

FIELDS & SPACES

OUTDOOR IMPULSE RESPONSES

FILENAME	DESCRIPTION
Canyon 01 Echo 0m Stereo.wav	Large canyon with plateaus and steep cliffs. Two dominant echoes with moving tail. Stereo 2.0.
Canyon 01 Echo 170m Stereo.wav	Large canyon with plateaus and steep cliffs. One loud muffled echo with long diffuse tail. Stereo 2.0.
Canyon 02 Echo 0m Stereo.wav	Medium-sized canyon with steep rock faces. Strong single echoes combined with a diffuse tail. Stereo 2.0.
Canyon 02 Echo 40m Stereo.wav	Medium-sized canyon with steep rock faces. Multiple early reflections in quick succession with a diffuse tail. Stereo 2.0.
Canyon 02 Echo 70m Stereo.wav	Medium-sized canyon with steep rock faces. Multiple early reflections in quick succession with a diffuse tail. Stereo 2.0.
Canyon 02 Soft 30m Stereo.wav	Medium-sized canyon with steep rock faces. Long, bright and diffused tail evenly fading into distance. Stereo 2.0.
Canyon 03 Echo 0m Stereo.wav	Narrow cave-like canyon with wet surfaces. Wide early reflections with narrow dissolving tail. Stereo 2.0.
Canyon 03 Echo 20m Stereo.wav	Narrow cave-like canyon with wet surfaces. Strongly moving echos merging into diffuse tail. Stereo 2.0.
Forest 01 50m Stereo.wav	Wide open forest with dense treetops. Long and diffuse reverberation. Distinct tonal character. Stereo 2.0.
Forest 02 0m Stereo.wav	Wide open forest with dense treetops. Long and diffuse reverberation. Distinct tonal character. Stereo 2.0.
Forest Winter 01 50m Stereo.wav	Wide open forest with snow covered ground. Long and diffuse reverberation. Distinct tonal character. Stereo 2.0.
Forest Winter 02 0m Stereo.wav	Wide open forest with snow covered ground. Smooth medium length tail. Distinct tonal character. Stereo 2.0.
Forest Road 01 20m Stereo.wav	Road through a large forest area with tall deciduous trees. Road reflection followed by foliage reflection and diffuse tail. Stereo 2.0.
Forest Road 02 0m Stereo.wav	Road through a large forest area with tall deciduous trees. Diffused sequential road and foliage reflection with smooth tail. Stereo 2.0.
Forest Winter 03 Short 0m Stereo.wav	Road through a large forest area with snow covered trees. Diffused sequential road and tree reflection with smooth tail. Stereo 2.0.
Forest Dense Short 0m Stereo.wav	Dense forest with thick foliage close by. Soft moving diffused tail quickly fading into distance. Stereo 2.0.
Forest 03 Long 0m Stereo.wav	Large forest area on hills with tall trees and undergrowth. Long moving diffused and muffled tail. Distinct tonal character. Stereo 2.0.
Forest 03 Long 60m Stereo.wav	Large forest area on hills with tall trees and undergrowth. Long, diffused and muffled tail. Distinct tonal character. Stereo 2.0.
Forest Light 01 0m Stereo.wav	High and light forest with even ground. Long diffused tail evenly fading into distance. Stereo 2.0.
Forest Light 02 10m Stereo.wav	High and light forest with even ground. Long diffused tail evenly fading into distance. Stereo 2.0.
Forest Light 02 20m Stereo.wav	High and light forest with even ground. Dominant early reflection merging with long diffused tail. Stereo 2.0.
Forest 04 0m Stereo.wav	Small pit with undergrowth in forest with high trees. Short, close and muffled reflections with distinct tonal character. Stereo 2.0.
Forest 04 10m Stereo.wav	Small pit with undergrowth in forest with high trees. Short, close and muffled reflections with distinct tonal character. Stereo 2.0.
Hills Grass 0m Stereo.wav	Vast landscape with soft grass hills. Very warm and diffused tail evenly fading into distance. Stereo 2.0.
Hills Grass 60m Stereo.wav	Vast landscape with soft grass hills. Very warm and diffused tail evenly fading into distance. Stereo 2.0.
Hills Snow 0m Stereo.wav	Vast landscape with soft snow covered hills. Diffused smooth tail evenly fading into distance. Stereo 2.0.
Hills Snow 60m Stereo.wav	Vast landscape with soft snow covered hills. Diffused smooth tail evenly fading into distance. Stereo 2.0.
Hillside Dirt 10m Stereo.wav	Hill of wet soil on an open grass field. Bright short reflection followed by quickly fading diffusion. Stereo 2.0.
Hillside Dirt 40m Stereo.wav	Hill of wet soil on an open grass field. Bright and smooth reverberation fading with soft pulsation. Stereo 2.0.
Mountain 01 0m Stereo.wav	Middle of a big lake surrounded by high mountain chains. Very short early reflections followed by late diffused echos. Stereo 2.0.
Mountain 02 0m Stereo.wav	Green valley surrounded by high rock cliffs. Moving bright echoes from cliffs with long, rumbling diffuse tail. Stereo 2.0.
