



FILENAME	DESCRIPTION
CLOTHImpt_MATERIAL HIT-Soft Fabric Wall_B00M_RRCK_MS.wav	Dull collision against a padded vertical surface with significant dampening.
CLOTHImpt_MATERIAL HIT-Soft Fabric Wall_B00M_RRCK_P1.wav	Dull collision against a padded vertical surface with significant dampening. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE CRASH-Bumper Front Metal Exterior_B00M_RRCK_MS.wav	Heavy front bumper impact with dense metal hit and rigid structural resonance.
DESTRCrsh_VEHICLE CRASH-Car Bumper Front Carbon Exterior_B00M_RRCK_AB.wav	Sharp carbon bumper impact with brittle snap and lightweight structural crack.
DESTRCrsh_VEHICLE CRASH-Car Bumper Front Carbon Exterior_B00M_RRCK_MS.wav	Sharp carbon bumper impact with brittle snap and lightweight structural crack.
DESTRCrsh_VEHICLE CRASH-Car Bumper Front Carbon Interior_B00M_RRCK_AB.wav	Dull interior transmitted carbon bumper hit with muted crack and enclosed resonance.
DESTRCrsh_VEHICLE CRASH-Car Bumper Front Carbon Interior_B00M_RRCK_AmbiX.wav	Dull interior transmitted carbon bumper hit with muted crack and enclosed resonance.
DESTRCrsh_VEHICLE CRASH-Car Door Drop On Dirt Exterior_B00M_RRCK_MS.wav	Car door drop onto dirt with soft thud and loose debris displacement.
DESTRCrsh_VEHICLE CRASH-Car Door Drop On Dirt Glass Debris Exterior_B00M_RRCK_MS.wav	Car door drop onto dirt layered with scattered glass debris and sharp fragment detail.
DESTRCrsh_VEHICLE CRASH-Car Door Drop Roll Exterior_B00M_RRCK_MS.wav	Car door impact followed by rolling movement with uneven ground contact.
DESTRCrsh_VEHICLE CRASH-Car Door Exterior_B00M_RRCK_MS.wav	Solid car door impact with firm metal body hit and structural vibration.
DESTRCrsh_VEHICLE CRASH-Car Door Exterior_B00M_RRCK_P1.wav	Solid car door impact with firm metal body hit and structural vibration. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE CRASH-Car Door Loose Exterior_B00M_RRCK_AB.wav	Loose car door impact with rattling components and unstable metal movement.
DESTRCrsh_VEHICLE CRASH-Car Door Loose Exterior_B00M_RRCK_MS.wav	Loose car door impact with rattling components and unstable metal movement.
DESTRCrsh_VEHICLE CRASH-Car Door Loose Interior_B00M_RRCK_AB.wav	Interior perspective of loose car door hit with softened impact and rattling resonance.
DESTRCrsh_VEHICLE CRASH-Car Door Loose Interior_B00M_RRCK_AmbiX.wav	Interior perspective of loose car door hit with softened impact and rattling resonance.
DESTRCrsh_VEHICLE CRASH-Car Drop On Gravel Exterior_B00M_RRCK_AB.wav	Vehicle body drop onto gravel with heavy impact and scattered stone debris.
DESTRCrsh_VEHICLE CRASH-Car Drop On Gravel Exterior_B00M_RRCK_MS.wav	Vehicle body drop onto gravel with heavy impact and scattered stone debris.
DESTRCrsh_VEHICLE CRASH-Car Drop On Gravel Exterior_B00M_RRCK_P1.wav	Vehicle body drop onto gravel with heavy impact and scattered stone debris. Pitched down 192 kHz file by one octave.



FILENAME	DESCRIPTION
DESTRCrsh_VEHICLE CRASH-Car Drop On Gravel Interior_B00M_RRCK_AmbiX.wav	Interior perspective of vehicle drop onto gravel with dampened impact and low debris texture.
DESTRCrsh_VEHICLE CRASH-Car Rim On Roof Exterior_B00M_RRCK_AB.wav	Metal rim impact onto car roof with sharp contact and resonant panel vibration.
DESTRCrsh_VEHICLE CRASH-Car Rim On Roof Exterior_B00M_RRCK_MS.wav	Metal rim impact onto car roof with sharp contact and resonant panel vibration.
DESTRCrsh_VEHICLE CRASH-Car Rim On Roof Interior_B00M_RRCK_AB.wav	Interior perspective of rim striking roof with muted impact and hollow resonance.
DESTRCrsh_VEHICLE CRASH-Car Rim On Roof Interior_B00M_RRCK_AmbiX.wav	Interior perspective of rim striking roof with muted impact and hollow resonance.
DESTRCrsh_VEHICLE CRASH-Car Roof Carbon Exterior_B00M_RRCK_AB.wav	Carbon roof impact with brittle crack and light structural breakage.
DESTRCrsh_VEHICLE CRASH-Car Roof Carbon Exterior_B00M_RRCK_MS.wav	Carbon roof impact with brittle crack and light structural breakage.
DESTRCrsh_VEHICLE CRASH-Car Roof Carbon Interior_B00M_RRCK_AB.wav	Interior perspective of carbon roof hit with softened crack and enclosed vibration.
DESTRCrsh_VEHICLE CRASH-Car Roof Carbon Interior_B00M_RRCK_AmbiX.wav	Interior perspective of carbon roof hit with softened crack and enclosed vibration.
DESTRCrsh_VEHICLE CRASH-Car Trunk Carbon Exterior_B00M_RRCK_AB.wav	Carbon trunk impact with sharp snap and lightweight structural response.
DESTRCrsh_VEHICLE CRASH-Car Trunk Carbon Exterior_B00M_RRCK_MS.wav	Carbon trunk impact with sharp snap and lightweight structural response.
DESTRCrsh_VEHICLE CRASH-Car Trunk Carbon Interior_B00M_RRCK_AB.wav	Interior perspective of trunk impact with muted crack and contained resonance.
DESTRCrsh_VEHICLE CRASH-Car Trunk Carbon Interior_B00M_RRCK_AmbiX.wav	Interior perspective of trunk impact with muted crack and contained resonance.
DESTRCrsh_VEHICLE CRASH-Car Windshield With Tire Exterior_B00M_RRCK_MS.wav	Tire striking windshield with glass impact and brittle shatter detail.
DESTRCrsh_VEHICLE CRASH-Tire On Car Exterior_B00M_RRCK_MS.wav	Tire impact onto car body with rubber thud and metal contact resonance.
DESTRCrsh_VEHICLE CRASH-Tire On Car Long Exterior_B00M_RRCK_MS.wav	Extended tire impact across car body with dragging rubber and sustained contact noise.
DESTRCrsh_VEHICLE CRASH-Tire On Door Exterior_B00M_RRCK_AB.wav	Tire hitting car door with soft rubber impact and resonant panel response.
DESTRCrsh_VEHICLE CRASH-Tire On Door Exterior_B00M_RRCK_MS.wav	Tire hitting car door with soft rubber impact and resonant panel response.
DESTRCrsh_VEHICLE CRASH-Tire On Door Interior_B00M_RRCK_AB.wav	Interior perspective of tire impact on door with dampened thud and enclosed vibration.
DESTRCrsh_VEHICLE CRASH-Tire On Door Interior_B00M_RRCK_AmbiX.wav	Interior perspective of tire impact on door with dampened thud and enclosed vibration.
DESTRCrsh_VEHICLE CRASH-Tire On Roof Glass Debris Exterior_B00M_RRCK_AB.wav	Tire impact on roof layered with glass debris and sharp fragment scatter.
DESTRCrsh_VEHICLE CRASH-Tire On Roof Glass Debris Exterior_B00M_RRCK_MS.wav	Tire impact on roof layered with glass debris and sharp fragment scatter.

ROAD RAGE

FILENAME	DESCRIPTION
DESTRCrsh_VEHICLE CRASH-Tire On Roof Glass Debris Interior_B00M_RRCK_AB.wav	Interior perspective of tire impact with glass debris and muted shatter detail.
DESTRCrsh_VEHICLE CRASH-Tire On Roof Glass Debris Interior_B00M_RRCK_AmbiX.wav	Interior perspective of tire impact with glass debris and muted shatter detail.
DESTRCrsh_VEHICLE CRASH-Tire On Windshield Exterior_B00M_RRCK_MS.wav	Tire striking windshield with pronounced glass impact and cracking detail.
DESTRCrsh_VEHICLE CRASH-Tire On Windshield Interior_B00M_RRCK_AB.wav	Interior perspective of tire hitting windshield with softened crack and enclosed resonance.
DESTRCrsh_VEHICLE CRASH-Tire On Windshield Interior_B00M_RRCK_AmbiX.wav	Interior perspective of tire hitting windshield with softened crack and enclosed resonance.
DESTRCrsh_VEHICLE DROP-Car Bottom On Ground Close_B00M_RRCK_Mono.wav	Dropping Subaru Forester from high crane with tires hitting the street first.
DESTRCrsh_VEHICLE DROP-Car Bottom On Ground Close_B00M_RRCK_MS.wav	Dropping Subaru Forester from high crane with tires hitting the street first.
DESTRCrsh_VEHICLE DROP-Car Bottom On Ground Distant_B00M_RRCK_AB.wav	Dropping Subaru Forester from high crane with tires hitting the street first.
DESTRCrsh_VEHICLE DROP-Car Bottom On Ground Interior_B00M_RRCK_AB.wav	Dropping Subaru Forester from high crane with tires hitting the street first.
DESTRCrsh_VEHICLE DROP-Car Bottom On Ground Medium Distant_B00M_RRCK_MS.wav	Dropping Subaru Forester from high crane with tires hitting the street first.
DESTRCrsh_VEHICLE DROP-Car Front On Car Close_B00M_RRCK_Mono.wav	Dropping Opel Zafira from high crane with front hitting another car first.
DESTRCrsh_VEHICLE DROP-Car Front On Car Close_B00M_RRCK_MS.wav	Dropping Opel Zafira from high crane with front hitting another car first.
DESTRCrsh_VEHICLE DROP-Car Front On Car Distant_B00M_RRCK_AB.wav	Dropping Opel Zafira from high crane with front hitting another car first.
DESTRCrsh_VEHICLE DROP-Car Front On Car Interior_B00M_RRCK_AB.wav	Dropping Opel Zafira from high crane with front hitting another car first.
DESTRCrsh_VEHICLE DROP-Car Front On Car Medium Distant_B00M_RRCK_MS.wav	Dropping Opel Zafira from high crane with front hitting another car first.
DESTRCrsh_VEHICLE DROP-Car Front On Ground Close_B00M_RRCK_Mono.wav	Dropping VW Polo from high crane with front hitting the street first.
DESTRCrsh_VEHICLE DROP-Car Front On Ground Close_B00M_RRCK_MS.wav	Dropping VW Polo from high crane with front hitting the street first.
DESTRCrsh_VEHICLE DROP-Car Front On Ground Distant_B00M_RRCK_AB.wav	Dropping VW Polo from high crane with front hitting the street first.



