

CINEMATIC STRIKES

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

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|--|---|
| CSCK CYMBAL Splash 1 Hit Medium.wav | Sharp attack with stick, short wash, fast decay. Upper mid bell tone. Various instances. Ambient. |
| CSCK CYMBAL Splash 1 Hit Near.wav | Sharp attack with stick, short wash, fast decay. Upper mid bell tone. Various instances. Dry. |
| CSCK CYMBAL Splash 2 Hit Hard Beater Far.wav | Strong attack with mallet, short wash, fast decay. Shimmer. Various instances. Reverberant. |
| CSCK CYMBAL Splash 2 Hit Hard Beater Medium.wav | Strong attack with mallet, short wash, fast decay. Shimmer. Various instances. Ambient. |
| CSCK CYMBAL Splash 2 Hit Hard Beater Near.wav | Strong attack with mallet, short wash, fast decay. Shimmer. Various instances. Dry. |
| CSCK CYMBAL Splash 2 Hit Soft Beater Far.wav | Light to medium attack with mallet, short wash, fast decay. Shimmer. Various instances. Reverberant. |
| CSCK CYMBAL Splash 2 Hit Soft Beater Medium.wav | Light to medium attack with mallet, short wash, fast decay. Shimmer. Various instances. Ambient. |
| CSCK CYMBAL Splash 2 Hit Soft Beater Near.wav | Light to medium attack with mallet, short wash, fast decay. Shimmer. Various instances. Dry. |
| CSCK ENSEMBLE DRUM Bass Drum Concert And Taiko Double Far.wav | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Concert And Taiko Double Medium.wav | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Concert And Taiko Double Near.wav | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Dry. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Concert And Taiko Flam Far.wav | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Concert And Taiko Flam Medium.wav | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Concert And Taiko Flam Near.wav | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Dry. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Concert And Taiko Hit Far.wav | Single strong, deep hit. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Concert And Taiko Hit Medium.wav | Single strong, deep hit. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Concert And Taiko Hit Near.wav | Single strong, deep hit. Strong low resonance, long decay. Various instances. Dry. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Concert And Taiko Roll Far.wav | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Concert And Taiko Roll Medium.wav | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater. |

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|---|---|
| CSCCK ENSEMBLE DRUM Bass Drum Concert And Taiko Roll Near.wav | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Dry. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Bass Drum Concert Double Far.wav | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Bass Drum Concert Double Medium.wav | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Bass Drum Concert Double Near.wav | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Dry. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Bass Drum Concert Flam Far.wav | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Bass Drum Concert Flam Medium.wav | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Bass Drum Concert Flam Near.wav | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Dry. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Bass Drum Concert Hit Far.wav | Single strong, deep hit. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Bass Drum Concert Hit Medium.wav | Single strong, deep hit. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Bass Drum Concert Hit Near.wav | Single strong, deep hit. Strong low resonance, long decay. Various instances. Dry. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Bass Drum Concert Large Double Far.wav | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Bass Drum Concert Large Double Medium.wav | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Bass Drum Concert Large Double Near.wav | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Dry. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Bass Drum Concert Large Flam Far.wav | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Bass Drum Concert Large Flam Medium.wav | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Bass Drum Concert Large Flam Near.wav | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Dry. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Bass Drum Concert Large Hit Far.wav | Strong, deep single hit. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Bass Drum Concert Large Hit Medium.wav | Strong, deep single hit. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Bass Drum Concert Large Hit Near.wav | Strong, deep single hit. Strong low resonance, long decay. Various instances. Dry. Mixed Beater. |

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|--|--|
| CSCK ENSEMBLE DRUM Bass Drum Concert Large Roll Far.wav | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Concert Large Roll Medium.wav | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Concert Large Roll Near.wav | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Dry. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Concert Roll Far.wav | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Reverberant. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Concert Roll Medium.wav | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Ambient. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Concert Roll Near.wav | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Dry. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Marching Double Far.wav | Two strong, deep hits in close succession. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Marching Double Medium.wav | Two strong, deep hits in close succession. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Marching Double Near.wav | Two strong, deep hits in close succession. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Marching Flam Far.wav | Strong, deep hits with both mallets in very close succession. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Marching Flam Medium.wav | Strong, deep hits with both mallets in very close succession. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Marching Flam Near.wav | Strong, deep hits with both mallets in very close succession. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Marching Hit Far.wav | Single strong, deep hit. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Marching Hit Medium.wav | Single strong, deep hit. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Marching Hit Near.wav | Single strong, deep hit. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Marching Roll Far.wav | Quick flurry of rapid hits. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Marching Roll Medium.wav | Quick flurry of rapid hits. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater. |
| CSCK ENSEMBLE DRUM Bass Drum Marching Roll Near.wav | Quick flurry of rapid hits. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater. |
| CSCK ENSEMBLE DRUM Concert Toms Double Far.wav | Two strong, deep hits in close succession. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater. |

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|---|--|
| CSCK ENSEMBLE DRUM Concert Toms Double Medium.wav | Two strong, deep hits in close succession. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater. |
| CSCK ENSEMBLE DRUM Concert Toms Double Near.wav | Two strong, deep hits in close succession. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater. |
| CSCK ENSEMBLE DRUM Concert Toms Flam Far.wav | Strong, deep hits with both mallets in very close succession. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater. |
| CSCK ENSEMBLE DRUM Concert Toms Flam Medium.wav | Strong, deep hits with both mallets in very close succession. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater. |
| CSCK ENSEMBLE DRUM Concert Toms Flam Near.wav | Strong, deep hits with both mallets in very close succession. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater. |
| CSCK ENSEMBLE DRUM Concert Toms Hit Far.wav | Single strong, deep hit. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater. |
| CSCK ENSEMBLE DRUM Concert Toms Hit Medium.wav | Single strong, deep hit. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater. |
| CSCK ENSEMBLE DRUM Concert Toms Hit Near.wav | Single strong, deep hit. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater. |
| CSCK ENSEMBLE DRUM Concert Toms Roll Far.wav | Quick flurry of rapid hits. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater. |
| CSCK ENSEMBLE DRUM Concert Toms Roll Medium.wav | Quick flurry of rapid hits. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater. |
| CSCK ENSEMBLE DRUM Concert Toms Roll Near.wav | Quick flurry of rapid hits. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater. |
| CSCK ENSEMBLE DRUM Kodo Double Far.wav | Two strong, deep hits in close succession. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater. |
| CSCK ENSEMBLE DRUM Kodo Double Medium.wav | Two strong, deep hits in close succession. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater. |
| CSCK ENSEMBLE DRUM Kodo Double Near.wav | Two strong, deep hits in close succession. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater. |
| CSCK ENSEMBLE DRUM Kodo Flam Far.wav | Strong, deep hits with both mallets in very close succession. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater. |
| CSCK ENSEMBLE DRUM Kodo Flam Medium.wav | Strong, deep hits with both mallets in very close succession. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater. |
| CSCK ENSEMBLE DRUM Kodo Flam Near.wav | Strong, deep hits with both mallets in very close succession. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater. |
| CSCK ENSEMBLE DRUM Kodo Hit Far.wav | Single strong, deep hit. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater. |
| CSCK ENSEMBLE DRUM Kodo Hit Medium.wav | Single strong, deep hit. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater. |