Mountain 02 15m Stereo.wav	Green valley surrounded by high rock cliffs. Moving bright echoes from cliffs with long, rumbling diffuse tail. Stereo 2.0.
Mountain 02 90m Stereo.wav	Green valley surrounded by high rock cliffs. Moving bright echoes from cliffs with long, rumbling diffuse tail. Stereo 2.0.

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Mountain 03 0m Stereo.wav	Road through mountain range with grainy surface. Bright and smooth reverberation quickly fading. Stereo 2.0.
Mountain 03 10m Stereo.wav	Road through mountain range with grainy surface. Bright and smooth reverberation quickly fading. Stereo 2.0.
Mountain Rumble 01 0m Stereo.wav	Rocky spot in mountain valley with huge cliffs. Early reflections from close by walls with long rumbling tail. Stereo 2.0.
Mountain Rumble 02 0m Stereo.wav	Mountain peak, green valley surrounded by high rock cliffs. Early reflections followed by a delayed long rumbling tail. Stereo 2.0.
Mountain Rumble 03 1000m Stereo.wav	Microphone on mountain peak, sound source in the valley. Muffled long rumbling tail. Stereo 2.0.
Plane Grass 01 0m Stereo.wav	Mostly flat plain landscape with dense grass. Very short and smooth reflections with muffled timbre. Stereo 2.0.
Plane Grass 01 10m Stereo.wav	Mostly flat plain landscape with dense grass. Very short and smooth reflections with muffled timbre. Stereo 2.0.
Plane Grass 02 0m Stereo.wav	Mostly flat and plain landscape with sparse grass. Very short and smooth reflections with slightly muffled timbre. Stereo 2.0.
Plane Grass 02 10m Stereo.wav	Mostly flat and plain landscape with sparse grass. Very short and smooth reflections with slightly muffled timbre. Stereo 2.0.
Plane Sand 0m Stereo.wav	Even sandy desert consisting of mostly flat and plain landscape. Dry sounding, subtle reflections with slightly muffled timbre. Stereo 2.0.
Plane Sand 10m Stereo.wav	Even sandy desert consisting of mostly flat and plain landscape. Dry sounding, subtle reflections with slightly muffled timbre. Stereo 2.0.
Plane Snow 0m Stereo.wav	Mostly flat and plain landscape covered in powder snow. Very short and smooth reflections with muffled timbre. Stereo 2.0.
Plane Snow 10m Stereo.wav	Mostly flat and plain landscape covered in powder snow. Very short and smooth reflections with muffled timbre. Stereo 2.0.
Plane Stone 0m Stereo.wav	Mostly flat landscape made of stone. Stone desert. Salt lake. Dry sounding, subtle reflections with slightly muffled timbre. Stereo 2.0.
Plane Stone 10m Stereo.wav	Mostly flat landscape made of stone. Stone desert. Salt lake. Dry sounding, subtle reflections with slightly muffled timbre. Stereo 2.0.
River Bank 24m Stereo.wav	Spot close to shore on wide river with dense forest on both sides. Short and smooth reverberation fading softly. Stereo 2.0.
Alley 01 45m Stereo.wav	Common alley with high walls, 50m to a dead end. Fast flutter on short transients, short and hollow characteristic. Stereo 2.0.
Alley 02 0m Stereo.wav	Common alley with high walls, 50m to a dead end. Bright early reflections followed by single diffused echo. Stereo 2.0.
Alley 03 0m Stereo.wav	Common alley with high walls, close to a dead end. Bright early reflections with evenly fading reverberation. Stereo 2.0.
Alley 03 70m Stereo.wav	Common alley with high walls, close to a dead end. Muffled and hollow sounding reverberation with smooth tail. Stereo 2.0.
Alley 03 120m Stereo.wav	Common alley with high walls, close to a dead end. Muffled and hollow sounding reverberation with long smooth tail. Stereo 2.0.
Alley 04 4m Stereo.wav	Small alley with high walls from closely-built houses. Hollow sounding reflection with slightly delayed smooth tail. Stereo 2.0.
Alley 04 20m Stereo.wav	Small alley with high walls from closely-built houses. Slightly muffled and hollow sounding reflection with smooth tail. Stereo 2.0.
Alley 05 0m Stereo.wav	Small alley with high walls from very closely-built houses. Subtle close reflections followed by soft tail. Stereo 2.0.
Alley 05 30m Stereo.wav	Small alley with high walls from very closely-built houses. Hollow sounding short and diffuse reflections. Stereo 2.0.
Bridge 01 3m Stereo.wav	Big bridge leading into a city, Microphone at the center. Dense early reflections, followed by a quiet delayed tail. Stereo 2.0.
Bridge 02 4m Stereo.wav	Microphone beneath bridge and between pillars. Boomy early reflections, followed by a quiet tail. Stereo 2.0.
City 01 0m Stereo.wav	Big city crossing between tall houses. Multiple consistent echoes merging into diffuse tail. Stereo 2.0.
City 02 0m Stereo.wav	Medium sized open square in a european town with high buildings. Multiple hard echoes with a diffuse tail. Stereo 2.0.
City 02 7m Stereo.wav	Medium sized open square in a european town with high buildings. Multiple hard rhythmic echoes with a diffuse tail. Stereo 2.0.