FILENAME	DESCRIPTION
DESTRCrsh_VEHICLE DROP-Car Front On Ground Interior_B00M_RRCK_AB.wav	Dropping VW Polo from high crane with front hitting the street first.
DESTRCrsh_VEHICLE DROP-Car Front On Ground Medium Distant_B00M_RRCK_MS.wav	Dropping VW Polo from high crane with front hitting the street first.
DESTRCrsh_VEHICLE DROP-Car Rear On Ground Close_B00M_RRCK_Mono.wav	Dropping VW Polo from high crane with rear hitting the street first.
DESTRCrsh_VEHICLE DROP-Car Rear On Ground Close_B00M_RRCK_MS.wav	Dropping VW Polo from high crane with rear hitting the street first.
DESTRCrsh_VEHICLE DROP-Car Rear On Ground Distant_B00M_RRCK_AB.wav	Dropping VW Polo from high crane with rear hitting the street first.
DESTRCrsh_VEHICLE DROP-Car Rear On Ground Medium Distant_B00M_RRCK_MS.wav	Dropping VW Polo from high crane with rear hitting the street first.
DESTRCrsh_VEHICLE DROP-Car Roof On Ground Close_B00M_RRCK_Mono.wav	Dropping Skoda Fabia from high crane with roof hitting another car first.
DESTRCrsh_VEHICLE DROP-Car Roof On Ground Close_B00M_RRCK_MS.wav	Dropping Skoda Fabia from high crane with roof hitting another car first.
DESTRCrsh_VEHICLE DROP-Car Roof On Ground Distant_B00M_RRCK_AB.wav	Dropping Skoda Fabia from high crane with roof hitting another car first.
DESTRCrsh_VEHICLE DROP-Car Roof On Ground Medium Distant_B00M_RRCK_MS.wav	Dropping Skoda Fabia from high crane with roof hitting another car first.
DESTRCrsh_VEHICLE DROP-Car Side On Car Close_B00M_RRCK_Mono.wav	Dropping Opel Zafira from high crane with side hitting another car first.
DESTRCrsh_VEHICLE DROP-Car Side On Car Close_B00M_RRCK_MS.wav	Dropping Opel Zafira from high crane with side hitting another car first.
DESTRCrsh_VEHICLE DROP-Car Side On Car Distant_B00M_RRCK_AB.wav	Dropping Opel Zafira from high crane with side hitting another car first.
DESTRCrsh_VEHICLE DROP-Car Side On Car Interior_B00M_RRCK_AB.wav	Dropping Opel Zafira from high crane with side hitting another car first.
DESTRCrsh_VEHICLE DROP-Car Side On Car Medium Distant_B00M_RRCK_MS.wav	Dropping Opel Zafira from high crane with side hitting another car first.
DESTRCrsh_VEHICLE DROP-Car Side On Ground Close_B00M_RRCK_Mono.wav	Dropping Skoda Fabia from high crane with side hitting the street first.
DESTRCrsh_VEHICLE DROP-Car Side On Ground Close_B00M_RRCK_MS.wav	Dropping Skoda Fabia from high crane with side hitting the street first.
DESTRCrsh_VEHICLE DROP-Car Side On Ground Distant_B00M_RRCK_AB.wav	Dropping Skoda Fabia from high crane with side hitting the street first.
DESTRCrsh_VEHICLE DROP-Car Side On Ground Medium Distant_B00M_RRCK_MS.wav	Dropping Skoda Fabia from high crane with side hitting the street first.



FILENAME	DESCRIPTION
DESTRCrsh_VEHICLE HIT-Car Bumper Front Carbon Exterior_B00M_RRCK_AB.wav	Focused carbon bumper hit with sharp attack and controlled structural response.
DESTRCrsh_VEHICLE HIT-Car Bumper Front Carbon Exterior_B00M_RRCK_MS.wav	Focused carbon bumper hit with sharp attack and controlled structural response.
DESTRCrsh_VEHICLE HIT-Car Bumper Front Carbon Exterior_B00M_RRCK_P1.wav	Focused carbon bumper hit with sharp attack and controlled structural response. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Bumper Front Carbon Sennheiser e901 Exterior_B00M_RRCK_Mono.wav	Focused carbon bumper hit with sharp attack and controlled structural response.
DESTRCrsh_VEHICLE HIT-Car Bumper Front Hollow Exterior_B00M_RRCK_AB.wav	Hollow front bumper impact with resonant cavity tone and light structural rattle.
DESTRCrsh_VEHICLE HIT-Car Bumper Front Hollow Exterior_B00M_RRCK_MS.wav	Hollow front bumper impact with resonant cavity tone and light structural rattle.
DESTRCrsh_VEHICLE HIT-Car Bumper Front Hollow Exterior_B00M_RRCK_P1.wav	Hollow front bumper impact with resonant cavity tone and light structural rattle. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Bumper Front Hollow Sennheiser e901 Exterior_B00M_RRCK_Mono.wav	Hollow front bumper impact with resonant cavity tone and light structural rattle.
DESTRCrsh_VEHICLE HIT-Car Bumper Front Sennheiser e901_B00M_RRCK_Mono.wav	Front bumper hit with focused low weight and tight structural response.
DESTRCrsh_VEHICLE HIT-Car Door Carbon Exterior_B00M_RRCK_AB.wav	Carbon car door impact with brittle crack and lightweight panel response.
DESTRCrsh_VEHICLE HIT-Car Door Carbon Exterior_B00M_RRCK_MS.wav	Carbon car door impact with brittle crack and lightweight panel response.
DESTRCrsh_VEHICLE HIT-Car Door Carbon Exterior_B00M_RRCK_P1.wav	Carbon car door impact with brittle crack and lightweight panel response. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Door Glass Debris Exterior_B00M_RRCK_AB.wav	Car door impact layered with glass debris and sharp fragment scatter.
DESTRCrsh_VEHICLE HIT-Car Door Glass Debris Exterior_B00M_RRCK_MS.wav	Car door impact layered with glass debris and sharp fragment scatter.
DESTRCrsh_VEHICLE HIT-Car Door Glass Debris Exterior_B00M_RRCK_P1.wav	Car door impact layered with glass debris and sharp fragment scatter. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Door Window Exterior_B00M_RRCK_MS.wav	Car door window impact with glass contact and light structural vibration.
DESTRCrsh_VEHICLE HIT-Car Door Window Front Interior_B00M_RRCK_AB.wav	Front interior perspective of window impact with softened glass contact and enclosed resonance.
DESTRCrsh_VEHICLE HIT-Car Door Window Interior_B00M_RRCK_AmbiX.wav	Interior perspective of window impact with muted glass detail and contained vibration.



FILENAME	DESCRIPTION
DESTRCrsh_VEHICLE HIT-Car Door Window Rear Interior_B00M_RRCK_AB.wav	Rear interior perspective of window impact with dampened glass contact and subtle resonance.
DESTRCrsh_VEHICLE HIT-Car Engine Compartment Carbon Exterior_B00M_RRCK_AB.wav	Engine compartment impact on carbon surface with brittle snap and light structural response.
DESTRCrsh_VEHICLE HIT-Car Engine Compartment Carbon Exterior_B00M_RRCK_MS.wav	Engine compartment impact on carbon surface with brittle snap and light structural response.
DESTRCrsh_VEHICLE HIT-Car Engine Compartment Carbon Exterior_B00M_RRCK_P1.wav	Engine compartment impact on carbon surface with brittle snap and light structural response. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Engine Compartment Metal Exterior_B00M_RRCK_AB.wav	Engine compartment metal impact with dense hit and rigid structural resonance.
DESTRCrsh_VEHICLE HIT-Car Engine Compartment Metal Exterior_B00M_RRCK_MS.wav	Engine compartment metal impact with dense hit and rigid structural resonance.
DESTRCrsh_VEHICLE HIT-Car Engine Compartment Metal Exterior_B00M_RRCK_P1.wav	Engine compartment metal impact with dense hit and rigid structural resonance. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Closed 01 Contact_B00M_RRCK_Mono.wav	Direct contact capture of hood close with detailed mechanical latch and surface vibration.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Closed 01 Exterior_B00M_RRCK_AB.wav	Engine hood close with solid metal contact and firm mechanical latch response.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Closed 01 Exterior_B00M_RRCK_MS.wav	Engine hood close with solid metal contact and firm mechanical latch response.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Closed 01 Exterior_B00M_RRCK_P1.wav	Engine hood close with solid metal contact and firm mechanical latch response. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Closed 01 Interior_B00M_RRCK_AmbiX.wav	Interior perspective of hood close with dampened metal contact and enclosed response.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Closed 01 Front Interior_B00M_RRCK_AB.wav	Front interior perspective of hood close with softened impact and forward cabin resonance.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Closed 01 Rear Interior_B00M_RRCK_AB.wav	Rear interior perspective of hood close with distant metal contact and subtle resonance.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Closed 02 Contact_B00M_RRCK_Mono.wav	Direct contact capture of heavier hood close with pronounced latch detail and surface vibration.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Closed 02 Exterior_B00M_RRCK_AB.wav	Engine hood close with heavier metal contact and reinforced latch engagement.



FILENAME	DESCRIPTION
DESTRCrsh_VEHICLE HIT-Car Engine Hood Closed 02 Exterior_B00M_RRCK_MS.wav	Engine hood close with heavier metal contact and reinforced latch engagement.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Closed 02 Exterior_B00M_RRCK_P1.wav	Engine hood close with heavier metal contact and reinforced latch engagement. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Closed 02 Interior_B00M_RRCK_AmbiX.wav	Interior perspective of heavier hood close with dampened contact and enclosed vibration.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Closed 02 Front Interior_B00M_RRCK_AB.wav	Front interior perspective of heavier hood close with softened impact and forward resonance.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Closed 02 Rear Interior_B00M_RRCK_AB.wav	Rear interior perspective of heavier hood close with distant metal contact and low resonance.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Drop Contact_B00M_RRCK_Mono.wav	Direct contact capture of hood drop with detailed impact texture and surface vibration.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Drop Exterior_B00M_RRCK_AB.wav	Engine hood drop with heavy metal impact and uncontrolled panel slam.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Drop Exterior_B00M_RRCK_MS.wav	Engine hood drop with heavy metal impact and uncontrolled panel slam.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Drop Exterior_B00M_RRCK_P1.wav	Engine hood drop with heavy metal impact and uncontrolled panel slam. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Drop Interior_B00M_RRCK_AmbiX.wav	Interior perspective of hood drop with dampened impact and enclosed vibration.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Drop Front Interior_B00M_RRCK_AB.wav	Front interior perspective of hood drop with softened slam and forward cabin resonance.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Drop Rear Interior_B00M_RRCK_AB.wav	Rear interior perspective of hood drop with distant slam and low resonance.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Loose Exterior_B00M_RRCK_AB.wav	Loose engine hood movement with unstable metal rattle and shifting panel contact.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Loose Exterior_B00M_RRCK_MS.wav	Loose engine hood movement with unstable metal rattle and shifting panel contact.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Loose Exterior_B00M_RRCK_P1.wav	Loose engine hood movement with unstable metal rattle and shifting panel contact. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Muffled Contact_B00M_RRCK_Mono.wav	Direct contact capture of muffled hood impact with subdued vibration and reduced detail.