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|---|--|
| CSCCK ENSEMBLE DRUM Kodo Hit Near.wav | Single strong, deep hit. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Kodo Roll Far.wav | Quick flurry of rapid hits. Strong resonance, medium fast decay. Various instances. Reverberant. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Kodo Roll Medium.wav | Quick flurry of rapid hits. Strong resonance, medium fast decay. Various instances. Ambient. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Kodo Roll Near.wav | Quick flurry of rapid hits. Strong resonance, medium fast decay. Various instances. Dry. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Shime Daiko And Chinese Tom Double Far.wav | Two strong hits in close succession. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Shime Daiko And Chinese Tom Double Medium.wav | Two strong hits in close succession. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Shime Daiko And Chinese Tom Double Near.wav | Two strong hits in close succession. Sharp attack with mid pitch. Fast decay. Various instances. Dry. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Shime Daiko And Chinese Tom Flam Far.wav | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Shime Daiko And Chinese Tom Flam Medium.wav | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Shime Daiko And Chinese Tom Flam Near.wav | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Dry. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Shime Daiko And Chinese Tom Hit Far.wav | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Shime Daiko And Chinese Tom Hit Medium.wav | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Shime Daiko And Chinese Tom Hit Near.wav | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Dry. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Shime Daiko And Chinese Tom Roll Far.wav | Quick flurry of rapid hits. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Shime Daiko And Chinese Tom Roll Medium.wav | Quick flurry of rapid hits. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Shime Daiko And Chinese Tom Roll Near.wav | Quick flurry of rapid hits. Sharp attack with mid pitch. Fast decay. Various instances. Dry. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Taiko Double Far.wav | Two strong, deep hits in close succession. Strong low resonance, medium to long decay. Various instances. Reverberant. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Taiko Double Medium.wav | Two strong, deep hits in close succession. Strong low resonance, medium to long decay. Various instances. Ambient. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Taiko Double Near.wav | Two strong, deep hits in close succession. Strong low resonance, medium to long decay. Various instances. Dry. Mixed Beater. |

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|---|---|
| CSCCK ENSEMBLE DRUM Taiko Flam Far.wav | Strong, deep hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Reverberant. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Taiko Flam Medium.wav | Strong, deep hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Ambient. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Taiko Flam Near.wav | Strong, deep hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Dry. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Taiko Hit Far.wav | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Reverberant. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Taiko Hit Medium.wav | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Ambient. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Taiko Hit Near.wav | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Dry. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Taiko Roll Far.wav | Quick flurry of rapid hits. Strong low resonance, medium to long decay. Various instances. Reverberant. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Taiko Roll Medium.wav | Quick flurry of rapid hits. Strong low resonance, medium to long decay. Various instances. Ambient. Mixed Beater. |
| CSCCK ENSEMBLE DRUM Taiko Roll Near.wav | Quick flurry of rapid hits. Strong low resonance, medium to long decay. Various instances. Dry. Mixed Beater. |
| CSCCK ENSEMBLE SNARE Group 01 Double Far.wav | Two strong hits in close succession. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. Mixed Beater. |
| CSCCK ENSEMBLE SNARE Group 01 Double Medium.wav | Two strong hits in close succession. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. Mixed Beater. |
| CSCCK ENSEMBLE SNARE Group 01 Double Near.wav | Two strong hits in close succession. Sharp attack with mid pitch. Fast decay. Various instances. Dry. Mixed Beater. |
| CSCCK ENSEMBLE SNARE Group 01 Flam Far.wav | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. Mixed Beater. |
| CSCCK ENSEMBLE SNARE Group 01 Flam Medium.wav | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. Mixed Beater. |
| CSCCK ENSEMBLE SNARE Group 01 Flam Near.wav | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Dry. Mixed Beater. |
| CSCCK ENSEMBLE SNARE Group 01 Hit Far.wav | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. Mixed Beater. |
| CSCCK ENSEMBLE SNARE Group 01 Hit Medium.wav | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. Mixed Beater. |
| CSCCK ENSEMBLE SNARE Group 01 Hit Near.wav | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Dry. Mixed Beater. |
| CSCCK ENSEMBLE SNARE Group 01 Roll Far.wav | Quick flurry of rapid hits. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. Mixed Beater. |

CINEMATIC STRIKES

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

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|--|---|
| CSCK SINGLE DRUM Bass Drum Concert 40 Inch Double Soft Beater Near.wav | Two moderate, deep hits in close succession. Strong low resonance, long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Bass Drum Concert 40 Inch Flam Hard Beater Far.wav | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Bass Drum Concert 40 Inch Flam Hard Beater Medium.wav | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Bass Drum Concert 40 Inch Flam Hard Beater Near.wav | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Bass Drum Concert 40 Inch Flam Soft Beater Far.wav | Moderate, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Bass Drum Concert 40 Inch Flam Soft Beater Medium.wav | Moderate, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Bass Drum Concert 40 Inch Flam Soft Beater Near.wav | Moderate, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Bass Drum Concert 40 Inch Hit Hard Beater Far.wav | Strong, deep single hit. Strong low resonance, long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Bass Drum Concert 40 Inch Hit Hard Beater Medium.wav | Strong, deep single hit. Strong low resonance, long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Bass Drum Concert 40 Inch Hit Hard Beater Near.wav | Strong, deep single hit. Strong low resonance, long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Bass Drum Concert 40 Inch Hit Soft Beater Far.wav | Moderate, deep single hit. Strong low resonance, long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Bass Drum Concert 40 Inch Hit Soft Beater Medium.wav | Moderate, deep single hit. Strong low resonance, long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Bass Drum Concert 40 Inch Hit Soft Beater Near.wav | Moderate, deep single hit. Strong low resonance, long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Bass Drum Concert 40 Inch Hit Whip Beater Far.wav | Sharp, snappy attack. Strong low resonance, long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Bass Drum Concert 40 Inch Hit Whip Beater Medium.wav | Sharp, snappy attack. Strong low resonance, long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Bass Drum Concert 40 Inch Hit Whip Beater Near.wav | Sharp, snappy attack. Strong low resonance, long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Bass Drum Concert 40 Inch Roll Hard Beater Far.wav | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Bass Drum Concert 40 Inch Roll Hard Beater Medium.wav | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Bass Drum Concert 40 Inch Roll Hard Beater Near.wav | Quick flurry of rapid hits. Strong low resonance, long decay. Various instances. Dry. |