City 02 30m Stereo.wav	Medium sized open square in a european town with high buildings. Multiple hard echoes chaotically merging into diffuse tail. Stereo 2.0.
City 03 17m Stereo.wav	Medium sized open square in a european town with high buildings. Multiple hard echoes chaotically merging into diffuse tail. Stereo 2.0.
City 04 50m Stereo.wav	Empty street between town houses. Hard early reflection followed by a long diffuse tail. Stereo 2.0.

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Container Port 35m Stereo.wav	Port with container depot. Microphone in container alley. Long, bright and moving diffuse tail. Stereo 2.0.
Container Port 0m Stereo.wav	Port with container depot. Microphone in container alley. Subtle echoes emerging within bright diffuse tail. Stereo 2.0.
Courtyard 01 5m Stereo.wav	Big courtyard between antique buildings. Dominant slightly delayed echo followed by diffuse tail. Stereo 2.0.
Courtyard 01 15m Stereo.wav	Big courtyard between antique buildings. Multiple hard echoes chaotically merging into diffuse tail. Stereo 2.0.
Courtyard 02 0m Stereo.wav	Small courtyard between antique buildings. Short reflections resembling a slapback delay with diffuse tail. Stereo 2.0.
Courtyard 02 10m Stereo.wav	Small courtyard between antique buildings. Short reflections resembling a slapback delay with diffuse tail. Stereo 2.0.
Dam 01 4m Stereo.wav	Big concrete dam between mountains. Position on top. Dense early reflections followed by two staggered late echos. Stereo 2.0.
Dam 01 0m Stereo.wav	Big concrete dam between mountains. Position on top. Dense early reflections followed by two staggered late echos. Stereo 2.0.
Dam 02 4m Stereo.wav	Big concrete dam between mountains. Position on top. Dense early reflections followed by two striking late echos. Stereo 2.0.
Desert Village 0m Stereo.wav	Small abandoned sand village in the desert. Short diffuse reflections quickly fading into the distance. Stereo 2.0.
Desert Village 10m Stereo.wav	Small abandoned sand village in the desert. Short hollow and diffuse reflections quickly fading. Stereo 2.0.
Fortress 01 0m Stereo.wav	Medieval courtyard in a stone fortress. Short staggered echoes merging into diffuse tail. Stereo 2.0.
Fortress 01 25m Stereo.wav	Medieval courtyard in a stone fortress. Three fast sequential echos with diffuse tail. Stereo 2.0.
Fortress 01 55m Stereo.wav	Medieval courtyard in a stone fortress. Strongly diffused reverberation with multiple echos. Stereo 2.0.
Fortress 02 25m Stereo.wav	Medieval courtyard in a stone fortress. Stuttery early reflections with diffuse tail. Stereo 2.0.
Fortress 02 0m Stereo.wav	Medieval courtyard in a stone fortress. Two short staggered echoes with diffuse tail. Stereo 2.0.
Fortress 03 0m Stereo.wav	Medieval courtyard in a stone fortress. Immediate early reflections and diffuse reverberation. Stereo 2.0.
Fortress 04 30m Stereo.wav	Small closed medieval courtyard in a stone fortress. Strongly diffused and bright reverberation. Stereo 2.0.
Fortress 05 0m Stereo.wav	Small closed medieval courtyard in a stone fortress. Strongly diffused, bright and very smooth reverberation. Stereo 2.0.
Fortress 05 20m Stereo.wav	Small closed medieval courtyard in a stone fortress. Strongly diffused, bright and very smooth reverberation. Stereo 2.0.
Industrial District 35m Stereo.wav	Industrial city outskirts, warehouses and workshops. Multiple fast reflections with strongly diffuse reverberation. Stereo 2.0.
Industrial District 0m Stereo.wav	Industrial city outskirts, warehouses and workshops. Multiple fast reflections merging and fading with diffuse tail. Stereo 2.0.
Industrial District 10m Stereo.wav	Industrial city outskirts, warehouses and workshops. Multiple fast reflections merging and fading with diffuse tail. Stereo 2.0.
Metropole 01 17m Stereo.wav	Crossroads downtown surrounded by high buildings. Multiple very distant and strongly diffused echos. Stereo 2.0.
Metropole 01 19m Stereo.wav	Crossroads downtown surrounded by high buildings. Distant echo with diffuse reverberation. Stereo 2.0.
Metropole 01 40m Stereo.wav	Crossroads downtown surrounded by high buildings. Multiple very distant and strongly diffused echos. Stereo 2.0.
Metropole 02 17m Stereo.wav	Big street downtown with high tower buildings. Multiple distant and strongly diffused echos. Stereo 2.0.
Metropole 02 30m Stereo.wav	Big street downtown with high tower buildings. Long and diffuse echoing fading into the distance. Stereo 2.0.
Metropole 02 40m Stereo.wav	Big street downtown with high tower buildings. Long and very diffuse echoing fading into the distance. Stereo 2.0.
Metropole 03 100m Stereo.wav	Open scenery of a big modern city with high tower building. Very distant and diffuse echo with smooth reverberation. Stereo 2.0.