FILENAME	DESCRIPTION
DESTRCrsh_VEHICLE HIT-Car Engine Hood Muffled Exterior_B00M_RRCK_MS.wav	Muffled engine hood impact with reduced high detail and softened metal contact.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Muffled Interior_B00M_RRCK_AmbiX.wav	Interior perspective of muffled hood impact with dampened tone and minimal resonance.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Muffled Exterior_B00M_RRCK_P1.wav	Muffled engine hood impact with reduced high detail and softened metal contact. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Tight Exterior_B00M_RRCK_AB.wav	Tight engine hood closure with firm metal contact and secure latch response.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Tight Exterior_B00M_RRCK_MS.wav	Tight engine hood closure with firm metal contact and secure latch response.
DESTRCrsh_VEHICLE HIT-Car Engine Hood Tight Exterior_B00M_RRCK_P1.wav	Tight engine hood closure with firm metal contact and secure latch response. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Fender Carbon Exterior 01_B00M_RRCK_AB.wav	Carbon fender impact with sharp attack and brittle panel response.
DESTRCrsh_VEHICLE HIT-Car Fender Carbon Exterior 01_B00M_RRCK_MS.wav	Carbon fender impact with sharp attack and brittle panel response.
DESTRCrsh_VEHICLE HIT-Car Fender Carbon Exterior 01_B00M_RRCK_P1.wav	Carbon fender impact with sharp attack and brittle panel response. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Fender Carbon Exterior 02_B00M_RRCK_AB.wav	Carbon fender hit with heavier strike and reinforced panel crack.
DESTRCrsh_VEHICLE HIT-Car Fender Carbon Exterior 02_B00M_RRCK_MS.wav	Carbon fender hit with heavier strike and reinforced panel crack.
DESTRCrsh_VEHICLE HIT-Car Fender Carbon Exterior 02_B00M_RRCK_P1.wav	Carbon fender hit with heavier strike and reinforced panel crack. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Fender Metal Glass Debris Exterior_B00M_RRCK_AB.wav	Metal fender impact layered with glass debris and sharp fragment scatter.
DESTRCrsh_VEHICLE HIT-Car Fender Metal Glass Debris Exterior_B00M_RRCK_MS.wav	Metal fender impact layered with glass debris and sharp fragment scatter.
DESTRCrsh_VEHICLE HIT-Car Fender Metal Glass Debris Exterior_B00M_RRCK_P1.wav	Metal fender impact layered with glass debris and sharp fragment scatter. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Floor Carbon Exterior_B00M_RRCK_MS.wav	Carbon floor impact with light structural hit and brittle surface response.
DESTRCrsh_VEHICLE HIT-Car Floor Carbon Exterior_B00M_RRCK_P1.wav	Carbon floor impact with light structural hit and brittle surface response. Pitched down 192 kHz file by one octave.



FILENAME	DESCRIPTION
DESTRCrsh_VEHICLE HIT-Car Floor Carbon Interior_B00M_RRCK_AmbiX.wav	Interior perspective of carbon floor hit with softened impact and enclosed resonance.
DESTRCrsh_VEHICLE HIT-Car Floor Metal Exterior_B00M_RRCK_MS.wav	Metal floor impact with dense hit and rigid structural resonance.
DESTRCrsh_VEHICLE HIT-Car Floor Metal Exterior_B00M_RRCK_P1.wav	Metal floor impact with dense hit and rigid structural resonance. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Floor Metal Interior_B00M_RRCK_AmbiX.wav	Interior perspective of metal floor hit with dampened impact and low resonance.
DESTRCrsh_VEHICLE HIT-Car Floor Tire Exterior_B00M_RRCK_MS.wav	Tire striking car floor with soft rubber impact and broad surface contact.
DESTRCrsh_VEHICLE HIT-Car Floor Tire Exterior_B00M_RRCK_P1.wav	Tire striking car floor with soft rubber impact and broad surface contact. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Floor Tire Interior_B00M_RRCK_AmbiX.wav	Interior perspective of tire impact on floor with muted thud and enclosed vibration.
DESTRCrsh_VEHICLE HIT-Car Frame Windshield Exterior 01_B00M_RRCK_AB.wav	Frame impact into windshield with glass contact and sharp cracking detail.
DESTRCrsh_VEHICLE HIT-Car Frame Windshield Exterior 01_B00M_RRCK_MS.wav	Frame impact into windshield with glass contact and sharp cracking detail.
DESTRCrsh_VEHICLE HIT-Car Frame Windshield Exterior 01_B00M_RRCK_P1.wav	Frame impact into windshield with glass contact and sharp cracking detail. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Frame Windshield Exterior 02_B00M_RRCK_AB.wav	Heavier frame strike into windshield with pronounced glass break and structural stress.
DESTRCrsh_VEHICLE HIT-Car Frame Windshield Exterior 02_B00M_RRCK_MS.wav	Heavier frame strike into windshield with pronounced glass break and structural stress.
DESTRCrsh_VEHICLE HIT-Car Frame Windshield Exterior 02_B00M_RRCK_P1.wav	Heavier frame strike into windshield with pronounced glass break and structural stress. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Front Carbon Exterior_B00M_RRCK_AB.wav	Front carbon body impact with sharp transient and lightweight structural crack.
DESTRCrsh_VEHICLE HIT-Car Front Carbon Exterior_B00M_RRCK_MS.wav	Front carbon body impact with sharp transient and lightweight structural crack.
DESTRCrsh_VEHICLE HIT-Car Front Carbon Exterior_B00M_RRCK_P1.wav	Front carbon body impact with sharp transient and lightweight structural crack. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Front Carbon Sennheiser e901 Exterior_B00M_RRCK_Mono.wav	Front carbon body impact with sharp transient and lightweight structural crack.
DESTRCrsh_VEHICLE HIT-Car Front Carbon Soft Exterior_B00M_RRCK_AB.wav	Soft carbon front impact with reduced attack and gentle panel response.
DESTRCrsh_VEHICLE HIT-Car Front Carbon Soft Exterior_B00M_RRCK_MS.wav	Soft carbon front impact with reduced attack and gentle panel response.
DESTRCrsh_VEHICLE HIT-Car Front Carbon Soft Exterior_B00M_RRCK_P1.wav	Soft carbon front impact with reduced attack and gentle panel response. Pitched down 192 kHz file by one octave.



FILENAME	DESCRIPTION
DESTRCrsh_VEHICLE HIT-Car Front Carbon Soft Sennheiser e901 Exterior_B00M_RRCK_Mono.wav	Soft carbon front impact with reduced attack and gentle panel response.
DESTRCrsh_VEHICLE HIT-Car Headlight Carbon Shatter Contact_B00M_RRCK_Mono.wav	Direct contact capture of headlight shatter with detailed glass break and surface vibration.
DESTRCrsh_VEHICLE HIT-Car Headlight Carbon Shatter Exterior_B00M_RRCK_AB.wav	Headlight impact with carbon elements and brittle glass shatter detail.
DESTRCrsh_VEHICLE HIT-Car Headlight Carbon Shatter Exterior_B00M_RRCK_MS.wav	Headlight impact with carbon elements and brittle glass shatter detail.
DESTRCrsh_VEHICLE HIT-Car Headlight Carbon Shatter Exterior_B00M_RRCK_P1.wav	Headlight impact with carbon elements and brittle glass shatter detail. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Headlight Carbon Shatter Interior_B00M_RRCK_AmbiX.wav	Interior perspective of headlight shatter with muted glass detail and enclosed vibration.
DESTRCrsh_VEHICLE HIT-Car Headlight Carbon Shatter Front Interior_B00M_RRCK_AB.wav	Front interior perspective of headlight shatter with softened glass break and forward resonance.
DESTRCrsh_VEHICLE HIT-Car Headlight Carbon Shatter Rear Interior_B00M_RRCK_AB.wav	Rear interior perspective of headlight shatter with distant glass break and subtle resonance.
DESTRCrsh_VEHICLE HIT-Car Headlight Exterior_B00M_RRCK_AB.wav	Headlight impact with glass contact and sharp reflective crack detail.
DESTRCrsh_VEHICLE HIT-Car Headlight Exterior_B00M_RRCK_MS.wav	Headlight impact with glass contact and sharp reflective crack detail.
DESTRCrsh_VEHICLE HIT-Car Headlight Exterior_B00M_RRCK_P1.wav	Headlight impact with glass contact and sharp reflective crack detail. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Headlight Soft Exterior_B00M_RRCK_AB.wav	Soft headlight impact with reduced glass break and gentle contact detail.
DESTRCrsh_VEHICLE HIT-Car Headlight Soft Exterior_B00M_RRCK_MS.wav	Soft headlight impact with reduced glass break and gentle contact detail.
DESTRCrsh_VEHICLE HIT-Car Headlight Soft Exterior_B00M_RRCK_P1.wav	Soft headlight impact with reduced glass break and gentle contact detail. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Loose Structure Exterior_B00M_RRCK_AB.wav	Loose vehicle structure hit with rattling components and unstable metal movement.
DESTRCrsh_VEHICLE HIT-Car Loose Structure Exterior_B00M_RRCK_MS.wav	Loose vehicle structure hit with rattling components and unstable metal movement.
DESTRCrsh_VEHICLE HIT-Car Loose Structure Exterior_B00M_RRCK_P1.wav	Loose vehicle structure hit with rattling components and unstable metal movement. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Rear Bumper 01 Contact_B00M_RRCK_Mono.wav	Rear bumper impact with firm contact and controlled structural response.
DESTRCrsh_VEHICLE HIT-Car Rear Bumper 01 Exterior_B00M_RRCK_MS.wav	Rear bumper impact with solid contact and controlled structural response.
DESTRCrsh_VEHICLE HIT-Car Rear Bumper 01 Exterior_B00M_RRCK_P1.wav	Rear bumper impact with solid contact and controlled structural response. Pitched down 192 kHz file by one octave.



FILENAME	DESCRIPTION
DESTRCrsh_VEHICLE HIT-Car Rear Bumper 01 Interior_B00M_RRCK_AmbiX.wav	Rear bumper impact with firm contact and controlled structural response.
DESTRCrsh_VEHICLE HIT-Car Rear Bumper 01 Front Interior_B00M_RRCK_AB.wav	Rear bumper impact with firm contact and controlled structural response.
DESTRCrsh_VEHICLE HIT-Car Rear Bumper 01 Rear Interior_B00M_RRCK_AB.wav	Rear bumper impact with firm contact and controlled structural response.
DESTRCrsh_VEHICLE HIT-Car Rear Bumper 02 Contact_B00M_RRCK_Mono.wav	Rear bumper hit with heavier strike and reinforced structural resonance.
DESTRCrsh_VEHICLE HIT-Car Rear Bumper 02 Exterior_B00M_RRCK_MS.wav	Rear bumper hit with heavier strike and reinforced structural resonance.
DESTRCrsh_VEHICLE HIT-Car Rear Bumper 02 Interior Right_B00M_RRCK_AB.wav	Rear bumper hit with heavier strike and reinforced structural resonance.
DESTRCrsh_VEHICLE HIT-Car Rear Bumper 02 Interior_B00M_RRCK_AmbiX.wav	Rear bumper hit with heavier strike and reinforced structural resonance.
DESTRCrsh_VEHICLE HIT-Car Rear Bumper 02 Exterior_B00M_RRCK_P1.wav	Rear bumper hit with heavier strike and reinforced structural resonance. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Roof Metal Exterior_B00M_RRCK_AB.wav	Metal roof strike with firm contact and resonant panel vibration.
DESTRCrsh_VEHICLE HIT-Car Roof Metal Exterior_B00M_RRCK_MS.wav	Metal roof hit with tight transient and controlled surface resonance.
DESTRCrsh_VEHICLE HIT-Car Roof Metal Exterior_B00M_RRCK_P1.wav	Metal roof impact with rigid hit and broad panel resonance. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Roof Metal Front Interior_B00M_RRCK_AB.wav	Interior roof impact with muted strike and softened panel resonance.
DESTRCrsh_VEHICLE HIT-Car Roof Metal Interior_B00M_RRCK_AmbiX.wav	Interior roof hit with diffused impact and enclosed tonal resonance.
DESTRCrsh_VEHICLE HIT-Car Roof Metal Rear Interior_B00M_RRCK_AB.wav	Rear interior roof impact with softened strike and dampened resonance.
DESTRCrsh_VEHICLE HIT-Car Side Contact_B00M_RRCK_Mono.wav	Side panel contact with dry hit and direct structural vibration.
DESTRCrsh_VEHICLE HIT-Car Side Exterior_B00M_RRCK_MS.wav	Vehicle side strike with tight attack and focused body resonance.
DESTRCrsh_VEHICLE HIT-Car Side Exterior_B00M_RRCK_P1.wav	Vehicle side impact with solid hit and mid range structural resonance. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Side Interior_B00M_RRCK_AmbiX.wav	Interior side hit with diffused impact and enclosed tonal response.
DESTRCrsh_VEHICLE HIT-Car Side Front Interior_B00M_RRCK_AB.wav	Interior side impact with softened hit and reduced structural detail.
DESTRCrsh_VEHICLE HIT-Car Side Rear Interior_B00M_RRCK_AB.wav	Rear interior side impact with softened strike and dampened resonance.
DESTRCrsh_VEHICLE HIT-Car Side Shoe Exterior_B00M_RRCK_AB.wav	Lower panel strike with compact hit and controlled body resonance.
DESTRCrsh_VEHICLE HIT-Car Side Shoe Exterior_B00M_RRCK_MS.wav	Lower panel hit with sharp transient and reduced resonance tail.
DESTRCrsh_VEHICLE HIT-Car Side Shoe Exterior_B00M_RRCK_P1.wav	Lower panel impact with tight contact and focused structural knock. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Side Shoe Front Interior_B00M_RRCK_AB.wav	Interior lower panel impact with softened contact and muted response.



