

CINEMATIC METAL

FILENAME	DESCRIPTION
DSGNBass_Impact Sweetener Sub Dive_B00M_CMD5.wav	Tight - Low - Sub Woofer. Short impact, pitch down.
DSGNBoom_Impact Low Abyssal_B00M_CMD5.wav	Tight - Low - Explosion - Reverberant. Metal impact sounding like distant explosion.
DSGNBoom_Impact Low Atomic_B00M_CMD5.wav	Tight - Low - Metal - Reverberant. Short, scratchy woosh in.
DSGNBoom_Impact Low Bedlam_B00M_CMD5.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit. Short woosh in.
DSGNBoom_Impact Low Boom Too_B00M_CMD5.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit. Short high frequency component.
DSGNBoom_Impact Low Boom_B00M_CMD5.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit.
DSGNBoom_Impact Low Cavern Hit_B00M_CMD5.wav	Tight - Low - Metal - Reverberant. Tonal.
DSGNBoom_Impact Low Colossus_B00M_CMD5.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit. Short mid frequency component.
DSGNBoom_Impact Low Dead Knocker_B00M_CMD5.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit. Short and intensive transients.
DSGNBoom_Impact Low Death Stroke_B00M_CMD5.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit.
DSGNBoom_Impact Low Deep Down_B00M_CMD5.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit. Minimalist and pure impact.
DSGNBoom_Impact Low Deep Shock_B00M_CMD5.wav	Loose - Low - Metal - Reverberant. Rumble.
DSGNBoom_Impact Low Devils Hit_B00M_CMD5.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit. Deep rumble.
DSGNBoom_Impact Low Disarray_B00M_CMD5.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit.
DSGNBoom_Impact Low Dungeon_B00M_CMD5.wav	Loose - Low - Metal - Reverberant. Tonal. Bouncing.
DSGNBoom_Impact Low Epic Smack_B00M_CMD5.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit.
DSGNBoom_Impact Low Evil Swing_B00M_CMD5.wav	Tight - Low - Metal - Reverberant. Distant.
DSGNBoom_Impact Low Fat Drill_B00M_CMD5.wav	Loose - Low - Metal - Reverberant. Distant.
DSGNBoom_Impact Low Inferno_B00M_CMD5.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit. Deep rumble.
DSGNBoom_Impact Low Shockwave_B00M_CMD5.wav	Tight - Low - Metal - Dry. Short impact. Deep rumble.
DSGNBoom_Impact Sweetener Sub Aggressive_B00M_CMD5.wav	Tight - Low - Sub Woofer. Short impact.
DSGNBoom_Impact Sweetener Sub Dive01_B00M_CMD5.wav	Tight - Low - Sub Woofer. Medium impact.
DSGNBoom_Impact Sweetener Sub Dive02_B00M_CMD5.wav	Tight - Low - Sub Woofer. Medium impact, pitch down.
DSGNBoom_Impact Sweetener Sub Heartbeat_B00M_CMD5.wav	Loose - Low - Sub Woofer. Medium impact. Bouncing.
DSGNBoom_Impact Sweetener Sub Impact_B00M_CMD5.wav	Tight - Low - Sub Woofer. Medium impact. Short tail.
DSGNBoom_Impact Sweetener Sub Rumble01_B00M_CMD5.wav	Loose - Low - Sub Woofer. Long rumble
DSGNBoom_Impact Sweetener Sub Rumble02_B00M_CMD5.wav	Loose - Low - Sub Woofer. Long rumble. Medium tail.
DSGNBoom_Impact Sweetener Sub Rumble03_B00M_CMD5.wav	Loose - Low - Sub Woofer. Long rumble

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FILENAME	DESCRIPTION
DSGNBoom_Impact Sweetener Sub Short01_B00M_CMDS.wav	Tight - Low - Sub Woofer. Medium impact.
DSGNBoom_Impact Sweetener Sub Short02_B00M_CMDS.wav	Tight - Low - Sub Woofer. Medium impact.
DSGNBoom_Impact Sweetener Sub Sustained_B00M_CMDS.wav	Tight - Low - Sub Woofer. Long impact.
DSGNBoom_Impact Sweetener Sub Twice Fast_B00M_CMDS.wav	Tight - Low - Sub Woofer. Medium impact.
