

# CINEMATIC STRIKES

| FILENAME   | DESCRIPTION  |
|--|--|
| MUSCPerc_CYMBAL-Crash 1 Hit Hard Beater Far_B00M_CSCK.wav      | Strong attack with mallet, broad wash, sustaining approximately 12 seconds. Various instances. Reverberant.                      |
| MUSCPerc_CYMBAL-Crash 1 Hit Hard Beater Medium_B00M_CSCK.wav   | Strong attack with mallet, broad wash, sustaining approximately 12 seconds. Various instances. Ambient.                          |
| MUSCPerc_CYMBAL-Crash 1 Hit Hard Beater Near_B00M_CSCK.wav     | Strong attack with mallet, broad wash, sustaining approximately 12 seconds. Various instances. Dry.                              |
| MUSCPerc_CYMBAL-Crash 1 Hit Soft Beater Far_B00M_CSCK.wav      | Light to medium attack with mallet, wash and bell mid tone. Sustaining approximately 12 seconds. Various instances. Reverberant. |
| MUSCPerc_CYMBAL-Crash 1 Hit Soft Beater Medium_B00M_CSCK.wav   | Light to medium attack with mallet, wash and bell mid tone. Sustaining approximately 12 seconds. Various instances. Ambient.     |
| MUSCPerc_CYMBAL-Crash 1 Hit Soft Beater Near_B00M_CSCK.wav     | Light to medium attack with mallet, wash and bell mid tone. Sustaining approximately 12 seconds. Various instances. Dry.         |
| MUSCPerc_CYMBAL-Crash 1 Swell Soft Beater Far_B00M_CSCK.wav    | Rolling crescendo with mallet, varying dynamics and durations. Various instances. Reverberant.                                   |
| MUSCPerc_CYMBAL-Crash 1 Swell Soft Beater Medium_B00M_CSCK.wav | Rolling crescendo with mallet, varying dynamics and durations. Various instances. Ambient.                                       |
| MUSCPerc_CYMBAL-Crash 1 Swell Soft Beater Near_B00M_CSCK.wav   | Rolling crescendo with mallet, varying dynamics and durations. Various instances. Dry.   |
| MUSCPerc_CYMBAL-Crash 2 Hit Hard Beater Far_B00M_CSCK.wav      | Strong attack with mallet, broad wash, sustaining approximately 12 seconds. Various instances. Reverberant.                      |
| MUSCPerc_CYMBAL-Crash 2 Hit Hard Beater Medium_B00M_CSCK.wav   | Strong attack with mallet, broad wash, sustaining approximately 12 seconds. Various instances. Ambient.                          |
| MUSCPerc_CYMBAL-Crash 2 Hit Hard Beater Near_B00M_CSCK.wav     | Strong attack with mallet, broad wash, sustaining approximately 12 seconds. Various instances. Dry.                              |
| MUSCPerc_CYMBAL-Crash 2 Hit Soft Beater Far_B00M_CSCK.wav      | Light attack with mallet, wash. Sustaining approximately 10 seconds. Various instances. Reverberant.                             |
| MUSCPerc_CYMBAL-Crash 2 Hit Soft Beater Medium_B00M_CSCK.wav   | Light attack with mallet, wash. Sustaining approximately 10 seconds. Various instances. Ambient.                                 |
| MUSCPerc_CYMBAL-Crash 2 Hit Soft Beater Near_B00M_CSCK.wav     | Light attack with mallet, wash. Sustaining approximately 10 seconds. Various instances. Dry.                                     |
| MUSCPerc_CYMBAL-Crash 2 Swell Soft Beater Far_B00M_CSCK.wav    | Rolling crescendo with mallet, varying dynamics and durations. Various instances. Reverberant.                                   |
| MUSCPerc_CYMBAL-Crash 2 Swell Soft Beater Medium_B00M_CSCK.wav | Rolling crescendo with mallet, varying dynamics and durations. Various instances. Ambient.                                       |
| MUSCPerc_CYMBAL-Crash 2 Swell Soft Beater Near_B00M_CSCK.wav   | Rolling crescendo with mallet, varying dynamics and durations. Various instances. Dry.   |
| MUSCPerc_CYMBAL-Splash 1 Hit Far_B00M_CSCK.wav                 | Sharp attack with stick, short wash, fast decay. Upper mid bell tone. Various instances. Reverberant.                            |
| MUSCPerc_CYMBAL-Splash 1 Hit Medium_B00M_CSCK.wav              | Sharp attack with stick, short wash, fast decay. Upper mid bell tone. Various instances. Ambient.                                |
| MUSCPerc_CYMBAL-Splash 1 Hit Near_B00M_CSCK.wav                | Sharp attack with stick, short wash, fast decay. Upper mid bell tone. Various instances. Dry.                                    |
| MUSCPerc_CYMBAL-Splash 2 Hit Hard Beater Far_B00M_CSCK.wav     | Strong attack with mallet, short wash, fast decay. Shimmer. Various instances. Reverberant.                                      |
| MUSCPerc_CYMBAL-Splash 2 Hit Hard Beater Medium_B00M_CSCK.wav  | Strong attack with mallet, short wash, fast decay. Shimmer. Various instances. Ambient.  |
| MUSCPerc_CYMBAL-Splash 2 Hit Hard Beater Near_B00M_CSCK.wav    | Strong attack with mallet, short wash, fast decay. Shimmer. Various instances. Dry.  |
| MUSCPerc_CYMBAL-Splash 2 Hit Soft Beater Far_B00M_CSCK.wav     | Light to medium attack with mallet, short wash, fast decay. Shimmer. Various instances. Reverberant.                             |
| MUSCPerc_CYMBAL-Splash 2 Hit Soft Beater Medium_B00M_CSCK.wav  | Light to medium attack with mallet, short wash, fast decay. Shimmer. Various instances. Ambient.                                 |
| MUSCPerc_CYMBAL-Splash 2 Hit Soft Beater Near_B00M_CSCK.wav    | Light to medium attack with mallet, short wash, fast decay. Shimmer. Various instances. Dry.                                     |

# CINEMATIC STRIKES

| FILENAME  | DESCRIPTION   |
|---|---|
| MUSCPerc_DRUM-Bass Drum Concert And Taiko Double Far_B00M_CSCK.wav    | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater.                    |
| MUSCPerc_DRUM-Bass Drum Concert And Taiko Double Medium_B00M_CSCK.wav | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater.                        |
| MUSCPerc_DRUM-Bass Drum Concert And Taiko Double Near_B00M_CSCK.wav   | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Dry. Mixed Beater.                            |
| MUSCPerc_DRUM-Bass Drum Concert And Taiko Flam Far_B00M_CSCK.wav      | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater. |
| MUSCPerc_DRUM-Bass Drum Concert And Taiko Flam Medium_B00M_CSCK.wav   | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater.     |
| MUSCPerc_DRUM-Bass Drum Concert And Taiko Flam Near_B00M_CSCK.wav     | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Dry. Mixed Beater.         |
| MUSCPerc_DRUM-Bass Drum Concert And Taiko Hit Far_B00M_CSCK.wav       | Single strong, deep hit. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater.                                      |
| MUSCPerc_DRUM-Bass Drum Concert And Taiko Hit Medium_B00M_CSCK.wav    | Single strong, deep hit. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater.  |
| MUSCPerc_DRUM-Bass Drum Concert And Taiko Hit Near_B00M_CSCK.wav      | Single strong, deep hit. Strong low resonance, long decay. Various instances. Dry. Mixed Beater.  |
| MUSCPerc_DRUM-Bass Drum Concert And Taiko Roll Far_B00M_CSCK.wav      | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater.                                   |
| MUSCPerc_DRUM-Bass Drum Concert And Taiko Roll Medium_B00M_CSCK.wav   | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater.                                       |
| MUSCPerc_DRUM-Bass Drum Concert And Taiko Roll Near_B00M_CSCK.wav     | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Dry. Mixed Beater.   |
| MUSCPerc_DRUM-Bass Drum Concert Double Far_B00M_CSCK.wav              | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater.                    |
| MUSCPerc_DRUM-Bass Drum Concert Double Medium_B00M_CSCK.wav           | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater.                        |
| MUSCPerc_DRUM-Bass Drum Concert Double Near_B00M_CSCK.wav             | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Dry. Mixed Beater.                            |
| MUSCPerc_DRUM-Bass Drum Concert Flam Far_B00M_CSCK.wav                | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater. |
| MUSCPerc_DRUM-Bass Drum Concert Flam Medium_B00M_CSCK.wav             | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater.     |
| MUSCPerc_DRUM-Bass Drum Concert Flam Near_B00M_CSCK.wav               | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Dry. Mixed Beater.         |
| MUSCPerc_DRUM-Bass Drum Concert Hit Far_B00M_CSCK.wav                 | Single strong, deep hit. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater.                                      |

# CINEMATIC STRIKES

| FILENAME  | DESCRIPTION  |
|---|--|
| MUSCPerc_DRUM-Bass Drum Concert Hit Medium_B00M_CSCK.wav          | Single strong, deep hit. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater.   |
| MUSCPerc_DRUM-Bass Drum Concert Hit Near_B00M_CSCK.wav            | Single strong, deep hit. Strong low resonance, long decay. Various instances. Dry. Mixed Beater.   |
| MUSCPerc_DRUM-Bass Drum Concert Large Double Far_B00M_CSCK.wav    | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater.                       |
| MUSCPerc_DRUM-Bass Drum Concert Large Double Medium_B00M_CSCK.wav | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater.                           |
| MUSCPerc_DRUM-Bass Drum Concert Large Double Near_B00M_CSCK.wav   | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Dry. Mixed Beater.                               |
| MUSCPerc_DRUM-Bass Drum Concert Large Flam Far_B00M_CSCK.wav      | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater.    |
| MUSCPerc_DRUM-Bass Drum Concert Large Flam Medium_B00M_CSCK.wav   | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater.        |
| MUSCPerc_DRUM-Bass Drum Concert Large Flam Near_B00M_CSCK.wav     | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Dry. Mixed Beater.            |
| MUSCPerc_DRUM-Bass Drum Concert Large Hit Far_B00M_CSCK.wav       | Strong, deep single hit. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater.   |
| MUSCPerc_DRUM-Bass Drum Concert Large Hit Medium_B00M_CSCK.wav    | Strong, deep single hit. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater.   |
| MUSCPerc_DRUM-Bass Drum Concert Large Hit Near_B00M_CSCK.wav      | Strong, deep single hit. Strong low resonance, long decay. Various instances. Dry. Mixed Beater.   |
| MUSCPerc_DRUM-Bass Drum Concert Large Roll Far_B00M_CSCK.wav      | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater.                                      |
| MUSCPerc_DRUM-Bass Drum Concert Large Roll Medium_B00M_CSCK.wav   | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater.  |
| MUSCPerc_DRUM-Bass Drum Concert Large Roll Near_B00M_CSCK.wav     | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Dry. Mixed Beater.  |
| MUSCPerc_DRUM-Bass Drum Concert Roll Far_B00M_CSCK.wav            | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater.                                      |
| MUSCPerc_DRUM-Bass Drum Concert Roll Medium_B00M_CSCK.wav         | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater.  |
| MUSCPerc_DRUM-Bass Drum Concert Roll Near_B00M_CSCK.wav           | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Dry. Mixed Beater.  |
| MUSCPerc_DRUM-Bass Drum Marching Double Far_B00M_CSCK.wav         | Two strong, deep hits in close succession. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater.                    |
| MUSCPerc_DRUM-Bass Drum Marching Double Medium_B00M_CSCK.wav      | Two strong, deep hits in close succession. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater.                        |
| MUSCPerc_DRUM-Bass Drum Marching Double Near_B00M_CSCK.wav        | Two strong, deep hits in close succession. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater.                            |
| MUSCPerc_DRUM-Bass Drum Marching Flam Far_B00M_CSCK.wav           | Strong, deep hits with both mallets in very close succession. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater. |
| MUSCPerc_DRUM-Bass Drum Marching Flam Medium_B00M_CSCK.wav        | Strong, deep hits with both mallets in very close succession. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater.     |

# CINEMATIC STRIKES

| FILENAME   | DESCRIPTION  |
|--|--|
| MUSCPerc_DRUM-Bass Drum Marching Flam Near_B00M_CSCK.wav   | Strong, deep hits with both mallets in very close succession. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater.         |
| MUSCPerc_DRUM-Bass Drum Marching Hit Far_B00M_CSCK.wav     | Single strong, deep hit. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater.                                      |
| MUSCPerc_DRUM-Bass Drum Marching Hit Medium_B00M_CSCK.wav  | Single strong, deep hit. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater.  |
| MUSCPerc_DRUM-Bass Drum Marching Hit Near_B00M_CSCK.wav    | Single strong, deep hit. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater.  |
| MUSCPerc_DRUM-Bass Drum Marching Roll Far_B00M_CSCK.wav    | Quick flurry of rapid hits. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater.                                   |
| MUSCPerc_DRUM-Bass Drum Marching Roll Medium_B00M_CSCK.wav | Quick flurry of rapid hits. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater.                                       |
| MUSCPerc_DRUM-Bass Drum Marching Roll Near_B00M_CSCK.wav   | Quick flurry of rapid hits. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater.   |
| MUSCPerc_DRUM-Concert Toms Double Far_B00M_CSCK.wav        | Two strong, deep hits in close succession. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater.                    |
| MUSCPerc_DRUM-Concert Toms Double Medium_B00M_CSCK.wav     | Two strong, deep hits in close succession. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater.                        |
| MUSCPerc_DRUM-Concert Toms Double Near_B00M_CSCK.wav       | Two strong, deep hits in close succession. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater.                            |
| MUSCPerc_DRUM-Concert Toms Flam Far_B00M_CSCK.wav          | Strong, deep hits with both mallets in very close succession. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater. |
| MUSCPerc_DRUM-Concert Toms Flam Medium_B00M_CSCK.wav       | Strong, deep hits with both mallets in very close succession. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater.     |
| MUSCPerc_DRUM-Concert Toms Flam Near_B00M_CSCK.wav         | Strong, deep hits with both mallets in very close succession. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater.         |
| MUSCPerc_DRUM-Concert Toms Hit Far_B00M_CSCK.wav           | Single strong, deep hit. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater.                                      |
| MUSCPerc_DRUM-Concert Toms Hit Medium_B00M_CSCK.wav        | Single strong, deep hit. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater.  |
| MUSCPerc_DRUM-Concert Toms Hit Near_B00M_CSCK.wav          | Single strong, deep hit. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater.  |
| MUSCPerc_DRUM-Concert Toms Roll Far_B00M_CSCK.wav          | Quick flurry of rapid hits. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater.                                   |
| MUSCPerc_DRUM-Concert Toms Roll Medium_B00M_CSCK.wav       | Quick flurry of rapid hits. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater.                                       |
| MUSCPerc_DRUM-Concert Toms Roll Near_B00M_CSCK.wav         | Quick flurry of rapid hits. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater.   |
| MUSCPerc_DRUM-Kodo Double Far_B00M_CSCK.wav                | Two strong, deep hits in close succession. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater.                    |
| MUSCPerc_DRUM-Kodo Double Medium_B00M_CSCK.wav             | Two strong, deep hits in close succession. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater.                        |
| MUSCPerc_DRUM-Kodo Double Near_B00M_CSCK.wav               | Two strong, deep hits in close succession. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater.                            |