CINEMATIC STRIKES

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

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|---|---|
| CSCK SINGLE DRUM Bass Drum Marching Double Soft Beater Medium.wav | Two moderate hits in close succession. Strong low resonance, medium to long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Bass Drum Marching Double Soft Beater Near.wav | Two moderate hits in close succession. Strong low resonance, medium to long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Bass Drum Marching Flam Hard Beater Far.wav | Strong hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Bass Drum Marching Flam Hard Beater Medium.wav | Strong hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Bass Drum Marching Flam Hard Beater Near.wav | Strong hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Bass Drum Marching Flam Soft Beater Far.wav | Moderate hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Bass Drum Marching Flam Soft Beater Medium.wav | Moderate hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Bass Drum Marching Flam Soft Beater Near.wav | Moderate hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Bass Drum Marching Hit Hard Beater Far.wav | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Bass Drum Marching Hit Hard Beater Medium.wav | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Bass Drum Marching Hit Hard Beater Near.wav | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Bass Drum Marching Hit Soft Beater Far.wav | Single moderate hit. Strong low resonance, medium to long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Bass Drum Marching Hit Soft Beater Medium.wav | Single moderate hit. Strong low resonance, medium to long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Bass Drum Marching Hit Soft Beater Near.wav | Single moderate hit. Strong low resonance, medium to long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Bass Drum Marching Hit Whip Beater Far.wav | Sharp, snappy attack. Strong low resonance, medium to long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Bass Drum Marching Hit Whip Beater Medium.wav | Sharp, snappy attack. Strong low resonance, medium to long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Bass Drum Marching Hit Whip Beater Near.wav | Sharp, snappy attack. Strong low resonance, medium to long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Bass Drum Marching Roll Hard Beater Far.wav | Quick flurry of rapid, strong hits. Strong low resonance, medium to long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Bass Drum Marching Roll Hard Beater Medium.wav | Quick flurry of rapid, strong hits. Strong low resonance, medium to long decay. Various instances. Ambient. |

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|---|---|
| CSCK SINGLE DRUM Bass Drum Marching Roll Hard Beater Near.wav | Quick flurry of rapid, strong hits. Strong low resonance, medium to long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Bass Drum Marching Roll Soft Beater Far.wav | Quick flurry of rapid moderate hits. Strong low resonance, medium to long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Bass Drum Marching Roll Soft Beater Medium.wav | Quick flurry of rapid moderate hits. Strong low resonance, medium to long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Bass Drum Marching Roll Soft Beater Near.wav | Quick flurry of rapid moderate hits. Strong low resonance, medium to long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Gong Double Hard Beater Far.wav | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Gong Double Hard Beater Medium.wav | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Gong Double Hard Beater Near.wav | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Gong Double Soft Beater Far.wav | Two moderate, deep hits in close succession. Strong low resonance, long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Gong Double Soft Beater Medium.wav | Two moderate, deep hits in close succession. Strong low resonance, long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Gong Double Soft Beater Near.wav | Two moderate, deep hits in close succession. Strong low resonance, long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Gong Flam Hard Beater Far.wav | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Gong Flam Hard Beater Medium.wav | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Gong Flam Hard Beater Near.wav | Strong, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Gong Flam Soft Beater Far.wav | Moderate, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Gong Flam Soft Beater Medium.wav | Moderate, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Gong Flam Soft Beater Near.wav | Moderate, deep hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Gong Hit Hard Beater Far.wav | Strong, deep single hit. Strong low resonance, long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Gong Hit Hard Beater Medium.wav | Strong, deep single hit. Strong low resonance, long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Gong Hit Hard Beater Near.wav | Strong, deep single hit. Strong low resonance, long decay. Various instances. Dry. |

CINEMATIC STRIKES

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

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|---|---|
| CSCK SINGLE DRUM Kodo Flam Hard Beater Medium.wav | Strong hits with both mallets in very close succession. Strong low resonance, medium decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Kodo Flam Hard Beater Near.wav | Strong hits with both mallets in very close succession. Strong low resonance, medium decay. Various instances. Dry. |
| CSCK SINGLE DRUM Kodo Flam Soft Beater Far.wav | Moderate hits with both mallets in very close succession. Strong low resonance, medium decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Kodo Flam Soft Beater Medium.wav | Moderate hits with both mallets in very close succession. Strong low resonance, medium decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Kodo Flam Soft Beater Near.wav | Moderate hits with both mallets in very close succession. Strong low resonance, medium decay. Various instances. Dry. |
| CSCK SINGLE DRUM Kodo Hit Hard Beater Far.wav | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Kodo Hit Hard Beater Medium.wav | Single strong, deep hit. Strong low resonance, medium decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Kodo Hit Hard Beater Near.wav | Single strong, deep hit. Strong low resonance, medium decay. Various instances. Dry. |
| CSCK SINGLE DRUM Kodo Hit Soft Beater Far.wav | Single moderate hit. Strong low resonance, medium. Various instances. Reverberant. |
| CSCK SINGLE DRUM Kodo Hit Soft Beater Medium.wav | Single moderate hit. Strong low resonance, medium. Various instances. Ambient. |
| CSCK SINGLE DRUM Kodo Hit Soft Beater Near.wav | Single moderate hit. Strong low resonance, medium. Various instances. Dry. |
| CSCK SINGLE DRUM Kodo Hit Whip Beater Far.wav | Sharp, snappy attack. Strong low resonance, medium decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Kodo Hit Whip Beater Medium.wav | Sharp, snappy attack. Strong low resonance, medium decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Kodo Hit Whip Beater Near.wav | Sharp, snappy attack. Strong low resonance, medium decay. Various instances. Dry. |
| CSCK SINGLE DRUM Kodo Roll Hard Beater Far.wav | Quick flurry of rapid, strong hits. Strong low resonance, medium decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Kodo Roll Hard Beater Medium.wav | Quick flurry of rapid, strong hits. Strong low resonance, medium decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Kodo Roll Hard Beater Near.wav | Quick flurry of rapid, strong hits. Strong low resonance, medium decay. Various instances. Dry. |
| CSCK SINGLE DRUM Kodo Roll Soft Beater Far.wav | Quick flurry of rapid moderate hits. Strong low resonance, medium decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Kodo Roll Soft Beater Medium.wav | Quick flurry of rapid moderate hits. Strong low resonance, medium decay. Various instances. Ambient. |