DSGNBoom_Impact Sweetener Sub Twice Slow_B00M_CMDS.wav	Tight - Low - Sub Woofer. Medium impact, pitch down.
DSGNMisc_Sweetener High Dark Chord_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Tonal. Fence.
DSGNMisc_Sweetener High Electrify_B00M_CMDS.wav	Loose - High - Electricity - Reverberant. Metal effected, sparkle.
DSGNMisc_Sweetener High Ghostvoice_B00M_CMDS.wav	Loose - High - Synthesized - Reverberant. Tonal. Breathy reverb tail.
DSGNMisc_Sweetener High Goldfall_B00M_CMDS.wav	Loose - High - Synthesized - Reverberant. Tonal. Light squeaky impact.
DSGNMisc_Sweetener High Hellsbells_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Sheets.
DSGNMisc_Sweetener High Midnight_B00M_CMDS.wav	Loose - High - Piano - Reverberant. Tonal.
DSGNMisc_Sweetener High Moan_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Soft scratched sheets.
DSGNStngr_10 Years Additions High Deathsman Cut_B00M_CMDS.wav	Loose - High - Bell - Reverberant. Short Tail.
DSGNStngr_10 Years Additions High Odins Hammer_B00M_CMDS.wav	Tight - High - Bell - Reverberant. Tonal Clang.
DSGNStngr_10 Years Additions Low Enter The Gulag_B00M_CMDS.wav	Loose - Low - Synthesized - Reverberant. Tonal. Wobbling Tail.
DSGNStngr_10 Years Additions Low Final Stage_B00M_CMDS.wav	Tight - High - Metal - Reverberant. Tonal. Ring Out.
DSGNStngr_10 Years Additions Massive Iron Heart_B00M_CMDS.wav	Loose - Mid - Metal - Reverberant. Tonal. Wobbling Tail.
DSGNStngr_10 Years Additions Massive One Ping To Rule Them All_B00M_CMDS.wav	Tight - High - Bell - Reverberant. Tonal. Ring Out.
DSGNStngr_10 Years Additions Mid Evil Pole_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Tonal. Distorted.
DSGNStngr_10 Years Additions Mid Keep Em Coming_B00M_CMDS.wav	Tight - Mid - Shimmer - Reverberant. Tonal. Long, rumbling Tail.
DSGNStngr_10 Years Additions Scifi Decade_B00M_CMDS.wav	Loose - Mid - Synthesized - Reverberant. Tonal. Rumble.
DSGNStngr_10 Years Additions Scifi Hammer Fall_B00M_CMDS.wav	Tight - High - Synthesized - Reverberant. Tonal. Long Tail.
DSGNStngr_Impact Eerie Clerical_B00M_CMDS.wav	Loose - High - Bell - Reverberant. Tonal. Rattle.
DSGNStngr_Impact Eerie Crashers_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant. Vibrato tail.
DSGNStngr_Impact Eerie Dark Bark_B00M_CMDS.wav	Tight - Low - Metal - Reverberant. Rolling woosh in.
DSGNStngr_Impact Eerie Detonation_B00M_CMDS.wav	Loose - Low - Thunder - Reverberant. Synthesized metal impact. Rumble. Tremolo tail.
DSGNStngr_Impact Eerie Dynamite_B00M_CMDS.wav	Loose - Low - Thunder - Reverberant. Synthesized metal impact. Rumble. Light chain elements. Tremolo tail.
DSGNStngr_Impact Eerie Graveyard_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant. Hollow.

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FILENAME	DESCRIPTION
DSGNStngr_Impact Eerie Metal Staff_B00M_CMDS.wav	Loose - Mid - Metal - Reverberant. Hollow. Chain woosh in.
DSGNStngr_Impact Eerie Reverse Key_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant. Medium woosh in.
DSGNStngr_Impact Eerie Slasher_B00M_CMDS.wav	Loose - Mid - Metal - Reverberant. Tonal. Undefined. Aggressive woosh in.
DSGNStngr_Impact Eerie Soul Escape_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Tonal. High synthesized metal tail.
DSGNStngr_Impact Eerie Sun Eclipse_B00M_CMDS.wav	Loose - Mid - Metal - Reverberant. Tonal. Fast woosh in.