# CINEMATIC STRIKES

| FILENAME  | DESCRIPTION  |
|---|--|
| MUSCPerc_DRUM-Kodo Flam Far_B00M_CSCK.wav                             | Strong, deep hits with both mallets in very close succession. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater. |
| MUSCPerc_DRUM-Kodo Flam Medium_B00M_CSCK.wav                          | Strong, deep hits with both mallets in very close succession. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater.     |
| MUSCPerc_DRUM-Kodo Flam Near_B00M_CSCK.wav                            | Strong, deep hits with both mallets in very close succession. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater.         |
| MUSCPerc_DRUM-Kodo Hit Far_B00M_CSCK.wav                              | Single strong, deep hit. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater.                                      |
| MUSCPerc_DRUM-Kodo Hit Medium_B00M_CSCK.wav                           | Single strong, deep hit. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater.  |
| MUSCPerc_DRUM-Kodo Hit Near_B00M_CSCK.wav                             | Single strong, deep hit. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater.  |
| MUSCPerc_DRUM-Kodo Roll Far_B00M_CSCK.wav                             | Quick flurry of rapid hits. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater.                                   |
| MUSCPerc_DRUM-Kodo Roll Medium_B00M_CSCK.wav                          | Quick flurry of rapid hits. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater.                                       |
| MUSCPerc_DRUM-Kodo Roll Near_B00M_CSCK.wav                            | Quick flurry of rapid hits. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater.   |
| MUSCPerc_DRUM-Shime Daiko And Chinese Tom Double Far_B00M_CSCK.wav    | Two strong hits in close succession. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. Mixed Beater.                      |
| MUSCPerc_DRUM-Shime Daiko And Chinese Tom Double Medium_B00M_CSCK.wav | Two strong hits in close succession. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. Mixed Beater.                          |
| MUSCPerc_DRUM-Shime Daiko And Chinese Tom Double Near_B00M_CSCK.wav   | Two strong hits in close succession. Sharp attack with mid pitch. Fast decay. Various instances. Dry. Mixed Beater.                              |
| MUSCPerc_DRUM-Shime Daiko And Chinese Tom Flam Far_B00M_CSCK.wav      | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. Mixed Beater.   |
| MUSCPerc_DRUM-Shime Daiko And Chinese Tom Flam Medium_B00M_CSCK.wav   | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. Mixed Beater.       |
| MUSCPerc_DRUM-Shime Daiko And Chinese Tom Flam Near_B00M_CSCK.wav     | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Dry. Mixed Beater.           |
| MUSCPerc_DRUM-Shime Daiko And Chinese Tom Hit Far_B00M_CSCK.wav       | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. Mixed Beater.  |
| MUSCPerc_DRUM-Shime Daiko And Chinese Tom Hit Medium_B00M_CSCK.wav    | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. Mixed Beater.  |
| MUSCPerc_DRUM-Shime Daiko And Chinese Tom Hit Near_B00M_CSCK.wav      | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Dry. Mixed Beater.  |
| MUSCPerc_DRUM-Shime Daiko And Chinese Tom Roll Far_B00M_CSCK.wav      | Quick flurry of rapid hits. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. Mixed Beater.                               |
| MUSCPerc_DRUM-Shime Daiko And Chinese Tom Roll Medium_B00M_CSCK.wav   | Quick flurry of rapid hits. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. Mixed Beater.                                   |

# CINEMATIC STRIKES

| FILENAME  | DESCRIPTION   |
|---|---|
| MUSCPerc_DRUM-Shime Daiko And Chinese Tom Roll Near_B00M_CSCK.wav | Quick flurry of rapid hits. Sharp attack with mid pitch. Fast decay. Various instances. Dry. Mixed Beater.  |
| MUSCPerc_DRUM-Taiko Double Far_B00M_CSCK.wav                      | Two strong, deep hits in close succession. Strong low resonance, medium to long decay. Various instances. Reverberant. Mixed Beater.                    |
| MUSCPerc_DRUM-Taiko Double Medium_B00M_CSCK.wav                   | Two strong, deep hits in close succession. Strong low resonance, medium to long decay. Various instances. Ambient. Mixed Beater.                        |
| MUSCPerc_DRUM-Taiko Double Near_B00M_CSCK.wav                     | Two strong, deep hits in close succession. Strong low resonance, medium to long decay. Various instances. Dry. Mixed Beater.                            |
| MUSCPerc_DRUM-Taiko Flam Far_B00M_CSCK.wav                        | Strong, deep hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Reverberant. Mixed Beater. |
| MUSCPerc_DRUM-Taiko Flam Medium_B00M_CSCK.wav                     | Strong, deep hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Ambient. Mixed Beater.     |
| MUSCPerc_DRUM-Taiko Flam Near_B00M_CSCK.wav                       | Strong, deep hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Dry. Mixed Beater.         |
| MUSCPerc_DRUM-Taiko Hit Far_B00M_CSCK.wav                         | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Reverberant. Mixed Beater.                                      |
| MUSCPerc_DRUM-Taiko Hit Medium_B00M_CSCK.wav                      | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Ambient. Mixed Beater.  |
| MUSCPerc_DRUM-Taiko Hit Near_B00M_CSCK.wav                        | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Dry. Mixed Beater.  |
| MUSCPerc_DRUM-Taiko Roll Far_B00M_CSCK.wav                        | Quick flurry of rapid hits. Strong low resonance, medium to long decay. Various instances. Reverberant. Mixed Beater.                                   |
| MUSCPerc_DRUM-Taiko Roll Medium_B00M_CSCK.wav                     | Quick flurry of rapid hits. Strong low resonance, medium to long decay. Various instances. Ambient. Mixed Beater.                                       |
| MUSCPerc_DRUM-Taiko Roll Near_B00M_CSCK.wav                       | Quick flurry of rapid hits. Strong low resonance, medium to long decay. Various instances. Dry. Mixed Beater.   |
| MUSCPerc_SNARE-Group 01 Double Far_B00M_CSCK.wav                  | Two strong hits in close succession. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. Mixed Beater.                             |
| MUSCPerc_SNARE-Group 01 Double Medium_B00M_CSCK.wav               | Two strong hits in close succession. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. Mixed Beater.                                 |
| MUSCPerc_SNARE-Group 01 Double Near_B00M_CSCK.wav                 | Two strong hits in close succession. Sharp attack with mid pitch. Fast decay. Various instances. Dry. Mixed Beater.                                     |
| MUSCPerc_SNARE-Group 01 Flam Far_B00M_CSCK.wav                    | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. Mixed Beater.          |
| MUSCPerc_SNARE-Group 01 Flam Medium_B00M_CSCK.wav                 | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. Mixed Beater.              |
| MUSCPerc_SNARE-Group 01 Flam Near_B00M_CSCK.wav                   | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Dry. Mixed Beater.                  |
| MUSCPerc_SNARE-Group 01 Hit Far_B00M_CSCK.wav                     | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. Mixed Beater.   |
| MUSCPerc_SNARE-Group 01 Hit Medium_B00M_CSCK.wav                  | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. Mixed Beater.   |

# CINEMATIC STRIKES

| FILENAME  | DESCRIPTION  |
|---|--|
| MUSCPerc_SNARE-Group 01 Hit Near_B00M_CSCK.wav                                  | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Dry. Mixed Beater.  |
| MUSCPerc_SNARE-Group 01 Roll Far_B00M_CSCK.wav                                  | Quick flurry of rapid hits. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. Mixed Beater.                             |
| MUSCPerc_SNARE-Group 01 Roll Medium_B00M_CSCK.wav                               | Quick flurry of rapid hits. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. Mixed Beater.                                 |
| MUSCPerc_SNARE-Group 01 Roll Near_B00M_CSCK.wav                                 | Quick flurry of rapid hits. Sharp attack with mid pitch. Fast decay. Various instances. Dry. Mixed Beater.                                     |
| MUSCPerc_SNARE-Group 02 Double Far_B00M_CSCK.wav                                | Two strong hits in close succession. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. Mixed Beater.                    |
| MUSCPerc_SNARE-Group 02 Double Medium_B00M_CSCK.wav                             | Two strong hits in close succession. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. Mixed Beater.                        |
| MUSCPerc_SNARE-Group 02 Double Near_B00M_CSCK.wav                               | Two strong hits in close succession. Sharp attack with mid pitch. Fast decay. Various instances. Dry. Mixed Beater.                            |
| MUSCPerc_SNARE-Group 02 Flam Far_B00M_CSCK.wav                                  | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. Mixed Beater. |
| MUSCPerc_SNARE-Group 02 Flam Medium_B00M_CSCK.wav                               | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. Mixed Beater.     |
| MUSCPerc_SNARE-Group 02 Flam Near_B00M_CSCK.wav                                 | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Dry. Mixed Beater.         |
| MUSCPerc_SNARE-Group 02 Hit Far_B00M_CSCK.wav                                   | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. Mixed Beater.                                      |
| MUSCPerc_SNARE-Group 02 Hit Medium_B00M_CSCK.wav                                | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. Mixed Beater.  |
| MUSCPerc_SNARE-Group 02 Hit Near_B00M_CSCK.wav                                  | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Dry. Mixed Beater.  |
| MUSCPerc_SNARE-Group 02 Roll Far_B00M_CSCK.wav                                  | Quick flurry of rapid hits. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. Mixed Beater.                             |
| MUSCPerc_SNARE-Group 02 Roll Medium_B00M_CSCK.wav                               | Quick flurry of rapid hits. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. Mixed Beater.                                 |
| MUSCPerc_SNARE-Group 02 Roll Near_B00M_CSCK.wav                                 | Quick flurry of rapid hits. Sharp attack with mid pitch. Fast decay. Various instances. Dry. Mixed Beater.                                     |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Double Hard Beater Far_B00M_CSCK.wav    | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Reverberant.                                   |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Double Hard Beater Medium_B00M_CSCK.wav | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Ambient.                                       |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Double Hard Beater Near_B00M_CSCK.wav   | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Dry.   |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Double Soft Beater Far_B00M_CSCK.wav    | Two moderate, deep hits in close succession. Strong low resonance, long decay. Various instances. Reverberant.                                 |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Double Soft Beater Medium_B00M_CSCK.wav | Two moderate, deep hits in close succession. Strong low resonance, long decay. Various instances. Ambient.                                     |

# CINEMATIC STRIKES

| FILENAME  | DESCRIPTION   |
|---|---|
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Double Soft Beater Near_B00M_CSCK.wav | Two moderate, deep hits in close succession. Strong low resonance, long decay. Various instances. Dry.                            |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Flam Hard Beater Far_B00M_CSCK.wav    | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Reverberant.   |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Flam Hard Beater Medium_B00M_CSCK.wav | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Ambient.       |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Flam Hard Beater Near_B00M_CSCK.wav   | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Dry.           |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Flam Soft Beater Far_B00M_CSCK.wav    | Moderate, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Reverberant. |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Flam Soft Beater Medium_B00M_CSCK.wav | Moderate, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Ambient.     |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Flam Soft Beater Near_B00M_CSCK.wav   | Moderate, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Dry.         |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Hit Hard Beater Far_B00M_CSCK.wav     | Strong, deep single hit. Strong low resonance, long decay. Various instances. Reverberant.  |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Hit Hard Beater Medium_B00M_CSCK.wav  | Strong, deep single hit. Strong low resonance, long decay. Various instances. Ambient.  |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Hit Hard Beater Near_B00M_CSCK.wav    | Strong, deep single hit. Strong low resonance, long decay. Various instances. Dry.  |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Hit Soft Beater Far_B00M_CSCK.wav     | Moderate, deep single hit. Strong low resonance, long decay. Various instances. Reverberant.                                      |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Hit Soft Beater Medium_B00M_CSCK.wav  | Moderate, deep single hit. Strong low resonance, long decay. Various instances. Ambient.  |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Hit Soft Beater Near_B00M_CSCK.wav    | Moderate, deep single hit. Strong low resonance, long decay. Various instances. Dry.  |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Hit Whip Beater Far_B00M_CSCK.wav     | Sharp, snappy attack. Strong low resonance, long decay. Various instances. Reverberant.   |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Hit Whip Beater Medium_B00M_CSCK.wav  | Sharp, snappy attack. Strong low resonance, long decay. Various instances. Ambient.   |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Hit Whip Beater Near_B00M_CSCK.wav    | Sharp, snappy attack. Strong low resonance, long decay. Various instances. Dry.   |



# CINEMATIC STRIKES

| FILENAME  | DESCRIPTION  |
|---|--|
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Roll Hard Beater Far_B00M_CSCK.wav      | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Reverberant.  |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Roll Hard Beater Medium_B00M_CSCK.wav   | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Ambient.  |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Roll Hard Beater Near_B00M_CSCK.wav     | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Dry.  |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Roll Soft Beater Far_B00M_CSCK.wav      | Quick flurry of rapid moderate hits. Strong resonance, long decay. Various instances. Reverberant.                                     |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Roll Soft Beater Medium_B00M_CSCK.wav   | Quick flurry of rapid moderate hits. Strong resonance, long decay. Various instances. Ambient.   |
| MUSCPerc_DRUM-Bass Drum Concert 40 Inch Roll Soft Beater Near_B00M_CSCK.wav     | Quick flurry of rapid moderate hits. Strong resonance, long decay. Various instances. Dry.   |
| MUSCPerc_DRUM-Bass Drum Concert 42 Inch Double Hard Beater Far_B00M_CSCK.wav    | Two strong, deep hits in close succession. Strong low resonance, medium long decay. Various instances. Reverberant.                    |
| MUSCPerc_DRUM-Bass Drum Concert 42 Inch Double Hard Beater Medium_B00M_CSCK.wav | Two strong, deep hits in close succession. Strong low resonance, medium long decay. Various instances. Ambient.                        |
| MUSCPerc_DRUM-Bass Drum Concert 42 Inch Double Hard Beater Near_B00M_CSCK.wav   | Two strong, deep hits in close succession. Strong low resonance, medium long decay. Various instances. Dry.                            |
| MUSCPerc_DRUM-Bass Drum Concert 42 Inch Flam Hard Beater Far_B00M_CSCK.wav      | Strong, deep hits with both mallets in very close succession. Strong low resonance, medium long decay. Various instances. Reverberant. |
| MUSCPerc_DRUM-Bass Drum Concert 42 Inch Flam Hard Beater Medium_B00M_CSCK.wav   | Strong, deep hits with both mallets in very close succession. Strong low resonance, medium long decay. Various instances. Ambient.     |
| MUSCPerc_DRUM-Bass Drum Concert 42 Inch Flam Hard Beater Near_B00M_CSCK.wav     | Strong, deep hits with both mallets in very close succession. Strong low resonance, medium long decay. Various instances. Dry.         |
| MUSCPerc_DRUM-Bass Drum Concert 42 Inch Hit Hard Beater Far_B00M_CSCK.wav       | Strong, deep single hit. Strong low resonance, medium long decay. Various instances. Reverberant.                                      |
| MUSCPerc_DRUM-Bass Drum Concert 42 Inch Hit Hard Beater Medium_B00M_CSCK.wav    | Strong, deep single hit. Strong low resonance, medium long decay. Various instances. Ambient.  |
| MUSCPerc_DRUM-Bass Drum Concert 42 Inch Hit Hard Beater Near_B00M_CSCK.wav      | Strong, deep single hit. Strong low resonance, medium long decay. Various instances. Dry.  |
| MUSCPerc_DRUM-Bass Drum Concert 42 Inch Roll Hard Beater Far_B00M_CSCK.wav      | Quick flurry of rapid hits. Strong low resonance, medium long decay. Various instances. Reverberant.                                   |