Metropole 04 0m Stereo.wav	Very high reaching inner courtyard in a big modern metropole. Bright reflections evenly echoing into the distance. Stereo 2.0.
Metropole 04 30m Stereo.wav	Very high reaching inner courtyard in a big modern metropole. Bright and diffuse reflections evenly echoing into the distance. Stereo 2.0.
Metropole 04 55m Stereo.wav	Very high reaching inner courtyard in a big modern metropole. Bright, diffuse and fluttery reflections evenly fading. Stereo 2.0.

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FILENAME	DESCRIPTION
Metropole 04 60m Stereo.wav	Very high reaching inner courtyard in a big modern metropole. Bright, diffuse and stuttery reflections evenly fading. Stereo 2.0.
Metropole 05 0m Stereo.wav	Long street with very high reaching buildings in a modern city. Diffuse early reflections followed by long and smooth tail. Stereo 2.0.
Metropole 05 15m Stereo.wav	Long street with very high reaching buildings in a modern city. Large and diffuse sounding reverberation fading smoothly. Stereo 2.0.
Metropole 05 50m Stereo.wav	Long street with very high reaching buildings in a modern city. Huge and diffuse sounding reverberation fading smoothly. Stereo 2.0.
Stone Quarry 01 0m Stereo.wav	Large stone quarry with very high walls. Very diffuse reverberation with two distinct sequential echost Stereo 2.0.
Stone Quarry 01 300m Stereo.wav	Large stone quarry with very high walls. Slapping echos with very diffuse and long reverberation. Stereo 2.0.
Stone Quarry 01 50m Stereo.wav	Large stone quarry with very high walls. Single event of staggered echos within a long and diffuse reverb. Stereo 2.0.
Stone Quarry 02 0m Stereo.wav	Large stone quarry with very high walls. Multiple distant sequential echos within long and diffuse reverb. Stereo 2.0.
Stone Quarry 02 40m Stereo.wav	Large stone quarry with very high walls. Multiple sequential echos within long, moving and diffuse reverb. Stereo 2.0.
Town 01 0m Stereo.wav	Small alpine town by a lake, winding alley. Subtle early reflections with bright and smooth reverberation. Stereo 2.0.
Town 02 0m Stereo.wav	Small alpine town by a lake, market square. Diffuse and bright reverberation. Stereo 2.0.
Town 02 24m Stereo.wav	Small alpine town by a lake, market square. Strongly diffused and bright reverberation. Stereo 2.0.
Town 03 8m Stereo.wav	Small alpine town by a lake, on a balcony. Slightly delayed, very diffuse moving echo. Stereo 2.0.
Town 03 13m Stereo.wav	Small alpine town by a lake, winding open road. Hollow diffuse and bright reverberation. Stereo 2.0.
Town 03 40m Stereo.wav	Small alpine town by a lake, winding open road. Multiple strongly diffused echos. Stereo 2.0.
Town Winter 0m Stereo.wav	Small alpine town by a lake, snow covered square. Subtle early reflections with bright and smooth reverberation. Stereo 2.0.
Town Winter 16m Stereo.wav	Small alpine town by a lake, snow covered square. Fast early reflections with bright and smooth reverberation. Stereo 2.0.
Underpass 01 7m Stereo.wav	Road in a concrete underpass with pillars on both sides. Simple short and bright reverberation. Stereo 2.0.
Underpass 02 7m Stereo.wav	Road in a concrete underpass with solid walls on both sides. Simple, diffuse and bright reverberation. Stereo 2.0.
Village River 01 0m Stereo.wav	Calm river with wooden cottages at the forested shore. Short early reflections followed by slightly delayed diffuse tail. Stereo 2.0.
Village River 02 10m Stereo.wav	Multiple different shaped houses at the forested shore. Short early reflections with loud diffuse reverberation. Stereo 2.0.
Village River 02 0m Stereo.wav	Multiple different shaped houses at the forested shore. Short early reflections followed by slightly delayed diffuse tail. Stereo 2.0.
Village River 03 20m Stereo.wav	Wooden houses right next to a canal. Short reflections resembling a slapback delay with long diffuse tail. Stereo 2.0.
Village River 04 0m Stereo.wav	Small courtyard between wooden houses. Bright early reflections followed by a smooth diffuse tail. Stereo 2.0.
City 02 7m FOA.wav	Medium sized open square in a european town with high buildings. Multiple hard rhythmic echoes with a diffuse tail. Ambisonics B-Format 1st order.
City 02 30m HOA3.wav	Medium sized open square in a european town with high buildings. Multiple hard echoes chaotically merging into diffuse tail. Ambisonics B-Format 3rd order, TOA.
City 02 30m FOA.wav	Medium sized open square in a european town with high buildings. Multiple hard echoes chaotically merging into diffuse tail. Ambisonics B-Format 1st order.
City 03 17m HOA3.wav	Medium sized open square in a european town with high buildings. Multiple hard echoes chaotically merging into diffuse tail. Ambisonics B-Format 3rd order, TOA.
City 03 17m FOA.wav	Medium sized open square in a european town with high buildings. Multiple hard echoes chaotically merging into diffuse tail. Ambisonics B-Format 1st order.