DSGNStngr_Impact Eerie The Scythe_B00M_CMDS.wav	Loose - High - Pole - Reverberant. Tonal. Rattle.
DSGNStngr_Impact Eerie Transmission_B00M_CMDS.wav	Loose - Mid - Metal - Reverberant. Electronic woosh in. Synthesized metal impact.
DSGNStngr_Impact Eerie Wrong Piano_B00M_CMDS.wav	Tight - High - Piano - Reverberant. Tonal. Reversed piano woosh in.
DSGNStngr_Impact High Alarm_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Tonal. Vibrating fast woosh in.
DSGNStngr_Impact High Bang_B00M_CMDS.wav	Loose - High - Drum - Reverberant. Chain elements.
DSGNStngr_Impact High Chain Draw_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Chain rattle.
DSGNStngr_Impact High Closed_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Medium woosh in. Light tonal tail.
DSGNStngr_Impact High Dark Thunder_B00M_CMDS.wav	Tight - High - Thunder - Reverberant. Metal impact sounding like thunder.
DSGNStngr_Impact High Deep Tail_B00M_CMDS.wav	Tight - High - Metal - Reverberant. Fast woosh in.
DSGNStngr_Impact High Defusion_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Synthesized metal elements woosh in and sweep out.
DSGNStngr_Impact High Destroyer_B00M_CMDS.wav	Loose - High - Flame - Reverberant. Metal impact sounding like flame. Medium woosh in.
DSGNStngr_Impact High Dragon Fang_B00M_CMDS.wav	Loose - High - Door - Reverberant. Fast woosh in.
DSGNStngr_Impact High Final Hit_B00M_CMDS.wav	Loose - High - Metal - Reverberant. High tonal elements.
DSGNStngr_Impact High Flesh Wound_B00M_CMDS.wav	Tight - High - Flame - Reverberant. Metal impact sounding like flame, fast woosh in.
DSGNStngr_Impact High Hell Hit_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Medium woosh in. Sparkles.
DSGNStngr_Impact High Impaler_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Long metal woosh in.
DSGNStngr_Impact High Junk Yard_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Chain woosh in. Rattle.
DSGNStngr_Impact High Powerblast_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Squeak in, high tail.
DSGNStngr_Impact High Rattle King_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Long chain rattle woosh in.
DSGNStngr_Impact High Rattling_B00M_CMDS.wav	Loose - High - Pole - Reverberant. Tonal. Medium woosh in.
DSGNStngr_Impact High Sandblast_B00M_CMDS.wav	Loose - High - Flame - Reverberant. Metal impact sounding like flame. Fast woosh in.
DSGNStngr_Impact High Scorpion Sting_B00M_CMDS.wav	Thight - High - Metal - Reverberant. Metal impact sounding like whip. Fast woosh in.
DSGNStngr_Impact High Short Death_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Fast woosh in.

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FILENAME	DESCRIPTION
DSGNStngr_Impact High Spherical_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Medium woosh in.
DSGNStngr_Impact High Stringed Hit_B00M_CMDS.wav	Loose - High - Door - Reverberant. Rattle, high synthesized metal elements.
DSGNStngr_Impact High Suffocation_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Medium woosh in. Bouncing.
DSGNStngr_Impact High Tower Fall_B00M_CMDS.wav	Loose - High - Flame - Reverberant. Metal impact sounding like flame, medium woosh in.
DSGNStngr_Impact High Wobbler_B00M_CMDS.wav	Tight - High - Metal - Reverberant. Fast woosh in.
DSGNStngr_Impact Low Angry Blow_B00M_CMDS.wav	Loose - Low - Poles - Reverberant. Slight tonal release.
DSGNStngr_Impact Low Bell Ring_B00M_CMDS.wav	Loose - Low - Metal - Reverberant. Bouncing.
DSGNStngr_Impact Low Black Crunch_B00M_CMDS.wav	Loose - Low - Metal - Reverberant. Long woosh in. Light chains. Rattle.
DSGNStngr_Impact Low Black Forge_B00M_CMDS.wav	Tight - Low - Drum - Reverberant. Fast woosh in. Metal impact sounding like drum hit.
DSGNStngr_Impact Low Bloodgush_B00M_CMDS.wav	Loose - Low - Metal - Dry. Bouncing. Double impact.