CINEMATIC STRIKES

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

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|--|---|
| CSCK SINGLE DRUM Taiko 28 Inch Flam Hard Beater Far.wav | Strong hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Taiko 28 Inch Flam Hard Beater Medium.wav | Strong hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Taiko 28 Inch Flam Hard Beater Near.wav | Strong hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Taiko 28 Inch Flam Soft Beater Far.wav | Moderate hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Taiko 28 Inch Flam Soft Beater Medium.wav | Moderate hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Taiko 28 Inch Flam Soft Beater Near.wav | Moderate hits with both mallets in very close succession. Strong low resonance, medium to long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Taiko 28 Inch Hit Hard Beater Far.wav | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Taiko 28 Inch Hit Hard Beater Medium.wav | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Taiko 28 Inch Hit Hard Beater Near.wav | Single strong, deep hit. Strong low resonance, medium to long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Taiko 28 Inch Hit Soft Beater Far.wav | Single moderate hit. Strong low resonance, medium to long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Taiko 28 Inch Hit Soft Beater Medium.wav | Single moderate hit. Strong low resonance, medium to long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Taiko 28 Inch Hit Soft Beater Near.wav | Single moderate hit. Strong low resonance, medium to long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Taiko 28 Inch Hit Whip Beater Far.wav | Sharp, snappy attack. Strong low resonance, medium to long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Taiko 28 Inch Hit Whip Beater Medium.wav | Sharp, snappy attack. Strong low resonance, medium to long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Taiko 28 Inch Hit Whip Beater Near.wav | Sharp, snappy attack. Strong low resonance, medium to long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Taiko 28 Inch Roll Hard Beater Far.wav | Quick flurry of rapid, strong hits. Strong low resonance, medium to long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Taiko 28 Inch Roll Hard Beater Medium.wav | Quick flurry of rapid, strong hits. Strong low resonance, medium to long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Taiko 28 Inch Roll Hard Beater Near.wav | Quick flurry of rapid, strong hits. Strong low resonance, medium to long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Taiko 28 Inch Roll Soft Beater Far.wav | Quick flurry of rapid moderate hits. Strong low resonance, medium to long decay. Various instances. Reverberant. |

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|--|---|
| CSCK SINGLE DRUM Taiko 28 Inch Roll Soft Beater Medium.wav | Quick flurry of rapid moderate hits. Strong low resonance, medium to long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Taiko 28 Inch Roll Soft Beater Near.wav | Quick flurry of rapid moderate hits. Strong low resonance, medium to long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Taiko 60 Inch Double Hard Beater Far.wav | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Taiko 60 Inch Double Hard Beater Medium.wav | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Taiko 60 Inch Double Hard Beater Near.wav | Two strong, deep hits in close succession. Strong low resonance, long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Taiko 60 Inch Double Soft Beater Far.wav | Two moderate, deep hits in close succession. Strong low resonance, long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Taiko 60 Inch Double Soft Beater Medium.wav | Two moderate, deep hits in close succession. Strong low resonance, long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Taiko 60 Inch Double Soft Beater Near.wav | Two moderate, deep hits in close succession. Strong low resonance, long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Taiko 60 Inch Flam Hard Beater Far.wav | Strong hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Taiko 60 Inch Flam Hard Beater Medium.wav | Strong hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Taiko 60 Inch Flam Hard Beater Near.wav | Strong hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Taiko 60 Inch Flam Soft Beater Far.wav | Moderate hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Taiko 60 Inch Flam Soft Beater Medium.wav | Moderate hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Taiko 60 Inch Flam Soft Beater Near.wav | Moderate hits with both mallets in very close succession. Strong low resonance, long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Taiko 60 Inch Hit Hard Beater Far.wav | Single strong, deep hit. Strong low resonance, long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Taiko 60 Inch Hit Hard Beater Medium.wav | Single strong, deep hit. Strong low resonance, long decay. Various instances. Ambient. |
| CSCK SINGLE DRUM Taiko 60 Inch Hit Hard Beater Near.wav | Single strong, deep hit. Strong low resonance, long decay. Various instances. Dry. |
| CSCK SINGLE DRUM Taiko 60 Inch Hit Soft Beater Far.wav | Single moderate, deep hit. Strong low resonance, long decay. Various instances. Reverberant. |
| CSCK SINGLE DRUM Taiko 60 Inch Hit Soft Beater Medium.wav | Single moderate, deep hit. Strong low resonance, long decay. Various instances. Ambient. |

CINEMATIC STRIKES

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

CINEMATIC STRIKES

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

CINEMATIC STRIKES

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

CINEMATIC STRIKES

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

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|--|---|
| CSCK SINGLE SNARE Ludwig Black Beauty Hit Rim Far.wav | Broad, throaty attack, crack. Low to mid tuning. Slight ring, fast decay. Various instances. Reverberant. |
| CSCK SINGLE SNARE Ludwig Black Beauty Hit Rim Medium.wav | Broad, throaty attack, crack. Low to mid tuning. Slight ring, fast decay. Various instances. Ambient. |
| CSCK SINGLE SNARE Ludwig Black Beauty Hit Rim Near.wav | Broad, throaty attack, crack. Low to mid tuning. Slight ring, fast decay. Various instances. Dry. |
| CSCK SINGLE SNARE Ludwig Black Beauty Roll Far.wav | Quick flurry of rapid hits. Low to mid tuning. Slight ring, fast decay. Various instances. Reverberant. |
| CSCK SINGLE SNARE Ludwig Black Beauty Roll Medium.wav | Quick flurry of rapid hits. Low to mid tuning. Slight ring, fast decay. Various instances. Ambient. |
| CSCK SINGLE SNARE Ludwig Black Beauty Roll Near.wav | Quick flurry of rapid hits. Low to mid tuning. Slight ring, fast decay. Various instances. Dry. |
| CSCK SINGLE SNARE Pearl High Tension Hit Far.wav | Sharp, cracking, powerful attack. Tight, medium fast decay. Mid tuning. Various instances. Reverberant. |
| CSCK SINGLE SNARE Pearl High Tension Hit Medium.wav | Sharp, cracking, powerful attack. Tight, medium fast decay. Mid tuning. Various instances. Ambient. |
| CSCK SINGLE SNARE Pearl High Tension Hit Near.wav | Sharp, cracking, powerful attack. Tight, medium fast decay. Mid tuning. Various instances. Dry. |
| CSCK SINGLE SNARE Pearl High Tension Hit Rim Far.wav | Sharp, cracking, powerful attack. Tight, medium fast decay. Mid tuning. Various instances. Reverberant. |
| CSCK SINGLE SNARE Pearl High Tension Hit Rim Medium.wav | Sharp, cracking, powerful attack. Tight, medium fast decay. Mid tuning. Various instances. Ambient. |
| CSCK SINGLE SNARE Pearl High Tension Hit Rim Near.wav | Sharp, cracking, powerful attack. Tight, medium fast decay. Mid tuning. Various instances. Dry. |
| CSCK SINGLE SNARE Pearl High Tension Roll Far.wav | Quick flurry of rapid hits. Tight, medium fast decay. Mid tuning. Various instances. Reverberant. |
| CSCK SINGLE SNARE Pearl High Tension Roll Medium.wav | Quick flurry of rapid hits. Tight, medium fast decay. Mid tuning. Various instances. Ambient. |
| CSCK SINGLE SNARE Pearl High Tension Roll Near.wav | Quick flurry of rapid hits. Tight, medium fast decay. Mid tuning. Various instances. Dry. |
| CSCK SINGLE SNARE Pearl Marching Hit Far.wav | Sharp, cracking, powerful attack. Tight, fast decay. Mid high tuning. Various instances. Reverberant. |
| CSCK SINGLE SNARE Pearl Marching Hit Medium.wav | Sharp, cracking, powerful attack. Tight, fast decay. Mid high tuning. Various instances. Ambient. |
| CSCK SINGLE SNARE Pearl Marching Hit Near.wav | Sharp, cracking, powerful attack. Tight, fast decay. Mid high tuning. Various instances. Dry. |
| CSCK SINGLE SNARE Pearl Marching Hit Rim Far.wav | Sharp, cracking, powerful attack. Tight, fast decay. Mid high tuning. Various instances. Reverberant. |