City 04 50m HOA3.wav	Empty street between town houses. Hard early reflection followed by a long diffuse tail. Ambisonics B-Format 3rd order, TOA.
City 04 50m FOA.wav	Empty street between town houses. Hard early reflection followed by a long diffuse tail. Ambisonics B-Format 1st order.
Container Port 35m HOA3.wav	Port with container depot. Microphone in container alley. Long, bright and moving diffuse tail. Ambisonics B-Format 3rd order, TOA.
Container Port 35m FOA.wav	Port with container depot. Microphone in container alley. Long, bright and moving diffuse tail. Ambisonics B-Format 1st order.

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FILENAME	DESCRIPTION
Container Port 0m HOA3.wav	Port with container depot. Microphone in container alley. Subtle echoes emerging within bright diffuse tail. Ambisonics B-Format 3rd order, TOA.
Container Port 0m FOA.wav	Port with container depot. Microphone in container alley. Subtle echoes emerging within bright diffuse tail. Ambisonics B-Format 1st order.
Courtyard 01 5m HOA3.wav	Big courtyard between antique buildings. Dominant slightly delayed echo followed by diffuse tail. Ambisonics B-Format 3rd order, TOA.
Courtyard 01 5m FOA.wav	Big courtyard between antique buildings. Dominant slightly delayed echo followed by diffuse tail. Ambisonics B-Format 1st order.
Courtyard 01 15m HOA3.wav	Big courtyard between antique buildings. Multiple hard echoes chaotically merging into diffuse tail. Ambisonics B-Format 3rd order, TOA.
Courtyard 01 15m FOA.wav	Big courtyard between antique buildings. Multiple hard echoes chaotically merging into diffuse tail. Ambisonics B-Format 1st order.
Courtyard 02 0m HOA3.wav	Small courtyard between antique buildings. Short reflections resembling a slapback delay with diffuse tail. Ambisonics B-Format 3rd order, TOA.
Courtyard 02 0m FOA.wav	Small courtyard between antique buildings. Short reflections resembling a slapback delay with diffuse tail. Ambisonics B-Format 1st order.
Courtyard 02 10m HOA3.wav	Small courtyard between antique buildings. Short reflections resembling a slapback delay with diffuse tail. Ambisonics B-Format 3rd order, TOA.
Courtyard 02 10m FOA.wav	Small courtyard between antique buildings. Short reflections resembling a slapback delay with diffuse tail. Ambisonics B-Format 1st order.
Dam 01 4m HOA3.wav	Big concrete dam between mountains. Position on top. Dense early reflections followed by two staggered late echos. Ambisonics B-Format 3rd order, TOA.
Dam 01 4m FOA.wav	Big concrete dam between mountains. Position on top. Dense early reflections followed by two staggered late echos. Ambisonics B-Format 1st order.
Dam 01 0m HOA3.wav	Big concrete dam between mountains. Position on top. Dense early reflections followed by two staggered late echos. Ambisonics B-Format 3rd order, TOA.
Dam 01 0m FOA.wav	Big concrete dam between mountains. Position on top. Dense early reflections followed by two staggered late echos. Ambisonics B-Format 1st order.
Dam 02 4m HOA3.wav	Big concrete dam between mountains. Position on top. Dense early reflections followed by two striking late echos. Ambisonics B-Format 3rd order, TOA.
Dam 02 4m FOA.wav	Big concrete dam between mountains. Position on top. Dense early reflections followed by two striking late echos. Ambisonics B-Format 1st order.
Desert Village 0m HOA3.wav	Small abandoned sand village in the desert. Short diffuse reflections quickly fading into the distance. Ambisonics B-Format 3rd order, TOA.
Desert Village 0m FOA.wav	Small abandoned sand village in the desert. Short diffuse reflections quickly fading into the distance. Ambisonics B-Format 1st order.
Desert Village 10m HOA3.wav	Small abandoned sand village in the desert. Short hollow and diffuse reflections quickly fading. Ambisonics B-Format 3rd order, TOA.
Desert Village 10m FOA.wav	Small abandoned sand village in the desert. Short hollow and diffuse reflections quickly fading. Ambisonics B-Format 1st order.
Fortress 01 0m HOA3.wav	Medieval courtyard in a stone fortress. Short staggered echoes merging into diffuse tail. Ambisonics B-Format 3rd order, TOA.
Fortress 01 0m FOA.wav	Medieval courtyard in a stone fortress. Short staggered echoes merging into diffuse tail. Ambisonics B-Format 1st order.
Fortress 01 25m HOA3.wav	Medieval courtyard in a stone fortress. Three fast sequential echos with diffuse tail. Ambisonics B-Format 3rd order, TOA.
Fortress 01 25m FOA.wav	Medieval courtyard in a stone fortress. Three fast sequential echos with diffuse tail. Ambisonics B-Format 1st order.
Fortress 01 55m HOA3.wav	Medieval courtyard in a stone fortress. Strongly diffused reverberation with multiple echos. Ambisonics B-Format 3rd order, TOA.
Fortress 01 55m FOA.wav	Medieval courtyard in a stone fortress. Strongly diffused reverberation with multiple echos. Ambisonics B-Format 1st order.