# CINEMATIC STRIKES

| FILENAME  | DESCRIPTION   |
|---|---|
| MUSCPerc_DRUM-Bass Drum Concert 42 Inch Roll Hard Beater Medium_B00M_CSCK.wav | Quick flurry of rapid hits. Strong low resonance, medium long decay. Various instances. Ambient.                                      |
| MUSCPerc_DRUM-Bass Drum Concert 42 Inch Roll Hard Beater Near_B00M_CSCK.wav   | Quick flurry of rapid hits. Strong low resonance, medium long decay. Various instances. Dry.  |
| MUSCPerc_DRUM-Bass Drum Marching Double Hard Beater Far_B00M_CSCK.wav         | Two strong, deep hits in close succession. Strong low resonance, medium to long decay. Various instances. Reverberant.                |
| MUSCPerc_DRUM-Bass Drum Marching Double Hard Beater Medium_B00M_CSCK.wav      | Two strong, deep hits in close succession. Strong low resonance, medium to long decay. Various instances. Ambient.                    |
| MUSCPerc_DRUM-Bass Drum Marching Double Hard Beater Near_B00M_CSCK.wav        | Two strong, deep hits in close succession. Strong low resonance, medium to long decay. Various instances. Dry.                        |
| MUSCPerc_DRUM-Bass Drum Marching Double Soft Beater Far_B00M_CSCK.wav         | Two moderate hits in close succession. Strong low resonance, medium to long decay. Various instances. Reverberant.                    |
| MUSCPerc_DRUM-Bass Drum Marching Double Soft Beater Medium_B00M_CSCK.wav      | Two moderate hits in close succession. Strong low resonance, medium to long decay. Various instances. Ambient.                        |
| MUSCPerc_DRUM-Bass Drum Marching Double Soft Beater Near_B00M_CSCK.wav        | Two moderate hits in close succession. Strong low resonance, medium to long decay. Various instances. Dry.                            |
| MUSCPerc_DRUM-Bass Drum Marching Flam Hard Beater Far_B00M_CSCK.wav           | Strong hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Reverberant.   |
| MUSCPerc_DRUM-Bass Drum Marching Flam Hard Beater Medium_B00M_CSCK.wav        | Strong hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Ambient.       |
| MUSCPerc_DRUM-Bass Drum Marching Flam Hard Beater Near_B00M_CSCK.wav          | Strong hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Dry.           |
| MUSCPerc_DRUM-Bass Drum Marching Flam Soft Beater Far_B00M_CSCK.wav           | Moderate hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Reverberant. |
| MUSCPerc_DRUM-Bass Drum Marching Flam Soft Beater Medium_B00M_CSCK.wav        | Moderate hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Ambient.     |
| MUSCPerc_DRUM-Bass Drum Marching Flam Soft Beater Near_B00M_CSCK.wav          | Moderate hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Dry.         |
| MUSCPerc_DRUM-Bass Drum Marching Hit Hard Beater Far_B00M_CSCK.wav            | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Reverberant.                                  |
| MUSCPerc_DRUM-Bass Drum Marching Hit Hard Beater Medium_B00M_CSCK.wav         | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Ambient.                                      |

# CINEMATIC STRIKES

| FILENAME   | DESCRIPTION  |
|--|--|
| MUSCPerc_DRUM-Bass Drum Marching Hit Hard Beater Near_B00M_CSCK.wav    | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Dry.                     |
| MUSCPerc_DRUM-Bass Drum Marching Hit Soft Beater Far_B00M_CSCK.wav     | Single moderate hit. Strong low resonance, medium to long decay. Various instances. Reverberant.                 |
| MUSCPerc_DRUM-Bass Drum Marching Hit Soft Beater Medium_B00M_CSCK.wav  | Single moderate hit. Strong low resonance, medium to long decay. Various instances. Ambient.                     |
| MUSCPerc_DRUM-Bass Drum Marching Hit Soft Beater Near_B00M_CSCK.wav    | Single moderate hit. Strong low resonance, medium to long decay. Various instances. Dry.                         |
| MUSCPerc_DRUM-Bass Drum Marching Hit Whip Beater Far_B00M_CSCK.wav     | Sharp, snappy attack. Strong low resonance, medium to long decay. Various instances. Reverberant.                |
| MUSCPerc_DRUM-Bass Drum Marching Hit Whip Beater Medium_B00M_CSCK.wav  | Sharp, snappy attack. Strong low resonance, medium to long decay. Various instances. Ambient.                    |
| MUSCPerc_DRUM-Bass Drum Marching Hit Whip Beater Near_B00M_CSCK.wav    | Sharp, snappy attack. Strong low resonance, medium to long decay. Various instances. Dry.                        |
| MUSCPerc_DRUM-Bass Drum Marching Roll Hard Beater Far_B00M_CSCK.wav    | Quick flurry of rapid, strong hits. Strong low resonance, medium to long decay. Various instances. Reverberant.  |
| MUSCPerc_DRUM-Bass Drum Marching Roll Hard Beater Medium_B00M_CSCK.wav | Quick flurry of rapid, strong hits. Strong low resonance, medium to long decay. Various instances. Ambient.      |
| MUSCPerc_DRUM-Bass Drum Marching Roll Hard Beater Near_B00M_CSCK.wav   | Quick flurry of rapid, strong hits. Strong low resonance, medium to long decay. Various instances. Dry.          |
| MUSCPerc_DRUM-Bass Drum Marching Roll Soft Beater Far_B00M_CSCK.wav    | Quick flurry of rapid moderate hits. Strong low resonance, medium to long decay. Various instances. Reverberant. |
| MUSCPerc_DRUM-Bass Drum Marching Roll Soft Beater Medium_B00M_CSCK.wav | Quick flurry of rapid moderate hits. Strong low resonance, medium to long decay. Various instances. Ambient.     |
| MUSCPerc_DRUM-Bass Drum Marching Roll Soft Beater Near_B00M_CSCK.wav   | Quick flurry of rapid moderate hits. Strong low resonance, medium to long decay. Various instances. Dry.         |
| MUSCPerc_DRUM-Gong Double Hard Beater Far_B00M_CSCK.wav                | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Reverberant.     |
| MUSCPerc_DRUM-Gong Double Hard Beater Medium_B00M_CSCK.wav             | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Ambient.         |
| MUSCPerc_DRUM-Gong Double Hard Beater Near_B00M_CSCK.wav               | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Dry.             |
| MUSCPerc_DRUM-Gong Double Soft Beater Far_B00M_CSCK.wav                | Two moderate, deep hits in close succession. Strong low resonance, long decay. Various instances. Reverberant.   |
| MUSCPerc_DRUM-Gong Double Soft Beater Medium_B00M_CSCK.wav             | Two moderate, deep hits in close succession. Strong low resonance, long decay. Various instances. Ambient.       |
| MUSCPerc_DRUM-Gong Double Soft Beater Near_B00M_CSCK.wav               | Two moderate, deep hits in close succession. Strong low resonance, long decay. Various instances. Dry.           |

# CINEMATIC STRIKES

| FILENAME   | DESCRIPTION   |
|--|---|
| MUSCPerc_DRUM-Gong Flam Hard Beater Far_B00M_CSCK.wav      | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Reverberant.   |
| MUSCPerc_DRUM-Gong Flam Hard Beater Medium_B00M_CSCK.wav   | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Ambient.       |
| MUSCPerc_DRUM-Gong Flam Hard Beater Near_B00M_CSCK.wav     | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Dry.           |
| MUSCPerc_DRUM-Gong Flam Soft Beater Far_B00M_CSCK.wav      | Moderate, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Reverberant. |
| MUSCPerc_DRUM-Gong Flam Soft Beater Medium_B00M_CSCK.wav   | Moderate, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Ambient.     |
| MUSCPerc_DRUM-Gong Flam Soft Beater Near_B00M_CSCK.wav     | Moderate, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Dry.         |
| MUSCPerc_DRUM-Gong Hit Hard Beater Far_B00M_CSCK.wav       | Strong, deep single hit. Strong low resonance, long decay. Various instances. Reverberant.  |
| MUSCPerc_DRUM-Gong Hit Hard Beater Medium_B00M_CSCK.wav    | Strong, deep single hit. Strong low resonance, long decay. Various instances. Ambient.  |
| MUSCPerc_DRUM-Gong Hit Hard Beater Near_B00M_CSCK.wav      | Strong, deep single hit. Strong low resonance, long decay. Various instances. Dry.  |
| MUSCPerc_DRUM-Gong Hit Soft Beater Far_B00M_CSCK.wav       | Moderate, deep single hit. Strong low resonance, long decay. Various instances. Reverberant.                                      |
| MUSCPerc_DRUM-Gong Hit Soft Beater Medium_B00M_CSCK.wav    | Moderate, deep single hit. Strong low resonance, long decay. Various instances. Ambient.  |
| MUSCPerc_DRUM-Gong Hit Soft Beater Near_B00M_CSCK.wav      | Moderate, deep single hit. Strong low resonance, long decay. Various instances. Dry.  |
| MUSCPerc_DRUM-Gong Hit Whip Beater Far_B00M_CSCK.wav       | Sharp, snappy attack. Strong low resonance, long decay. Various instances. Reverberant.   |
| MUSCPerc_DRUM-Gong Hit Whip Beater Medium_B00M_CSCK.wav    | Sharp, snappy attack. Strong low resonance, long decay. Various instances. Ambient.   |
| MUSCPerc_DRUM-Gong Hit Whip Beater Near_B00M_CSCK.wav      | Sharp, snappy attack. Strong low resonance, long decay. Various instances. Dry.   |
| MUSCPerc_DRUM-Gong Roll Hard Beater Far_B00M_CSCK.wav      | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Reverberant.                                     |
| MUSCPerc_DRUM-Gong Roll Hard Beater Medium_B00M_CSCK.wav   | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Ambient.   |
| MUSCPerc_DRUM-Gong Roll Hard Beater Near_B00M_CSCK.wav     | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Dry.   |
| MUSCPerc_DRUM-Gong Roll Soft Beater Far_B00M_CSCK.wav      | Quick flurry of rapid moderate hits. Strong resonance, long decay. Various instances. Reverberant.                                |
| MUSCPerc_DRUM-Gong Roll Soft Beater Medium_B00M_CSCK.wav   | Quick flurry of rapid moderate hits. Strong resonance, long decay. Various instances. Ambient.                                    |
| MUSCPerc_DRUM-Gong Roll Soft Beater Near_B00M_CSCK.wav     | Quick flurry of rapid moderate hits. Strong resonance, long decay. Various instances. Dry.  |
| MUSCPerc_DRUM-Kodo Double Hard Beater Far_B00M_CSCK.wav    | Two strong, deep hits in close succession. Strong low resonance, medium decay. Various instances. Reverberant.                    |
| MUSCPerc_DRUM-Kodo Double Hard Beater Medium_B00M_CSCK.wav | Two strong, deep hits in close succession. Strong low resonance, medium decay. Various instances. Ambient.                        |
| MUSCPerc_DRUM-Kodo Double Hard Beater Near_B00M_CSCK.wav   | Two strong, deep hits in close succession. Strong low resonance, medium decay. Various instances. Dry.                            |
| MUSCPerc_DRUM-Kodo Double Soft Beater Far_B00M_CSCK.wav    | Two moderate hits in close succession. Strong low resonance, medium decay. Various instances. Reverberant.                        |

