSGNWhsh_LEAD IN-Granular Plastic Canister Metal Chair Concrete	Harsh scraping of plastic and metal across a concrete surface.
DSGNWhsh_LEAD IN-Granular Shopping Bag_B00M_CICK.wav	Light, granular rustling of a thin plastic bag.

CINEMATIC IMPACTS

FILENAME	DESCRIPTION
DSGNWhsh_LEAD IN-Granular Vinyl Bed Sheet_B00M_CICK.wav	Crackling of vinyl material with a granular texture.
DSGNWhsh_LEAD IN-Granular Water Crackle Particles_B00M_CICK.wav	Fine, crackling sounds of water droplets or particles.
DSGNWhsh_LEAD IN-Granular Water Texture Scrape_B00M_CICK.wav	Subtle scraping of water layers with a textured surface.
DSGNWhsh_LEAD IN-Gritty Warped White Noise_B00M_CICK.wav	Grainy, warped static with a rough tonal quality.
DSGNWhsh_LEAD IN-Gritty Waveshaper Synth_B00M_CICK.wav	Distorted, gritty tone with heavy waveshaping.
DSGNWhsh_LEAD IN-Low Underwater Modulation Tonal_B00M_CICK.wav	Deep, underwater modulation with a tonal hum.
DSGNWhsh_LEAD IN-Massage Gun Aluminum Box Resonance_B00M_CICK.wav	Metallic resonance from a vibrating surface, low and sustained.
DSGNWhsh_LEAD IN-Massage Gun Aluminum Box Tonal Rattle_B00M_CICK.wav	Sharp, tonal rattling of aluminum under intense vibration.
DSGNWhsh_LEAD IN-Modulated White Noise Double Whoosh_B00M_CICK.wav	Two consecutive bursts of white noise with modulated shifts.
DSGNWhsh_LEAD IN-Particles Bright_B00M_CICK.wav	Crisp, bright sound of small particles moving.
DSGNWhsh_LEAD IN-Scrape On Table_B00M_CICK.wav	Sharp scraping noise as an object moves across a surface.
DSGNWhsh_LEAD IN-Tonal Voice Slash_B00M_CICK.wav	Cutting, vocal tone with a sharp, slicing element.
DSGNWhsh_LEAD IN-Tonal Voice_B00M_CICK.wav	Smooth, modulated vocal tone with a resonant quality.
DSGNWhsh_LEAD IN-Video Tape Rustle Processed_B00M_CICK.wav	Processed sound of a videotape with a grainy rustle.
DSGNWhsh_LEAD IN-Video Tape Single Whoosh_B00M_CICK.wav	Single swift movement of air, mimicking a tape spin.
DSGNWhsh_LEAD IN-Wide Servo_B00M_CICK.wav	Broad mechanical motion with servo motor shifts.
LETHRImpt_IMPACT-Boxing Glove Couch Pillow Drop Hard_B00M_CICK.wav	Heavy thud as a soft object drops onto a surface.
LETHRImpt_IMPACT-Boxing Glove Couch Pillow Punch_B00M_CICK.wav	Solid punch sound with a cushioned impact.
LETHRImpt_IMPACT-Boxing Glove Couch Pillow Rubber Hammer	Firm punch with a rubbery thud and soft cushioning.
METLCrsh_SUSTAIN-Metal Junk Box Scrape Hit_B00M_CICK.wav	Sharp scrape followed by a metallic hit.
METLCrsh_SUSTAIN-Metal Junk Crash Hit_B00M_CICK.wav	Loud collision of metallic objects with a resonant crash.
METLCrsh_SUSTAIN-Metal Junk Drop Large Rummage_B00M_CICK.wav	Heavy metallic drop followed by rummaging noise.
METLCrsh_SUSTAIN-Metal Junk Object Rattle_B00M_CICK.wav	Clattering sound of loose metallic objects rattling together.
METLCrsh_IMPACT-Metal Sheet Drop Long_B00M_CICK.wav	Extended metallic clatter as a sheet falls and resonates.
METLCrsh_SUSTAIN-Metal Sheet Drop Scrape Large_B00M_CICK.wav	Harsh scraping sound as a large metal sheet is dragged and dropped.
METLFric_LEAD IN-Latch Open Close_B00M_CICK.wav	Quick mechanical latch noise, opening and closing with precision.
METLFric_LEAD IN-Latch Rattle_B00M_CICK.wav	Metallic, shaky latch with a loose, jittery sound.
METLFric_LEAD IN-Mechanism Lever Low_B00M_CICK.wav	Low, steady mechanical lever movement with friction.
METLFric_LEAD IN-Mechanism Lever_B00M_CICK.wav	Mechanical lever movement with metallic resistance.
METLFric_LEAD IN-Metal Friction Rub_B00M_CICK.wav	Constant rubbing of metal surfaces, generating a gritty texture.
METLFric_LEAD IN-Plate Scrape Low_B00M_CICK.wav	Gentle, low-frequency scraping of a metal plate across a surface.
METLFric_LEAD IN-Plate Scrape Rattle_B00M_CICK.wav	Rattling metal plate scrape with a harsh, vibrating tone.
METLFric_LEAD IN-Scrape Drag Flutter_B00M_CICK.wav	Rapid fluttering scrape with a dragged metallic edge.