Fortress 02 25m HOA3.wav	Medieval courtyard in a stone fortress. Stuttery early reflections with diffuse tail. Ambisonics B-Format 3rd order, TOA.
Fortress 02 25m FOA.wav	Medieval courtyard in a stone fortress. Stuttery early reflections with diffuse tail. Ambisonics B-Format 1st order.
Fortress 02 0m HOA3.wav	Medieval courtyard in a stone fortress. Two short staggered echoes with diffuse tail. Ambisonics B-Format 3rd order, TOA.
Fortress 02 0m FOA.wav	Medieval courtyard in a stone fortress. Two short staggered echoes with diffuse tail. Ambisonics B-Format 1st order.
Fortress 03 0m HOA3.wav	Medieval courtyard in a stone fortress. Immediate early reflections and diffuse reverberation. Ambisonics B-Format 3rd order, TOA.
Fortress 03 0m FOA.wav	Medieval courtyard in a stone fortress. Immediate early reflections and diffuse reverberation. Ambisonics B-Format 1st order.
Fortress 04 30m HOA3.wav	Small closed medieval courtyard in a stone fortress. Strongly diffused and bright reverberation. Ambisonics B-Format 3rd order, TOA.

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FILENAME	DESCRIPTION
Fortress 04 30m FOA.wav	Small closed medieval courtyard in a stone fortress. Strongly diffused and bright reverberation. Ambisonics B-Format 1st order.
Fortress 05 0m HOA3.wav	Small closed medieval courtyard in a stone fortress. Strongly diffused, bright and very smooth reverberation. Ambisonics B-Format 3rd order, TOA.
Fortress 05 0m FOA.wav	Small closed medieval courtyard in a stone fortress. Strongly diffused, bright and very smooth reverberation. Ambisonics B-Format 1st order.
Fortress 05 20m HOA3.wav	Small closed medieval courtyard in a stone fortress. Strongly diffused, bright and very smooth reverberation. Ambisonics B-Format 3rd order, TOA.
Fortress 05 20m FOA.wav	Small closed medieval courtyard in a stone fortress. Strongly diffused, bright and very smooth reverberation. Ambisonics B-Format 1st order.
Industrial District 35m HOA3.wav	Industrial city outskirts, warehouses and workshops. Multiple fast reflections with strongly diffuse reverberation. Ambisonics B-Format 3rd order, TOA.
Industrial District 35m FOA.wav	Industrial city outskirts, warehouses and workshops. Multiple fast reflections with strongly diffuse reverberation. Ambisonics B-Format 1st order.
Industrial District 0m HOA3.wav	Industrial city outskirts, warehouses and workshops. Multiple fast reflections merging and fading with diffuse tail. Ambisonics B-Format 3rd order, TOA.
Industrial District 0m FOA.wav	Industrial city outskirts, warehouses and workshops. Multiple fast reflections merging and fading with diffuse tail. Ambisonics B-Format 1st order.
Industrial District 10m HOA3.wav	Industrial city outskirts, warehouses and workshops. Multiple fast reflections merging and fading with diffuse tail. Ambisonics B-Format 3rd order, TOA.
Industrial District 10m FOA.wav	Industrial city outskirts, warehouses and workshops. Multiple fast reflections merging and fading with diffuse tail. Ambisonics B-Format 1st order.
Metropole 01 17m HOA3.wav	Crossroads downtown surrounded by high buildings. Multiple very distant and strongly diffused echos. Ambisonics B-Format 3rd order, TOA.
Metropole 01 17m FOA.wav	Crossroads downtown surrounded by high buildings. Multiple very distant and strongly diffused echos. Ambisonics B-Format 1st order.
Metropole 01 19m HOA3.wav	Crossroads downtown surrounded by high buildings. Distant echo with diffuse reverberation. Ambisonics B-Format 3rd order, TOA.
Metropole 01 19m FOA.wav	Crossroads downtown surrounded by high buildings. Distant echo with diffuse reverberation. Ambisonics B-Format 1st order.
Metropole 01 40m HOA3.wav	Crossroads downtown surrounded by high buildings. Multiple very distant and strongly diffused echos. Ambisonics B-Format 3rd order, TOA.
Metropole 01 40m FOA.wav	Crossroads downtown surrounded by high buildings. Multiple very distant and strongly diffused echos. Ambisonics B-Format 1st order.
Metropole 02 17m HOA3.wav	Big street downtown with high tower buildings. Multiple distant and strongly diffused echos. Ambisonics B-Format 3rd order, TOA.
Metropole 02 17m FOA.wav	Big street downtown with high tower buildings. Multiple distant and strongly diffused echos. Ambisonics B-Format 1st order.
Metropole 02 30m HOA3.wav	Big street downtown with high tower buildings. Long and diffuse echoing fading into the distance. Ambisonics B-Format 3rd order, TOA.
Metropole 02 30m FOA.wav	Big street downtown with high tower buildings. Long and diffuse echoing fading into the distance. Ambisonics B-Format 1st order.
Metropole 02 40m HOA3.wav	Big street downtown with high tower buildings. Long and very diffuse echoing fading into the distance. Ambisonics B-Format 3rd order, TOA.