# CINEMATIC STRIKES

| FILENAME   | DESCRIPTION   |
|--|---|
| MUSCPerc_DRUM-Kodo Double Soft Beater Medium_B00M_CSCK.wav | Two moderate hits in close succession. Strong low resonance, medium decay. Various instances. Ambient.                        |
| MUSCPerc_DRUM-Kodo Double Soft Beater Near_B00M_CSCK.wav   | Two moderate hits in close succession. Strong low resonance, medium decay. Various instances. Dry.                            |
| MUSCPerc_DRUM-Kodo Flam Hard Beater Far_B00M_CSCK.wav      | Strong hits with both mallets in very close succession. Strong low resonance, medium decay. Various instances. Reverberant.   |
| MUSCPerc_DRUM-Kodo Flam Hard Beater Medium_B00M_CSCK.wav   | Strong hits with both mallets in very close succession. Strong low resonance, medium decay. Various instances. Ambient.       |
| MUSCPerc_DRUM-Kodo Flam Hard Beater Near_B00M_CSCK.wav     | Strong hits with both mallets in very close succession. Strong low resonance, medium decay. Various instances. Dry.           |
| MUSCPerc_DRUM-Kodo Flam Soft Beater Far_B00M_CSCK.wav      | Moderate hits with both mallets in very close succession. Strong low resonance, medium decay. Various instances. Reverberant. |
| MUSCPerc_DRUM-Kodo Flam Soft Beater Medium_B00M_CSCK.wav   | Moderate hits with both mallets in very close succession. Strong low resonance, medium decay. Various instances. Ambient.     |
| MUSCPerc_DRUM-Kodo Flam Soft Beater Near_B00M_CSCK.wav     | Moderate hits with both mallets in very close succession. Strong low resonance, medium decay. Various instances. Dry.         |
| MUSCPerc_DRUM-Kodo Hit Hard Beater Far_B00M_CSCK.wav       | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Reverberant.                          |
| MUSCPerc_DRUM-Kodo Hit Hard Beater Medium_B00M_CSCK.wav    | Single strong, deep hit. Strong low resonance, medium decay. Various instances. Ambient.                                      |
| MUSCPerc_DRUM-Kodo Hit Hard Beater Near_B00M_CSCK.wav      | Single strong, deep hit. Strong low resonance, medium decay. Various instances. Dry.  |
| MUSCPerc_DRUM-Kodo Hit Soft Beater Far_B00M_CSCK.wav       | Single moderate hit. Strong low resonance, medium. Various instances. Reverberant.  |
| MUSCPerc_DRUM-Kodo Hit Soft Beater Medium_B00M_CSCK.wav    | Single moderate hit. Strong low resonance, medium. Various instances. Ambient.  |
| MUSCPerc_DRUM-Kodo Hit Soft Beater Near_B00M_CSCK.wav      | Single moderate hit. Strong low resonance, medium. Various instances. Dry.  |
| MUSCPerc_DRUM-Kodo Hit Whip Beater Far_B00M_CSCK.wav       | Sharp, snappy attack. Strong low resonance, medium decay. Various instances. Reverberant.                                     |
| MUSCPerc_DRUM-Kodo Hit Whip Beater Medium_B00M_CSCK.wav    | Sharp, snappy attack. Strong low resonance, medium decay. Various instances. Ambient.   |
| MUSCPerc_DRUM-Kodo Hit Whip Beater Near_B00M_CSCK.wav      | Sharp, snappy attack. Strong low resonance, medium decay. Various instances. Dry.   |
| MUSCPerc_DRUM-Kodo Roll Hard Beater Far_B00M_CSCK.wav      | Quick flurry of rapid, strong hits. Strong low resonance, medium decay. Various instances. Reverberant.                       |
| MUSCPerc_DRUM-Kodo Roll Hard Beater Medium_B00M_CSCK.wav   | Quick flurry of rapid, strong hits. Strong low resonance, medium decay. Various instances. Ambient.                           |
| MUSCPerc_DRUM-Kodo Roll Hard Beater Near_B00M_CSCK.wav     | Quick flurry of rapid, strong hits. Strong low resonance, medium decay. Various instances. Dry.                               |
| MUSCPerc_DRUM-Kodo Roll Soft Beater Far_B00M_CSCK.wav      | Quick flurry of rapid moderate hits. Strong low resonance, medium decay. Various instances. Reverberant.                      |
| MUSCPerc_DRUM-Kodo Roll Soft Beater Medium_B00M_CSCK.wav   | Quick flurry of rapid moderate hits. Strong low resonance, medium decay. Various instances. Ambient.                          |
| MUSCPerc_DRUM-Kodo Roll Soft Beater Near_B00M_CSCK.wav     | Quick flurry of rapid moderate hits. Strong low resonance, medium decay. Various instances. Dry.                              |
| MUSCPerc_DRUM-Shime Daiko Double Far_B00M_CSCK.wav         | Two strong hits in close succession. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant.                 |
| MUSCPerc_DRUM-Shime Daiko Double Medium_B00M_CSCK.wav      | Two strong hits in close succession. Sharp attack with mid pitch. Fast decay. Various instances. Ambient.                     |
| MUSCPerc_DRUM-Shime Daiko Double Near_B00M_CSCK.wav        | Two strong hits in close succession. Sharp attack with mid pitch. Fast decay. Various instances. Dry.                         |

# CINEMATIC STRIKES

| FILENAME  | DESCRIPTION   |
|---|---|
| MUSCPerc_DRUM-Shime Daiko Flam Far_B00M_CSCK.wav                    | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant.      |
| MUSCPerc_DRUM-Shime Daiko Flam Medium_B00M_CSCK.wav                 | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Ambient.          |
| MUSCPerc_DRUM-Shime Daiko Flam Near_B00M_CSCK.wav                   | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Dry.              |
| MUSCPerc_DRUM-Shime Daiko Hit Far_B00M_CSCK.wav                     | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant.   |
| MUSCPerc_DRUM-Shime Daiko Hit Medium_B00M_CSCK.wav                  | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Ambient.   |
| MUSCPerc_DRUM-Shime Daiko Hit Near_B00M_CSCK.wav                    | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Dry.   |
| MUSCPerc_DRUM-Shime Daiko Roll Far_B00M_CSCK.wav                    | Quick flurry of rapid hits. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant.                                  |
| MUSCPerc_DRUM-Shime Daiko Roll Medium_B00M_CSCK.wav                 | Quick flurry of rapid hits. Sharp attack with mid pitch. Fast decay. Various instances. Ambient.                                      |
| MUSCPerc_DRUM-Shime Daiko Roll Near_B00M_CSCK.wav                   | Quick flurry of rapid hits. Sharp attack with mid pitch. Fast decay. Various instances. Dry.  |
| MUSCPerc_DRUM-Taiko 28 Inch Double Hard Beater Far_B00M_CSCK.wav    | Two strong, deep hits in close succession. Strong low resonance, medium to long decay. Various instances. Reverberant.                |
| MUSCPerc_DRUM-Taiko 28 Inch Double Hard Beater Medium_B00M_CSCK.wav | Two strong, deep hits in close succession. Strong low resonance, medium to long decay. Various instances. Ambient.                    |
| MUSCPerc_DRUM-Taiko 28 Inch Double Hard Beater Near_B00M_CSCK.wav   | Two strong, deep hits in close succession. Strong low resonance, medium to long decay. Various instances. Dry.                        |
| MUSCPerc_DRUM-Taiko 28 Inch Double Soft Beater Far_B00M_CSCK.wav    | Two moderate hits in close succession. Strong low resonance, medium to long decay. Various instances. Reverberant.                    |
| MUSCPerc_DRUM-Taiko 28 Inch Double Soft Beater Medium_B00M_CSCK.wav | Two moderate hits in close succession. Strong low resonance, medium to long decay. Various instances. Ambient.                        |
| MUSCPerc_DRUM-Taiko 28 Inch Double Soft Beater Near_B00M_CSCK.wav   | Two moderate hits in close succession. Strong low resonance, medium to long decay. Various instances. Dry.                            |
| MUSCPerc_DRUM-Taiko 28 Inch Flam Hard Beater Far_B00M_CSCK.wav      | Strong hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Reverberant.   |
| MUSCPerc_DRUM-Taiko 28 Inch Flam Hard Beater Medium_B00M_CSCK.wav   | Strong hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Ambient.       |
| MUSCPerc_DRUM-Taiko 28 Inch Flam Hard Beater Near_B00M_CSCK.wav     | Strong hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Dry.           |
| MUSCPerc_DRUM-Taiko 28 Inch Flam Soft Beater Far_B00M_CSCK.wav      | Moderate hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Reverberant. |
| MUSCPerc_DRUM-Taiko 28 Inch Flam Soft Beater Medium_B00M_CSCK.wav   | Moderate hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Ambient.     |
| MUSCPerc_DRUM-Taiko 28 Inch Flam Soft Beater Near_B00M_CSCK.wav     | Moderate hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Dry.         |

# CINEMATIC STRIKES

| FILENAME  | DESCRIPTION   |
|---|---|
| MUSCPerc_DRUM-Taiko 28 Inch Hit Hard Beater Far_B00M_CSCK.wav       | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Reverberant.                        |
| MUSCPerc_DRUM-Taiko 28 Inch Hit Hard Beater Medium_B00M_CSCK.wav    | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Ambient.                            |
| MUSCPerc_DRUM-Taiko 28 Inch Hit Hard Beater Near_B00M_CSCK.wav      | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Dry.                                |
| MUSCPerc_DRUM-Taiko 28 Inch Hit Soft Beater Far_B00M_CSCK.wav       | Single moderate hit. Strong low resonance, medium to long decay. Various instances. Reverberant.                            |
| MUSCPerc_DRUM-Taiko 28 Inch Hit Soft Beater Medium_B00M_CSCK.wav    | Single moderate hit. Strong low resonance, medium to long decay. Various instances. Ambient.                                |
| MUSCPerc_DRUM-Taiko 28 Inch Hit Soft Beater Near_B00M_CSCK.wav      | Single moderate hit. Strong low resonance, medium to long decay. Various instances. Dry.                                    |
| MUSCPerc_DRUM-Taiko 28 Inch Hit Whip Beater Far_B00M_CSCK.wav       | Sharp, snappy attack. Strong low resonance, medium to long decay. Various instances. Reverberant.                           |
| MUSCPerc_DRUM-Taiko 28 Inch Hit Whip Beater Medium_B00M_CSCK.wav    | Sharp, snappy attack. Strong low resonance, medium to long decay. Various instances. Ambient.                               |
| MUSCPerc_DRUM-Taiko 28 Inch Hit Whip Beater Near_B00M_CSCK.wav      | Sharp, snappy attack. Strong low resonance, medium to long decay. Various instances. Dry.                                   |
| MUSCPerc_DRUM-Taiko 28 Inch Roll Hard Beater Far_B00M_CSCK.wav      | Quick flurry of rapid, strong hits. Strong low resonance, medium to long decay. Various instances. Reverberant.             |
| MUSCPerc_DRUM-Taiko 28 Inch Roll Hard Beater Medium_B00M_CSCK.wav   | Quick flurry of rapid, strong hits. Strong low resonance, medium to long decay. Various instances. Ambient.                 |
| MUSCPerc_DRUM-Taiko 28 Inch Roll Hard Beater Near_B00M_CSCK.wav     | Quick flurry of rapid, strong hits. Strong low resonance, medium to long decay. Various instances. Dry.                     |
| MUSCPerc_DRUM-Taiko 28 Inch Roll Soft Beater Far_B00M_CSCK.wav      | Quick flurry of rapid moderate hits. Strong low resonance, medium to long decay. Various instances. Reverberant.            |
| MUSCPerc_DRUM-Taiko 28 Inch Roll Soft Beater Medium_B00M_CSCK.wav   | Quick flurry of rapid moderate hits. Strong low resonance, medium to long decay. Various instances. Ambient.                |
| MUSCPerc_DRUM-Taiko 28 Inch Roll Soft Beater Near_B00M_CSCK.wav     | Quick flurry of rapid moderate hits. Strong low resonance, medium to long decay. Various instances. Dry.                    |
| MUSCPerc_DRUM-Taiko 60 Inch Double Hard Beater Far_B00M_CSCK.wav    | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Reverberant.                |
| MUSCPerc_DRUM-Taiko 60 Inch Double Hard Beater Medium_B00M_CSCK.wav | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Ambient.                    |
| MUSCPerc_DRUM-Taiko 60 Inch Double Hard Beater Near_B00M_CSCK.wav   | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Dry.                        |
| MUSCPerc_DRUM-Taiko 60 Inch Double Soft Beater Far_B00M_CSCK.wav    | Two moderate, deep hits in close succession. Strong low resonance, long decay. Various instances. Reverberant.              |
| MUSCPerc_DRUM-Taiko 60 Inch Double Soft Beater Medium_B00M_CSCK.wav | Two moderate, deep hits in close succession. Strong low resonance, long decay. Various instances. Ambient.                  |
| MUSCPerc_DRUM-Taiko 60 Inch Double Soft Beater Near_B00M_CSCK.wav   | Two moderate, deep hits in close succession. Strong low resonance, long decay. Various instances. Dry.                      |
| MUSCPerc_DRUM-Taiko 60 Inch Flam Hard Beater Far_B00M_CSCK.wav      | Strong hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Reverberant.   |
| MUSCPerc_DRUM-Taiko 60 Inch Flam Hard Beater Medium_B00M_CSCK.wav   | Strong hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Ambient.       |
| MUSCPerc_DRUM-Taiko 60 Inch Flam Hard Beater Near_B00M_CSCK.wav     | Strong hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Dry.           |
| MUSCPerc_DRUM-Taiko 60 Inch Flam Soft Beater Far_B00M_CSCK.wav      | Moderate hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Reverberant. |
| MUSCPerc_DRUM-Taiko 60 Inch Flam Soft Beater Medium_B00M_CSCK.wav   | Moderate hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Ambient.     |

# CINEMATIC STRIKES

| FILENAME  | DESCRIPTION  |
|---|--|
| MUSCPerc_DRUM-Taiko 60 Inch Flam Soft Beater Near_B00M_CSCK.wav   | Moderate hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Dry.                |
| MUSCPerc_DRUM-Taiko 60 Inch Hit Hard Beater Far_B00M_CSCK.wav     | Single strong, deep hit. Strong low resonance, long decay. Various instances. Reverberant.   |
| MUSCPerc_DRUM-Taiko 60 Inch Hit Hard Beater Medium_B00M_CSCK.wav  | Single strong, deep hit. Strong low resonance, long decay. Various instances. Ambient.   |
| MUSCPerc_DRUM-Taiko 60 Inch Hit Hard Beater Near_B00M_CSCK.wav    | Single strong, deep hit. Strong low resonance, long decay. Various instances. Dry.   |
| MUSCPerc_DRUM-Taiko 60 Inch Hit Soft Beater Far_B00M_CSCK.wav     | Single moderate, deep hit. Strong low resonance, long decay. Various instances. Reverberant.                                       |
| MUSCPerc_DRUM-Taiko 60 Inch Hit Soft Beater Medium_B00M_CSCK.wav  | Single moderate, deep hit. Strong low resonance, long decay. Various instances. Ambient.   |
| MUSCPerc_DRUM-Taiko 60 Inch Hit Soft Beater Near_B00M_CSCK.wav    | Single moderate, deep hit. Strong low resonance, long decay. Various instances. Dry.   |
| MUSCPerc_DRUM-Taiko 60 Inch Hit Whip Beater Far_B00M_CSCK.wav     | Sharp, snappy attack. Strong low resonance, long decay. Various instances. Reverberant.  |
| MUSCPerc_DRUM-Taiko 60 Inch Hit Whip Beater Medium_B00M_CSCK.wav  | Sharp, snappy attack. Strong low resonance, long decay. Various instances. Ambient.  |
| MUSCPerc_DRUM-Taiko 60 Inch Hit Whip Beater Near_B00M_CSCK.wav    | Sharp, snappy attack. Strong low resonance, long decay. Various instances. Dry.  |
| MUSCPerc_DRUM-Taiko 60 Inch Roll Hard Beater Far_B00M_CSCK.wav    | Quick flurry of rapid, strong hits. Strong low resonance, long decay. Various instances. Reverberant.                              |
| MUSCPerc_DRUM-Taiko 60 Inch Roll Hard Beater Medium_B00M_CSCK.wav | Quick flurry of rapid, strong hits. Strong low resonance, long decay. Various instances. Ambient.                                  |
| MUSCPerc_DRUM-Taiko 60 Inch Roll Hard Beater Near_B00M_CSCK.wav   | Quick flurry of rapid, strong hits. Strong low resonance, long decay. Various instances. Dry.                                      |
| MUSCPerc_DRUM-Taiko 60 Inch Roll Soft Beater Far_B00M_CSCK.wav    | Quick flurry of rapid, moderate hits. Strong low resonance, long decay. Various instances. Reverberant.                            |
| MUSCPerc_DRUM-Taiko 60 Inch Roll Soft Beater Medium_B00M_CSCK.wav | Quick flurry of rapid, moderate hits. Strong low resonance, long decay. Various instances. Ambient.                                |
| MUSCPerc_DRUM-Taiko 60 Inch Roll Soft Beater Near_B00M_CSCK.wav   | Quick flurry of rapid, moderate hits. Strong low resonance, long decay. Various instances. Dry.                                    |
| MUSCPerc_DRUM-Tom Concert Double Hard Beater Far_B00M_CSCK.wav    | Two strong hits in close succession. Punching low resonance, medium fast decay. Various instances. Reverberant.                    |
| MUSCPerc_DRUM-Tom Concert Double Hard Beater Medium_B00M_CSCK.wav | Two strong hits in close succession. Punching low resonance, medium fast decay. Various instances. Ambient.                        |
| MUSCPerc_DRUM-Tom Concert Double Hard Beater Near_B00M_CSCK.wav   | Two strong hits in close succession. Punching low resonance, medium fast decay. Various instances. Dry.                            |
| MUSCPerc_DRUM-Tom Concert Double Soft Beater Far_B00M_CSCK.wav    | Two moderate hits in close succession. Punching low resonance, medium fast decay. Various instances. Reverberant.                  |
| MUSCPerc_DRUM-Tom Concert Double Soft Beater Medium_B00M_CSCK.wav | Two moderate hits in close succession. Punching low resonance, medium fast decay. Various instances. Ambient.                      |
| MUSCPerc_DRUM-Tom Concert Double Soft Beater Near_B00M_CSCK.wav   | Two moderate hits in close succession. Punching low resonance, medium fast decay. Various instances. Dry.                          |
| MUSCPerc_DRUM-Tom Concert Flam Hard Beater Far_B00M_CSCK.wav      | Strong hits with both mallets in very close succession. Punching low resonance, medium fast decay. Various instances. Reverberant. |
| MUSCPerc_DRUM-Tom Concert Flam Hard Beater Medium_B00M_CSCK.wav   | Strong hits with both mallets in very close succession. Punching low resonance, medium fast decay. Various instances. Ambient.     |
| MUSCPerc_DRUM-Tom Concert Flam Hard Beater Near_B00M_CSCK.wav     | Strong hits with both mallets in very close succession. Punching low resonance, medium fast decay. Various instances. Dry.         |