FILENAME	DESCRIPTION
DESTRCrsh_VEHICLE HIT-Car Side Shoe Interior_B00M_RRCK_AmbiX.wav	Interior lower panel hit with diffused impact and enclosed tone.
DESTRCrsh_VEHICLE HIT-Car Side Shoe Rear Interior_B00M_RRCK_AB.wav	Rear interior lower panel impact with dampened strike and soft resonance.
DESTRCrsh_VEHICLE HIT-Car Tail Hard Contact_B00M_RRCK_Mono.wav	Rear section contact with dry hit and immediate structural vibration.
DESTRCrsh_VEHICLE HIT-Car Tail Hard Exterior_B00M_RRCK_MS.wav	Rear section hit with sharp attack and compact structural resonance.
DESTRCrsh_VEHICLE HIT-Car Tail Hard Exterior_B00M_RRCK_P1.wav	Rear section impact with hard strike and dense structural response. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Tail Hard Interior_B00M_RRCK_AmbiX.wav	Interior rear hit with diffused impact and enclosed low resonance.
DESTRCrsh_VEHICLE HIT-Car Tail Hard Front Interior_B00M_RRCK_AB.wav	Interior rear impact with firm strike and slightly muted resonance.
DESTRCrsh_VEHICLE HIT-Car Tail Hard Rear Interior_B00M_RRCK_AB.wav	Rear interior impact with dense strike and dampened resonance tail.
DESTRCrsh_VEHICLE HIT-Car Tail Light Carbon Shatter Contact_B00M_RRCK_Mono.wav	Tail light contact with sharp crack and direct structural break detail.
DESTRCrsh_VEHICLE HIT-Car Tail Light Carbon Shatter Exterior_B00M_RRCK_AB.wav	Tail light strike with crisp fracture and scattered debris detail.
DESTRCrsh_VEHICLE HIT-Car Tail Light Carbon Shatter Exterior_B00M_RRCK_MS.wav	Tail light hit with tight crack transient and controlled debris spread.
DESTRCrsh_VEHICLE HIT-Car Tail Light Carbon Shatter Exterior_B00M_RRCK_P1.wav	Tail light impact with brittle carbon crack and sharp glass debris scatter. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Tail Light Carbon Shatter Interior_B00M_RRCK_AmbiX.wav	Interior tail light hit with diffused crack and enclosed debris texture.
DESTRCrsh_VEHICLE HIT-Car Tail Light Carbon Shatter Front Interior_B00M_RRCK_AB.wav	Interior tail light impact with softened fracture and muted debris detail.
DESTRCrsh_VEHICLE HIT-Car Tail Light Carbon Shatter Rear Interior_B00M_RRCK_AB.wav	Rear interior tail light impact with softened fracture and dampened debris.
DESTRCrsh_VEHICLE HIT-Car Tail Ringing Exterior_B00M_RRCK_MS.wav	Rear panel impact with metallic ring and lingering tonal resonance.
DESTRCrsh_VEHICLE HIT-Car Tail Ringing Exterior_B00M_RRCK_P1.wav	Rear panel impact with metallic ring and lingering tonal resonance. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Tail Ringing Interior_B00M_RRCK_AmbiX.wav	Rear panel impact with metallic ring and lingering tonal resonance.
DESTRCrsh_VEHICLE HIT-Car Tail Soft Exterior_B00M_RRCK_MS.wav	Rear section impact with softened strike and dampened structural response.
DESTRCrsh_VEHICLE HIT-Car Tail Soft Exterior_B00M_RRCK_P1.wav	Rear section impact with softened strike and dampened structural response. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Tail Soft Front Interior_B00M_RRCK_AB.wav	Soft tail section impact with controlled contact and reduced structural response.
DESTRCrsh_VEHICLE HIT-Car Tail Soft Interior_B00M_RRCK_AmbiX.wav	Soft tail section impact with diffuse interior perspective and subdued resonance.
DESTRCrsh_VEHICLE HIT-Car Tail Soft Rear Interior_B00M_RRCK_AB.wav	Rear interior impact with softened strike and dampened tonal decay.



FILENAME	DESCRIPTION
DESTRCrsh_VEHICLE HIT-Car Tail Soft Sennheiser e901 Exterior_B00M_RRCK_Mono.wav	Rear section contact with tight low hit and reduced resonance.
DESTRCrsh_VEHICLE HIT-Car Tailgate Glass Shatter Contact_B00M_RRCK_Mono.wav	Tailgate contact with sharp crack and direct glass break detail.
DESTRCrsh_VEHICLE HIT-Car Tailgate Glass Shatter Exterior_B00M_RRCK_AB.wav	Tailgate impact with sharp glass break and scattered debris fragments.
DESTRCrsh_VEHICLE HIT-Car Tailgate Glass Shatter Exterior_B00M_RRCK_MS.wav	Tailgate impact with sharp glass break and scattered debris fragments.
DESTRCrsh_VEHICLE HIT-Car Tailgate Glass Shatter Exterior_B00M_RRCK_P1.wav	Tailgate impact with sharp glass break and scattered debris fragments. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Tailgate Glass Shatter Interior_B00M_RRCK_AmbiX.wav	Interior tailgate hit with diffused fracture and enclosed debris texture.
DESTRCrsh_VEHICLE HIT-Car Tailgate Glass Shatter Front Interior_B00M_RRCK_AB.wav	Interior tailgate impact with softened break and reduced debris detail.
DESTRCrsh_VEHICLE HIT-Car Tailgate Glass Shatter Rear Interior_B00M_RRCK_AB.wav	Rear interior tailgate impact with softened fracture and dampened debris.
DESTRCrsh_VEHICLE HIT-Car Trunk Door Glass Debris Soft Contact_B00M_RRCK_Mono.wav	Trunk door contact with soft crack and direct debris articulation.
DESTRCrsh_VEHICLE HIT-Car Trunk Door Glass Debris Soft Exterior_B00M_RRCK_AB.wav	Trunk door impact with softened break and light glass debris dispersion.
DESTRCrsh_VEHICLE HIT-Car Trunk Door Glass Debris Soft Exterior_B00M_RRCK_MS.wav	Trunk door impact with softened break and light glass debris dispersion.
DESTRCrsh_VEHICLE HIT-Car Trunk Door Glass Debris Soft Exterior_B00M_RRCK_P1.wav	Trunk door impact with softened break and light glass debris dispersion. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Trunk Door Glass Debris Soft Interior_B00M_RRCK_AmbiX.wav	Interior trunk hit with diffused fracture and enclosed debris texture.
DESTRCrsh_VEHICLE HIT-Car Trunk Door Glass Debris Soft Front Interior_B00M_RRCK_AB.wav	Interior trunk impact with muted break and softened debris detail.
DESTRCrsh_VEHICLE HIT-Car Trunk Door Glass Debris Soft Rear Interior_B00M_RRCK_AB.wav	Rear interior trunk impact with softened break and dampened debris.
DESTRCrsh_VEHICLE HIT-Car Trunk Hollow Exterior_B00M_RRCK_MS.wav	Trunk impact with hollow resonance and resonant cavity tone.



FILENAME	DESCRIPTION
DESTRCrsh_VEHICLE HIT-Car Windshield Crack Contact_B00M_RRCK_Mono.wav	Windshield contact with sharp crack and direct fracture articulation.
DESTRCrsh_VEHICLE HIT-Car Windshield Crack Exterior_B00M_RRCK_MS.wav	Windshield impact with sharp crack and spreading fracture detail.
DESTRCrsh_VEHICLE HIT-Car Windshield Crack Exterior_B00M_RRCK_P1.wav	Windshield impact with sharp crack and spreading fracture detail. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Windshield Crack Interior_B00M_RRCK_AmbiX.wav	Interior windshield hit with diffused crack and enclosed fracture texture.
DESTRCrsh_VEHICLE HIT-Car Windshield Crack Front Interior_B00M_RRCK_AB.wav	Interior windshield impact with softened crack and reduced fracture detail.
DESTRCrsh_VEHICLE HIT-Car Windshield Crack Rear Interior_B00M_RRCK_AB.wav	Rear interior windshield impact with softened crack and dampened detail.
DESTRCrsh_VEHICLE HIT-Car Wing Mirror Contact_B00M_RRCK_Mono.wav	Mirror contact with dry hit and direct structural vibration.
DESTRCrsh_VEHICLE HIT-Car Wing Mirror Exterior_B00M_RRCK_MS.wav	Wing mirror impact with sharp hit and compact structural resonance.
DESTRCrsh_VEHICLE HIT-Car Wing Mirror Interior Right_B00M_RRCK_AB.wav	Interior mirror impact with softened hit and reduced structural detail.
DESTRCrsh_VEHICLE HIT-Car Wing Mirror Interior_B00M_RRCK_AmbiX.wav	Interior mirror hit with diffused impact and enclosed tonal response.
DESTRCrsh_VEHICLE HIT-Car Wing Mirror Exterior_B00M_RRCK_P1.wav	Wing mirror impact with sharp hit and compact structural resonance. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Car Wing Mirror Soft Exterior_B00M_RRCK_AB.wav	Wing mirror impact with soft contact and reduced structural resonance.
DESTRCrsh_VEHICLE HIT-Car Wing Mirror Soft Exterior_B00M_RRCK_MS.wav	Wing mirror impact with soft contact and reduced structural resonance.
DESTRCrsh_VEHICLE HIT-Car Wing Mirror Soft Exterior_B00M_RRCK_P1.wav	Wing mirror impact with soft contact and reduced structural resonance. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE HIT-Transporter Resonant Exterior_B00M_RRCK_AB.wav	Large vehicle impact with resonant hit and extended structural vibration.
DESTRCrsh_VEHICLE HIT-Transporter Resonant Exterior_B00M_RRCK_MS.wav	Large vehicle impact with resonant hit and extended structural vibration.
DESTRCrsh_VEHICLE HIT-Transporter Resonant Interior_B00M_RRCK_AB.wav	Interior vehicle impact with resonant hit and softened structural response.
DESTRCrsh_VEHICLE HIT-Transporter Resonant Interior_B00M_RRCK_AmbiX.wav	Interior vehicle impact with resonant hit and softened structural response.
DESTRCrsh_VEHICLE RATTLE-Car Door Steady Exterior_B00M_RRCK_MS.wav	Car door rattle with steady movement and consistent mechanical vibration.
DESTRCrsh_VEHICLE RATTLE-Car Door Steady Exterior_B00M_RRCK_P1.wav	Car door rattle with steady movement and consistent mechanical vibration. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE RATTLE-Car Engine Hood Loose_B00M_RRCK_MS.wav	Engine hood rattle with loose movement and irregular metallic vibration.