CINEMATIC IMPACTS

FILENAME	DESCRIPTION
METLFric_LEAD IN-Scrape Drag Low_B00M_CICK.wav	Deep, dragged metal sound with a prolonged, low resonance.
METLFric_LEAD IN-Scrape High Drag_B00M_CICK.wav	Sharp, high-pitched dragging of metal over a surface.
METLFric_LEAD IN-Scrape Low Drag_B00M_CICK.wav	Low, slow metal dragging with a dull resonant sound.
METLFric_LEAD IN-Scrape Low Dull_B00M_CICK.wav	Muted metal scrape with a subdued resonance.
METLFric_LEAD IN-Scrape Low_B00M_CICK.wav	Metallic scrape with deep reverberation.
METLFric_LEAD IN-Slide Clean Ringout_B00M_CICK.wav	Smooth metallic slide followed by a bright, clean ring out.
METLFric_LEAD IN-Slide Scrape Long_B00M_CICK.wav	Long, continuous scrape with a metallic resonance.
METLFric_SUSTAIN-Metal Sheet Drop Scrape_B00M_CICK.wav	Metal sheet drop with a harsh scraping noise as it settles.
METLImpt_IMPACT-Aggressive Fast Latch_B00M_CICK.wav	Quick, forceful latch closure with an abrupt metallic thud.
METLImpt_IMPACT-Aggressive Latch Close Resonance_B00M_CICK.wav	Firm latch close with a deep, echoing metallic reverberation.
METLImpt_IMPACT-Aggressive Latch Close_B00M_CICK.wav	Heavy, forceful latch with a solid metal impact.
METLImpt_IMPACT-Aggressive Latch_B00M_CICK.wav	Strong metallic latch with a sharp, assertive impact.
METLImpt_IMPACT-Aggressive Resonance_B00M_CICK.wav	Harsh metallic strike with a long, resonating aftermath.
METLImpt_IMPACT-Aluminum Box Large Leather Paddle_B00M_CICK.wav	Impact of leather paddle on a large aluminum box, creating a solid thump.
METLImpt_IMPACT-Aluminum Box Large Leather Whip Hard_B00M_CICK.wav	Hard leather whip against an aluminum box, with a crisp, sharp slap.
METLImpt_IMPACT-Aluminum Box Large Leather Whip Soft_B00M_CICK.wav	Soft leather whip impact on an aluminum surface, producing a light thud.
METLImpt_IMPACT-Aluminum Box Side Small Leather Paddle_B00M_CICK.wav	Light hit of leather paddle on the side of a small aluminum box.
METLImpt_IMPACT-Aluminum Box Small Leather Paddle_B00M_CICK.wav	Sharp tap of leather paddle on a small aluminum box.
METLImpt_IMPACT-Aluminum Box Spring Handle Snap_B00M_CICK.wav	Metallic snap from a spring-loaded handle on an aluminum surface.
METLImpt_IMPACT-Aluminum Box Staple Lock_B00M_CICK.wav	Staple lock engagement on an aluminum box, producing a precise click.
METLImpt_IMPACT-Aluminum Box Suction Cup Hollow Bassy_B00M_CICK.wav	Deep, hollow bass sound from a suction cup pulling against an aluminum box.
METLImpt_IMPACT-Case Large_B00M_CICK.wav	Heavy thud from a large, hard-shelled case being impacted.
METLImpt_IMPACT-Catwalk Scaffolding On Plate Tight_B00M_CICK.wav	Tight, metallic clatter of scaffolding hitting a plate with sharp resonance.
METLImpt_IMPACT-Catwalk Scaffolding On Plate_B00M_CICK.wav	Metallic strike of scaffolding hitting a plate, generating a clean impact.
METLImpt_IMPACT-Catwalk Scaffolding On Table Ringout Dark_B00M_CICK.wav	Dark, resonant ring out from scaffolding colliding with a table.
METLImpt_IMPACT-Catwalk Scaffolding On Table Ringout_B00M_CICK.wav	Metallic scaffolding clashing with a table, leaving a bright ring out.
METLImpt_IMPACT-Container Small Hit Rattle_B00M_CICK.wav	Sharp impact on a small container, followed by a brief rattle.
METLImpt_IMPACT-Door Heavy_B00M_CICK.wav	Solid, dense thud from a heavy door being forcefully shut.
METLImpt_IMPACT-Door Slam Mid_B00M_CICK.wav	Medium-weight door slamming shut with a sharp, loud impact.
METLImpt_IMPACT-Door Slam_B00M_CICK.wav	Loud, aggressive door slam with a reverberating bang.
METLImpt_IMPACT-Door Small_B00M_CICK.wav	Light but sharp sound of a small door closing with a crisp thud.
METLImpt_IMPACT-High End Hit Ringout_B00M_CICK.wav	High-pitched metallic hit followed by a prolonged ringout.
METLImpt_IMPACT-High Piercing Ringout_B00M_CICK.wav	Piercing metallic strike with a sharp, lingering ring.