DSGNStngr_Impact Low Clash Devil_B00M_CMDS.wav	Loose - Low - Door - Reverberant. Slight pre-impact.
DSGNStngr_Impact Low Dark Pitch_B00M_CMDS.wav	Loose - Low - Pole - Reverberant. Tonal.
DSGNStngr_Impact Low Deep Drum_B00M_CMDS.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit.
DSGNStngr_Impact Low Disintegration_B00M_CMDS.wav	Tight - Low - Thunder - Reverberant. Metal impact sounding like thunder.
DSGNStngr_Impact Low Doom Blade_B00M_CMDS.wav	Loose - Low - Metal - Dry. Medium woosh in. Rumble.
DSGNStngr_Impact Low Fallen Wave_B00M_CMDS.wav	Loose - Low - Bell - Reverberant. Tonal.
DSGNStngr_Impact Low Falling_B00M_CMDS.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit.
DSGNStngr_Impact Low Imflamable_B00M_CMDS.wav	Loose - Low - Flame - Reverberant. Metal impact sounding like flame.
DSGNStngr_Impact Low Lost Message_B00M_CMDS.wav	Tight - Low - Metal - Reverberant. High metal woosh in.
DSGNStngr_Impact Low Running Titan_B00M_CMDS.wav	Loose - Low - Drum - Reverberant. Metal impact sounding like drum hit. Long woosh in.
DSGNStngr_Impact Low Shocker_B00M_CMDS.wav	Tight - Low - Metal - Reverberant. Breathy tail.
DSGNStngr_Impact Low Sinister Hit_B00M_CMDS.wav	Loose - Low - Metal - Reverberant. Distant. Bouncing.
DSGNStngr_Impact Low Sitting Bull_B00M_CMDS.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit. Fast woosh in.
DSGNStngr_Impact Low Slithering_B00M_CMDS.wav	Loose - Low - Metal - Reverberant. Rattle. Crystal woosh in.
DSGNStngr_Impact Low The Void_B00M_CMDS.wav	Loose - Low - Flame - Reverberant. Tonal. Metal impact sounding like flame.
DSGNStngr_Impact Low World Sound_B00M_CMDS.wav	Tight - Low - Bell - Reverberant. Tonal. Metal impact sounding like gong or bell.
DSGNStngr_Impact Massive Anvil_B00M_CMDS.wav	Tight - High - Metal - Reverberant. Iron anvil.
DSGNStngr_Impact Massive Barrel_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant. Tonal.

CINEMATIC METAL

FILENAME	DESCRIPTION
DSGNStngr_Impact Massive Black Metal_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant. Medium woosh in. Anvil.
DSGNStngr_Impact Massive Black Pulse_B00M_CMDS.wav	Tight - High - Metal - Reverberant. Iron. Deep woosh in.
DSGNStngr_Impact Massive Bonebreaker_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant. Fast woosh in. Distant anvil.
DSGNStngr_Impact Massive Drum Sub_B00M_CMDS.wav	Tight - High - Metal - Reverberant. Iron anvil. Light chain elements.
DSGNStngr_Impact Massive Giant Roller_B00M_CMDS.wav	Loose - Mid - Metal - Reverberant. Rattle. High tonal tail.
DSGNStngr_Impact Massive High Thing_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant. Iron.
DSGNStngr_Impact Massive Hound Bite_B00M_CMDS.wav	Loose - Mid - Metal - Reverberant. Fast rolling woosh in.
DSGNStngr_Impact Massive Injection_B00M_CMDS.wav	Tight - High - Metal - Reverberant.
DSGNStngr_Impact Massive Powerplant_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant.
DSGNStngr_Impact Massive Scavenger_B00M_CMDS.wav	Tight - Mid - Drum - Reverberant. Metal impact sounding like drum.
DSGNStngr_Impact Massive Sizzler_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant. Sparkle. Vibrating tail.
DSGNStngr_Impact Massive Stunner_B00M_CMDS.wav	Tight - High - Metal - Dry. Iron anvil.
DSGNStngr_Impact Massive The End_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant. Iron anvil.
DSGNStngr_Impact Massive Thunder Roll_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant. Long woosh in. Iron anvil.