FILENAME	DESCRIPTION
DESTRcrsh_VEHICLE RATTLE-Car Front Bumper Carbon Exterior_B00M_RRCK_AB.wav	Front bumper rattle with carbon texture and light structural vibration.
DESTRcrsh_VEHICLE RATTLE-Car Front Bumper Carbon Exterior_B00M_RRCK_MS.wav	Front bumper rattle with carbon texture and light structural vibration.
DESTRcrsh_VEHICLE RATTLE-Car Front Bumper Carbon Interior_B00M_RRCK_AB.wav	Interior bumper rattle with softened carbon movement and reduced detail.
DESTRcrsh_VEHICLE RATTLE-Car Front Bumper Carbon Interior_B00M_RRCK_AmbiX.wav	Interior bumper rattle with softened carbon movement and reduced detail.
DESTRcrsh_VEHICLE RATTLE-Car Loose Structure Carbon Exterior_B00M_RRCK_AB.wav	Loose carbon structure rattle with irregular movement and sharp vibration.
DESTRcrsh_VEHICLE RATTLE-Car Loose Structure Carbon Exterior_B00M_RRCK_MS.wav	Loose carbon structure rattle with irregular movement and sharp vibration.
DESTRcrsh_VEHICLE RATTLE-Car Loose Structure Carbon Interior_B00M_RRCK_AB.wav	Interior carbon rattle with softened movement and dampened vibration.
DESTRcrsh_VEHICLE RATTLE-Car Loose Structure Carbon Interior_B00M_RRCK_AmbiX.wav	Interior carbon rattle with softened movement and dampened vibration.
DESTRcrsh_VEHICLE RATTLE-Car Loose Structure Exterior_B00M_RRCK_AB.wav	Loose structure rattle with uneven motion and broad structural vibration.
DESTRcrsh_VEHICLE RATTLE-Car Loose Structure Exterior_B00M_RRCK_MS.wav	Loose structure rattle with uneven motion and broad structural vibration.
DESTRcrsh_VEHICLE RATTLE-Car Loose Structure Exterior_B00M_RRCK_P1.wav	Loose structure rattle with uneven motion and broad structural vibration. Pitched down 192 kHz file by one octave.
DESTRcrsh_VEHICLE RATTLE-Car Soft Contact_B00M_RRCK_Mono.wav	Soft structure contact with light rattle and direct vibration detail.
DESTRcrsh_VEHICLE RATTLE-Car Soft Exterior_B00M_RRCK_MS.wav	Soft vehicle rattle with light movement and subdued structural detail.
DESTRcrsh_VEHICLE RATTLE-Car Soft Exterior_B00M_RRCK_P1.wav	Soft vehicle rattle with light movement and subdued structural detail. Pitched down 192 kHz file by one octave.
DESTRcrsh_VEHICLE RATTLE-Car Soft Interior_B00M_RRCK_AmbiX.wav	Interior soft rattle with diffused motion and enclosed tonal response.
DESTRcrsh_VEHICLE RATTLE-Car Soft Front Interior_B00M_RRCK_AB.wav	Interior soft rattle with muted movement and softened mechanical detail.
DESTRcrsh_VEHICLE RATTLE-Car Soft Rear Interior_B00M_RRCK_AB.wav	Rear interior soft rattle with gentle movement and dampened response.
DESTRcrsh_VEHICLE RATTLE-Car Strong Exterior_B00M_RRCK_AB.wav	Strong vehicle rattle with heavy movement and pronounced structural vibration.
DESTRcrsh_VEHICLE RATTLE-Car Strong Exterior_B00M_RRCK_MS.wav	Strong vehicle rattle with heavy movement and pronounced structural vibration.
DESTRcrsh_VEHICLE RATTLE-Car Strong Exterior_B00M_RRCK_P1.wav	Strong vehicle rattle with heavy movement and pronounced structural vibration. Pitched down 192 kHz file by one octave.



FILENAME	DESCRIPTION
DESTRCrsh_VEHICLE RATTLE-Car Strong Front Interior_B00M_RRCK_AB.wav	Interior strong rattle with firm movement and slightly muted resonance.
DESTRCrsh_VEHICLE RATTLE-Car Strong Interior_B00M_RRCK_AmbiX.wav	Interior strong rattle with diffused motion and enclosed heavy resonance.
DESTRCrsh_VEHICLE RATTLE-Car Strong Rear Interior_B00M_RRCK_AB.wav	Rear interior strong rattle with dense movement and dampened response.
DESTRCrsh_VEHICLE RATTLE-Car Suspension Exterior_B00M_RRCK_MS.wav	Suspension rattle with mechanical movement and layered structural vibration.
DESTRCrsh_VEHICLE RATTLE-Car Suspension Glass Debris Exterior_B00M_RRCK_MS.wav	Suspension rattle with added glass debris and scattered high frequency detail.
DESTRCrsh_VEHICLE RATTLE-Car Suspension Heavy Exterior_B00M_RRCK_MS.wav	Suspension rattle with heavy movement and deep structural vibration.
DESTRCrsh_VEHICLE ROLL-Car Loose Structure Exterior_B00M_RRCK_AB.wav	Loose structure roll with shifting movement and uneven structural motion.
DESTRCrsh_VEHICLE ROLL-Car Loose Structure Exterior_B00M_RRCK_MS.wav	Loose structure roll with shifting movement and uneven structural motion.
DESTRCrsh_VEHICLE ROLL-Car Loose Structure Exterior_B00M_RRCK_P1.wav	Loose structure roll with shifting movement and uneven structural motion. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE SCRAPE-Car Door On Rough Carbon Sheet Exterior_B00M_RRCK_MS.wav	Car door scrape on rough carbon with gritty texture and harsh friction.
DESTRCrsh_VEHICLE SCRAPE-Car Door On Rough Carbon Sheet Exterior_B00M_RRCK_P1.wav	Car door scrape on rough carbon with gritty texture and harsh friction. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE SCRAPE-Car Door On Rough Metal Sheet Exterior_B00M_RRCK_MS.wav	Car door scrape on rough metal with coarse friction and metallic grind.
DESTRCrsh_VEHICLE SCRAPE-Car Door On Rough Metal Sheet Exterior_B00M_RRCK_P1.wav	Car door scrape on rough metal with coarse friction and metallic grind. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE SCRAPE-Car Door On Sandpaper Exterior_B00M_RRCK_MS.wav	Car door scrape on sandpaper with dry friction and granular texture.
DESTRCrsh_VEHICLE SCRAPE-Car Door On Sandpaper Exterior_B00M_RRCK_P1.wav	Car door scrape on sandpaper with dry friction and granular texture. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE SCRAPE-Car Door On Sandpaper Steady Exterior_B00M_RRCK_MS.wav	Car door scrape on sandpaper with tight abrasion and controlled grain detail.
DESTRCrsh_VEHICLE SCRAPE-Car Door On Sandpaper Steady Exterior_B00M_RRCK_P1.wav	Car door scrape on sandpaper with tight abrasion and controlled grain detail. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE SCRAPE-Car Fender On Metal Sheet Exterior 01_B00M_RRCK_MS.wav	Car fender scrape on metal with broad friction and resonant grinding tone.



FILENAME	DESCRIPTION
DESTRCrsh_VEHICLE SCRAPE-Car Fender On Metal Sheet Exterior 01_B00M_RRCK_P1.wav	Car fender scrape on metal with broad friction and resonant grinding tone. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE SCRAPE-Car Fender On Metal Sheet Exterior 02_B00M_RRCK_MS.wav	Car fender scrape with heavier friction and extended metallic grind.
DESTRCrsh_VEHICLE SCRAPE-Car Fender On Metal Sheet Exterior 02_B00M_RRCK_P1.wav	Car fender scrape with heavier friction and extended metallic grind. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE SCRAPE-Car Fender On Metal Sheet Short Exterior_B00M_RRCK_MS.wav	Short fender scrape on metal with quick friction and sharp transient.
DESTRCrsh_VEHICLE SCRAPE-Car Fender On Metal Sheet Short Exterior_B00M_RRCK_P1.wav	Short fender scrape on metal with quick friction and sharp transient. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE SCRAPE-Car Fender On Rough Metal Sheet Exterior 01_B00M_RRCK_MS.wav	Car fender scrape on rough metal with gritty friction and uneven grind.
DESTRCrsh_VEHICLE SCRAPE-Car Fender On Rough Metal Sheet Exterior 01_B00M_RRCK_P1.wav	Car fender scrape on rough metal with gritty friction and uneven grind. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE SCRAPE-Car Fender On Rough Metal Sheet Exterior 02_B00M_RRCK_MS.wav	Car fender scrape with aggressive friction and extended rough metallic texture.
DESTRCrsh_VEHICLE SCRAPE-Car Fender On Rough Metal Sheet Exterior 02_B00M_RRCK_P1.wav	Car fender scrape with aggressive friction and extended rough metallic texture. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE SCRAPE-Car Fender On Sandpaper Exterior_B00M_RRCK_MS.wav	Car fender scrape on sandpaper with dry friction and coarse granular texture.
DESTRCrsh_VEHICLE SCRAPE-Car Fender On Sandpaper Exterior_B00M_RRCK_P1.wav	Car fender scrape on sandpaper with dry friction and coarse granular texture. Pitched down 192 kHz file by one octave.
DESTRCrsh_VEHICLE SCRAPE-Car Rim On Roof Exterior_B00M_RRCK_AB.wav	Car rim scrape across roof with heavy contact and dragging metallic friction.
DESTRCrsh_VEHICLE SCRAPE-Car Rim On Roof Exterior_B00M_RRCK_MS.wav	Car rim scrape across roof with heavy contact and dragging metallic friction.
DESTRCrsh_VEHICLE SCRAPE-Car Rim On Roof Interior_B00M_RRCK_AB.wav	Car rim scrape across roof with heavy contact and dragging metallic friction.
DESTRCrsh_VEHICLE SCRAPE-Car Rim On Roof Interior_B00M_RRCK_AmbiX.wav	Car rim scrape across roof with heavy contact and dragging metallic friction.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Carbon 01 Exterior_B00M_RRCK_AB.wav	Carbon roof scrape with dry friction and light structural drag.



FILENAME	DESCRIPTION
DESTRCrsh_VEHICLE SCRAPE-Car Roof Carbon 01 Exterior_B00M_RRCK_MS.wav	Carbon roof scrape with dry friction and light structural drag.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Carbon 01 Interior_B00M_RRCK_AB.wav	Interior carbon roof scrape with tight abrasion and controlled surface detail.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Carbon 01 Interior_B00M_RRCK_AmbiX.wav	Interior carbon roof scrape with tight abrasion and controlled surface detail.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Carbon 02 Exterior_B00M_RRCK_AB.wav	Carbon roof scrape with firmer drag and slightly heavier friction detail.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Carbon 02 Exterior_B00M_RRCK_MS.wav	Carbon roof scrape with firmer drag and slightly heavier friction detail.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Carbon 02 Interior_B00M_RRCK_AB.wav	Interior carbon roof scrape with softened drag and reduced surface detail.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Carbon 02 Interior_B00M_RRCK_AmbiX.wav	Interior carbon roof scrape with softened drag and reduced surface detail.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Heavy Exterior_B00M_RRCK_AB.wav	Heavy roof scrape with dense friction and weighty metal drag.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Heavy Exterior_B00M_RRCK_MS.wav	Heavy roof scrape with dense friction and weighty metal drag.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Heavy Interior_B00M_RRCK_AB.wav	Interior heavy roof scrape with muted drag and softened structural weight.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Heavy Interior_B00M_RRCK_AmbiX.wav	Interior heavy roof scrape with muted drag and softened structural weight.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Metal Exterior_B00M_RRCK_AB.wav	Metal roof scrape with broad friction and resonant surface drag.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Metal Exterior_B00M_RRCK_MS.wav	Metal roof scrape with broad friction and resonant surface drag.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Metal Interior_B00M_RRCK_AB.wav	Interior metal roof scrape with softened friction and reduced resonance.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Metal Interior_B00M_RRCK_AmbiX.wav	Interior metal roof scrape with softened friction and reduced resonance.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Metal Squeak Exterior_B00M_RRCK_AB.wav	Metal roof scrape with squeaking friction and strained surface movement.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Metal Squeak Exterior_B00M_RRCK_MS.wav	Metal roof scrape with squeaking friction and strained surface movement.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Metal Squeak Interior_B00M_RRCK_AB.wav	Interior metal roof scrape with softened squeak and muted drag.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Metal Squeak Interior_B00M_RRCK_AmbiX.wav	Interior metal roof scrape with softened squeak and muted drag.



