

PROCESSED IMPACTS

FILENAME	DESCRIPTION
DSGNMisc_IMPACT-Phasing Explosion_B00M_PI.wav	Short low explosive stomp with fast decay and a scratchy texture.
DSGNMisc_IMPACT-Rock_B00M_PI.wav	Double hit of a synthy tube with low undercurrent. Medium reverb tail and slight echo.
DSGNMisc_IMPACT-Rubber Snap On Vase 01_B00M_PI.wav	Kick drum hits with short attack followed immediately by a long sub heavy bass tone.
DSGNMisc_IMPACT-Rubber Snap On Vase 02_B00M_PI.wav	Low and sub heavy bass hit followed by rippling crackles and a high pitched squeaking tone.
DSGNMisc_IMPACT-Slap Vegetable Tail_B00M_PI.wav	Short attack double hit of a low kick with long reverb tail and phasing noise.
DSGNMisc_TRANSITION-Granular Filter Movement 01_B00M_PI.wav	Mid range descending noise with low rippling texture. Medium length. Fading out.
DSGNMisc_TRANSITION-Granular Filter Movement 02_B00M_PI.wav	Mid range descending noise with grainy texture. Medium length.
DSGNMisc_TRANSITION-Granular Filter Movement High 01_B00M_PI.wav	Mid range descending noise with low grainy texture. Medium length.
DSGNMisc_TRANSITION-Granular Filter Movement High 02_B00M_PI.wav	Mid range descending noise with grainy texture and crackle. Medium length.
DSGNMisc_TRANSITION-Mysterious Granular Filter Movement 01_B00M_PI.wav	Low filtered grainy texture with mechanical stuttering effects.
DSGNMisc_TRANSITION-Mysterious Granular Filter Movement 02_B00M_PI.wav	Low filtered grainy texture with mechanical stuttering effects opening up.
DSGNMisc_TRANSITION-Mysterious Granular Filter Movement 03_B00M_PI.wav	Scratchy texture low and medium filtered with mechanical stuttering effects. Medium length.
DSGNMisc_TRANSITION-Tent Movement 01_B00M_PI.wav	Splashing impact with low humming noise and a fast decay.
DSGNMisc_TRANSITION-Tent Movement 02_B00M_PI.wav	Splashing impact with slow attack followed by low humming noise and a quick decay.
DSGNMisc_TRANSITION-Texture Gritty Scrape_B00M_PI.wav	Mid range grainy texture of object passing by or flying through air/space.
DSGNMisc_TRANSITION-Vegetable Crumble_B00M_PI.wav	Grainy impact hitting twice with scratchy low-mid texture.
DSGNMisc_TRANSITION-Zap Tent Movement 01_B00M_PI.wav	Muffled impact with noisy rippling tail.
DSGNMisc_TRANSITION-Zap Tent Movement 02_B00M_PI.wav	Muffled impact with noisy rippling tail, followed by mid range soft hit.
DSGNRmbL_IMPACT-Rock Lowpass Crunch Tail 01_B00M_PI.wav	Short riser followed by a deep impact and decaying with a long low-end earthy rumble.
DSGNRmbL_IMPACT-Rock Lowpass Crunch Tail 02_B00M_PI.wav	Short riser followed by a deep impact and decaying with a long low-end earthy rumble.
DSGNRmbL_TRANSITION-Mysterious Movement With Gravel_B00M_PI.wav	Earthy soundscape with grainy texture and muffled rain.
DSGNRmbL_TRANSITION-Rock Cracks Long Bright_B00M_PI.wav	Spacey texture with fluctuating reversed movements in lower and mid range.
DSGNRmbL_TRANSITION-Rock Cracks Long_B00M_PI.wav	Rocks and stones crumbling noisily in watery ambience.
DSGNWhsh_TRANSITION-Bowed Growl Fast_B00M_PI.wav	Modern swoosh passing by quickly from right to left. Motorised vehicle driving or flying by.
DSGNWhsh_TRANSITION-Bowed Lever Low Fast_B00M_PI.wav	Low distant swoosh passing by quickly from right to left. Motorised vehicle driving or flying by.
DSGNWhsh_TRANSITION-Bowed Lever Slow_B00M_PI.wav	Motorised vehicle passing by slowing. Alien texture and spacey motor sounds in mid range, followed by a low rumble.
DSGNWhsh_TRANSITION-Bowed Screech Fast_B00M_PI.wav	Motorised vehicle passing by quickly from right to left. Flying object in low-mid range.
DSGNWhsh_TRANSITION-Hydrophone Cracks Fast 01_B00M_PI.wav	Quickly decaying low rumbling noise with crackling texture. Panning slightly from right to left.
DSGNWhsh_TRANSITION-Hydrophone Cracks Fast 02_B00M_PI.wav	Quickly decaying low rumbling texture. Panning slightly from right to left.
DSGNWhsh_TRANSITION-Hydrophone Cracks Slow_B00M_PI.wav	Low rumbling texture with muffled distant tumbling down of heavy material.
DSGNWhsh_TRANSITION-Hydrophone Rub Fast_B00M_PI.wav	Low rumbling texture with muffled distant rumbling of heavy material, decaying quickly.
DSGNWhsh_TRANSITION-Noise Morph Filter Modulation Fast 01_B00M_PI.wav	High speed motorised object passing or flying by with a mid range swoosh and low decaying rumble.
DSGNWhsh_TRANSITION-Noise Morph Filter Modulation Fast 02_B00M_PI.wav	High speed motorised object passing or flying by quickly from right to left with a mid range swoosh and quickly decaying rumble.

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DSGNWhsh_TRANSITION-Noise Morph Filter Modulation Slow 01_B00M_Pi.wav	Heavy motorised object passing or flying by with a mid range slow swoosh and low-end rumble.
DSGNWhsh_TRANSITION-Noise Morph Filter Modulation Slow 02_B00M_Pi.wav	Heavy motorised object passing or flying by with a low-end rumble and grainy phasing texture.
DSGNWhsh_TRANSITION-Tonal Noise Arrow Fast 01_B00M_Pi.wav	Rattling riser leading to clicking impact with low thud, followed by decaying mechanic clatter.
DSGNWhsh_TRANSITION-Tonal Noise Arrow Fast 02_B00M_Pi.wav	Rattling tonal riser leading to clicking impact with low thud, followed by decaying mechanic clatter.
DSGNWhsh_TRANSITION-Zap Tonal Noise Arrow Fast 01_B00M_Pi.wav	Short riser followed by clicking impact with a low thud. Decaying quickly in a rattling texture.
DSGNWhsh_TRANSITION-Zap Tonal Noise Arrow Fast 02_B00M_Pi.wav	Short riser followed by clicking impact with a low thud. Fast decay with a rattling texture.