# CINEMATIC STRIKES

| FILENAME  | DESCRIPTION  |
|---|--|
| MUSCPerc_DRUM-Tom Concert Flam Soft Beater Far_B00M_CSCK.wav        | Moderate hits with both mallets in very close succession. Punching low resonance, medium fast decay. Various instances. Reverberant.             |
| MUSCPerc_DRUM-Tom Concert Flam Soft Beater Medium_B00M_CSCK.wav     | Moderate hits with both mallets in very close succession. Punching low resonance, medium fast decay. Various instances. Ambient.                 |
| MUSCPerc_DRUM-Tom Concert Flam Soft Beater Near_B00M_CSCK.wav       | Moderate hits with both mallets in very close succession. Punching low resonance, medium fast decay. Various instances. Dry.                     |
| MUSCPerc_DRUM-Tom Concert Hit Hard Beater Far_B00M_CSCK.wav         | Strong single hit. Punching low resonance, medium fast decay. Various instances. Reverberant.  |
| MUSCPerc_DRUM-Tom Concert Hit Hard Beater Medium_B00M_CSCK.wav      | Strong single hit. Punching low resonance, medium fast decay. Various instances. Ambient.  |
| MUSCPerc_DRUM-Tom Concert Hit Hard Beater Near_B00M_CSCK.wav        | Strong single hit. Punching low resonance, medium fast decay. Various instances. Dry.  |
| MUSCPerc_DRUM-Tom Concert Hit Soft Beater Far_B00M_CSCK.wav         | Moderate single hit. Punching low resonance, medium fast decay. Various instances. Reverberant.  |
| MUSCPerc_DRUM-Tom Concert Hit Soft Beater Medium_B00M_CSCK.wav      | Moderate single hit. Punching low resonance, medium fast decay. Various instances. Ambient.  |
| MUSCPerc_DRUM-Tom Concert Hit Soft Beater Near_B00M_CSCK.wav        | Moderate single hit. Punching low resonance, medium fast decay. Various instances.   |
| MUSCPerc_DRUM-Tom Concert Hit Whip Beater Far_B00M_CSCK.wav         | Sharp, snappy attack. Punching low resonance, medium fast decay. Various instances. Reverberant.   |
| MUSCPerc_DRUM-Tom Concert Hit Whip Beater Medium_B00M_CSCK.wav      | Sharp, snappy attack. Punching low resonance, medium fast decay. Various instances. Ambient.   |
| MUSCPerc_DRUM-Tom Concert Hit Whip Beater Near_B00M_CSCK.wav        | Sharp, snappy attack. Punching low resonance, medium fast decay. Various instances. Dry.   |
| MUSCPerc_DRUM-Tom Concert Roll Hard Beater Far_B00M_CSCK.wav        | Quick flurry of rapid hits. Punching low resonance, medium fast decay. Various instances. Reverberant.   |
| MUSCPerc_DRUM-Tom Concert Roll Hard Beater Medium_B00M_CSCK.wav     | Quick flurry of rapid hits. Punching low resonance, medium fast decay. Various instances. Ambient.   |
| MUSCPerc_DRUM-Tom Concert Roll Hard Beater Near_B00M_CSCK.wav       | Quick flurry of rapid hits. Punching low resonance, medium fast decay. Various instances. Dry.   |
| MUSCPerc_DRUM-Tom Concert Roll Soft Beater Far_B00M_CSCK.wav        | Quick flurry of moderate, rapid hits. Punching low resonance, medium fast decay. Various instances. Reverberant.                                 |
| MUSCPerc_DRUM-Tom Concert Roll Soft Beater Medium_B00M_CSCK.wav     | Quick flurry of moderate, rapid hits. Punching low resonance, medium fast decay. Various instances. Ambient.                                     |
| MUSCPerc_DRUM-Tom Concert Roll Soft Beater Near_B00M_CSCK.wav       | Quick flurry of moderate, rapid hits. Punching low resonance, medium fast decay. Various instances. Dry.   |
| MUSCPerc_DRUM-Verdi 66 Inch Double Hard Beater Far_B00M_CSCK.wav    | Two strong, deep hits in close succession. Strong low resonance, medium to long decay. Various instances. Reverberant. Double Headed Verdi Drum. |
| MUSCPerc_DRUM-Verdi 66 Inch Double Hard Beater Medium_B00M_CSCK.wav | Two strong, deep hits in close succession. Strong low resonance, medium to long decay. Various instances. Ambient. Double Headed Verdi Drum.     |
| MUSCPerc_DRUM-Verdi 66 Inch Double Hard Beater Near_B00M_CSCK.wav   | Two strong, deep hits in close succession. Strong low resonance, medium to long decay. Various instances. Dry. Double Headed Verdi Drum.         |
| MUSCPerc_DRUM-Verdi 66 Inch Double Soft Beater Far_B00M_CSCK.wav    | Two moderate hits in close succession. Strong low resonance, medium to long decay. Various instances. Reverberant. Double Headed Verdi Drum.     |

# CINEMATIC STRIKES

| FILENAME  | DESCRIPTION   |
|---|---|
| MUSCPerc_DRUM-Verdi 66 Inch Double Soft Beater Medium_B00M_CSCK.wav | Two moderate hits in close succession. Strong low resonance, medium to long decay. Various instances. Ambient. Double Headed Verdi Drum.                        |
| MUSCPerc_DRUM-Verdi 66 Inch Double Soft Beater Near_B00M_CSCK.wav   | Two moderate hits in close succession. Strong low resonance, medium to long decay. Various instances. Dry. Double Headed Verdi Drum.                            |
| MUSCPerc_DRUM-Verdi 66 Inch Flam Hard Beater Far_B00M_CSCK.wav      | Strong hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Reverberant. Double Headed Verdi Drum.   |
| MUSCPerc_DRUM-Verdi 66 Inch Flam Hard Beater Medium_B00M_CSCK.wav   | Strong hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Ambient. Double Headed Verdi Drum.       |
| MUSCPerc_DRUM-Verdi 66 Inch Flam Hard Beater Near_B00M_CSCK.wav     | Strong hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Dry. Double Headed Verdi Drum.           |
| MUSCPerc_DRUM-Verdi 66 Inch Flam Soft Beater Far_B00M_CSCK.wav      | Moderate hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Reverberant. Double Headed Verdi Drum. |
| MUSCPerc_DRUM-Verdi 66 Inch Flam Soft Beater Medium_B00M_CSCK.wav   | Moderate hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Ambient. Double Headed Verdi Drum.     |
| MUSCPerc_DRUM-Verdi 66 Inch Flam Soft Beater Near_B00M_CSCK.wav     | Moderate hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Dry. Double Headed Verdi Drum.         |
| MUSCPerc_DRUM-Verdi 66 Inch Hit Hard Beater Far_B00M_CSCK.wav       | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Reverberant. Double Headed Verdi Drum.                                  |
| MUSCPerc_DRUM-Verdi 66 Inch Hit Hard Beater Medium_B00M_CSCK.wav    | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Ambient. Double Headed Verdi Drum.                                      |
| MUSCPerc_DRUM-Verdi 66 Inch Hit Hard Beater Near_B00M_CSCK.wav      | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Dry. Double Headed Verdi Drum.  |
| MUSCPerc_DRUM-Verdi 66 Inch Hit Soft Beater Far_B00M_CSCK.wav       | Single moderate hit. Strong low resonance, medium to long decay. Various instances. Reverberant. Double Headed Verdi Drum.                                      |
| MUSCPerc_DRUM-Verdi 66 Inch Hit Soft Beater Medium_B00M_CSCK.wav    | Single moderate hit. Strong low resonance, medium to long decay. Various instances. Ambient. Double Headed Verdi Drum.  |
| MUSCPerc_DRUM-Verdi 66 Inch Hit Soft Beater Near_B00M_CSCK.wav      | Single moderate hit. Strong low resonance, medium to long decay. Various instances. Dry. Double Headed Verdi Drum.  |
| MUSCPerc_DRUM-Verdi 66 Inch Hit Whip Beater Far_B00M_CSCK.wav       | Sharp, snappy attack. Strong low resonance, medium to long decay. Various instances. Reverberant. Double Headed Verdi Drum.                                     |
| MUSCPerc_DRUM-Verdi 66 Inch Hit Whip Beater Medium_B00M_CSCK.wav    | Sharp, snappy attack. Strong low resonance, medium to long decay. Various instances. Ambient. Double Headed Verdi Drum.   |
| MUSCPerc_DRUM-Verdi 66 Inch Hit Whip Beater Near_B00M_CSCK.wav      | Sharp, snappy attack. Strong low resonance, medium to long decay. Various instances. Dry. Double Headed Verdi Drum.   |

# CINEMATIC STRIKES

| FILENAME  | DESCRIPTION  |
|---|--|
| MUSCPerc_DRUM-Verdi 66 Inch Roll Hard Beater Far_B00M_CSCK.wav    | Quick flurry of rapid, strong hits. Strong low resonance, medium to long decay. Various instances. Reverberant. Double Headed Verdi Drum.  |
| MUSCPerc_DRUM-Verdi 66 Inch Roll Hard Beater Medium_B00M_CSCK.wav | Quick flurry of rapid, strong hits. Strong low resonance, medium to long decay. Various instances. Ambient. Double Headed Verdi Drum.      |
| MUSCPerc_DRUM-Verdi 66 Inch Roll Hard Beater Near_B00M_CSCK.wav   | Quick flurry of rapid, strong hits. Strong low resonance, medium to long decay. Various instances. Dry. Double Headed Verdi Drum.          |
| MUSCPerc_DRUM-Verdi 66 Inch Roll Soft Beater Far_B00M_CSCK.wav    | Quick flurry of rapid moderate hits. Strong low resonance, medium to long decay. Various instances. Reverberant. Double Headed Verdi Drum. |
| MUSCPerc_DRUM-Verdi 66 Inch Roll Soft Beater Medium_B00M_CSCK.wav | Quick flurry of rapid moderate hits. Strong low resonance, medium to long decay. Various instances. Ambient. Double Headed Verdi Drum.     |
| MUSCPerc_DRUM-Verdi 66 Inch Roll Soft Beater Near_B00M_CSCK.wav   | Quick flurry of rapid moderate hits. Strong low resonance, medium to long decay. Various instances. Dry. Double Headed Verdi Drum.         |
| MUSCPerc_SNARE-Brady Jarrah Block Hit Far_B00M_CSCK.wav           | Sharp, cracking, powerful attack. Tight, fast decay. Mid tuning. Various instances. Reverberant.   |
| MUSCPerc_SNARE-Brady Jarrah Block Hit Medium_B00M_CSCK.wav        | Sharp, cracking, powerful attack. Tight, fast decay. Mid tuning. Various instances. Ambient.   |
| MUSCPerc_SNARE-Brady Jarrah Block Hit Near_B00M_CSCK.wav          | Sharp, cracking, powerful attack. Tight, fast decay. Mid tuning. Various instances. Dry.   |
| MUSCPerc_SNARE-Brady Jarrah Block Hit Rim Far_B00M_CSCK.wav       | Sharp, cracking, powerful attack. Tight, fast decay. Mid tuning. Various instances. Reverberant.   |
| MUSCPerc_SNARE-Brady Jarrah Block Hit Rim Medium_B00M_CSCK.wav    | Sharp, cracking, powerful attack. Tight, fast decay. Mid tuning. Various instances. Ambient.   |
| MUSCPerc_SNARE-Brady Jarrah Block Hit Rim Near_B00M_CSCK.wav      | Sharp, cracking, powerful attack. Tight, fast decay. Mid tuning. Various instances. Dry.   |
| MUSCPerc_SNARE-Brady Jarrah Block Roll Far_B00M_CSCK.wav          | Quick flurry of rapid hits. Tight, fast decay. Mid tuning. Various instances. Reverberant.   |
| MUSCPerc_SNARE-Brady Jarrah Block Roll Medium_B00M_CSCK.wav       | Quick flurry of rapid hits. Tight, fast decay. Mid tuning. Various instances. Ambient.   |
| MUSCPerc_SNARE-Brady Jarrah Block Roll Near_B00M_CSCK.wav         | Quick flurry of rapid hits. Tight, fast decay. Mid tuning. Various instances. Dry.   |
| MUSCPerc_SNARE-Ludwig Black Beauty Hit Far_B00M_CSCK.wav          | Broad, throaty attack, crack. Low to mid tuning. Slight ring, fast decay. Various instances. Reverberant.                                  |
| MUSCPerc_SNARE-Ludwig Black Beauty Hit Medium_B00M_CSCK.wav       | Broad, throaty attack, crack. Low to mid tuning. Slight ring, fast decay. Various instances. Ambient.                                      |
| MUSCPerc_SNARE-Ludwig Black Beauty Hit Near_B00M_CSCK.wav         | Broad, throaty attack, crack. Low to mid tuning. Slight ring, fast decay. Various instances. Dry.  |
| MUSCPerc_SNARE-Ludwig Black Beauty Hit Rim Far_B00M_CSCK.wav      | Broad, throaty attack, crack. Low to mid tuning. Slight ring, fast decay. Various instances. Reverberant.                                  |
| MUSCPerc_SNARE-Ludwig Black Beauty Hit Rim Medium_B00M_CSCK.wav   | Broad, throaty attack, crack. Low to mid tuning. Slight ring, fast decay. Various instances. Ambient.                                      |
| MUSCPerc_SNARE-Ludwig Black Beauty Hit Rim Near_B00M_CSCK.wav     | Broad, throaty attack, crack. Low to mid tuning. Slight ring, fast decay. Various instances. Dry.  |
| MUSCPerc_SNARE-Ludwig Black Beauty Roll Far_B00M_CSCK.wav         | Quick flurry of rapid hits. Low to mid tuning. Slight ring, fast decay. Various instances. Reverberant.                                    |
| MUSCPerc_SNARE-Ludwig Black Beauty Roll Medium_B00M_CSCK.wav      | Quick flurry of rapid hits. Low to mid tuning. Slight ring, fast decay. Various instances. Ambient.  |
| MUSCPerc_SNARE-Ludwig Black Beauty Roll Near_B00M_CSCK.wav        | Quick flurry of rapid hits. Low to mid tuning. Slight ring, fast decay. Various instances. Dry.  |