Metropole 02 40m FOA.wav	Big street downtown with high tower buildings. Long and very diffuse echoing fading into the distance. Ambisonics B-Format 1st order.
Metropole 03 100m HOA3.wav	Open scenery of a big modern city with high tower building. Very distant and diffuse echo with smooth reverberation. Ambisonics B-Format 3rd order, TOA.
Metropole 03 100m FOA.wav	Open scenery of a big modern city with high tower building. Very distant and diffuse echo with smooth reverberation. Ambisonics B-Format 1st order.
Metropole 04 0m HOA3.wav	Very high reaching inner courtyard in a big modern metropole. Bright reflections evenly echoing into the distance. Ambisonics B-Format 3rd order, TOA.
Metropole 04 0m FOA.wav	Very high reaching inner courtyard in a big modern metropole. Bright reflections evenly echoing into the distance. Ambisonics B-Format 1st order.
Metropole 04 30m HOA3.wav	Very high reaching inner courtyard in a big modern metropole. Bright and diffuse reflections evenly echoing into the distance. Ambisonics B-Format 3rd order, TOA.
Metropole 04 30m FOA.wav	Very high reaching inner courtyard in a big modern metropole. Bright and diffuse reflections evenly echoing into the distance. Ambisonics B-Format 1st order.
Metropole 04 55m HOA3.wav	Very high reaching inner courtyard in a big modern metropole. Bright, diffuse and fluttery reflections evenly fading. Ambisonics B-Format 3rd order, TOA.
Metropole 04 55m FOA.wav	Very high reaching inner courtyard in a big modern metropole. Bright, diffuse and fluttery reflections evenly fading. Ambisonics B-Format 1st order.
Metropole 04 60m HOA3.wav	Very high reaching inner courtyard in a big modern metropole. Bright, diffuse and stuttery reflections evenly fading. Ambisonics B-Format 3rd order, TOA.
Metropole 04 60m FOA.wav	Very high reaching inner courtyard in a big modern metropole. Bright, diffuse and stuttery reflections evenly fading. Ambisonics B-Format 1st order.

FIELDS & SPACES

OUTDOOR IMPULSE RESPONSES

FILENAME	DESCRIPTION
Metropole 05 0m HOA3.wav	Long street with very high reaching buildings in a modern city. Diffuse early reflections followed by long and smooth tail. Ambisonics B-Format 3rd order, TOA.
Metropole 05 0m FOA.wav	Long street with very high reaching buildings in a modern city. Diffuse early reflections followed by long and smooth tail. Ambisonics B-Format 1st order.
Metropole 05 15m HOA3.wav	Long street with very high reaching buildings in a modern city. Large and diffuse sounding reverberation fading smoothly. Ambisonics B-Format 3rd order, TOA.
Metropole 05 15m FOA.wav	Long street with very high reaching buildings in a modern city. Large and diffuse sounding reverberation fading smoothly. Ambisonics B-Format 1st order.
Metropole 05 50m HOA3.wav	Long street with very high reaching buildings in a modern city. Huge and diffuse sounding reverberation fading smoothly. Ambisonics B-Format 3rd order, TOA.
Metropole 05 50m FOA.wav	Long street with very high reaching buildings in a modern city. Huge and diffuse sounding reverberation fading smoothly. Ambisonics B-Format 1st order.
Stone Quarry 01 0m HOA3.wav	Large stone quarry with very high walls. Very diffuse reverberation with two distinct sequential echost Ambisonics B-Format 3rd order, TOA.
Stone Quarry 01 0m FOA.wav	Large stone quarry with very high walls. Very diffuse reverberation with two distinct sequential echost Ambisonics B-Format 1st order.
Stone Quarry 01 300m HOA3.wav	Large stone quarry with very high walls. Slapping echos with very diffuse and long reverberation. Ambisonics B-Format 3rd order, TOA.
Stone Quarry 01 300m FOA.wav	Large stone quarry with very high walls. Slapping echos with very diffuse and long reverberation. Ambisonics B-Format 1st order.
Stone Quarry 01 50m HOA3.wav	Large stone quarry with very high walls. Single event of staggered echos within a long and diffuse reverb. Ambisonics B-Format 3rd order, TOA.
Stone Quarry 01 50m FOA.wav	Large stone quarry with very high walls. Single event of staggered echos within a long and diffuse reverb. Ambisonics B-Format 1st order.
Stone Quarry 02 0m HOA3.wav	Large stone quarry with very high walls. Multiple distant sequential echos within long and diffuse reverb. Ambisonics B-Format 3rd order, TOA.
Stone Quarry 02 0m FOA.wav	Large stone quarry with very high walls. Multiple distant sequential echos within long and diffuse reverb. Ambisonics B-Format 1st order.
Stone Quarry 02 40m HOA3.wav	Large stone quarry with very high walls. Multiple sequential echos within long, moving and diffuse reverb. Ambisonics B-Format 3rd order, TOA.
Stone Quarry 02 40m FOA.wav	Large stone quarry with very high walls. Multiple sequential echos within long, moving and diffuse reverb. Ambisonics B-Format 1st order.