CINEMATIC IMPACTS

FILENAME	DESCRIPTION
METLImpt_IMPACT-Hollow Crunch_B00M_CICK.wav	Crunchy impact with a hollow, resonating echo.
METLImpt_IMPACT-Hollow Low Resonance_B00M_CICK.wav	Deep, hollow impact with a low-pitched, lingering resonance.
METLImpt_IMPACT-Huge Ensemble Transient Long_B00M_CICK.wav	Massive transient impact with a long, extended metallic ring.
METLImpt_IMPACT-Huge Ensemble Transient_B00M_CICK.wav	Large, powerful impact with a quick, resonant burst.
METLImpt_IMPACT-Large Metal Garbage Container_B00M_CICK.wav	Heavy hit on a large metal container, creating a loud, hollow bang.
METLImpt_IMPACT-Large Metal Plastic Plate_B00M_CICK.wav	Collision of metal and plastic surfaces, generating a sharp impact.
METLImpt_IMPACT-Leaver Large Resonant_B00M_CICK.wav	Large lever impact with a deep, resonant metallic clang.
METLImpt_IMPACT-Leaver Medium_B00M_CICK.wav	Medium lever hit with a solid metallic thud.
METLImpt_IMPACT-Leaver Resonant_B00M_CICK.wav	Resonant metallic impact from a lever being activated.
METLImpt_IMPACT-Leaver Tight Transient_B00M_CICK.wav	Tight, quick metallic lever impact with a sharp transient sound.
METLImpt_IMPACT-Lock Large_B00M_CICK.wav	Heavy, metallic thud with a large resonant finish.
METLImpt_IMPACT-Low End Container Hit Resonance_B00M_CICK.wav	Deep, impactful hit with low-end resonance.
METLImpt_IMPACT-Low End Hit Ringout Resonance_B00M_CICK.wav	Thick low hit followed by a lingering resonance.
METLImpt_IMPACT-Low End Hit Ringout_B00M_CICK.wav	Full-bodied, deep hit with a long ring out.
METLImpt_IMPACT-Low Rattle Bass_B00M_CICK.wav	Low, rattling sound with a bass-heavy undertone.
METLImpt_IMPACT-Low Rattle Resonance_B00M_CICK.wav	Rattling impact with a deep, resonant quality.
METLImpt_IMPACT-Low Rattle Soft_B00M_CICK.wav	Subtle rattling noise with a soft texture.
METLImpt_IMPACT-Massive Chunks On Tank_B00M_CICK.wav	Large, chunky impacts on a hollow metal surface.
METLImpt_IMPACT-Massive Hook On Table Ringout_B00M_CICK.wav	Heavy hook drop with a metallic ring out.
METLImpt_IMPACT-Massive Pieces On Table Ringout_B00M_CICK.wav	Large metal pieces colliding with long, ringing tones.
METLImpt_IMPACT-Massive Pieces On Table Scrape Hit_B00M_CICK.wav	Large scrape followed by a hard hit.
METLImpt_IMPACT-Massive Slide Hit On Tank Ringout_B00M_CICK.wav	Sliding impact on a tank, followed by a ringing echo.
METLImpt_IMPACT-Mechanism Lever Close_B00M_CICK.wav	Mechanical lever closing with a distinct clunk.
METLImpt_IMPACT-Metal Container Hit Friction_B00M_CICK.wav	Rough, metallic hit with friction noise.
METLImpt_IMPACT-Metal Container Resonant Hit Large Deep_B00M_CICK.wav	Deep, resonating hit on a large metal container.
METLImpt_IMPACT-Metal Container Resonant Hit_B00M_CICK.wav	Metallic impact with resonant overtones.
METLImpt_IMPACT-Metal Hit Soft Canister Dull Ring Out_B00M_CICK.wav	Soft metal hit on a canister with a dull ring.
METLImpt_IMPACT-Metal Junk Drop Fast_B00M_CICK.wav	Quick drop of loose metal pieces.
METLImpt_IMPACT-Metal Junk Drop Large Sharp_B00M_CICK.wav	Large, sharp metallic drop sound.
METLImpt_IMPACT-Metal Junk Drop Large_B00M_CICK.wav	Heavy metal drop with a solid impact.
METLImpt_IMPACT-Metal Locker Bundle Cane_B00M_CICK.wav	Light metal locker hit with cane-like rattle.
METLImpt_IMPACT-Metal Locker Large Leather Paddle Double_B00M_CICK.wav	Double leather paddle slap on a metal locker.
METLImpt_IMPACT-Metal Locker Large Leather Paddle Hard_B00M_CICK.wav	Harsh, resonant paddle strike on a locker.

CINEMATIC IMPACTS

FILENAME	DESCRIPTION
METLImpt_IMPACT-Metal Locker Large Leather Paddle Soft_B00M_CICK.wav	Padded leather paddle hit with a muted tone.
METLImpt_IMPACT-Metal Pan Hit Bounce Large_B00M_CICK.wav	Large metallic pan hit with a bouncing effect.
METLImpt_IMPACT-Metal Pan Hit Bounce_B00M_CICK.wav	Sharp hit on a metal pan with a bounce.
METLImpt_IMPACT-Metal Pan Hit Large_B00M_CICK.wav	Heavy strike on a large metal pan.
METLImpt_IMPACT-Metal Pan Hit_B00M_CICK.wav	Sharp, metallic pan hit with a clean ring.
METLImpt_IMPACT-Metal Sheet Drop Bounce Large_B00M_CICK.wav	Large metal sheet drop with bouncing sounds.
METLImpt_IMPACT-Metal Sheet Drop Bounce_B00M_CICK.wav	Metallic sheet drop with slight bounce.
METLImpt_IMPACT-Metal Sheet Drop Large_B00M_CICK.wav	Heavy metal sheet impact with a strong drop.
METLImpt_IMPACT-Metal Sheet Drop Long Large_B00M_CICK.wav	Large metal sheet drop with extended ringing.
METLImpt_IMPACT-Metal Sheet Drop_B00M_CICK.wav	Metallic sheet drop with a clean hit.
METLImpt_IMPACT-Metal Spanner Mech Drop Large_B00M_CICK.wav	Heavy spanner drop with a mechanical clatter.
METLImpt_IMPACT-Metal Spanner Mech Drop_B00M_CICK.wav	Mechanical drop of a spanner with a solid thud.
METLImpt_IMPACT-Pipe On Plate_B00M_CICK.wav	Hollow pipe striking a plate with a reverberating sound.
METLImpt_IMPACT-Plate On Tank_B00M_CICK.wav	Metallic plate dropped on a hollow tank.
METLImpt_IMPACT-Plate Rattle Sustain_B00M_CICK.wav	Long, sustained rattling of a metal plate.
METLImpt_IMPACT-Sheet On Tank Slide Hit_B00M_CICK.wav	Sliding hit of a metal sheet on a hollow tank.
METLImpt_IMPACT-Sheet On Tank_B00M_CICK.wav	Clean metal sheet impact on a resonant tank.
METLImpt_IMPACT-Shelf Combo On Plate_B00M_CICK.wav	Combined impacts of a shelf and plate.
METLImpt_IMPACT-Shelf On Plate_B00M_CICK.wav	Sharp metal-on-metal impact of a shelf hitting a plate.
METLImpt_IMPACT-Slam Basic_B00M_CICK.wav	Basic, hard slam with a deep thud.
METLImpt_IMPACT-Slam Rattle_B00M_CICK.wav	Heavy slam followed by a rattling sound.
METLImpt_IMPACT-Slide Latch Dull_B00M_CICK.wav	Dull, sliding latch noise with minimal resonance.
METLImpt_IMPACT-Slide Latch Low Bass_B00M_CICK.wav	Low-pitched, bassy slide of a metal latch.
METLImpt_IMPACT-Soft Container Hit Resonance Low_B00M_CICK.wav	Gentle hit on a container with low-end resonance.
METLImpt_TAIL-Tank Hollow Ringout Bright_B00M_CICK.wav	Hollow tank hit with a bright, ringing finish.
METLImpt_TAIL-Tank Hollow Ringout_B00M_CICK.wav	Hollow tank impact followed by a long ringout.
METLImpt_TAIL-Tank Ringout_B00M_CICK.wav	Sharp hit on a tank with a resonating ring.
METLImpt_TAIL-Thunderplate Ringout_B00M_CICK.wav	Large, thunderous impact with a powerful ring out.
METLImpt_IMPACT-Weight Bench Lock_B00M_CICK.wav	Clunky locking mechanism on weight bench.
METLImpt_IMPACT-Weight Bench Loose_B00M_CICK.wav	Loose, rattling sound from weight bench.
METLImpt_IMPACT-Weight Bench Tight_B00M_CICK.wav	Firm, locked adjustment on weight bench.
METLImpt_LEAD IN-Hit Drag Latch_B00M_CICK.wav	Latch dragging, metal-on-metal scrape.
METLImpt_LEAD IN-Hit Drag Smooth Latch Fast_B00M_CICK.wav	Rapid, smooth latch drag with metallic slide.