# CINEMATIC STRIKES

| FILENAME   | DESCRIPTION  |
|--|--|
| MUSCPerc_SNARE-Pearl High Tension Hit Far_B00M_CSCK.wav        | Sharp, cracking, powerful attack. Tight, medium fast decay. Mid tuning. Various instances. Reverberant.                                  |
| MUSCPerc_SNARE-Pearl High Tension Hit Medium_B00M_CSCK.wav     | Sharp, cracking, powerful attack. Tight, medium fast decay. Mid tuning. Various instances. Ambient.                                      |
| MUSCPerc_SNARE-Pearl High Tension Hit Near_B00M_CSCK.wav       | Sharp, cracking, powerful attack. Tight, medium fast decay. Mid tuning. Various instances. Dry.  |
| MUSCPerc_SNARE-Pearl High Tension Hit Rim Far_B00M_CSCK.wav    | Sharp, cracking, powerful attack. Tight, medium fast decay. Mid tuning. Various instances. Reverberant.                                  |
| MUSCPerc_SNARE-Pearl High Tension Hit Rim Medium_B00M_CSCK.wav | Sharp, cracking, powerful attack. Tight, medium fast decay. Mid tuning. Various instances. Ambient.                                      |
| MUSCPerc_SNARE-Pearl High Tension Hit Rim Near_B00M_CSCK.wav   | Sharp, cracking, powerful attack. Tight, medium fast decay. Mid tuning. Various instances. Dry.  |
| MUSCPerc_SNARE-Pearl High Tension Roll Far_B00M_CSCK.wav       | Quick flurry of rapid hits. Tight, medium fast decay. Mid tuning. Various instances. Reverberant.  |
| MUSCPerc_SNARE-Pearl High Tension Roll Medium_B00M_CSCK.wav    | Quick flurry of rapid hits. Tight, medium fast decay. Mid tuning. Various instances. Ambient.  |
| MUSCPerc_SNARE-Pearl High Tension Roll Near_B00M_CSCK.wav      | Quick flurry of rapid hits. Tight, medium fast decay. Mid tuning. Various instances. Dry.  |
| MUSCPerc_SNARE-Pearl Marching Hit Far_B00M_CSCK.wav            | Sharp, cracking, powerful attack. Tight, fast decay. Mid high tuning. Various instances. Reverberant.                                    |
| MUSCPerc_SNARE-Pearl Marching Hit Medium_B00M_CSCK.wav         | Sharp, cracking, powerful attack. Tight, fast decay. Mid high tuning. Various instances. Ambient.  |
| MUSCPerc_SNARE-Pearl Marching Hit Near_B00M_CSCK.wav           | Sharp, cracking, powerful attack. Tight, fast decay. Mid high tuning. Various instances. Dry.  |
| MUSCPerc_SNARE-Pearl Marching Hit Rim Far_B00M_CSCK.wav        | Sharp, cracking, powerful attack. Tight, fast decay. Mid high tuning. Various instances. Reverberant.                                    |
| MUSCPerc_SNARE-Pearl Marching Hit Rim Medium_B00M_CSCK.wav     | Sharp, cracking, powerful attack. Tight, fast decay. Mid high tuning. Various instances. Ambient.  |
| MUSCPerc_SNARE-Pearl Marching Hit Rim Near_B00M_CSCK.wav       | Sharp, cracking, powerful attack. Tight, fast decay. Mid high tuning. Various instances. Dry.  |
| MUSCPerc_SNARE-Pearl Marching Roll Far_B00M_CSCK.wav           | Quick flurry of rapid hits. Tight, fast decay. Mid high tuning. Various instances. Reverberant.  |
| MUSCPerc_SNARE-Pearl Marching Roll Medium_B00M_CSCK.wav        | Quick flurry of rapid hits. Tight, fast decay. Mid high tuning. Various instances. Ambient.  |
| MUSCPerc_SNARE-Pearl Marching Roll Near_B00M_CSCK.wav          | Quick flurry of rapid hits. Tight, fast decay. Mid high tuning. Various instances. Dry.  |
| MUSCPerc_DRUM-Fontonfrom Flam Hard Beater Far_B00M_CSCK.wav    | Strong hits with both mallets in very close succession. Punching low mid resonance, medium fast decay. Various instances. Reverberant.   |
| MUSCPerc_DRUM-Fontonfrom Flam Hard Beater Medium_B00M_CSCK.wav | Strong hits with both mallets in very close succession. Punching low mid resonance, medium fast decay. Various instances. Ambient.       |
| MUSCPerc_DRUM-Fontonfrom Flam Hard Beater Near_B00M_CSCK.wav   | Strong hits with both mallets in very close succession. Punching low mid resonance, medium fast decay. Various instances. Dry.           |
| MUSCPerc_DRUM-Fontonfrom Flam Soft Beater Far_B00M_CSCK.wav    | Moderate hits with both mallets in very close succession. Punching low mid resonance, medium fast decay. Various instances. Reverberant. |
| MUSCPerc_DRUM-Fontonfrom Flam Soft Beater Medium_B00M_CSCK.wav | Moderate hits with both mallets in very close succession. Punching low mid resonance, medium fast decay. Various instances. Ambient.     |
| MUSCPerc_DRUM-Fontonfrom Flam Soft Beater Near_B00M_CSCK.wav   | Moderate hits with both mallets in very close succession. Punching low mid resonance, medium fast decay. Various instances. Dry.         |

# CINEMATIC STRIKES

| FILENAME  | DESCRIPTION  |
|---|--|
| MUSCPerc_DRUM-Fontonfrom Hit Hard Beater Far_B00M_CSCK.wav    | Strong single hit. Punching low mid resonance, medium fast decay. Various instances. Reverberant.                                  |
| MUSCPerc_DRUM-Fontonfrom Hit Hard Beater Medium_B00M_CSCK.wav | Strong single hit. Punching low mid resonance, medium fast decay. Various instances. Ambient.                                      |
| MUSCPerc_DRUM-Fontonfrom Hit Hard Beater Near_B00M_CSCK.wav   | Strong single hit. Punching low mid resonance, medium fast decay. Various instances. Dry.  |
| MUSCPerc_DRUM-Fontonfrom Hit Soft Beater Far_B00M_CSCK.wav    | Moderate single hit. Punching low mid resonance, medium fast decay. Various instances. Reverberant.                                |
| MUSCPerc_DRUM-Fontonfrom Hit Soft Beater Medium_B00M_CSCK.wav | Moderate single hit. Punching low mid resonance, medium fast decay. Various instances. Ambient.                                    |
| MUSCPerc_DRUM-Fontonfrom Hit Soft Beater Near_B00M_CSCK.wav   | Moderate single hit. Punching low mid resonance, medium fast decay. Various instances. Dry.  |
| MUSCPerc_DRUM-Kick Drum Double Hit Far_B00M_CSCK.wav          | Two strong, deep hits in close succession. Low punch, fast decay. Various instances. Reverberant.                                  |
| MUSCPerc_DRUM-Kick Drum Double Hit Medium_B00M_CSCK.wav       | Two strong, deep hits in close succession. Low punch, fast decay. Various instances. Ambient.                                      |
| MUSCPerc_DRUM-Kick Drum Double Hit Near_B00M_CSCK.wav         | Two strong, deep hits in close succession. Low punch, fast decay. Various instances. Dry.  |
| MUSCPerc_DRUM-Kick Drum Hard Hit Far_B00M_CSCK.wav            | Single strong, deep hit. Low punch, fast decay. Various instances. Reverberant.  |
| MUSCPerc_DRUM-Kick Drum Hard Hit Medium_B00M_CSCK.wav         | Single strong, deep hit. Low punch, fast decay. Various instances. Ambient.  |
| MUSCPerc_DRUM-Kick Drum Hard Hit Near_B00M_CSCK.wav           | Single strong, deep hit. Low punch, fast decay. Various instances. Dry.  |
| MUSCPerc_DRUM-Kick Drum Soft Hit Far_B00M_CSCK.wav            | Single moderate hit. Low punch, fast decay. Various instances. Reverberant.  |
| MUSCPerc_DRUM-Kick Drum Soft Hit Medium_B00M_CSCK.wav         | Single moderate hit. Low punch, fast decay. Various instances. Ambient.  |
| MUSCPerc_DRUM-Kick Drum Soft Hit Near_B00M_CSCK.wav           | Single moderate hit. Low punch, fast decay. Various instances. Dry.  |
| MUSCPerc_DRUM-Tabla Flam Hard Beater Far_B00M_CSCK.wav        | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant.   |
| MUSCPerc_DRUM-Tabla Flam Hard Beater Medium_B00M_CSCK.wav     | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Ambient.       |
| MUSCPerc_DRUM-Tabla Flam Hard Beater Near_B00M_CSCK.wav       | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Dry.           |
| MUSCPerc_DRUM-Tabla Flam Soft Beater Far_B00M_CSCK.wav        | Moderate hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. |
| MUSCPerc_DRUM-Tabla Flam Soft Beater Medium_B00M_CSCK.wav     | Moderate hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Ambient.     |
| MUSCPerc_DRUM-Tabla Flam Soft Beater Near_B00M_CSCK.wav       | Moderate hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Dry.         |
| MUSCPerc_DRUM-Tabla Hit Hard Beater Far_B00M_CSCK.wav         | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant.  |
| MUSCPerc_DRUM-Tabla Hit Hard Beater Medium_B00M_CSCK.wav      | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Ambient.  |
| MUSCPerc_DRUM-Tabla Hit Hard Beater Near_B00M_CSCK.wav        | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Dry.  |
| MUSCPerc_DRUM-Tabla Hit Soft Beater Far_B00M_CSCK.wav         | Single moderate hit. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant.                                      |

# CINEMATIC STRIKES

| FILENAME   | DESCRIPTION   |
|--|---|
| MUSCPerc_DRUM-Tabla Hit Soft Beater Medium_B00M_CSCK.wav       | Single moderate hit. Sharp attack with mid pitch. Fast decay. Various instances. Ambient.                                       |
| MUSCPerc_DRUM-Tabla Hit Soft Beater Near_B00M_CSCK.wav         | Single moderate hit. Sharp attack with mid pitch. Fast decay. Various instances. Dry.   |
| MUSCPerc_DRUM-Tambora Flam Hard Beater Far_B00M_CSCK.wav       | Strong hits with both mallets in very close succession. Mid resonance, medium fast decay. Various instances. Reverberant.       |
| MUSCPerc_DRUM-Tambora Flam Hard Beater Medium_B00M_CSCK.wav    | Strong hits with both mallets in very close succession. Prominent mid resonance, medium fast decay. Various instances. Ambient. |
| MUSCPerc_DRUM-Tambora Flam Hard Beater Near_B00M_CSCK.wav      | Strong hits with both mallets in very close succession. Prominent mid resonance, medium fast decay. Various instances. Dry.     |
| MUSCPerc_DRUM-Tambora Hit Hard Beater Far_B00M_CSCK.wav        | Strong single hit. Prominent mid resonance, medium fast decay. Various instances. Reverberant.                                  |
| MUSCPerc_DRUM-Tambora Hit Hard Beater Medium_B00M_CSCK.wav     | Strong single hit. Prominent mid resonance, medium fast decay. Various instances. Ambient.                                      |
| MUSCPerc_DRUM-Tambora Hit Hard Beater Near_B00M_CSCK.wav       | Strong single hit. Prominent mid resonance, medium fast decay. Various instances. Dry.  |
| MUSCPerc_SWEETENER-Foot Stomp Far_B00M_CSCK.wav                | Forceful stomp, low snap. Fast decay. Reverberant.  |
| MUSCPerc_SWEETENER-Foot Stomp Group Far_B00M_CSCK.wav          | Several feet stomp forcefully in unison, low snap. Fast decay. Reverberant.   |
| MUSCPerc_SWEETENER-Foot Stomp Group Medium_B00M_CSCK.wav       | Several feet stomp forcefully in unison, low snap. Fast decay. Ambient.   |
| MUSCPerc_SWEETENER-Foot Stomp Group Near_B00M_CSCK.wav         | Several feet stomp forcefully in unison, low snap. Fast decay. Dry.   |
| MUSCPerc_SWEETENER-Foot Stomp Medium_B00M_CSCK.wav             | Forceful stomp, low snap. Fast decay. Ambient.  |
| MUSCPerc_SWEETENER-Foot Stomp Near_B00M_CSCK.wav               | Forceful stomp, low snap. Fast decay. Dry.  |
| MUSCPerc_SWEETENER-Jam Block Plastic Flam Far_B00M_CSCK.wav    | Two staggered hits in close succession. Defined upper mid pitch. Fast Decay. Various instances. Reverberant.                    |
| MUSCPerc_SWEETENER-Jam Block Plastic Flam Medium_B00M_CSCK.wav | Two staggered hits in close succession. Defined upper mid pitch. Fast Decay. Various instances. Ambient.                        |
| MUSCPerc_SWEETENER-Jam Block Plastic Flam Near_B00M_CSCK.wav   | Two staggered hits in close succession. Defined upper mid pitch. Fast Decay. Various instances. Dry.                            |
| MUSCPerc_SWEETENER-Jam Block Plastic Hit Far_B00M_CSCK.wav     | Strong single hit. Defined upper mid pitch. Fast Decay. Various instances. Reverberant.   |
| MUSCPerc_SWEETENER-Jam Block Plastic Hit Medium_B00M_CSCK.wav  | Strong single hit. Defined upper mid pitch. Fast Decay. Various instances. Ambient.   |
| MUSCPerc_SWEETENER-Jam Block Plastic Hit Near_B00M_CSCK.wav    | Strong single hit. Defined upper mid pitch. Fast Decay. Various instances. Dry.   |
| MUSCMisc_SWEETENER-Lion Roar Far_B00M_CSCK.wav                 | Low, throaty grown, growl. Various instances. Reverberant.  |
| MUSCMisc_SWEETENER-Lion Roar Medium_B00M_CSCK.wav              | Low, throaty grown, growl. Various instances. Ambient.  |
| MUSCMisc_SWEETENER-Lion Roar Near_B00M_CSCK.wav                | Low, throaty grown, growl. Various instances. Dry.  |
| MUSCPerc_SWEETENER-Metal Bin Hard Hit Far_B00M_CSCK.wav        | Single strong hit. Sharp attack with low mid pitch. Fast decay. Various instances. Reverberant.                                 |
| MUSCPerc_SWEETENER-Metal Bin Hard Hit Medium_B00M_CSCK.wav     | Single strong hit. Sharp attack with low mid pitch. Fast decay. Various instances. Ambient.                                     |
| MUSCPerc_SWEETENER-Metal Bin Hard Hit Near_B00M_CSCK.wav       | Single strong hit. Sharp attack with low mid pitch. Fast decay. Various instances. Dry.   |