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|--|--|
| CSCK SINGLE SNARE Pearl Marching Hit Rim Medium.wav | Sharp, cracking, powerful attack. Tight, fast decay. Mid high tuning. Various instances. Ambient. |
| CSCK SINGLE SNARE Pearl Marching Hit Rim Near.wav | Sharp, cracking, powerful attack. Tight, fast decay. Mid high tuning. Various instances. Dry. |
| CSCK SINGLE SNARE Pearl Marching Roll Far.wav | Quick flurry of rapid hits. Tight, fast decay. Mid high tuning. Various instances. Reverberant. |
| CSCK SINGLE SNARE Pearl Marching Roll Medium.wav | Quick flurry of rapid hits. Tight, fast decay. Mid high tuning. Various instances. Ambient. |
| CSCK SINGLE SNARE Pearl Marching Roll Near.wav | Quick flurry of rapid hits. Tight, fast decay. Mid high tuning. Various instances. Dry. |
| CSCK SMALL DRUM Fontonfrom Flam Hard Beater Far.wav | Strong hits with both mallets in very close succession. Punching low mid resonance, medium fast decay. Various instances. Reverberant. |
| CSCK SMALL DRUM Fontonfrom Flam Hard Beater Medium.wav | Strong hits with both mallets in very close succession. Punching low mid resonance, medium fast decay. Various instances. Ambient. |
| CSCK SMALL DRUM Fontonfrom Flam Hard Beater Near.wav | Strong hits with both mallets in very close succession. Punching low mid resonance, medium fast decay. Various instances. Dry. |
| CSCK SMALL DRUM Fontonfrom Flam Soft Beater Far.wav | Moderate hits with both mallets in very close succession. Punching low mid resonance, medium fast decay. Various instances. Reverberant. |
| CSCK SMALL DRUM Fontonfrom Flam Soft Beater Medium.wav | Moderate hits with both mallets in very close succession. Punching low mid resonance, medium fast decay. Various instances. Ambient. |
| CSCK SMALL DRUM Fontonfrom Flam Soft Beater Near.wav | Moderate hits with both mallets in very close succession. Punching low mid resonance, medium fast decay. Various instances. Dry. |
| CSCK SMALL DRUM Fontonfrom Hit Hard Beater Far.wav | Strong single hit. Punching low mid resonance, medium fast decay. Various instances. Reverberant. |
| CSCK SMALL DRUM Fontonfrom Hit Hard Beater Medium.wav | Strong single hit. Punching low mid resonance, medium fast decay. Various instances. Ambient. |
| CSCK SMALL DRUM Fontonfrom Hit Hard Beater Near.wav | Strong single hit. Punching low mid resonance, medium fast decay. Various instances. Dry. |
| CSCK SMALL DRUM Fontonfrom Hit Soft Beater Far.wav | Moderate single hit. Punching low mid resonance, medium fast decay. Various instances. Reverberant. |
| CSCK SMALL DRUM Fontonfrom Hit Soft Beater Medium.wav | Moderate single hit. Punching low mid resonance, medium fast decay. Various instances. Ambient. |
| CSCK SMALL DRUM Fontonfrom Hit Soft Beater Near.wav | Moderate single hit. Punching low mid resonance, medium fast decay. Various instances. Dry. |
| CSCK SMALL DRUM Kick Drum Double Hit Far.wav | Two strong, deep hits in close succession. Low punch, fast decay. Various instances. Reverberant. |
| CSCK SMALL DRUM Kick Drum Double Hit Medium.wav | Two strong, deep hits in close succession. Low punch, fast decay. Various instances. Ambient. |

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|---|--|
| CSCK SMALL DRUM Kick Drum Double Hit Near.wav | Two strong, deep hits in close succession. Low punch, fast decay. Various instances. Dry. |
| CSCK SMALL DRUM Kick Drum Hard Hit Far.wav | Single strong, deep hit. Low punch, fast decay. Various instances. Reverberant. |
| CSCK SMALL DRUM Kick Drum Hard Hit Medium.wav | Single strong, deep hit. Low punch, fast decay. Various instances. Ambient. |
| CSCK SMALL DRUM Kick Drum Hard Hit Near.wav | Single strong, deep hit. Low punch, fast decay. Various instances. Dry. |
| CSCK SMALL DRUM Kick Drum Soft Hit Far.wav | Single moderate hit. Low punch, fast decay. Various instances. Reverberant. |
| CSCK SMALL DRUM Kick Drum Soft Hit Medium.wav | Single moderate hit. Low punch, fast decay. Various instances. Ambient. |
| CSCK SMALL DRUM Kick Drum Soft Hit Near.wav | Single moderate hit. Low punch, fast decay. Various instances. Dry. |
| CSCK SMALL DRUM Tabla Flam Hard Beater Far.wav | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. |
| CSCK SMALL DRUM Tabla Flam Hard Beater Medium.wav | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. |
| CSCK SMALL DRUM Tabla Flam Hard Beater Near.wav | Strong hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Dry. |
| CSCK SMALL DRUM Tabla Flam Soft Beater Far.wav | Moderate hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. |
| CSCK SMALL DRUM Tabla Flam Soft Beater Medium.wav | Moderate hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. |
| CSCK SMALL DRUM Tabla Flam Soft Beater Near.wav | Moderate hits with both mallets in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Dry. |
| CSCK SMALL DRUM Tabla Hit Hard Beater Far.wav | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. |
| CSCK SMALL DRUM Tabla Hit Hard Beater Medium.wav | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. |
| CSCK SMALL DRUM Tabla Hit Hard Beater Near.wav | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Dry. |
| CSCK SMALL DRUM Tabla Hit Soft Beater Far.wav | Single moderate hit. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. |
| CSCK SMALL DRUM Tabla Hit Soft Beater Medium.wav | Single moderate hit. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. |
| CSCK SMALL DRUM Tabla Hit Soft Beater Near.wav | Single moderate hit. Sharp attack with mid pitch. Fast decay. Various instances. Dry. |