CINEMATIC IMPACTS

FILENAME	DESCRIPTION
METLImpt_LEAD IN-Hit Drag Smooth Latch Slow_B00M_CICK.wav	Slow, smooth latch drag with metallic slide.
METLImpt_LEAD IN-Hit Dull_B00M_CICK.wav	Muted, dull impact with minimal resonance.
METLImpt_LEAD IN-Hit Ringout Clean_B00M_CICK.wav	Sharp impact followed by a clean, resonant ringout.
METLMisc_SUSTAIN-Metal Mechanical Ridge Pull Large_B00M_CICK.wav	Heavy metallic ridge pull with deep mechanical resonance.
METLMisc_SUSTAIN-Metal Mechanical Ridge Pull Whoosh_B00M_CICK.wav	Ridge pull creating a quick, metallic whoosh.
METLMvmt_LEAD IN-Catwalk Scaffolding On Plate Scrape_B00M_CICK.wav	Harsh scrape of scaffolding on metal plate.
METLMvmt_SUSTAIN-Metal Spiral On Metal Canister Wobble	Metallic wobble with ringing resonance from spiral and canister.
MUSCPerc_DRUMS-28 Inch Natural Tympanum Front And Back	Hard strikes on large natural tympanum, front and back.
MUSCPerc_DRUMS-28 Inch Natural Tympanum Front And Back Soft_B00M_CICK.wav	Soft strikes on large natural tympanum, front and back.
MUSCPerc_DRUMS-28 Inch Plastic Tympanum Front And Back Hard_B00M_CICK.wav	Hard, percussive strikes on plastic tympanum, both sides.
MUSCPerc_DRUMS-60 Inch Hard Front_B00M_CICK.wav	Large, deep percussive hit on 60-inch drum, front side.
MUSCPerc_DRUMS-60 Inch Soft Front_B00M_CICK.wav	Soft strike on large drum, front surface.
MUSCPerc_DRUMS-60 Inch Soft Horizontal_B00M_CICK.wav	Horizontal hit on large drum with soft, deep sound.
MUSCPerc_DRUMS-60 Inch Vertical Front And Back Pre Strike_B00M_CICK.wav	Pre-strike sound on vertical drum, front and back surfaces.
MUSCPerc_DRUMS-Alfaia Front And Back Hard.wav_B00M_CICK.wav	Hard impact on alfaia drum, front and back.
MUSCPerc_DRUMS-Alfaia Soft Stick Front And Back Soft_B00M_CICK.wav	Soft stick impact on alfaia drum, front and back.
MUSCPerc_DRUMS-Alfaia Wood Stick Soft_B00M_CICK.wav	Soft strike with wooden stick on alfaia drum.
MUSCPerc_DRUMS-Bongo Hit Large_B00M_CICK.wav	Deep, resonant strike on large bongo.
MUSCPerc_DRUMS-Bongo Small Hit Bounce Deep_B00M_CICK.wav	Bouncing strike on small bongo with deep resonance.
MUSCPerc_DRUMS-Bongo Small Hit Ring Deep_B00M_CICK.wav	Deep ringing sound from small bongo strike.
MUSCPerc_DRUMS-Bongo Small Hit Scrape Deep_B00M_CICK.wav	Deep scrape on small bongo surface.
MUSCPerc_DRUMS-Cajon Impact Double Ensemble_B00M_CICK.wav	Double hit on cajon in ensemble, strong impact.
MUSCPerc_DRUMS-Cajon Impact Double_B00M_CICK.wav	Double percussive hit on cajon, sharp and resonant.
MUSCPerc_DRUMS-Cajon Impact Flam Thumpy Ensemble_B00M_CICK.wav	Thumpy flam strike on cajon in ensemble.
MUSCPerc_DRUMS-Cajon Impact Hard Wide_B00M_CICK.wav	Wide, hard impact on cajon surface.
MUSCPerc_DRUMS-Chinese Temple Hit Hard Stick_B00M_CICK.wav	Firm stick strike on Chinese temple drum.
MUSCPerc_DRUMS-Chinese Temple Hit Hard_B00M_CICK.wav	Hard strike on temple drum with strong reverberation.
MUSCPerc_DRUMS-Chinese Temple Hit Rattle Loose_B00M_CICK.wav	Loose rattle accompanying hit on temple drum.
MUSCPerc_DRUMS-Chinese Temple Hit Snare Resonance_B00M_CICK.wav	Temple drum hit with snare-like resonance.
MUSCPerc_DRUMS-Chinese Temple Hit Timpani Resonance_B00M_CICK.wav	Kettledrum-like resonance following a strike on a temple drum.
MUSCPerc_DRUMS-Chinese Temple Shell Stick Hit Rattle Loose_B00M_CICK.wav	Loose rattling stick hit on temple shell.
MUSCPerc_DRUMS-Concert Bass Scrape Brush_B00M_CICK.wav	Brushing scrape on concert bass surface.
MUSCPerc_DRUMS-Concert Bass Soft Large Friction Mallet Hit_B00M_CICK.wav	Large, soft hit on concert bass with friction mallet.