DSGNStngr_Impact Massive Tube_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant. Tonal. Sparkle.
DSGNStngr_Impact Massive Wardrums_B00M_CMDS.wav	Tight - Mid - Drum - Reverberant. Metal impact sounding like drum. Light chain elements.
DSGNStngr_Impact Mid Alloy Rip_B00M_CMDS.wav	Loose - Mid - Metal - Reverberant. Medium woosh in. Light rattle tail.
DSGNStngr_Impact Mid Bombshell_B00M_CMDS.wav	Loose - Mid - Flame - Reverberant. Metal impact sounding like flame. Woosh in.
DSGNStngr_Impact Mid Chainsaw_B00M_CMDS.wav	Loose - Mid - Door - Reverberant. Rattle.
DSGNStngr_Impact Mid Clanger_B00M_CMDS.wav	Tight - Mid - Door - Reverberant. Long tail.
DSGNStngr_Impact Mid Clocked_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant. Tonal.
DSGNStngr_Impact Mid Crate Hit_B00M_CMDS.wav	Tight - Mid - Drum - Reverberant. Flame woosh in.
DSGNStngr_Impact Mid Dark Ocean_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant. Metal impact sounding like sonar.
DSGNStngr_Impact Mid Dark Shaft_B00M_CMDS.wav	Loose - Mid - Metal - Reverberant. Rattle. Light, short tonal tail.
DSGNStngr_Impact Mid Dead Swing_B00M_CMDS.wav	Tight - Mid - Piano - Reverberant. Tonal. Crystal tail.
DSGNStngr_Impact Mid Death Blow_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant. Synthetic breath ending.
DSGNStngr_Impact Mid Death Plate_B00M_CMDS.wav	Tight - Mid - Flame - Reverberant. Anvil. Flame woosh in.
DSGNStngr_Impact Mid Demon Gate_B00M_CMDS.wav	Loose - Mid - Door - Reverberant. Tonal woosh in.

CINEMATIC METAL

FILENAME	DESCRIPTION
DSGNStngr_Impact Mid Devastation_B00M_CMDS.wav	Loose - Mid - Metal - Reverberant. Short, aggressive woosh in.
DSGNStngr_Impact Mid Disruptor_B00M_CMDS.wav	Tight - Mid - Bell - Reverberant. Tonal. Metal impact sounding like bell or gong.
DSGNStngr_Impact Mid Doomed_B00M_CMDS.wav	Loose - Mid - Door - Reverberant. Low rumble.
DSGNStngr_Impact Mid Explosion_B00M_CMDS.wav	Tight - Mid - Explosion - Reverberant. Chain elements.
DSGNStngr_Impact Mid Ferric Fear_B00M_CMDS.wav	Tight - Mid - Pole - Reverberant. Tonal. Synthetic reverb tail.
DSGNStngr_Impact Mid Fireball_B00M_CMDS.wav	Loose - Mid - Door - Reverberant. Flame woosh in.
DSGNStngr_Impact Mid Flame Breath_B00M_CMDS.wav	Loose - Mid - Flame - Reverberant. Door impact sounding like flame. Medium woosh in.
DSGNStngr_Impact Mid Grenade_B00M_CMDS.wav	Loose - Mid - Metal - Reverberant. Metal scrape woosh in.
DSGNStngr_Impact Mid Grinder_B00M_CMDS.wav	Loose - Mid - Explosion - Reverberant. Rattle. High metal elements.
DSGNStngr_Impact Mid Hollow_B00M_CMDS.wav	Loose - Mid - Flame - Reverberant. Metal impact sounding like flame. Long woosh in.
DSGNStngr_Impact Mid Insect Blow_B00M_CMDS.wav	Loose - Mid - Metal - Reverberant. Chain elements.
DSGNStngr_Impact Mid Metal Lion_B00M_CMDS.wav	Loose - Mid - Explosion - Reverberant.
DSGNStngr_Impact Mid Meteorite_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant. Chain elements woosh in.
DSGNStngr_Impact Mid Prisondoor_B00M_CMDS.wav	Loose - Mid - Metal - Reverberant. Chain elements, medium woosh in.
DSGNStngr_Impact Mid Ring Ding_B00M_CMDS.wav	Tight - Mid - Bell - Reverberant. Tonal. Metal impact sounding like bell or gong. Light rattle.