# CINEMATIC STRIKES

| FILENAME  | DESCRIPTION  |
|---|--|
| MUSCPerc_SWEETENER-Metal Bin Soft Hit Far_B00M_CSCK.wav             | Single moderate hit. Sharp attack with low mid pitch. Fast decay. Various instances. Reverberant.                                      |
| MUSCPerc_SWEETENER-Metal Bin Soft Hit Medium_B00M_CSCK.wav          | Single moderate hit. Sharp attack with low mid pitch. Fast decay. Various instances. Ambient.  |
| MUSCPerc_SWEETENER-Metal Bin Soft Hit Near_B00M_CSCK.wav            | Single moderate hit. Sharp attack with low mid pitch. Fast decay. Various instances. Dry.  |
| MUSCPerc_SWEETENER-Metal Pan Flam Far_B00M_CSCK.wav                 | Two staggered hits in close succession. Bashing, metallic. Medium fast decay with lingering overtones. Various instances. Reverberant. |
| MUSCPerc_SWEETENER-Metal Pan Flam Medium_B00M_CSCK.wav              | Two staggered hits in close succession. Bashing, metallic. Medium fast decay with lingering overtones. Various instances. Ambient.     |
| MUSCPerc_SWEETENER-Metal Pan Flam Near_B00M_CSCK.wav                | Two staggered hits in close succession. Bashing, metallic. Medium fast decay with lingering overtones. Various instances. Dry.         |
| MUSCPerc_SWEETENER-Metal Pan Hit Hard Beater Far_B00M_CSCK.wav      | Strong single hits. Bashing, metallic. Medium fast decay with lingering overtones. Various instances. Reverberant.                     |
| MUSCPerc_SWEETENER-Metal Pan Hit Hard Beater Medium_B00M_CSCK.wav   | Strong single hits. Bashing, metallic. Medium fast decay with lingering overtones. Various instances. Ambient.                         |
| MUSCPerc_SWEETENER-Metal Pan Hit Hard Beater Near_B00M_CSCK.wav     | Strong single hits. Bashing, metallic. Medium fast decay with lingering overtones. Various instances. Dry.                             |
| MUSCPerc_SWEETENER-Metal Pan Hit Soft Beater Far_B00M_CSCK.wav      | Moderate single hits. Bashing, metallic. Medium fast decay with lingering overtones. Various instances. Reverberant.                   |
| MUSCPerc_SWEETENER-Metal Pan Hit Soft Beater Medium_B00M_CSCK.wav   | Moderate single hits. Bashing, metallic. Medium fast decay with lingering overtones. Various instances. Ambient.                       |
| MUSCPerc_SWEETENER-Metal Pan Hit Soft Beater Near_B00M_CSCK.wav     | Moderate single hits. Bashing, metallic. Medium fast decay with lingering overtones. Various instances. Dry.                           |
| MUSCPerc_SWEETENER-Thunder Sheet Hit Far_B00M_CSCK.wav              | Strong hits. Metallic wash, shimmer with defined upper mid overtone. Various instances. Reverberant.                                   |
| MUSCPerc_SWEETENER-Thunder Sheet Hit Medium_B00M_CSCK.wav           | Strong hits. Metallic wash, shimmer with defined upper mid overtone. Various instances. Ambient.                                       |
| MUSCPerc_SWEETENER-Thunder Sheet Hit Near_B00M_CSCK.wav             | Strong hits. Metallic wash, shimmer with defined upper mid overtone. Various instances. Dry.   |
| MUSCPerc_SWEETENER-Whip Crack Hit Far_B00M_CSCK.wav                 | Single powerful snap. Fast decay. Various instances. Reverberant.  |
| MUSCPerc_SWEETENER-Whip Crack Hit Medium_B00M_CSCK.wav              | Single powerful snap. Fast decay. Various instances. Ambient.  |
| MUSCPerc_SWEETENER-Whip Crack Hit Near_B00M_CSCK.wav                | Single powerful snap. Fast decay. Various instances. Dry.  |
| MUSCPerc_SWEETENER-Whip Crack Resonant Hit Far_B00M_CSCK.wav        | Single powerful snap with slight low thump. Fast decay. Various instances. Reverberant.  |
| MUSCPerc_SWEETENER-Whip Crack Resonant Hit Medium_B00M_CSCK.wav     | Single powerful snap with slight low thump. Fast decay. Various instances. Ambient.  |
| MUSCPerc_SWEETENER-Whip Crack Resonant Hit Near_B00M_CSCK.wav       | Single powerful snap with slight low thump. Fast decay. Various instances. Dry.  |
| MUSCPerc_SWEETENER-Wood Box Coconut Beater Hit Far_B00M_CSCK.wav    | Single hit, low mid punch. Fast decay. Various instances. Reverberant.   |
| MUSCPerc_SWEETENER-Wood Box Coconut Beater Hit Medium_B00M_CSCK.wav | Single hit, low mid punch. Fast decay. Various instances. Ambient.   |
| MUSCPerc_SWEETENER-Wood Box Coconut Beater Hit Near_B00M_CSCK.wav   | Single hit, low mid punch. Fast decay. Various instances. Dry.   |

# CINEMATIC STRIKES

| FILENAME   | DESCRIPTION   |
|--|---|
| MUSCPerc_SWEETENER-Wood Box Hammer Hit Far_B00M_CSCK.wav           | Single hit, low mid punch. Fast decay. Various instances. Reverberant.  |
| MUSCPerc_SWEETENER-Wood Box Hammer Hit Medium_B00M_CSCK.wav        | Single hit, low mid punch. Fast decay. Various instances. Ambient.  |
| MUSCPerc_SWEETENER-Wood Box Hammer Hit Near_B00M_CSCK.wav          | Single hit, low mid punch. Fast decay. Various instances. Dry.  |
| MUSCPerc_SWEETENER-Wood Box Hammer Scrape Hit Far_B00M_CSCK.wav    | Single hit followed by slight dragging, low mid punch. Fast decay. Various instances. Reverberant.                                    |
| MUSCPerc_SWEETENER-Wood Box Hammer Scrape Hit Medium_B00M_CSCK.wav | Single hit followed by slight dragging, low mid punch. Fast decay. Various instances. Ambient.  |
| MUSCPerc_SWEETENER-Wood Box Hammer Scrape Hit Near_B00M_CSCK.wav   | Single hit followed by slight dragging, low mid punch. Fast decay. Various instances. Dry.  |
| MUSCPerc_SWEETENER-Wood Mallet Bounce Hit Far_B00M_CSCK.wav        | Single hit followed by light bouncing, low mid punch. Fast decay. Various instances. Reverberant.                                     |
| MUSCPerc_SWEETENER-Wood Mallet Bounce Hit Medium_B00M_CSCK.wav     | Single hit followed by light bouncing, low mid punch. Fast decay. Various instances. Ambient.   |
| MUSCPerc_SWEETENER-Wood Mallet Bounce Hit Near_B00M_CSCK.wav       | Single hit followed by light bouncing, low mid punch. Fast decay. Various instances. Dry.   |
| MUSCPerc_SWEETENER-Wood Mallet Corner Hit Far_B00M_CSCK.wav        | Single hit, low mid punch. Fast decay. Various instances. Reverberant.  |
| MUSCPerc_SWEETENER-Wood Mallet Corner Hit Medium_B00M_CSCK.wav     | Single hit, low mid punch. Fast decay. Various instances. Ambient.  |
| MUSCPerc_SWEETENER-Wood Mallet Corner Hit Near_B00M_CSCK.wav       | Single hit, low mid punch. Fast decay. Various instances. Dry.  |
| MUSCPerc_SWEETENER-Wood Mallet Single Mid Hit Far_B00M_CSCK.wav    | Single hit, low mid punch. Fast decay. Various instances. Reverberant.  |
| MUSCPerc_SWEETENER-Wood Mallet Single Mid Hit Medium_B00M_CSCK.wav | Single hit, low mid punch. Fast decay. Various instances. Ambient.  |
| MUSCPerc_SWEETENER-Wood Mallet Single Mid Hit Near_B00M_CSCK.wav   | Single hit, low mid punch. Fast decay. Various instances. Dry.  |
| MUSCPerc_WOOD-Big Bom Flam Far_B00M_CSCK.wav                       | Two staggered hits in close succession. Low resonance and pronounced mid overtone. Medium fast decay. Various instances. Reverberant. |
| MUSCPerc_WOOD-Big Bom Flam Medium_B00M_CSCK.wav                    | Two staggered hits in close succession. Low resonance and pronounced mid overtone. Medium fast decay. Various instances. Ambient.     |
| MUSCPerc_WOOD-Big Bom Flam Near_B00M_CSCK.wav                      | Two staggered hits in close succession. Low resonance and pronounced mid overtone. Medium fast decay. Various instances. Dry.         |
| MUSCPerc_WOOD-Big Bom Hit Alternative Beater Far_B00M_CSCK.wav     | Strong single hits, low resonance and pronounced mid overtone. Medium fast decay. Various instances. Reverberant.                     |
| MUSCPerc_WOOD-Big Bom Hit Alternative Beater Medium_B00M_CSCK.wav  | Strong single hits, low resonance and pronounced mid overtone. Medium fast decay. Various instances. Ambient.                         |
| MUSCPerc_WOOD-Big Bom Hit Alternative Beater Near_B00M_CSCK.wav    | Strong single hits, low resonance and pronounced mid overtone. Medium fast decay. Various instances. Dry.                             |
| MUSCPerc_WOOD-Big Bom Hit Far_B00M_CSCK.wav                        | Strong single hits, low resonance and pronounced mid overtone. Medium fast decay. Various instances. Reverberant.                     |
| MUSCPerc_WOOD-Big Bom Hit Medium_B00M_CSCK.wav                     | Strong single hits, low resonance and pronounced mid overtone. Medium fast decay. Various instances. Ambient.                         |



# CINEMATIC STRIKES

| FILENAME   | DESCRIPTION   |
|--|---|
| MUSCPerc_WOOD-Big Bom Hit Near_B00M_CSCK.wav                 | Strong single hits, low resonance and pronounced mid overtone. Medium fast decay. Various instances. Dry.                         |
| MUSCPerc_WOOD-Cajon Bass Slap Hit Far_B00M_CSCK.wav          | Strong snap and deep resonance. Medium fast decay. Various instances. Reverberant.  |
| MUSCPerc_WOOD-Cajon Bass Slap Hit Medium_B00M_CSCK.wav       | Strong snap and deep resonance. Medium fast decay. Various instances. Ambient.  |
| MUSCPerc_WOOD-Cajon Bass Slap Hit Near_B00M_CSCK.wav         | Strong snap and deep resonance. Medium fast decay. Various instances. Dry.  |
| MUSCPerc_WOOD-Cajon Flam Coconut Beater Far_B00M_CSCK.wav    | Two staggered hits in close succession. Snap and slight low resonance. Fast decay. Various instances. Reverberant.                |
| MUSCPerc_WOOD-Cajon Flam Coconut Beater Medium_B00M_CSCK.wav | Two staggered hits in close succession. Snap and slight low resonance. Fast decay. Various instances. Ambient.                    |
| MUSCPerc_WOOD-Cajon Flam Coconut Beater Near_B00M_CSCK.wav   | Two staggered hits in close succession. Snap and slight low resonance. Fast decay. Various instances. Dry.                        |
| MUSCPerc_WOOD-Cajon High Flam Slap Far_B00M_CSCK.wav         | Two staggered hits in close succession. Snap and slight low resonance. Fast decay. Various instances. Reverberant.                |
| MUSCPerc_WOOD-Cajon High Flam Slap Medium_B00M_CSCK.wav      | Two staggered hits in close succession. Snap and slight low resonance. Fast decay. Various instances. Ambient.                    |
| MUSCPerc_WOOD-Cajon High Flam Slap Near_B00M_CSCK.wav        | Two staggered hits in close succession. Snap and slight low resonance. Fast decay. Various instances. Dry.                        |
| MUSCPerc_WOOD-Cajon High Hit Slap Far_B00M_CSCK.wav          | Strong single hits. Snap and slight low resonance. Fast decay. Various instances. Reverberant.                                    |
| MUSCPerc_WOOD-Cajon High Hit Slap Medium_B00M_CSCK.wav       | Strong single hits. Snap and slight low resonance. Fast decay. Various instances. Ambient.  |
| MUSCPerc_WOOD-Cajon High Hit Slap Near_B00M_CSCK.wav         | Strong single hits. Snap and slight low resonance. Fast decay. Various instances. Dry.  |
| MUSCPerc_WOOD-Cajon Hit Coconut Beater Far_B00M_CSCK.wav     | Strong single hits. Snap and slight low resonance. Fast decay. Various instances. Reverberant.                                    |
| MUSCPerc_WOOD-Cajon Hit Coconut Beater Medium_B00M_CSCK.wav  | Strong single hits. Snap and slight low resonance. Fast decay. Various instances. Ambient.  |
| MUSCPerc_WOOD-Cajon Hit Coconut Beater Near_B00M_CSCK.wav    | Strong single hits. Snap and slight low resonance. Fast decay. Various instances. Dry.  |
| MUSCPerc_WOOD-Log Drum Flam Far_B00M_CSCK.wav                | Two staggered hits in close succession. Defined upper mid pitch and slight low thump. Fast Decay. Various instances. Reverberant. |
| MUSCPerc_WOOD-Log Drum Flam Medium_B00M_CSCK.wav             | Two staggered hits in close succession. Defined upper mid pitch and slight low thump. Fast Decay. Various instances. Ambient.     |
| MUSCPerc_WOOD-Log Drum Flam Near_B00M_CSCK.wav               | Two staggered hits in close succession. Defined upper mid pitch and slight low thump. Fast Decay. Various instances. Dry.         |
| MUSCPerc_WOOD-Log Drum Hit Far_B00M_CSCK.wav                 | Strong single hit. Defined upper mid pitch and slight low punch. Fast Decay. Various instances. Reverberant.                      |
| MUSCPerc_WOOD-Log Drum Hit Medium_B00M_CSCK.wav              | Strong single hit. Defined upper mid pitch and slight low punch. Fast Decay. Various instances. Ambient.                          |
| MUSCPerc_WOOD-Log Drum Hit Near_B00M_CSCK.wav                | Strong single hit. Defined upper mid pitch and slight low punch. Fast Decay. Various instances. Dry.                              |
| MUSCPerc_WOOD-Log Drum Traditional Flam Far_B00M_CSCK.wav    | Two staggered hits in close succession. Snap and slight low resonance. Fast decay. Various instances. Reverberant.                |
| MUSCPerc_WOOD-Log Drum Traditional Flam Medium_B00M_CSCK.wav | Two staggered hits in close succession. Snap and slight low resonance. Fast decay. Various instances. Ambient.                    |
| MUSCPerc_WOOD-Log Drum Traditional Flam Near_B00M_CSCK.wav   | Two staggered hits in close succession. Snap and slight low resonance. Fast decay. Various instances. Dry.                        |
| MUSCPerc_WOOD-Log Drum Traditional Hit Far_B00M_CSCK.wav     | Strong single hits. Snap and slight low resonance. Fast decay. Various instances. Reverberant.                                    |