CINEMATIC IMPACTS

FILENAME	DESCRIPTION
MUSCPerc_DRUMS-Concert Bass Soft Mallet Hard Hit Rattle Loose_B00M_CICK.wav	Loose rattle from hard mallet hit on concert bass.
MUSCPerc_DRUMS-Concert Bass Soft Mallet Hard Hit Rattle_B00M_CICK.wav	Resonant rattle from hard hit on concert bass.
MUSCPerc_DRUMS-Concert Bass Soft Mallet Medium Hit Rattle_B00M_CICK.wav	Medium intensity hit with rattle on concert bass.
MUSCPerc_DRUMS-Concert Bass Soft Wire Brush Hit_B00M_CICK.wav	Soft hit on concert bass with wire brush.
MUSCPerc_DRUMS-Concert Bass Soft Wire Rubber Slap_B00M_CICK.wav	Soft rubber slap on concert bass with resonance.
MUSCPerc_DRUMS-Concert Bass Wisk Hit_B00M_CICK.wav	Quick whisk hit on concert bass surface.
MUSCPerc_DRUMS-Ensemble Hira Daiko 120 Hira Daiko 90_B00M_CICK.wav	Ensemble hit on a Japanese drums of varying sizes.
MUSCPerc_DRUMS-Ensemble Miyadaiko Hira Daiko 120_B00M_CICK.wav	Strong ensemble hit on big Japanese drums.
MUSCPerc_DRUMS-Ensemble Miyadaiko Hira Daiko 90_B00M_CICK.wav	Strong ensemble hit on medium-sized Japanese drums.
MUSCPerc_DRUMS-Framedrum Leather Mallet Hard_B00M_CICK.wav	Hard leather mallet strike on frame drum.
MUSCPerc_DRUMS-Framedrum Leather Mallet Soft_B00M_CICK.wav	Soft leather mallet strike on frame drum.
MUSCPerc_DRUMS-Framedrum Timpani Mallet_B00M_CICK.wav	Timpani mallet hit on frame drum, soft and resonant.
MUSCPerc_DRUMS-Gong Single Hit Hard Keys Rattle_B00M_CICK.wav	Single gong hit with keys rattling in background.
MUSCPerc_DRUMS-Gong Single Hit Hard Tambourine Metal Rattle_B00M_CICK.wav	Gong hit with rattling tambourine and metallic resonance.
MUSCPerc_DRUMS-Gong Single Hit Hard_B00M_CICK.wav	Powerful, resonant gong strike with deep reverberation.
MUSCPerc_DRUMS-Gong Single Hit Metal Bar Rattle_B00M_CICK.wav	Gong hit with metallic rattle from a bar.
MUSCPerc_DRUMS-Gong Single Hit Slap Rattle_B00M_CICK.wav	Sharp gong hit with rattling slap sound.
MUSCPerc_DRUMS-Gong Single Hit Soft Large Mallet_B00M_CICK.wav	Soft, mellow gong strike with a large mallet.
MUSCPerc_DRUMS-Gong Single Hit Soft_B00M_CICK.wav	Gentle, smooth gong hit with a subtle tone.
MUSCPerc_DRUMS-Gong Single Hit Tambourine Metal Rattle_B00M_CICK.wav	Gong hit with metallic tambourine rattle.
MUSCPerc_DRUMS-Hira Daiko 120 Flam_B00M_CICK.wav	Layered, quick double strike on a Japanese ensemble.
MUSCPerc_DRUMS-Hira Daiko 120 Hard_B00M_CICK.wav	Strong, forceful hit on a Japanese drum ensemble.
MUSCPerc_DRUMS-Hira Daiko 120 Slap_B00M_CICK.wav	Sharp slap sound on a Japanese drumhead.
MUSCPerc_DRUMS-Hira Daiko 120 Soft_B00M_CICK.wav	Light, soft hit on a Japanese drum ensemble.
MUSCPerc_DRUMS-Hira Daiko 150 Flam_B00M_CICK.wav	Rapid, layered strike on a Japanese drum ensemble.
MUSCPerc_DRUMS-Hira Daiko 150 Hard_B00M_CICK.wav	Deep, powerful hit on a Japanese drum ensemble.
MUSCPerc_DRUMS-Hira Daiko 150 Slap_B00M_CICK.wav	Crisp, sharp slap sound on a Japanese drumhead.
MUSCPerc_DRUMS-Hira Daiko 150 Soft_B00M_CICK.wav	Gentle, soft hit on a Japanese drum ensemble.
MUSCPerc_DRUMS-Hira Daiko 90 Flam_B00M_CICK.wav	Quick double hit on a Japanese drum ensemble.
MUSCPerc_DRUMS-Hira Daiko 90 Hard_B00M_CICK.wav	Strong, impactful hit on a Japanese drum ensemble.
MUSCPerc_DRUMS-Hira Daiko 90 Slap_B00M_CICK.wav	Snappy, sharp slap on a Japanese drumhead.
MUSCPerc_DRUMS-Hira Daiko 90 Soft_B00M_CICK.wav	Soft, delicate hit on a Japanese drum ensemble.
MUSCPerc_DRUMS-Miya Daiko Ensemble Pre Strike_B00M_CICK.wav	Pre-impact sound of a Japanese drum ensemble.