DSGNStngr_Impact Mid Ruination_B00M_CMDS.wav	Tight - Mid - Drum - Reverberant. Metal impact sounding like drum hit.
DSGNStngr_Impact Mid Rust Basher_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant. Light sparkles.
DSGNStngr_Impact Mid Scrape By_B00M_CMDS.wav	Loose - Mid - Metal - Reverberant. Medium woosh in.
DSGNStngr_Impact Mid Shipwreck_B00M_CMDS.wav	Loose - Mid - Metal - Reverberant. Light rattle.
DSGNStngr_Impact Mid Shutters_B00M_CMDS.wav	Loose - Mid - Door - Reverberant. Metal scrape woosh in.
DSGNStngr_Impact Mid Smoke Bell_B00M_CMDS.wav	Tight - Mid - Drum - Reverberant. Metal impact sounding like drum hit. Chain rattle.
DSGNStngr_Impact Mid Spaceship_B00M_CMDS.wav	Tight - Mid - Pole - Reverberant. Tonal. High synthetic elements tail.
DSGNStngr_Impact Mid Steel Puncher_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant. Bouncing.
DSGNStngr_Impact Mid Steel Skull_B00M_CMDS.wav	Loose - Mid - Pole - Reverberant. Tonal. Short metal woosh in.
DSGNStngr_Impact Mid Stone Cutter_B00M_CMDS.wav	Loose - Mid - Flame - Reverberant. Metal impact sounding like flame, sparkles.
DSGNStngr_Impact Mid Sunburn_B00M_CMDS.wav	Loose - Mid - Metal - Reverberant. Metal scrape woosh in. Bouncing.
DSGNStngr_Impact Mid The Cage_B00M_CMDS.wav	Tight - Mid - Door - Reverberant.
DSGNStngr_Impact Mid The Closer_B00M_CMDS.wav	Loose - Mid - Metal - Reverberant. Chain elements.

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DSGNSngr_Impact Mid The Hatch_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant. Short metal woosh in.
DSGNSngr_Impact Mid Torpedo_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant. Squeak woosh in.
DSGNSngr_Impact Mid Trainslide_B00M_CMDS.wav	Loose - Mid - Metal - Reverberant. Chain rattle.
DSGNSngr_Impact Mid Vulture_B00M_CMDS.wav	Tight - Mid - Door - Reverberant. Flame woosh in.
DSGNSngr_Impact Mid Wicked Door_B00M_CMDS.wav	Loose - Mid - Door - Reverberant. Metal woosh in.
DSGNSynth_Impact Eerie Submarine_B00M_CMDS.wav	Loose - High - Synthesized - Reverberant. Tonal. Sonar. Panned delay tail.
DSGNSynth_Impact Scifi Air Ramp_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Tonal. Windy synthesized reverb tail.
DSGNSynth_Impact Scifi Angry Pc_B00M_CMDS.wav	Loose - High - Synthesized - Reverberant. Tonal. Breathy woosh in, distorted. High tone tail.
DSGNSynth_Impact Scifi Angry Robot_B00M_CMDS.wav	Loose - Mid - Synthesized - Reverberant. Medium synthesized woosh in. Metal impact, delay tail.
DSGNSynth_Impact Scifi Arrival_B00M_CMDS.wav	Loose - Mid - Synthesized - Reverberant. Delay tail.
DSGNSynth_Impact Scifi Bad Whistle_B00M_CMDS.wav	Loose - Mid - Metal - Reverberant. High pitch down effect tail.
DSGNSynth_Impact Scifi Booster_B00M_CMDS.wav	Loose - Mid - Synthesized - Reverberant. Tonal. Medium woosh in.
DSGNSynth_Impact Scifi Deactivate_B00M_CMDS.wav	Loose - Mid - Synthesized - Reverberant. Medium woosh in. Pitch down effect tail.
DSGNSynth_Impact Scifi Entrance_B00M_CMDS.wav	Loose - Mid - Metal - Reverberant. Delayed high metal elements, rhythmic.
DSGNSynth_Impact Scifi Fallout_B00M_CMDS.wav	Tight - High - Synthesized - Reverberant. Tonal. Distorted.