# CINEMATIC STRIKES

| FILENAME   | DESCRIPTION  |
|--|--|
| MUSCPerc_WOOD-Log Drum Traditional Hit Medium_B00M_CSCK.wav          | Strong single hits. Snap and slight low resonance. Fast decay. Various instances. Ambient.                               |
| MUSCPerc_WOOD-Log Drum Traditional Hit Near_B00M_CSCK.wav            | Strong single hits. Snap and slight low resonance. Fast decay. Various instances. Dry.                                   |
| MUSCPerc_WOOD-Wood Block Japanese Double Far_B00M_CSCK.wav           | Strong single hit and bounce. Defined upper mid pitch. Fast Decay. Various instances. Reverberant.                       |
| MUSCPerc_WOOD-Wood Block Japanese Double Medium_B00M_CSCK.wav        | Strong single hit and bounce. Defined upper mid pitch. Fast Decay. Various instances. Ambient.                           |
| MUSCPerc_WOOD-Wood Block Japanese Double Near_B00M_CSCK.wav          | Strong single hit and bounce. Defined upper mid pitch. Fast Decay. Various instances. Dry.                               |
| MUSCPerc_WOOD-Wood Block Japanese Hit Far_B00M_CSCK.wav              | Strong single hit. Defined upper mid pitch. Fast Decay. Various instances. Reverberant.                                  |
| MUSCPerc_WOOD-Wood Block Japanese Hit Medium_B00M_CSCK.wav           | Strong single hit. Defined upper mid pitch. Fast Decay. Various instances. Ambient.                                      |
| MUSCPerc_WOOD-Wood Block Japanese Hit Near_B00M_CSCK.wav             | Strong single hit. Defined upper mid pitch. Fast Decay. Various instances. Dry.  |
| MUSCPerc_WOOD-Wood Block Japanese Resonant Flam Far_B00M_CSCK.wav    | Two staggered hits in close succession. Defined upper mid pitch. Fast Decay. Various instances. Reverberant.             |
| MUSCPerc_WOOD-Wood Block Japanese Resonant Flam Medium_B00M_CSCK.wav | Two staggered hits in close succession. Defined upper mid pitch. Fast Decay. Various instances. Ambient.                 |
| MUSCPerc_WOOD-Wood Block Japanese Resonant Flam Near_B00M_CSCK.wav   | Two staggered hits in close succession. Defined upper mid pitch. Fast Decay. Various instances. Dry.                     |
| MUSCPerc_WOOD-Wood Block Japanese Resonant Hit Far_B00M_CSCK.wav     | Strong single hit. Defined upper mid pitch and slight low punch. Fast Decay. Various instances. Reverberant.             |
| MUSCPerc_WOOD-Wood Block Japanese Resonant Hit Medium_B00M_CSCK.wav  | Strong single hit. Defined upper mid pitch and slight low punch. Fast Decay. Various instances. Ambient.                 |
| MUSCPerc_WOOD-Wood Block Japanese Resonant Hit Near_B00M_CSCK.wav    | Strong single hit. Defined upper mid pitch and slight low punch. Fast Decay. Various instances. Dry.                     |
| MUSCPerc_WOOD-Wood Block Standard Hit Far_B00M_CSCK.wav              | Strong single hit. High mid pitch and slight low punch. Fast Decay. Various instances. Reverberant.                      |
| MUSCPerc_WOOD-Wood Block Standard Hit Medium_B00M_CSCK.wav           | Strong single hit. High mid pitch and slight low punch. Fast Decay. Various instances. Ambient.                          |
| MUSCPerc_WOOD-Wood Block Standard Hit Near_B00M_CSCK.wav             | Strong single hit. High mid pitch and slight low punch. Fast Decay. Various instances. Dry.                              |
| MUSCPerc_WOOD-Wood Block Standard Resonant Flam Far_B00M_CSCK.wav    | Two staggered hits in close succession. High mid pitch and slight low punch. Fast Decay. Various instances. Reverberant. |
| MUSCPerc_WOOD-Wood Block Standard Resonant Flam Medium_B00M_CSCK.wav | Two staggered hits in close succession. High mid pitch and slight low punch. Fast Decay. Various instances. Ambient.     |
| MUSCPerc_WOOD-Wood Block Standard Resonant Flam Near_B00M_CSCK.wav   | Two staggered hits in close succession. High mid pitch and slight low punch. Fast Decay. Various instances. Dry.         |
| MUSCPerc_WOOD-Wood Block Standard Resonant Hit Far_B00M_CSCK.wav     | Strong single hit. High mid pitch and slight low punch. Fast Decay. Various instances. Reverberant.                      |
| MUSCPerc_WOOD-Wood Block Standard Resonant Hit Medium_B00M_CSCK.wav  | Strong single hit. High mid pitch and slight low punch. Fast Decay. Various instances. Ambient.                          |

# CINEMATIC STRIKES

| FILENAME  | DESCRIPTION  |
|---|--|
| MUSCPerc_WOOD-Wood Block Standard Resonant Hit Near_B00M_CSCK.wav             | Strong single hit. High mid pitch and slight low punch. Fast Decay. Various instances. Dry.                        |
| MUSCPerc_WOOD-Wood Block Traditional Hit Far_B00M_CSCK.wav                    | Strong single hit. High mid pitch. Fast Decay. Various instances. Reverberant.                                     |
| MUSCPerc_WOOD-Wood Block Traditional Hit Medium_B00M_CSCK.wav                 | Strong single hit. High mid pitch. Fast Decay. Various instances. Ambient.   |
| MUSCPerc_WOOD-Wood Block Traditional Hit Near_B00M_CSCK.wav                   | Strong single hit. High mid pitch. Fast Decay. Various instances. Dry.   |
| MUSCPerc_WOOD-Wood Block Traditional Resonant Flam Far_B00M_CSCK.wav          | Two staggered hits in close succession. Snap and slight low resonance. Fast decay. Various instances. Reverberant. |
| MUSCPerc_WOOD-Wood Block Traditional Resonant Flam Medium_B00M_CSCK.wav       | Two staggered hits in close succession. Snap and slight low resonance. Fast decay. Various instances. Ambient.     |
| MUSCPerc_WOOD-Wood Block Traditional Resonant Flam Near_B00M_CSCK.wav         | Two staggered hits in close succession. Snap and slight low resonance. Fast decay. Various instances. Dry.         |
| MUSCPerc_WOOD-Wood Block Traditional Resonant Hit Far_B00M_CSCK.wav           | Strong single hits. Snap and slight low resonance. Fast decay. Various instances. Reverberant.                     |
| MUSCPerc_WOOD-Wood Block Traditional Resonant Hit Medium_B00M_CSCK.wav        | Strong single hits. Snap and slight low resonance. Fast decay. Various instances. Ambient.                         |
| MUSCPerc_WOOD-Wood Block Traditional Resonant Hit Near_B00M_CSCK.wav          | Strong single hits. Snap and slight low resonance. Fast decay. Various instances. Dry.                             |
| MUSCPerc_WOOD-Wood Block Traditional Small Hit Far_B00M_CSCK.wav              | Strong single hit. Upper mid pitch and slight low punch. Fast Decay. Various instances. Reverberant.               |
| MUSCPerc_WOOD-Wood Block Traditional Small Hit Medium_B00M_CSCK.wav           | Strong single hit. Upper mid pitch and slight low punch. Fast Decay. Various instances. Ambient.                   |
| MUSCPerc_WOOD-Wood Block Traditional Small Hit Near_B00M_CSCK.wav             | Strong single hit. Upper mid pitch and slight low punch. Fast Decay. Various instances. Dry.                       |
| MUSCPerc_WOOD-Wood Block Traditional Small Resonant Flam Far_B00M_CSCK.wav    | Two staggered hits in close succession. Upper mid pitch. Fast Decay. Various instances. Reverberant.               |
| MUSCPerc_WOOD-Wood Block Traditional Small Resonant Flam Medium_B00M_CSCK.wav | Two staggered hits in close succession. Upper mid pitch. Fast Decay. Various instances. Ambient.                   |
| MUSCPerc_WOOD-Wood Block Traditional Small Resonant Flam Near_B00M_CSCK.wav   | Two staggered hits in close succession. Upper mid pitch. Fast Decay. Various instances. Dry.                       |
| MUSCPerc_WOOD-Wood Block Traditional Small Resonant Hit Far_B00M_CSCK.wav     | Strong single hit. Upper mid pitch and slight low punch. Fast Decay. Various instances. Reverberant.               |
| MUSCPerc_WOOD-Wood Block Traditional Small Resonant Hit Medium_B00M_CSCK.wav  | Strong single hit. Upper mid pitch and slight low punch. Fast Decay. Various instances. Ambient.                   |
| MUSCPerc_WOOD-Wood Block Traditional Small Resonant Hit Near_B00M_CSCK.wav    | Strong single hit. Upper mid pitch and slight low punch. Fast Decay. Various instances. Dry.                       |

# CINEMATIC STRIKES

| FILENAME  | DESCRIPTION   |
|---|---|
| MUSCPerc_WOOD-Wood Drum Floor Flam Beater Far_B00M_CSCK.wav     | Strong hits with both mallets in very close succession. Punching low mid resonance, fast decay. Various instances. Reverberant. |
| MUSCPerc_WOOD-Wood Drum Floor Flam Beater Medium_B00M_CSCK.wav  | Strong hits with both mallets in very close succession. Punching low mid resonance, fast decay. Various instances. Ambient.     |
| MUSCPerc_WOOD-Wood Drum Floor Flam Beater Near_B00M_CSCK.wav    | Strong hits with both mallets in very close succession. Punching low mid resonance, fast decay. Various instances. Dry.         |
| MUSCPerc_WOOD-Wood Drum Floor Flam Slap Far_B00M_CSCK.wav       | Strong hits with both mallets in very close succession. Punching low mid resonance, fast decay. Various instances. Reverberant. |
| MUSCPerc_WOOD-Wood Drum Floor Flam Slap Medium_B00M_CSCK.wav    | Strong hits with both mallets in very close succession. Punching low mid resonance, fast decay. Various instances. Ambient.     |
| MUSCPerc_WOOD-Wood Drum Floor Flam Slap Near_B00M_CSCK.wav      | Strong hits with both mallets in very close succession. Punching low mid resonance, fast decay. Various instances. Dry.         |
| MUSCPerc_WOOD-Wood Drum Floor Hit Beater Far_B00M_CSCK.wav      | Strong single hit. Punching low mid resonance, fast decay. Various instances. Reverberant.                                      |
| MUSCPerc_WOOD-Wood Drum Floor Hit Beater Medium_B00M_CSCK.wav   | Strong single hit. Punching low mid resonance, fast decay. Various instances. Ambient.  |
| MUSCPerc_WOOD-Wood Drum Floor Hit Beater Near_B00M_CSCK.wav     | Strong single hit. Punching low mid resonance, fast decay. Various instances. Dry.  |
| MUSCPerc_WOOD-Wood Drum Floor Hit Slap Far_B00M_CSCK.wav        | Strong single hit. Punching low mid resonance, fast decay. Various instances. Reverberant.                                      |
| MUSCPerc_WOOD-Wood Drum Floor Hit Slap Medium_B00M_CSCK.wav     | Strong single hit. Punching low mid resonance, fast decay. Various instances. Ambient.  |
| MUSCPerc_WOOD-Wood Drum Floor Hit Slap Near_B00M_CSCK.wav       | Strong single hit. Punching low mid resonance, fast decay. Various instances. Dry.  |
| MUSCPerc_WOOD-Wood Drum Mounted Flam Slap Far_B00M_CSCK.wav     | Strong hits with both hands in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant.  |
| MUSCPerc_WOOD-Wood Drum Mounted Flam Slap Medium_B00M_CSCK.wav  | Strong hits with both hands in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Ambient.      |
| MUSCPerc_WOOD-Wood Drum Mounted Flam Slap Near_B00M_CSCK.wav    | Strong hits with both hands in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Dry.          |
| MUSCPerc_WOOD-Wood Drum Mounted Hit Beater Far_B00M_CSCK.wav    | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant.                                     |
| MUSCPerc_WOOD-Wood Drum Mounted Hit Beater Medium_B00M_CSCK.wav | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Ambient.   |
| MUSCPerc_WOOD-Wood Drum Mounted Hit Beater Near_B00M_CSCK.wav   | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Dry.   |
| MUSCPerc_WOOD-Wood Drum Mounted Hit Slap Far_B00M_CSCK.wav      | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant.                                     |
| MUSCPerc_WOOD-Wood Drum Mounted Hit Slap Medium_B00M_CSCK.wav   | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Ambient.   |
| MUSCPerc_WOOD-Wood Drum Mounted Hit Slap Near_B00M_CSCK.wav     | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Dry.   |
| MUSCPerc_WOOD-Wood Drum Mounted Hit Whip Far_B00M_CSCK.wav      | Single strong hit. Snapping, sharp attack with mid pitch. Fast decay. Various instances. Reverberant.                           |
| MUSCPerc_WOOD-Wood Drum Mounted Hit Whip Medium_B00M_CSCK.wav   | Single strong hit. Snapping, sharp attack with mid pitch. Fast decay. Various instances. Ambient.                               |
| MUSCPerc_WOOD-Wood Drum Mounted Hit Whip Near_B00M_CSCK.wav     | Single strong hit. Snapping, sharp attack with mid pitch. Fast decay. Various instances. Dry.                                   |