CINEMATIC IMPACTS

FILENAME	DESCRIPTION
MUSCPerc_DRUMS-Miyadaiko Flam_B00M_CICK.wav	Fast, layered strike on a Japanese drum ensemble.
MUSCPerc_DRUMS-Miyadaiko Hard_B00M_CICK.wav	Forceful, resonant hit on a Japanese drum ensemble.
MUSCPerc_DRUMS-Miyadaiko Slap_B00M_CICK.wav	Sharp slap on a Japanese drum ensemble's surface.
MUSCPerc_DRUMS-Miyadaiko Small Flam_B00M_CICK.wav	Rapid double hit on a small Japanese drum ensemble.
MUSCPerc_DRUMS-Miyadaiko Small Hard_B00M_CICK.wav	Firm, solid hit on a small Japanese drum ensemble.
MUSCPerc_DRUMS-Miyadaiko Small Slap_B00M_CICK.wav	Sharp slap on a small Japanese drumhead.
MUSCPerc_DRUMS-Miyadaiko Small Soft_B00M_CICK.wav	Soft, subtle hit on a small Japanese drum ensemble.
MUSCPerc_DRUMS-Miyadaiko Soft_B00M_CICK.wav	Gentle, smooth hit on a Japanese drum ensemble.
MUSCPerc_DRUMS-Miyadaiko Straight Shell Flam_B00M_CICK.wav	Rapid double hit on a straight-shell Japanese drum ensemble.
MUSCPerc_DRUMS-Miyadaiko Straight Shell Hard_B00M_CICK.wav	Hard, resonant hit on a straight-shell Japanese drum ensemble.
MUSCPerc_DRUMS-Miyadaiko Straight Shell Slap_B00M_CICK.wav	Sharp slap on a straight-shell Japanese drum ensemble.
MUSCPerc_DRUMS-Miyadaiko Straight Shell Soft_B00M_CICK.wav	Soft, gentle hit on a straight-shell Japanese drum ensemble.
MUSCPerc_DRUMS-Odaiko Leather Stick Front Hard_B00M_CICK.wav	Strong, forceful hit on a Japanese drum using a leather stick.
MUSCPerc_DRUMS-Odaiko Leather Stick Front Soft_B00M_CICK.wav	Soft, controlled hit on a Japanese drum using a leather stick.
MUSCPerc_DRUMS-Odaiko Wood Stick Back Hard_B00M_CICK.wav	Powerful back hit on a Japanese drum with a wood stick.
MUSCPerc_DRUMS-Odaiko Wood Stick Back Soft_B00M_CICK.wav	Soft back hit on a Japanese drum with a wood stick.
MUSCPerc_DRUMS-Processed Drum Boom Heavy_B00M_CICK.wav	Deep, heavy drum boom with a processed texture.
MUSCPerc_DRUMS-Processed Drum Boom Hollow_B00M_CICK.wav	Hollow, resonant drum boom sound.
MUSCPerc_DRUMS-Processed Drum Boom Low_B00M_CICK.wav	Low-pitched, deep drum boom with an impactful tone.
MUSCPerc_DRUMS-Processed Drum Boom Mid Range Flam_B00M_CICK.wav	Mid-range double hit with a processed texture.
MUSCPerc_DRUMS-Processed Drum Boom Mid Transient_B00M_CICK.wav	Short, mid-range drum boom with fast attack.
MUSCPerc_DRUMS-Processed Drum Boom Punchy_B00M_CICK.wav	Tight, impactful drum boom with sharp transient.
MUSCPerc_DRUMS-Processed Drum Boom Soft Swallow_B00M_CICK.wav	Soft, smooth boom with a gentle fade.
MUSCPerc_DRUMS-Processed Drum Classic_B00M_CICK.wav	Processed, classic drum hit with full resonance.
MUSCPerc_DRUMS-Processed Drum Flam Classic_B00M_CICK.wav	Double hit with a processed classic sound.
MUSCPerc_DRUMS-Processed Drum Hit Flam_B00M_CICK.wav	Layered, fast double hit with a processed tone.
MUSCPerc_DRUMS-Processed Drum Hit Single_B00M_CICK.wav	Single processed drum hit with a clean transient.
MUSCPerc_DRUMS-Processed Percussion Hard Slam_B00M_CICK.wav	Hard, impactful percussion slam with a processed texture.
MUSCPerc_DRUMS-Processed Percussion Hard Smack Flam_B00M_CICK.wav	Double hit with a hard, sharp processed smack.
MUSCPerc_DRUMS-Processed Percussion Low Soft Smack_B00M_CICK.wav	Soft, low-pitched processed percussion hit.
MUSCPerc_DRUMS-Processed Percussion Subtle Filter Movement	Subtle filtered percussion with movement and slow decay.
MUSCPerc_DRUMS-Processed Percussion Whoosh Hit_B00M_CICK.wav	Processed percussion hit followed by a whoosh.
MUSCPerc_DRUMS-Shime Daiko Flam_B00M_CICK.wav	Rapid, layered strike on a Shime Daiko drum.