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|---|---|
| CSCK SMALL DRUM Tambora Flam Hard Beater Far.wav | Strong hits with both mallets in very close succession. Mid resonance, medium fast decay. Various instances. Reverberant. |
| CSCK SMALL DRUM Tambora Flam Hard Beater Medium.wav | Strong hits with both mallets in very close succession. Prominent mid resonance, medium fast decay. Various instances. Ambient. |
| CSCK SMALL DRUM Tambora Flam Hard Beater Near.wav | Strong hits with both mallets in very close succession. Prominent mid resonance, medium fast decay. Various instances. Dry. |
| CSCK SMALL DRUM Tambora Hit Hard Beater Far.wav | Strong single hit. Prominent mid resonance, medium fast decay. Various instances. Reverberant. |
| CSCK SMALL DRUM Tambora Hit Hard Beater Medium.wav | Strong single hit. Prominent mid resonance, medium fast decay. Various instances. Ambient. |
| CSCK SMALL DRUM Tambora Hit Hard Beater Near.wav | Strong single hit. Prominent mid resonance, medium fast decay. Various instances. Dry. |
| CSCK SWEETENER Foot Stomp Far.wav | Forceful stomp, low snap. Fast decay. Reverberant. |
| CSCK SWEETENER Foot Stomp Group Far.wav | Several feet stomp forcefully in unison, low snap. Fast decay. Reverberant. |
| CSCK SWEETENER Foot Stomp Group Medium.wav | Several feet stomp forcefully in unison, low snap. Fast decay. Ambient. |
| CSCK SWEETENER Foot Stomp Group Near.wav | Several feet stomp forcefully in unison, low snap. Fast decay. Dry. |
| CSCK SWEETENER Foot Stomp Medium.wav | Forceful stomp, low snap. Fast decay. Ambient. |
| CSCK SWEETENER Foot Stomp Near.wav | Forceful stomp, low snap. Fast decay. Dry. |
| CSCK SWEETENER Jam Block Plastic Flam Far.wav | Two staggered hits in close succession. Defined upper mid pitch. Fast Decay. Various instances. Reverberant. |
| CSCK SWEETENER Jam Block Plastic Flam Medium.wav | Two staggered hits in close succession. Defined upper mid pitch. Fast Decay. Various instances. Ambient. |
| CSCK SWEETENER Jam Block Plastic Flam Near.wav | Two staggered hits in close succession. Defined upper mid pitch. Fast Decay. Various instances. Dry. |
| CSCK SWEETENER Jam Block Plastic Hit Far.wav | Strong single hit. Defined upper mid pitch. Fast Decay. Various instances. Reverberant. |
| CSCK SWEETENER Jam Block Plastic Hit Medium.wav | Strong single hit. Defined upper mid pitch. Fast Decay. Various instances. Ambient. |
| CSCK SWEETENER Jam Block Plastic Hit Near.wav | Strong single hit. Defined upper mid pitch. Fast Decay. Various instances. Dry. |
| CSCK SWEETENER Lion Roar Far.wav | Low, throaty grown, growl. Various instances. Reverberant. |

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|---|--|
| CSCK SWEETENER Lion Roar Medium.wav | Low, throaty grown, growl. Various instances. Ambient. |
| CSCK SWEETENER Lion Roar Near.wav | Low, throaty grown, growl. Various instances. Dry. |
| CSCK SWEETENER Metal Bin Hard Hit Far.wav | Single strong hit. Sharp attack with low mid pitch. Fast decay. Various instances. Reverberant. |
| CSCK SWEETENER Metal Bin Hard Hit Medium.wav | Single strong hit. Sharp attack with low mid pitch. Fast decay. Various instances. Ambient. |
| CSCK SWEETENER Metal Bin Hard Hit Near.wav | Single strong hit. Sharp attack with low mid pitch. Fast decay. Various instances. Dry. |
| CSCK SWEETENER Metal Bin Soft Hit Far.wav | Single moderate hit. Sharp attack with low mid pitch. Fast decay. Various instances. Reverberant. |
| CSCK SWEETENER Metal Bin Soft Hit Medium.wav | Single moderate hit. Sharp attack with low mid pitch. Fast decay. Various instances. Ambient. |
| CSCK SWEETENER Metal Bin Soft Hit Near.wav | Single moderate hit. Sharp attack with low mid pitch. Fast decay. Various instances. Dry. |
| CSCK SWEETENER Metal Pan Flam Far.wav | Two staggered hits in close succession. Bashing, metallic. Medium fast decay with lingering overtones. Various instances. Reverberant. |
| CSCK SWEETENER Metal Pan Flam Medium.wav | Two staggered hits in close succession. Bashing, metallic. Medium fast decay with lingering overtones. Various instances. Ambient. |
| CSCK SWEETENER Metal Pan Flam Near.wav | Two staggered hits in close succession. Bashing, metallic. Medium fast decay with lingering overtones. Various instances. Dry. |
| CSCK SWEETENER Metal Pan Hit Hard Beater Far.wav | Strong single hits. Bashing, metallic. Medium fast decay with lingering overtones. Various instances. Reverberant. |
| CSCK SWEETENER Metal Pan Hit Hard Beater Medium.wav | Strong single hits. Bashing, metallic. Medium fast decay with lingering overtones. Various instances. Ambient. |
| CSCK SWEETENER Metal Pan Hit Hard Beater Near.wav | Strong single hits. Bashing, metallic. Medium fast decay with lingering overtones. Various instances. Dry. |
| CSCK SWEETENER Metal Pan Hit Soft Beater Far.wav | Moderate single hits. Bashing, metallic. Medium fast decay with lingering overtones. Various instances. Reverberant. |
| CSCK SWEETENER Metal Pan Hit Soft Beater Medium.wav | Moderate single hits. Bashing, metallic. Medium fast decay with lingering overtones. Various instances. Ambient. |
| CSCK SWEETENER Metal Pan Hit Soft Beater Near.wav | Moderate single hits. Bashing, metallic. Medium fast decay with lingering overtones. Various instances. Dry. |
| CSCK SWEETENER Thunder Sheet Hit Far.wav | Strong hits. Metallic wash, shimmer with defined upper mid overtone. Various instances. Reverberant. |
| CSCK SWEETENER Thunder Sheet Hit Medium.wav | Strong hits. Metallic wash, shimmer with defined upper mid overtone. Various instances. Ambient. |