DSGNSynth_Impact Scifi Fictions_B00M_CMDS.wav	Loose - Mid - Synthesized - Reverberant. Tonal. Bouncing. Click.
DSGNSynth_Impact Scifi Fly Away_B00M_CMDS.wav	Tight - High - Synthesized - Reverberant. Tonal. Medium woosh in. Pitch up effect tail.
DSGNSynth_Impact Scifi Flying Blade_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant. High fast woosh in. Rattle.
DSGNSynth_Impact Scifi Hyperspace_B00M_CMDS.wav	Loose - High - Synthesized - Reverberant. Squeak woosh in.
DSGNSynth_Impact Scifi Incoming_B00M_CMDS.wav	Tight - High - Synthesized - Reverberant. Tonal. Long woosh in.
DSGNSynth_Impact Scifi Jingle Hells_B00M_CMDS.wav	Loose - Mid - Synthesized - Reverberant. Tonal. High bell elements. Breathy synthesized reverb tail.
DSGNSynth_Impact Scifi Knife Whispers_B00M_CMDS.wav	Tight - Mid - Synthesized - Reverberant. Fast woosh in. Breathy wind reverb tail.
DSGNSynth_Impact Scifi Machine Step_B00M_CMDS.wav	Loose - Mid - Synthesized - Reverberant. Medium woosh in.
DSGNSynth_Impact Scifi Malfunction_B00M_CMDS.wav	Tight - Mid - Metal - Reverberant. High synthesized elements.
DSGNSynth_Impact Scifi Mortar_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Crash, high pitch down effect tail.
DSGNSynth_Impact Scifi Robot Landing_B00M_CMDS.wav	Loose - Mid - Synthesized - Reverberant. Long woosh in. Movement.
DSGNSynth_Impact Scifi Sonar_B00M_CMDS.wav	Loose - Mid - Synthesized - Reverberant. Light scanner sound.
DSGNSynth_Impact Scifi Space Thunder_B00M_CMDS.wav	Loose - Mid - Synthesized - Reverberant. Panned delay. Long woosh in.

CINEMATIC METAL

FILENAME	DESCRIPTION
DSGNSynth_Impact Scifi Spacecopter_B00M_CMDS.wav	Loose - Mid - Synthesized - Reverberant. Woosh in. Slow down effect tail, high tone tail.
DSGNSynth_Impact Scifi Squeakish_B00M_CMDS.wav	Loose - Mid - Metal - Reverberant. Squeak woosh in.
DSGNSynth_Impact Scifi Start Button_B00M_CMDS.wav	Tight - High - Synthesized - Reverberant. Tonal.
DSGNSynth_Impact Scifi Tv Explosion_B00M_CMDS.wav	Loose - High - Synthesized - Dry. Very high woosh in.
DSGNSynth_Impact Scifi Wormhole_B00M_CMDS.wav	Loose - Low - Synthesized - Reverberant. Tonal. Fast woosh in.
DSGNSynth_Sweetener High Alien Flight_B00M_CMDS.wav	Loose - High - Synthesized - Reverberant. Tonal. Long chainy woosh in. Delayed. Breathly synthesized reverb tail.
DSGNSynth_Sweetener High Bells Roll_B00M_CMDS.wav	Loose - High - Bell - Reverberant. Tonal. Rolling woosh in.
DSGNSynth_Sweetener High Evil Buzz_B00M_CMDS.wav	Tight - High - Synthesized - Reverberant. Tonal.
DSGNSynth_Sweetener High Glockenspiel_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Reversed woosh in. Chain elements.
DSGNSynth_Sweetener High Impact Alarm_B00M_CMDS.wav	Loose - High - Synthesized - Reverberant. Fast chainy woosh in.
DSGNSynth_Sweetener High Lost Drum_B00M_CMDS.wav	Tight - High - Synthesized - Reverberant. Hollow. Delayed high elements.
DSGNSynth_Sweetener High Money Tinker_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Tonal. Delayed, chainy.
DSGNSynth_Sweetener High Reverse Chime_B00M_CMDS.wav	Tight - High - Metal - Reverberant. Synthesized woosh in.
DSGNSynth_Sweetener High Thief_B00M_CMDS.wav	Loose - High - Metal - Reverberant. Tonal. Ice.