FILENAME	DESCRIPTION
DESTRCrsh_VEHICLE SCRAPE-Car Roof Metal Uneven Exterior_B00M_RRCK_AB.wav	Metal roof scrape with uneven drag and irregular friction texture.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Metal Uneven Exterior_B00M_RRCK_MS.wav	Metal roof scrape with uneven drag and irregular friction texture.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Metal Uneven Interior_B00M_RRCK_AB.wav	Interior metal roof scrape with softened uneven drag and muted resonance.
DESTRCrsh_VEHICLE SCRAPE-Car Roof Metal Uneven Interior_B00M_RRCK_AmbiX.wav	Interior metal roof scrape with softened uneven drag and muted resonance.
DIRTImpt_MATERIAL HIT-Grass Surface Crunch_B00M_RRCK_MS.wav	Grass surface crunch with dry compression and light ground texture.
DIRTImpt_MATERIAL HIT-Grass Surface Crunch_B00M_RRCK_P1.wav	Grass surface crunch with dry compression and light ground texture. Pitched down 192 kHz file by one octave.
GLASCrsh_MATERIAL CRASH-Glass Pile_B00M_RRCK_MS.wav	Glass pile crash with brittle collapse and scattered shard movement.
GLASCrsh_MATERIAL CRASH-Glass Pile_B00M_RRCK_P1.wav	Glass pile crash with brittle collapse and scattered shard movement. Pitched down 192 kHz file by one octave.
GLASCrsh_MATERIAL CRASH-Glass Window Debris Small 01_B00M_RRCK_MS.wav	Small window debris collision with light shard scatter and brittle break detail.
GLASCrsh_MATERIAL CRASH-Glass Window Debris Small 01_B00M_RRCK_P1.wav	Small window debris collision with light shard scatter and brittle break detail. Pitched down 192 kHz file by one octave.
GLASCrsh_MATERIAL CRASH-Glass Window Debris Small 02_B00M_RRCK_MS.wav	Small window debris collision with slightly denser shard scatter and crisp break texture.
GLASCrsh_MATERIAL CRASH-Glass Window Debris Small 02_B00M_RRCK_P1.wav	Small window debris collision with slightly denser shard scatter and crisp break texture. Pitched down 192 kHz file by one octave.
GLASCrsh_MATERIAL CRASH-Glass Window Debris Small 03_B00M_RRCK_MS.wav	Small window debris collision with brittle collapse and light fragment dispersion.
GLASCrsh_MATERIAL CRASH-Glass Window Debris Small 03_B00M_RRCK_P1.wav	Small window debris collision with brittle collapse and light fragment dispersion. Pitched down 192 kHz file by one octave.
GLASCrsh_MATERIAL CRASH-Glass Window Debris_B00M_RRCK_MS.wav	Window debris collision with dense glass break and layered shard scatter.
GLASImpt_MATERIAL CRASH-Glass Pile_B00M_RRCK_MS.wav	Glass pile impact with brittle contact and loose shard movement.
GLASImpt_MATERIAL CRASH-Glass Pile_B00M_RRCK_P1.wav	Glass pile impact with brittle contact and loose shard movement. Pitched down 192 kHz file by one octave.
ICEImpt_MATERIAL HIT-Crunchy Snow_B00M_RRCK_MS.wav	Crunchy snow collision with dry compression and crisp frozen texture.
ICEImpt_MATERIAL HIT-Crunchy Snow_B00M_RRCK_P1.wav	Crunchy snow collision with dry compression and crisp frozen texture. Pitched down 192 kHz file by one octave.
ICEImpt_MATERIAL HIT-Ice Breaking_B00M_RRCK_MS.wav	Ice collision with sharp break and brittle fracture movement.
ICEImpt_MATERIAL HIT-Ice Breaking_B00M_RRCK_P1.wav	Ice collision with sharp break and brittle fracture movement. Pitched down 192 kHz file by one octave.



FILENAME	DESCRIPTION
ICEImpt_MATERIAL HIT-Solid Ice_B00M_RRCK_MS.wav	Solid ice collision with hard contact and dense frozen resonance.
ICEImpt_MATERIAL HIT-Solid Ice_B00M_RRCK_P1.wav	Solid ice collision with hard contact and dense frozen resonance. Pitched down 192 kHz file by one octave.
METLFric_MATERIAL SCRAPE-Metal Shield_B00M_RRCK_MS.wav	Metal shield scrape with broad friction and ringing surface drag.
METLFric_MATERIAL SCRAPE-Metal Shield_B00M_RRCK_P1.wav	Metal shield scrape with broad friction and ringing surface drag. Pitched down 192 kHz file by one octave.
METLFric_MATERIAL SCRAPE-Ringing Metal Board_B00M_RRCK_MS.wav	Metal board scrape with resonant drag and sustained ringing tone.
METLFric_MATERIAL SCRAPE-Ringing Metal Board_B00M_RRCK_P1.wav	Metal board scrape with resonant drag and sustained ringing tone. Pitched down 192 kHz file by one octave.
METLFric_MATERIAL SCRAPE-Squeaking Metal_B00M_RRCK_MS.wav	Metal scrape with strained squeak and rough friction movement.
METLFric_MATERIAL SCRAPE-Squeaking Metal_B00M_RRCK_P1.wav	Metal scrape with strained squeak and rough friction movement. Pitched down 192 kHz file by one octave.
METLImpt_MATERIAL HIT-Car Rim Tonal Resonant_B00M_RRCK_MS.wav	Car rim hit with strong tonal resonance and sustained metallic ring.
METLImpt_MATERIAL HIT-Car Rim Tonal Resonant_B00M_RRCK_P1.wav	Car rim hit with strong tonal resonance and sustained metallic ring. Pitched down 192 kHz file by one octave.
METLImpt_MATERIAL HIT-Car Rim Tonal Soft_B00M_RRCK_MS.wav	Car rim hit with softened tone and reduced metallic resonance.
METLImpt_MATERIAL HIT-Car Rim Tonal Soft_B00M_RRCK_P1.wav	Car rim hit with softened tone and reduced metallic resonance. Pitched down 192 kHz file by one octave.
METLImpt_MATERIAL HIT-Car Rim Tonal_B00M_RRCK_MS.wav	Car rim hit with clear tonal ring and balanced metallic response.
METLImpt_MATERIAL HIT-Car Rim Tonal_B00M_RRCK_P1.wav	Car rim hit with clear tonal ring and balanced metallic response. Pitched down 192 kHz file by one octave.
METLImpt_MATERIAL HIT-Dishwasher Bottom Inside Rattling_B00M_RRCK_MS.wav	Dishwasher interior hit with loose rattle and layered metallic movement.
METLImpt_MATERIAL HIT-Dishwasher Bottom Inside Rattling_B00M_RRCK_P1.wav	Dishwasher interior hit with loose rattle and layered metallic movement. Pitched down 192 kHz file by one octave.
METLImpt_MATERIAL HIT-Dishwasher Heavy Backside Hit Resonant_B00M_RRCK_MS.wav	Dishwasher backside hit with heavy impact and resonant metal sustain.
METLImpt_MATERIAL HIT-Dishwasher Heavy Backside Hit Resonant_B00M_RRCK_P1.wav	Dishwasher backside hit with heavy impact and resonant metal sustain. Pitched down 192 kHz file by one octave.
METLImpt_MATERIAL HIT-Dishwasher Heavy Close_B00M_RRCK_MS.wav	Dishwasher close with heavy contact and dense structural thud.
METLImpt_MATERIAL HIT-Dishwasher Heavy Close_B00M_RRCK_P1.wav	Dishwasher close with heavy contact and dense structural thud. Pitched down 192 kHz file by one octave.
METLImpt_MATERIAL HIT-Dishwasher Heavy Hit Short_B00M_RRCK_MS.wav	Dishwasher hit with heavy short impact and quick structural response.
METLImpt_MATERIAL HIT-Dishwasher Heavy Hit Short_B00M_RRCK_P1.wav	Dishwasher hit with heavy short impact and quick structural response. Pitched down 192 kHz file by one octave.
METLImpt_MATERIAL HIT-Dishwasher Heavy Side Resonant_B00M_RRCK_MS.wav	Dishwasher side hit with heavy impact and resonant metallic sustain.
METLImpt_MATERIAL HIT-Dishwasher Heavy Side Resonant_B00M_RRCK_P1.wav	Dishwasher side hit with heavy impact and resonant metallic sustain. Pitched down 192 kHz file by one octave.



FILENAME	DESCRIPTION
METLlmpT_MATERIAL HIT-Dishwasher Heavy Top Resonant_B00M_RRCK_MS.wav	Dishwasher top hit with dense impact and broad resonant tone.
METLlmpT_MATERIAL HIT-Dishwasher Heavy Top Resonant_B00M_RRCK_P1.wav	Dishwasher top hit with dense impact and broad resonant tone. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Dishwasher Large Resonant Debris_B00M_RRCK_MS.wav	Dishwasher impact with large debris movement and resonant metallic scatter.
METLlmpT_MATERIAL HIT-Dishwasher Large Resonant Debris_B00M_RRCK_P1.wav	Dishwasher impact with large debris movement and resonant metallic scatter. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Dishwasher Top Inside Rattling_B00M_RRCK_MS.wav	Dishwasher interior hit with loose rattle and upper panel vibration.
METLlmpT_MATERIAL HIT-Dishwasher Top Inside Rattling_B00M_RRCK_P1.wav	Dishwasher interior hit with loose rattle and upper panel vibration. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Engine Hood Muffled_B00M_RRCK_MS.wav	Engine hood collision with muffled contact and softened metal response.
METLlmpT_MATERIAL HIT-Engine Hood Muffled_B00M_RRCK_P1.wav	Engine hood collision with muffled contact and softened metal response. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Engine Hood_B00M_RRCK_MS.wav	Engine hood collision with reduced attack and controlled low metal tone.
METLlmpT_MATERIAL HIT-Engine Hood_B00M_RRCK_P1.wav	Engine hood collision with reduced attack and controlled low metal tone. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Exhaust Drop Dull_B00M_RRCK_MS.wav	Exhaust drop with dull collision and muted metallic response.
METLlmpT_MATERIAL HIT-Exhaust Drop Dull_B00M_RRCK_P1.wav	Exhaust drop with dull collision and muted metallic response. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Metal Bar Rattle Resonant_B00M_RRCK_MS.wav	Metal bar hit with loose rattle and resonant tonal sustain.
METLlmpT_MATERIAL HIT-Metal Bar Rattle Resonant_B00M_RRCK_P1.wav	Metal bar hit with loose rattle and resonant tonal sustain. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Metal Bar Rattle_B00M_RRCK_MS.wav	Metal bar hit with rattling contact and light structural vibration.
METLlmpT_MATERIAL HIT-Metal Bar Rattle_B00M_RRCK_P1.wav	Metal bar hit with rattling contact and light structural vibration. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Metal Board High_B00M_RRCK_MS.wav	Metal board hit with bright attack and sharp resonant tone.
METLlmpT_MATERIAL HIT-Metal Board High_B00M_RRCK_P1.wav	Metal board hit with bright attack and sharp resonant tone. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Metal Box_B00M_RRCK_MS.wav	Metal box hit with hollow impact and contained structural resonance.
METLlmpT_MATERIAL HIT-Metal Box_B00M_RRCK_P1.wav	Metal box hit with hollow impact and contained structural resonance. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Metal Bundle_B00M_RRCK_MS.wav	Metal bundle impact with layered contact and loose structural movement.
METLlmpT_MATERIAL HIT-Metal Bundle_B00M_RRCK_P1.wav	Metal bundle impact with layered contact and loose structural movement. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Metal Car Sheet_B00M_RRCK_MS.wav	Car sheet hit with flexible metal impact and broad panel resonance.
METLlmpT_MATERIAL HIT-Metal Car Sheet_B00M_RRCK_P1.wav	Car sheet hit with flexible metal impact and broad panel resonance. Pitched down 192 kHz file by one octave.