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|---|--|
| CSCK SWEETENER Thunder Sheet Hit Near.wav | Strong hits. Metallic wash, shimmer with defined upper mid overtone. Various instances. Dry. |
| CSCK SWEETENER Whip Crack Hit Far.wav | Single powerful snap. Fast decay. Various instances. Reverberant. |
| CSCK SWEETENER Whip Crack Hit Medium.wav | Single powerful snap. Fast decay. Various instances. Ambient. |
| CSCK SWEETENER Whip Crack Hit Near.wav | Single powerful snap. Fast decay. Various instances. Dry. |
| CSCK SWEETENER Whip Crack Resonant Hit Far.wav | Single powerful snap with slight low thump. Fast decay. Various instances. Reverberant. |
| CSCK SWEETENER Whip Crack Resonant Hit Medium.wav | Single powerful snap with slight low thump. Fast decay. Various instances. Ambient. |
| CSCK SWEETENER Whip Crack Resonant Hit Near.wav | Single powerful snap with slight low thump. Fast decay. Various instances. Dry. |
| CSCK SWEETENER Wood Box Coconut Beater Hit Far.wav | Single hit, low mid punch. Fast decay. Various instances. Reverberant. |
| CSCK SWEETENER Wood Box Coconut Beater Hit Medium.wav | Single hit, low mid punch. Fast decay. Various instances. Ambient. |
| CSCK SWEETENER Wood Box Coconut Beater Hit Near.wav | Single hit, low mid punch. Fast decay. Various instances. Dry. |
| CSCK SWEETENER Wood Box Hammer Hit Far.wav | Single hit, low mid punch. Fast decay. Various instances. Reverberant. |
| CSCK SWEETENER Wood Box Hammer Hit Medium.wav | Single hit, low mid punch. Fast decay. Various instances. Ambient. |
| CSCK SWEETENER Wood Box Hammer Hit Near.wav | Single hit, low mid punch. Fast decay. Various instances. Dry. |
| CSCK SWEETENER Wood Box Hammer Scrape Hit Far.wav | Single hit followed by slight dragging, low mid punch. Fast decay. Various instances. Reverberant. |
| CSCK SWEETENER Wood Box Hammer Scrape Hit Medium.wav | Single hit followed by slight dragging, low mid punch. Fast decay. Various instances. Ambient. |
| CSCK SWEETENER Wood Box Hammer Scrape Hit Near.wav | Single hit followed by slight dragging, low mid punch. Fast decay. Various instances. Dry. |
| CSCK SWEETENER Wood Mallet Bounce Hit Far.wav | Single hit followed by light bouncing, low mid punch. Fast decay. Various instances. Reverberant. |
| CSCK SWEETENER Wood Mallet Bounce Hit Medium.wav | Single hit followed by light bouncing, low mid punch. Fast decay. Various instances. Ambient. |
| CSCK SWEETENER Wood Mallet Bounce Hit Near.wav | Single hit followed by light bouncing, low mid punch. Fast decay. Various instances. Dry. |

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|--|---|
| CSCK SWEETENER Wood Mallet Corner Hit Far.wav | Single hit, low mid punch. Fast decay. Various instances. Reverberant. |
| CSCK SWEETENER Wood Mallet Corner Hit Medium.wav | Single hit, low mid punch. Fast decay. Various instances. Ambient. |
| CSCK SWEETENER Wood Mallet Corner Hit Near.wav | Single hit, low mid punch. Fast decay. Various instances. Dry. |
| CSCK SWEETENER Wood Mallet Single Mid Hit Far.wav | Single hit, low mid punch. Fast decay. Various instances. Reverberant. |
| CSCK SWEETENER Wood Mallet Single Mid Hit Medium.wav | Single hit, low mid punch. Fast decay. Various instances. Ambient. |
| CSCK SWEETENER Wood Mallet Single Mid Hit Near.wav | Single hit, low mid punch. Fast decay. Various instances. Dry. |
| CSCK WOOD PERCUSSION Big Bom Flam Far.wav | Two staggered hits in close succession. Low resonance and pronounced mid overtone. Medium fast decay. Various instances. Reverberant. |
| CSCK WOOD PERCUSSION Big Bom Flam Medium.wav | Two staggered hits in close succession. Low resonance and pronounced mid overtone. Medium fast decay. Various instances. Ambient. |
| CSCK WOOD PERCUSSION Big Bom Flam Near.wav | Two staggered hits in close succession. Low resonance and pronounced mid overtone. Medium fast decay. Various instances. Dry. |
| CSCK WOOD PERCUSSION Big Bom Hit Alternative Beater Far.wav | Strong single hits, low resonance and pronounced mid overtone. Medium fast decay. Various instances. Reverberant. |
| CSCK WOOD PERCUSSION Big Bom Hit Alternative Beater Medium.wav | Strong single hits, low resonance and pronounced mid overtone. Medium fast decay. Various instances. Ambient. |
| CSCK WOOD PERCUSSION Big Bom Hit Alternative Beater Near.wav | Strong single hits, low resonance and pronounced mid overtone. Medium fast decay. Various instances. Dry. |
| CSCK WOOD PERCUSSION Big Bom Hit Far.wav | Strong single hits, low resonance and pronounced mid overtone. Medium fast decay. Various instances. Reverberant. |
| CSCK WOOD PERCUSSION Big Bom Hit Medium.wav | Strong single hits, low resonance and pronounced mid overtone. Medium fast decay. Various instances. Ambient. |
| CSCK WOOD PERCUSSION Big Bom Hit Near.wav | Strong single hits, low resonance and pronounced mid overtone. Medium fast decay. Various instances. Dry. |
| CSCK WOOD PERCUSSION Cajon Bass Slap Hit Far.wav | Strong snap and deep resonance. Medium fast decay. Various instances. Reverberant. |
| CSCK WOOD PERCUSSION Cajon Bass Slap Hit Medium.wav | Strong snap and deep resonance. Medium fast decay. Various instances. Ambient. |
| CSCK WOOD PERCUSSION Cajon Bass Slap Hit Near.wav | Strong snap and deep resonance. Medium fast decay. Various instances. Dry. |
| CSCK WOOD PERCUSSION Cajon Flam Coconut Beater Far.wav | Two staggered hits in close succession. Snap and slight low resonance. Fast decay. Various instances. Reverberant. |

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|---|---|
| CSCK WOOD PERCUSSION Cajon Flam Coconut Beater Medium.wav | Two staggered hits in close succession. Snap and slight low resonance. Fast decay. Various instances. Ambient. |
| CSCK WOOD PERCUSSION Cajon Flam Coconut Beater Near.wav | Two staggered hits in close succession. Snap and slight low resonance. Fast decay. Various instances. Dry. |
| CSCK WOOD PERCUSSION Cajon High Flam Slap Far.wav | Two staggered hits in close succession. Snap and slight low resonance. Fast decay. Various instances. Reverberant. |
| CSCK WOOD PERCUSSION Cajon High Flam Slap Medium.wav | Two staggered hits in close succession. Snap and slight low resonance. Fast decay. Various instances. Ambient. |
| CSCK WOOD PERCUSSION Cajon High Flam Slap Near.wav | Two staggered hits in close succession. Snap and slight low resonance. Fast decay. Various instances. Dry. |
| CSCK WOOD PERCUSSION Cajon High Hit Slap Far.wav | Strong single hits. Snap and slight low resonance. Fast decay. Various instances. Reverberant. |
| CSCK WOOD PERCUSSION Cajon High Hit Slap Medium.wav | Strong single hits. Snap and slight low resonance. Fast decay. Various instances. Ambient. |
| CSCK WOOD PERCUSSION Cajon High Hit Slap Near.wav | Strong single hits. Snap and slight low resonance. Fast decay. Various instances. Dry. |
| CSCK WOOD PERCUSSION Cajon Hit Coconut Beater Far.wav | Strong single hits. Snap and slight low resonance. Fast decay. Various instances. Reverberant. |
| CSCK WOOD PERCUSSION Cajon Hit Coconut Beater Medium.wav | Strong single hits. Snap and slight low resonance. Fast decay. Various instances. Ambient. |
| CSCK WOOD PERCUSSION Cajon Hit Coconut Beater Near.wav | Strong single hits. Snap and slight low resonance. Fast decay. Various instances. Dry. |
| CSCK WOOD PERCUSSION Log Drum Flam Far.wav | Two staggered hits in close succession. Defined upper mid pitch and slight low thump. Fast Decay. Various instances. Reverberant. |
| CSCK WOOD PERCUSSION Log Drum Flam Medium.wav | Two staggered hits in close succession. Defined upper mid pitch and slight low thump. Fast Decay. Various instances. Ambient. |
| CSCK WOOD PERCUSSION Log Drum Flam Near.wav | Two staggered hits in close succession. Defined upper mid pitch and slight low thump. Fast Decay. Various instances. Dry. |
| CSCK WOOD PERCUSSION Log Drum Hit Far.wav | Strong single hit. Defined upper mid pitch and slight low punch. Fast Decay. Various instances. Reverberant. |
| CSCK WOOD PERCUSSION Log Drum Hit Medium.wav | Strong single hit. Defined upper mid pitch and slight low punch. Fast Decay. Various instances. Ambient. |
| CSCK WOOD PERCUSSION Log Drum Hit Near.wav | Strong single hit. Defined upper mid pitch and slight low punch. Fast Decay. Various instances. Dry. |
| CSCK WOOD PERCUSSION Log Drum Traditional Flam Far.wav | Two staggered hits in close succession. Snap and slight low resonance. Fast decay. Various instances. Reverberant. |
| CSCK WOOD PERCUSSION Log Drum Traditional Flam Medium.wav | Two staggered hits in close succession. Snap and slight low resonance. Fast decay. Various instances. Ambient. |