CINEMATIC IMPACTS

FILENAME	DESCRIPTION
MUSCPerc_DRUMS-Shime Daiko Hard_B00M_CICK.wav	Strong, impactful hit on a Shime Daiko drum.
MUSCPerc_DRUMS-Shime Daiko Slap_B00M_CICK.wav	Sharp, snappy slap on a Shime Daiko drumhead.
MUSCPerc_DRUMS-Shime Daiko Soft_B00M_CICK.wav	Soft, gentle hit on a Shime Daiko drum.
MUSCPerc_DRUMS-Snare Hit Double Flam_B00M_CICK.wav	Crisp, dual flam hit on snare.
MUSCPerc_DRUMS-Snare Hit Loose Dampened_B00M_CICK.wav	Light, dampened snare strike with reduced resonance.
MUSCPerc_DRUMS-Snare Hit Loose Rattle Roll Soft_B00M_CICK.wav	Gentle roll with soft, loose snare rattle.
MUSCPerc_DRUMS-Snare Hit Loose Rattle Roll_B00M_CICK.wav	Continuous roll, loose snare with rattle.
MUSCPerc_DRUMS-Snare Hit Loose Rattle_B00M_CICK.wav	Sharp hit with loose snare rattle.
MUSCPerc_DRUMS-Snare Hit Loose_B00M_CICK.wav	Single hit with a loose, open snare.
MUSCPerc_DRUMS-Snare Hit Roll Loose_B00M_CICK.wav	Loose snare roll with a natural resonance.
MUSCPerc_DRUMS-Snare Hit Roll_B00M_CICK.wav	Steady, even roll on snare.
MUSCPerc_DRUMS-Timpani Dresden Hard_B00M_CICK.wav	Strong, forceful strike on kettledrums.
MUSCPerc_DRUMS-Timpani Dresden Soft_B00M_CICK.wav	Soft mallet hit on kettledrums.
MUSCPerc_DRUMS-Timpani Loose Tympanum Pre Strike Hard_B00M_CICK.wav	Hard kettledrums strike with pre-strike resonance.
MUSCPerc_DRUMS-Timpani Loose Tympanum Hard_B00M_CICK.wav	Hard hit on a loosely tuned kettledrums.
MUSCPerc_DRUMS-Timpani Loose Tympanum Pre Strike Soft_B00M_CICK.wav	Soft strike with pre-strike resonance on kettledrums..
MUSCPerc_DRUMS-Timpani Loose Tympanum Soft_B00M_CICK.wav	Soft hit on a loosely tuned kettledrums.
MUSCPerc_DRUMS-Timpani Shell Stick Loose Drops_B00M_CICK.wav	Loose shell stick drops on kettledrums.
MUSCPerc_DRUMS-Timpani Soft Mallet_B00M_CICK.wav	Gentle strike with a soft mallet on kettledrums.
MUSCPerc_LEAD IN-Drum Cajon Fast Roll Ensemble_B00M_CICK.wav	Fast-paced cajon roll performed by an ensemble.
MUSCPerc_LEAD IN-Drum Cajon Fast Roll Hit_B00M_CICK.wav	Quick, rhythmic hit during a cajon roll.
MUSCPerc_LEAD IN-Drum Cajon Fast Roll_B00M_CICK.wav	Rapid roll on a cajon.
MUSCPerc_SUSTAIN-Bounce Rubber Hit Boomy Wide_B00M_CICK.wav	Resonant impactful, wide hit with rubber bounce effect.
MUSCPerc_SUSTAIN-Cajon Fast Roll Ensemble_B00M_CICK.wav	Rapid, continuous roll on cajon by multiple performers.
PAPRFric_LEAD IN-Cardboard Fast Scratch_B00M_CICK.wav	Quick, high-pitched scratch on cardboard.
PAPRFric_LEAD IN-Cardboard Scratch Stutter Tonal_B00M_CICK.wav	Stuttering, tonal scratch on cardboard.
PAPRFric_LEAD IN-Cardboard Slow Deep Scrape_B00M_CICK.wav	Slow, deep scrape across cardboard.
PAPRImpT_IMPACT-Cardboard Box Hit_B00M_CICK.wav	Single, hollow hit on a cardboard box.
PLASFric_LEAD IN-Plastic Scrape Spin Large_B00M_CICK.wav	Large, rotating plastic scrape.
PLASFric_LEAD IN-Plastic Scrape Spin_B00M_CICK.wav	Rotating scrape sound on plastic.
PLASImpt_IMPACT-Plastic Canister Concrete_B00M_CICK.wav	Plastic canister drop on concrete surface.
PLASImpt_IMPACT-Plastic Case Drops_B00M_CICK.wav	Series of plastic case drops.
PLASImpt_IMPACT-Plastic Case Hit Dull_B00M_CICK.wav	Dull, muted hit on plastic case.

CINEMATIC IMPACTS

FILENAME	DESCRIPTION
PLASImpt_IMPACT-Plastic Case Hit Multiple_B00M_CICK.wav	Multiple hits on plastic case.
PLASImpt_IMPACT-Plastic Case Hit Stacking Large_B00M_CICK.wav	Large stack of plastic cases colliding.
PLASImpt_IMPACT-Plastic Case Hit Stacking_B00M_CICK.wav	Sequential stack collisions of plastic cases.
PLASImpt_IMPACT-Plastic Container Metal Drop Large_B00M_CICK.wav	Large metal drop inside plastic container.
PLASImpt_IMPACT-Plastic Container Metal Drop_B00M_CICK.wav	Metal object drop inside a plastic container.
ROCKFric_LEAD IN-Gritty Rock Scrape Aggressive Attack_B00M_CICK.wav	Aggressive, forceful scrape of gritty rock.
ROCKFric_LEAD IN-Gritty Rock Scrape Aggressive Short_B00M_CICK.wav	Short, aggressive rock scrape.
ROCKFric_LEAD IN-Gritty Rock Scrape Smooth Long_B00M_CICK.wav	Smooth, extended scrape on gritty rock.
ROCKFric_LEAD IN-Gritty Rock Scrape Smooth_B00M_CICK.wav	Smooth, continuous scrape on gritty rock.
ROCKFric_LEAD IN-Gritty Rock Slide Scrape Long_B00M_CICK.wav	Long slide and scrape of gritty rock.
ROCKFric_LEAD IN-Gritty Rock Slide Scrape Short_B00M_CICK.wav	Short slide and scrape of gritty rock.
ROCKFric_LEAD IN-Rock Pinecone Gritty Low_B00M_CICK.wav	Low, gritty scrape involving a pinecone.
ROCKFric_LEAD IN-Rock Pinecone Gritty_B00M_CICK.wav	Gritty scrape with a pinecone element.
ROCKFric_SUSTAIN-Gritty Rock Slide Scrape Long_B00M_CICK.wav	Extended slide and scrape on gritty rock surface.
ROCKFric_SUSTAIN-Gritty Rock Slide Scrape Short_B00M_CICK.wav	Brief slide and scrape on gritty rock surface.
ROCKFric_SUSTAIN-Rock Pinecone Gritty Drag_B00M_CICK.wav	Dragging scrape sound involving a pinecone.
ROCKFric_SUSTAIN-Rock Plastic Tub Drag Long Stutter Low_B00M_CICK.wav	Long, shimmering drag of plastic tub with low resonance.
ROCKFric_SUSTAIN-Rock Plastic Tub Drag Long Stutter_B00M_CICK.wav	Long, shimmering drag sound of plastic tub.
ROCKFric_SUSTAIN-Rock Plastic Tub Drag Resonance Low_B00M_CICK.wav	Low-pitched resonance during plastic tub drag.
ROCKFric_SUSTAIN-Rock Plastic Tub Drag Resonance_B00M_CICK.wav	Resonant drag of a plastic tub.
ROCKImpt_IMPACT-Rock Gritty Tub Rattle Soft_B00M_CICK.wav	Soft rattle of gritty rock within a tub.
ROCKImpt_IMPACT-Rock Gritty Tub Rattle_B00M_CICK.wav	Gritty, resonant rattle from a rock tub.
ROCKImpt_IMPACT-Rock Gritty Tub Scrape_B00M_CICK.wav	Textured, abrasive scrape from a rock tub.
ROCKImpt_IMPACT-Rock Hit Pinecone Gritty Soft_B00M_CICK.wav	Soft, gritty impact of a pinecone hit.
ROCKImpt_IMPACT-Rock Hit Pinecone Gritty_B00M_CICK.wav	Crisp, gritty impact of a pinecone hit.
ROCKImpt_IMPACT-Rock Plastic Tub Gritty Low Rattle Soft_B00M_CICK.wav	Low, soft rattle from a gritty plastic tub.
ROCKImpt_IMPACT-Rock Plastic Tub Gritty Low Rattle_B00M_CICK.wav	Low, resonant rattle from a gritty plastic tub.
ROCKImpt_IMPACT-Rock Plastic Tub Gritty Low_B00M_CICK.wav	Deep, gritty sound from a low plastic tub.
ROCKImpt_IMPACT-Rock Plastic Tub Smooth_B00M_CICK.wav	Smooth, hollow sound from a plastic tub.
RUBRFric_SUSTAIN-Concert Bass Large Friction Egg Mallet_B00M_CICK.wav	Rich, deep sound from a large friction egg mallet on concert bass.
RUBRFric_SUSTAIN-Concert Bass Large Friction Scrape Long_B00M_CICK.wav	Extended, resonant friction scrape on a large concert bass.
RUBRFric_SUSTAIN-Concert Bass Large Friction Scrape Short_B00M_CICK.wav	Brief, sharp friction scrape on a large concert bass.
RUBRFric_SUSTAIN-Plastic Gritty Movement_B00M_CICK.wav	Gritty, shifting movement of plastic material.