FILENAME	DESCRIPTION
METLmpt_MATERIAL HIT-Metal Chain Link Fence_B00M_RRCK_MS.wav	Chain link fence hit with loose metallic rattle and wide vibration spread.
METLmpt_MATERIAL HIT-Metal Chain Link Fence_B00M_RRCK_P1.wav	Chain link fence hit with loose metallic rattle and wide vibration spread. Pitched down 192 kHz file by one octave.
METLmpt_MATERIAL HIT-Metal Fence Small Loose_B00M_RRCK_MS.wav	Small fence hit with loose movement and irregular metallic rattle.
METLmpt_MATERIAL HIT-Metal Fence Small Loose_B00M_RRCK_P1.wav	Small fence hit with loose movement and irregular metallic rattle. Pitched down 192 kHz file by one octave.
METLmpt_MATERIAL HIT-Metal Fence Small Tight_B00M_RRCK_MS.wav	Small fence hit with firm contact and restrained metallic vibration.
METLmpt_MATERIAL HIT-Metal Fence Small Tight_B00M_RRCK_P1.wav	Small fence hit with firm contact and restrained metallic vibration. Pitched down 192 kHz file by one octave.
METLmpt_MATERIAL HIT-Metal Fence Tight Resonant_B00M_RRCK_MS.wav	Metal fence hit with rigid contact and resonant ringing sustain.
METLmpt_MATERIAL HIT-Metal Fence Tight Resonant_B00M_RRCK_P1.wav	Metal fence hit with rigid contact and resonant ringing sustain. Pitched down 192 kHz file by one octave.
METLmpt_MATERIAL HIT-Metal Grid Large Hard_B00M_RRCK_MS.wav	Large metal grid hit with hard impact and rigid structural response.
METLmpt_MATERIAL HIT-Metal Grid Large Hard_B00M_RRCK_P1.wav	Large metal grid hit with hard impact and rigid structural response. Pitched down 192 kHz file by one octave.
METLmpt_MATERIAL HIT-Metal Grid Large Loose_B00M_RRCK_MS.wav	Large metal grid hit with loose movement and extended rattling vibration.
METLmpt_MATERIAL HIT-Metal Grid Large Loose_B00M_RRCK_P1.wav	Large metal grid hit with loose movement and extended rattling vibration. Pitched down 192 kHz file by one octave.
METLmpt_MATERIAL HIT-Metal Grid Large Soft_B00M_RRCK_MS.wav	Large metal grid hit with softened contact and reduced structural response.
METLmpt_MATERIAL HIT-Metal Grid Large Soft_B00M_RRCK_P1.wav	Large metal grid hit with softened contact and reduced structural response. Pitched down 192 kHz file by one octave.
METLmpt_MATERIAL HIT-Metal Grid Small_B00M_RRCK_MS.wav	Small metal grid hit with quick impact and light structural resonance.
METLmpt_MATERIAL HIT-Metal Grid Small_B00M_RRCK_P1.wav	Small metal grid hit with quick impact and light structural resonance. Pitched down 192 kHz file by one octave.
METLmpt_MATERIAL HIT-Metal Grid_B00M_RRCK_MS.wav	Metal grid hit with solid contact and balanced structural resonance.
METLmpt_MATERIAL HIT-Metal Grid_B00M_RRCK_P1.wav	Metal grid hit with solid contact and balanced structural resonance. Pitched down 192 kHz file by one octave.
METLmpt_MATERIAL HIT-Metal Plate Dull_B00M_RRCK_MS.wav	Metal plate hit with dull impact and reduced ringing resonance.
METLmpt_MATERIAL HIT-Metal Plate Dull_B00M_RRCK_P1.wav	Metal plate hit with dull impact and reduced ringing resonance. Pitched down 192 kHz file by one octave.
METLmpt_MATERIAL HIT-Metal Plate Heavy_B00M_RRCK_MS.wav	Heavy metal plate hit with dense impact and weighty structural resonance.
METLmpt_MATERIAL HIT-Metal Plate Heavy_B00M_RRCK_P1.wav	Heavy metal plate hit with dense impact and weighty structural resonance. Pitched down 192 kHz file by one octave.
METLmpt_MATERIAL HIT-Metal Plate Large Resonant_B00M_RRCK_MS.wav	Large metal plate hit with wide resonance and sustained ringing tone.
METLmpt_MATERIAL HIT-Metal Plate Large Resonant_B00M_RRCK_P1.wav	Large metal plate hit with wide resonance and sustained ringing tone. Pitched down 192 kHz file by one octave.
METLmpt_MATERIAL HIT-Metal Plate Small Rattling_B00M_RRCK_MS.wav	Small metal plate hit with loose rattle and light structural movement.
METLmpt_MATERIAL HIT-Metal Plate Small Rattling_B00M_RRCK_P1.wav	Small metal plate hit with loose rattle and light structural movement. Pitched down 192 kHz file by one octave.
METLmpt_MATERIAL HIT-Metal Plate Small Resonant_B00M_RRCK_MS.wav	Small metal plate hit with bright resonance and clear ringing tone.
METLmpt_MATERIAL HIT-Metal Plate Small Resonant_B00M_RRCK_P1.wav	Small metal plate hit with bright resonance and clear ringing tone. Pitched down 192 kHz file by one octave.



FILENAME	DESCRIPTION
METLlmpT_MATERIAL HIT-Metal Plate Small_B00M_RRCK_MS.wav	Small metal plate hit with quick impact and light structural tone.
METLlmpT_MATERIAL HIT-Metal Plate Small_B00M_RRCK_P1.wav	Small metal plate hit with quick impact and light structural tone. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Metal Plate Soft_B00M_RRCK_MS.wav	Metal plate hit with softened contact and reduced ringing response.
METLlmpT_MATERIAL HIT-Metal Plate Soft_B00M_RRCK_P1.wav	Metal plate hit with softened contact and reduced ringing response. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Metal Pole Drop Large_B00M_RRCK_MS.wav	Large metal pole drop with heavy collision and deep structural resonance.
METLlmpT_MATERIAL HIT-Metal Pole Drop Large_B00M_RRCK_P1.wav	Large metal pole drop with heavy collision and deep structural resonance. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Metal Pole Drop Small_B00M_RRCK_MS.wav	Small metal pole drop with quick collision and light metallic response.
METLlmpT_MATERIAL HIT-Metal Pole Drop Small_B00M_RRCK_P1.wav	Small metal pole drop with quick collision and light metallic response. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Metal Pole Loose_B00M_RRCK_MS.wav	Metal pole hit with loose movement and irregular rattling vibration.
METLlmpT_MATERIAL HIT-Metal Pole Loose_B00M_RRCK_P1.wav	Metal pole hit with loose movement and irregular rattling vibration. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Metal Pole Resonant_B00M_RRCK_MS.wav	Metal pole hit with strong resonance and sustained ringing tone.
METLlmpT_MATERIAL HIT-Metal Pole Resonant_B00M_RRCK_P1.wav	Metal pole hit with strong resonance and sustained ringing tone. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Metal Pole Small High_B00M_RRCK_MS.wav	Small metal pole hit with bright tone and sharp high ring.
METLlmpT_MATERIAL HIT-Metal Pole Small High_B00M_RRCK_P1.wav	Small metal pole hit with bright tone and sharp high ring. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Metal Pole Small Muffled_B00M_RRCK_MS.wav	Small metal pole hit with muffled impact and reduced tonal presence.
METLlmpT_MATERIAL HIT-Metal Pole Small Muffled_B00M_RRCK_P1.wav	Small metal pole hit with muffled impact and reduced tonal presence. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Metal Pole Small_B00M_RRCK_MS.wav	Small metal pole hit with quick impact and light structural tone.
METLlmpT_MATERIAL HIT-Metal Pole Small_B00M_RRCK_P1.wav	Small metal pole hit with quick impact and light structural tone. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Metal Road Sign Drop Asphalt Soft_B00M_RRCK_MS.wav	Road sign drop on asphalt with soft collision and reduced metallic ring.
METLlmpT_MATERIAL HIT-Metal Road Sign Drop Asphalt Soft_B00M_RRCK_P1.wav	Road sign drop on asphalt with soft collision and reduced metallic ring. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Metal Road Sign Drop Asphalt Thin_B00M_RRCK_MS.wav	Road sign drop on asphalt with thin collision and sharp metallic tone.
METLlmpT_MATERIAL HIT-Metal Road Sign Drop Asphalt Thin_B00M_RRCK_P1.wav	Road sign drop on asphalt with thin collision and sharp metallic tone. Pitched down 192 kHz file by one octave.
METLlmpT_MATERIAL HIT-Metal Road Sign Drop Asphalt_B00M_RRCK_MS.wav	Road sign drop on asphalt with solid collision and balanced metallic resonance.
METLlmpT_MATERIAL HIT-Metal Road Sign Drop Asphalt_B00M_RRCK_P1.wav	Road sign drop on asphalt with solid collision and balanced metallic resonance. Pitched down 192 kHz file by one octave.



FILENAME	DESCRIPTION
METLmpt_MATERIAL HIT-Metal Road Sign Rattling_B00M_RRCK_MS.wav	Road sign hit with loose rattle and thin metallic vibration.
METLmpt_MATERIAL HIT-Metal Road Sign Rattling_B00M_RRCK_P1.wav	Road sign hit with loose rattle and thin metallic vibration. Pitched down 192 kHz file by one octave.
METLmpt_MATERIAL HIT-Metal Road Sign Tonal High_B00M_RRCK_MS.wav	Road sign hit with bright tonal ring and sharp high resonance.
METLmpt_MATERIAL HIT-Metal Road Sign Tonal High_B00M_RRCK_P1.wav	Road sign hit with bright tonal ring and sharp high resonance. Pitched down 192 kHz file by one octave.
METLmpt_MATERIAL HIT-Metal Road Sign Tonal Muffled_B00M_RRCK_MS.wav	Road sign hit with muted tone and reduced ringing resonance.
METLmpt_MATERIAL HIT-Metal Road Sign Tonal Muffled_B00M_RRCK_P1.wav	Road sign hit with muted tone and reduced ringing resonance. Pitched down 192 kHz file by one octave.
METLmpt_MATERIAL HIT-Metal Road Sign Tonal_B00M_RRCK_MS.wav	Road sign hit with clear tonal ring and balanced metallic resonance.
METLmpt_MATERIAL HIT-Metal Road Sign Tonal_B00M_RRCK_P1.wav	Road sign hit with clear tonal ring and balanced metallic resonance. Pitched down 192 kHz file by one octave.
METLMvmt_MATERIAL RATTLE-Metal Chain Link Fence Large_B00M_RRCK_MS.wav	Large chain link fence clatter with wide movement and layered metallic vibration.
METLMvmt_MATERIAL RATTLE-Metal Chain Link Fence Large_B00M_RRCK_P1.wav	Large chain link fence clatter with wide movement and layered metallic vibration. Pitched down 192 kHz file by one octave.
METLMvmt_MATERIAL RATTLE-Metal Chain Link Fence Small_B00M_RRCK_MS.wav	Small chain link fence clatter with light movement and thin metallic chatter.
METLMvmt_MATERIAL RATTLE-Metal Chain Link Fence Small_B00M_RRCK_P1.wav	Small chain link fence clatter with light movement and thin metallic chatter. Pitched down 192 kHz file by one octave.
METLMvmt_MATERIAL RATTLE-Metal Chain Link Fence_B00M_RRCK_MS.wav	Chain link fence clatter with steady movement and balanced metallic vibration.
METLMvmt_MATERIAL RATTLE-Metal Chain Link Fence_B00M_RRCK_P1.wav	Chain link fence clatter with steady movement and balanced metallic vibration. Pitched down 192 kHz file by one octave.
METLMvmt_MATERIAL RATTLE-Metal Chain_B00M_RRCK_MS.wav	Metal chain clatter with loose movement and layered clinking detail.
METLMvmt_MATERIAL RATTLE-Metal Chain_B00M_RRCK_P1.wav	Metal chain clatter with loose movement and layered clinking detail. Pitched down 192 kHz file by one octave.
METLMvmt_MATERIAL RATTLE-Metal Grid Fence_B00M_RRCK_MS.wav	Metal grid fence clatter with rigid movement and resonant structural vibration.
METLMvmt_MATERIAL RATTLE-Metal Grid Fence_B00M_RRCK_P1.wav	Metal grid fence clatter with rigid movement and resonant structural vibration. Pitched down 192 kHz file by one octave.
METLMvmt_MATERIAL RATTLE-Metal Pole Small Roll Fast_B00M_RRCK_MS.wav	Small metal pole topple with fast movement and rapid rattling vibration.
METLMvmt_MATERIAL RATTLE-Metal Pole Small Roll Fast_B00M_RRCK_P1.wav	Small metal pole topple with fast movement and rapid rattling vibration. Pitched down 192 kHz file by one octave.
METLMvmt_MATERIAL RATTLE-Metal Pole Small Roll Slow_B00M_RRCK_MS.wav	Small metal pole topple with slow movement and spaced metallic rattling.