CINEMATIC STRIKES

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

CINEMATIC STRIKES

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

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|--|---|
| CSCK WOOD PERCUSSION Wood Block Traditional Small Resonant Flam Medium.wav | Two staggered hits in close succession. Upper mid pitch. Fast Decay. Various instances. Ambient. |
| CSCK WOOD PERCUSSION Wood Block Traditional Small Resonant Flam Near.wav | Two staggered hits in close succession. Upper mid pitch. Fast Decay. Various instances. Dry. |
| CSCK WOOD PERCUSSION Wood Block Traditional Small Resonant Hit Far.wav | Strong single hit. Upper mid pitch and slight low punch. Fast Decay. Various instances. Reverberant. |
| CSCK WOOD PERCUSSION Wood Block Traditional Small Resonant Hit Medium.wav | Strong single hit. Upper mid pitch and slight low punch. Fast Decay. Various instances. Ambient. |
| CSCK WOOD PERCUSSION Wood Block Traditional Small Resonant Hit Near.wav | Strong single hit. Upper mid pitch and slight low punch. Fast Decay. Various instances. Dry. |
| CSCK WOOD PERCUSSION Wood Drum Floor Flam Beater Far.wav | Strong hits with both mallets in very close succession. Punching low mid resonance, fast decay. Various instances. Reverberant. |
| CSCK WOOD PERCUSSION Wood Drum Floor Flam Beater Medium.wav | Strong hits with both mallets in very close succession. Punching low mid resonance, fast decay. Various instances. Ambient. |
| CSCK WOOD PERCUSSION Wood Drum Floor Flam Beater Near.wav | Strong hits with both mallets in very close succession. Punching low mid resonance, fast decay. Various instances. Dry. |
| CSCK WOOD PERCUSSION Wood Drum Floor Flam Slap Far.wav | Strong hits with both mallets in very close succession. Punching low mid resonance, fast decay. Various instances. Reverberant. |
| CSCK WOOD PERCUSSION Wood Drum Floor Flam Slap Medium.wav | Strong hits with both mallets in very close succession. Punching low mid resonance, fast decay. Various instances. Ambient. |
| CSCK WOOD PERCUSSION Wood Drum Floor Flam Slap Near.wav | Strong hits with both mallets in very close succession. Punching low mid resonance, fast decay. Various instances. Dry. |
| CSCK WOOD PERCUSSION Wood Drum Floor Hit Beater Far.wav | Strong single hit. Punching low mid resonance, fast decay. Various instances. Reverberant. |
| CSCK WOOD PERCUSSION Wood Drum Floor Hit Beater Medium.wav | Strong single hit. Punching low mid resonance, fast decay. Various instances. Ambient. |
| CSCK WOOD PERCUSSION Wood Drum Floor Hit Beater Near.wav | Strong single hit. Punching low mid resonance, fast decay. Various instances. Dry. |
| CSCK WOOD PERCUSSION Wood Drum Floor Hit Slap Far.wav | Strong single hit. Punching low mid resonance, fast decay. Various instances. Reverberant. |
| CSCK WOOD PERCUSSION Wood Drum Floor Hit Slap Medium.wav | Strong single hit. Punching low mid resonance, fast decay. Various instances. Ambient. |
| CSCK WOOD PERCUSSION Wood Drum Floor Hit Slap Near.wav | Strong single hit. Punching low mid resonance, fast decay. Various instances. Dry. |
| CSCK WOOD PERCUSSION Wood Drum Mounted Flam Slap Far.wav | Strong hits with both hands in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. |
| CSCK WOOD PERCUSSION Wood Drum Mounted Flam Slap Medium.wav | Strong hits with both hands in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. |

CINEMATIC STRIKES

| FILENAME | DESCRIPTION |
|--|--|
| CSCK WOOD PERCUSSION Wood Drum Mounted Flam Slap Near.wav | Strong hits with both hands in very close succession. Sharp attack with mid pitch. Fast decay. Various instances. Dry. |
| CSCK WOOD PERCUSSION Wood Drum Mounted Hit Beater Far.wav | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. |
| CSCK WOOD PERCUSSION Wood Drum Mounted Hit Beater Medium.wav | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. |
| CSCK WOOD PERCUSSION Wood Drum Mounted Hit Beater Near.wav | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Dry. |
| CSCK WOOD PERCUSSION Wood Drum Mounted Hit Slap Far.wav | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Reverberant. |
| CSCK WOOD PERCUSSION Wood Drum Mounted Hit Slap Medium.wav | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Ambient. |
| CSCK WOOD PERCUSSION Wood Drum Mounted Hit Slap Near.wav | Single strong hit. Sharp attack with mid pitch. Fast decay. Various instances. Dry. |
| CSCK WOOD PERCUSSION Wood Drum Mounted Hit Whip Far.wav | Single strong hit. Snapping, sharp attack with mid pitch. Fast decay. Various instances. Reverberant. |
| CSCK WOOD PERCUSSION Wood Drum Mounted Hit Whip Medium.wav | Single strong hit. Snapping, sharp attack with mid pitch. Fast decay. Various instances. Ambient. |
| CSCK WOOD PERCUSSION Wood Drum Mounted Hit Whip Near.wav | Single strong hit. Snapping, sharp attack with mid pitch. Fast decay. Various instances. Dry. |