Town 01 0m HOA3.wav	Small alpine town by a lake, winding alley. Subtle early reflections with bright and smooth reverberation. Ambisonics B-Format 3rd order, TOA.
Town 01 0m FOA.wav	Small alpine town by a lake, winding alley. Subtle early reflections with bright and smooth reverberation. Ambisonics B-Format 1st order.
Town 02 0m HOA3.wav	Small alpine town by a lake, market square. Diffuse and bright reverberation. Ambisonics B-Format 3rd order, TOA.
Town 02 0m FOA.wav	Small alpine town by a lake, market square. Diffuse and bright reverberation. Ambisonics B-Format 1st order.
Town 02 24m HOA3.wav	Small alpine town by a lake, market square. Strongly diffused and bright reverberation. Ambisonics B-Format 3rd order, TOA.
Town 02 24m FOA.wav	Small alpine town by a lake, market square. Strongly diffused and bright reverberation. Ambisonics B-Format 1st order.
Town 03 8m HOA3.wav	Small alpine town by a lake, on a balcony. Slightly delayed, very diffuse moving echo. Ambisonics B-Format 3rd order, TOA.
Town 03 8m FOA.wav	Small alpine town by a lake, on a balcony. Slightly delayed, very diffuse moving echo. Ambisonics B-Format 1st order.
Town 03 13m HOA3.wav	Small alpine town by a lake, winding open road. Hollow diffuse and bright reverberation. Ambisonics B-Format 3rd order, TOA.
Town 03 13m FOA.wav	Small alpine town by a lake, winding open road. Hollow diffuse and bright reverberation. Ambisonics B-Format 1st order.
Town 03 40m HOA3.wav	Small alpine town by a lake, winding open road. Multiple strongly diffused echos. Ambisonics B-Format 3rd order, TOA.
Town 03 40m FOA.wav	Small alpine town by a lake, winding open road. Multiple strongly diffused echos. Ambisonics B-Format 1st order.
Town Winter 0m HOA3.wav	Small alpine town by a lake, snow covered square. Subtle early reflections with bright and smooth reverberation. Ambisonics B-Format 3rd order, TOA.
Town Winter 0m FOA.wav	Small alpine town by a lake, snow covered square. Subtle early reflections with bright and smooth reverberation. Ambisonics B-Format 1st order.
Town Winter 16m HOA3.wav	Small alpine town by a lake, snow covered square. Fast early reflections with bright and smooth reverberation. Ambisonics B-Format 3rd order, TOA.
Town Winter 16m FOA.wav	Small alpine town by a lake, snow covered square. Fast early reflections with bright and smooth reverberation. Ambisonics B-Format 1st order.
Underpass 01 7m HOA3.wav	Road in a concrete underpass with pillars on both sides. Simple short and bright reverberation. Ambisonics B-Format 3rd order, TOA.

FIELDS & SPACES

OUTDOOR IMPULSE RESPONSES

FILENAME	DESCRIPTION
Underpass 01 7m FOA.wav	Road in a concrete underpass with pillars on both sides. Simple short and bright reverberation. Ambisonics B-Format 1st order.
Underpass 02 7m HOA3.wav	Road in a concrete underpass with solid walls on both sides. Simple, diffuse and bright reverberation. Ambisonics B-Format 3rd order, TOA.
Underpass 02 7m FOA.wav	Road in a concrete underpass with solid walls on both sides. Simple, diffuse and bright reverberation. Ambisonics B-Format 1st order.
Village River 01 0m HOA3.wav	Calm river with wooden cottages at the forested shore. Short early reflections followed by slightly delayed diffuse tail. Ambisonics B-Format 3rd order, TOA.
Village River 01 0m FOA.wav	Calm river with wooden cottages at the forested shore. Short early reflections followed by slightly delayed diffuse tail. Ambisonics B-Format 1st order.
Village River 02 10m HOA3.wav	Multiple different shaped houses at the forested shore. Short early reflections with loud diffuse reverberation. Ambisonics B-Format 3rd order, TOA.
Village River 02 10m FOA.wav	Multiple different shaped houses at the forested shore. Short early reflections with loud diffuse reverberation. Ambisonics B-Format 1st order.
Village River 02 0m HOA3.wav	Multiple different shaped houses at the forested shore. Short early reflections followed by slightly delayed diffuse tail. Ambisonics B-Format 3rd order, TOA.
Village River 02 0m FOA.wav	Multiple different shaped houses at the forested shore. Short early reflections followed by slightly delayed diffuse tail. Ambisonics B-Format 1st order.
Village River 03 20m HOA3.wav	Wooden houses right next to a canal. Short reflections resembling a slapback delay with long diffuse tail. Ambisonics B-Format 3rd order, TOA.
Village River 03 20m FOA.wav	Wooden houses right next to a canal. Short reflections resembling a slapback delay with long diffuse tail. Ambisonics B-Format 1st order.
Village River 04 0m HOA3.wav	Small courtyard between wooden houses. Bright early reflections followed by a smooth diffuse tail. Ambisonics B-Format 3rd order, TOA.
Village River 04 0m FOA.wav	Small courtyard between wooden houses. Bright early reflections followed by a smooth diffuse tail. Ambisonics B-Format 1st order.