CINEMATIC IMPACTS

FILENAME	DESCRIPTION
RUBRFric_SUSTAIN-Snare Friction Mallet Scrape Long Resonance_B00M_CICK.wav	Long, resonant scrape with a snare friction mallet.
RUBRFric_SUSTAIN-Snare Friction Mallet Scrape Long_B00M_CICK.wav	Extended scrape with a snare friction mallet producing resonant tones.
RUBRFric_SUSTAIN-Snare Friction Mallet Scrape Short Tonal_B00M_CICK.wav	Brief, tonal scrape with a snare friction mallet.
RUBRFric_SUSTAIN-Snare Friction Mallet Scrape Short_B00M_CICK.wav	Brief scrape with a snare friction mallet.
RUBRFric_SUSTAIN-Timpani Soft Mallet Friction Long Resonance_B00M_CICK.wav	Long, resonant friction scrape with a soft timpani mallet.
RUBRFric_SUSTAIN-Timpani Soft Mallet Friction Long_B00M_CICK.wav	Extended friction scrape with a soft timpani mallet.
RUBRFric_SUSTAIN-Timpani Soft Mallet Friction Short_B00M_CICK.wav	Short friction scrape with a soft timpani mallet.
WHSH_LEAD IN-Cooler Bag Crunch_B00M_CICK.wav	Crunching sound from a cooler bag, creating a crisp texture.
WHSH_LEAD IN-Cooler Bag Fast_B00M_CICK.wav	Fast, percussive sound from a cooler bag.
WHSH_LEAD IN-Cooler Bag Modulated_B00M_CICK.wav	Modulated, dynamic sound from a cooler bag.
WOODFric_LEAD IN-Spin Wood Box_B00M_CICK.wav	Spinning sound produced by a wooden box.
WOODFric_SUSTAIN-Scrape Wood Box Large_B00M_CICK.wav	Large, deep scrape from a wooden box.
WOODFric_SUSTAIN-Scrape Wood Box_B00M_CICK.wav	Sharp wood box scrape creating a resonant tone.
WOODFric_SUSTAIN-Spin Wood Box Large_B00M_CICK.wav	Large, dynamic rotating sound from a wooden box.
WOODImpT_IMPACT-Rattled Hit Hard Ensemble_B00M_CICK.wav	Hard, impactful ensemble rattled hit.
WOODImpT_IMPACT-Rattled Hit Hard_B00M_CICK.wav	Sturdy, hard rattled hit producing a deep resonance.
WOODImpT_IMPACT-Rubber Hammer Suitcase Hit_B00M_CICK.wav	Impact sound from a rubber hammer striking a wooden suitcase.
WOODImpT_IMPACT-Rubber Hammer Wooden Suitcase_B00M_CICK.wav	Solid impact of a rubber hammer hitting a wooden suitcase.
WOODImpT_IMPACT-Rubber Mallet Hit Friction Fast Hard_B00M_CICK.wav	Rapid, powerful friction hit with a rubber mallet.
WOODImpT_IMPACT-Rubber Mallet Hit Friction Fast_B00M_CICK.wav	Rapid friction hit with a rubber mallet, producing a sharp sound.
WOODImpT_IMPACT-Rubber Mallet Hit Friction Hard_B00M_CICK.wav	Strong friction hit with a rubber mallet, creating a solid impact.
WOODImpT_IMPACT-Rubber Mallet Hit Friction_B00M_CICK.wav	Friction hit with a rubber mallet producing a textured sound.
WOODImpT_IMPACT-Rubber Wood Thumped_B00M_CICK.wav	Thumping sound from a rubber wood producing a low resonance.
WOODImpT_IMPACT-Suitcase Concrete Slam_B00M_CICK.wav	Heavy slam of a suitcase on concrete, creating a deep thud.
WOODImpT_IMPACT-Suitcase Hand Punch_B00M_CICK.wav	Sharp hand punch on a suitcase, producing a distinct impact sound.
WOODImpT_IMPACT-Wooden Box Boxing Glove Punch_B00M_CICK.wav	Impact punch on a wooden box with a boxing glove, producing a solid thump.
WOODImpT_IMPACT-Wooden Box Carpet Scrape Decay_B00M_CICK.wav	Decay scrape of a wooden box against carpet, creating a muted sound.
WOODImpT_IMPACT-Wooden Suitcase Concrete Tight_B00M_CICK.wav	Tight sound from a wooden suitcase slamming on concrete.
WOODImpT_IMPACT-Wooden Suitcase Hinge Handling_B00M_CICK.wav	Handling sound of a wooden suitcase hinge, producing a soft click.
WOODMvmt_SUSTAIN-Wooden Vibration Rattles_B00M_CICK.wav	Rattles generated from the vibrations of wood.