FILENAME	DESCRIPTION
METLMvmt_MATERIAL RATTLE-Metal Pole Small Roll Slow_B00M_RRCK_P1.wav	Small metal pole topple with slow movement and spaced metallic rattling. Pitched down 192 kHz file by one octave.
PLASFric_MATERIAL SCRAPE-Large Corrugated Sheet Rough_B00M_RRCK_MS.wav	Large corrugated sheet rake with rough texture and broad friction movement.
PLASFric_MATERIAL SCRAPE-Large Corrugated Sheet Rough_B00M_RRCK_P1.wav	Large corrugated sheet rake with rough texture and broad friction movement. Pitched down 192 kHz file by one octave.
PLASFric_MATERIAL SCRAPE-Medium Box Rough 01_B00M_RRCK_MS.wav	Medium box rake with rough texture and steady friction movement.
PLASFric_MATERIAL SCRAPE-Medium Box Rough 01_B00M_RRCK_P1.wav	Medium box rake with rough texture and steady friction movement. Pitched down 192 kHz file by one octave.
PLASFric_MATERIAL SCRAPE-Medium Box Rough 02_B00M_RRCK_MS.wav	Medium box rake with rough surface contact and uneven friction motion.
PLASFric_MATERIAL SCRAPE-Medium Box Rough 02_B00M_RRCK_P1.wav	Medium box rake with rough surface contact and uneven friction motion. Pitched down 192 kHz file by one octave.
PLASFric_MATERIAL SCRAPE-Medium Box Rough Soft 01_B00M_RRCK_MS.wav	Medium box rake with softened rough texture and reduced friction intensity.
PLASFric_MATERIAL SCRAPE-Medium Box Rough Soft 01_B00M_RRCK_P1.wav	Medium box rake with softened rough texture and reduced friction intensity. Pitched down 192 kHz file by one octave.
PLASFric_MATERIAL SCRAPE-Medium Box Rough Soft 02_B00M_RRCK_MS.wav	Medium box rake with gentle rough contact and subdued friction movement.
PLASFric_MATERIAL SCRAPE-Medium Box Rough Soft 02_B00M_RRCK_P1.wav	Medium box rake with gentle rough contact and subdued friction movement. Pitched down 192 kHz file by one octave.
PLASFric_MATERIAL SCRAPE-Sandpaper Corrugated Sheet Steady_B00M_RRCK_MS.wav	Corrugated sheet rake on sandpaper with steady motion and gritty friction.
PLASFric_MATERIAL SCRAPE-Sandpaper Corrugated Sheet Steady_B00M_RRCK_P1.wav	Corrugated sheet rake on sandpaper with steady motion and gritty friction. Pitched down 192 kHz file by one octave.
PLASFric_MATERIAL SCRAPE-Small Box Clicky Steady_B00M_RRCK_MS.wav	Small box rake with steady motion and intermittent clicky surface detail.
PLASFric_MATERIAL SCRAPE-Small Box Clicky Steady_B00M_RRCK_P1.wav	Small box rake with steady motion and intermittent clicky surface detail. Pitched down 192 kHz file by one octave.
PLASFric_MATERIAL SCRAPE-Small Box Hard_B00M_RRCK_MS.wav	Small box rake with hard contact and rigid friction texture.
PLASFric_MATERIAL SCRAPE-Small Box Hard_B00M_RRCK_P1.wav	Small box rake with hard contact and rigid friction texture. Pitched down 192 kHz file by one octave.
PLASFric_MATERIAL SCRAPE-Small Box Rough Soft_B00M_RRCK_MS.wav	Small box rake with soft rough texture and reduced friction intensity.
PLASFric_MATERIAL SCRAPE-Small Box Rough Soft_B00M_RRCK_P1.wav	Small box rake with soft rough texture and reduced friction intensity. Pitched down 192 kHz file by one octave.
PLASFric_MATERIAL SCRAPE-Small Box Rough Steady_B00M_RRCK_MS.wav	Small box rake with steady rough texture and continuous friction movement.
PLASFric_MATERIAL SCRAPE-Small Box Rough Steady_B00M_RRCK_P1.wav	Small box rake with steady rough texture and continuous friction movement. Pitched down 192 kHz file by one octave.
PLASFric_MATERIAL SCRAPE-Small Box Rough_B00M_RRCK_MS.wav	Small box rake with rough texture and irregular friction movement.



FILENAME	DESCRIPTION
PLASFric_MATERIAL SCRAPE-Small Box Rough_B00M_RRCK_P1.wav	Small box rake with rough texture and irregular friction movement. Pitched down 192 kHz file by one octave.
PLASFric_MATERIAL SCRAPE-Small Box Soft Steady_B00M_RRCK_MS.wav	Small box rake with soft texture and smooth steady friction movement.
PLASFric_MATERIAL SCRAPE-Small Box Soft Steady_B00M_RRCK_P1.wav	Small box rake with soft texture and smooth steady friction movement. Pitched down 192 kHz file by one octave.
PLASImpt_MATERIAL HIT-Plastic Board Large_B00M_RRCK_MS.wav	Large plastic board collision with broad impact and hollow structural response.
PLASImpt_MATERIAL HIT-Plastic Board Large_B00M_RRCK_P1.wav	Large plastic board collision with broad impact and hollow structural response. Pitched down 192 kHz file by one octave.
PLASImpt_MATERIAL HIT-Plastic Board_B00M_RRCK_MS.wav	Plastic board collision with solid impact and light structural resonance.
PLASImpt_MATERIAL HIT-Plastic Board_B00M_RRCK_P1.wav	Plastic board collision with solid impact and light structural resonance. Pitched down 192 kHz file by one octave.
PLASImpt_MATERIAL HIT-Plastic Cone Drop On Asphalt Long_B00M_RRCK_MS.wav	Plastic cone drop on asphalt with extended movement and rolling impact tail.
PLASImpt_MATERIAL HIT-Plastic Cone Drop On Asphalt Long_B00M_RRCK_P1.wav	Plastic cone drop on asphalt with extended movement and rolling impact tail. Pitched down 192 kHz file by one octave.
PLASImpt_MATERIAL HIT-Plastic Cone Drop On Asphalt_B00M_RRCK_MS.wav	Plastic cone drop on asphalt with solid impact and light bounce response.
PLASImpt_MATERIAL HIT-Plastic Cone Drop On Asphalt_B00M_RRCK_P1.wav	Plastic cone drop on asphalt with solid impact and light bounce response. Pitched down 192 kHz file by one octave.
PLASImpt_MATERIAL HIT-Plastic Cone Drop Sequence_B00M_RRCK_MS.wav	Plastic cone drop sequence with repeated impacts and varied surface response.
PLASImpt_MATERIAL HIT-Plastic Cone Drop Sequence_B00M_RRCK_P1.wav	Plastic cone drop sequence with repeated impacts and varied surface response. Pitched down 192 kHz file by one octave.
PLASImpt_MATERIAL HIT-Plastic Cone Hit Asphalt_B00M_RRCK_MS.wav	Plastic cone hit on asphalt with sharp contact and light structural bounce.
PLASImpt_MATERIAL HIT-Plastic Cone Hit Asphalt_B00M_RRCK_P1.wav	Plastic cone hit on asphalt with sharp contact and light structural bounce. Pitched down 192 kHz file by one octave.
PLASImpt_MATERIAL HIT-Plastic Shield Break_B00M_RRCK_MS.wav	Plastic shield break with a sharp strike and fragmented debris scatter.
PLASImpt_MATERIAL HIT-Plastic Shield Break_B00M_RRCK_P1.wav	Plastic shield break with a sharp strike and fragmented debris scatter. Pitched down 192 kHz file by one octave.
PLASImpt_MATERIAL HIT-Plastic Shield Low_B00M_RRCK_MS.wav	Plastic shield strike with low tone and muted structural response.
PLASImpt_MATERIAL HIT-Plastic Shield Low_B00M_RRCK_P1.wav	Plastic shield strike with low tone and muted structural response. Pitched down 192 kHz file by one octave.
PLASImpt_MATERIAL HIT-Plastic Shield Tonal_B00M_RRCK_MS.wav	Plastic shield strike with clear tonal ring and defined plastic resonance.
PLASImpt_MATERIAL HIT-Plastic Shield Tonal_B00M_RRCK_P1.wav	Plastic shield strike with clear tonal ring and defined plastic resonance. Pitched down 192 kHz file by one octave.
PLASImpt_MATERIAL HIT-Plastic Suitcase_B00M_RRCK_MS.wav	Plastic suitcase strike with hollow impact and contained structural movement.
PLASImpt_MATERIAL HIT-Plastic Suitcase_B00M_RRCK_P1.wav	Plastic suitcase strike with hollow impact and contained structural movement. Pitched down 192 kHz file by one octave.
PLASMvmt_MATERIAL RATTLE-Plastic Cone Roll On Asphalt_B00M_RRCK_MS.wav	Plastic cone roll on asphalt with uneven movement and hollow rattling.



FILENAME	DESCRIPTION
PLASMvmt_MATERIAL RATTLE-Plastic Cone Roll On Asphalt_B00M_RRCK_P1.wav	Plastic cone roll on asphalt with uneven movement and hollow rattling. Pitched down 192 kHz file by one octave.
ROCKImpt_MATERIAL HIT-Sandstone Fragment Small_B00M_RRCK_MS.wav	Small sandstone fragment hit with light impact and granular debris movement.
ROCKImpt_MATERIAL HIT-Sandstone Fragment Small_B00M_RRCK_P1.wav	Small sandstone fragment hit with light impact and granular debris movement. Pitched down 192 kHz file by one octave.
ROCKImpt_MATERIAL HIT-Sandstone Fragment_B00M_RRCK_MS.wav	Sandstone fragment hit with solid impact and textured debris response.
ROCKImpt_MATERIAL HIT-Sandstone Fragment_B00M_RRCK_P1.wav	Sandstone fragment hit with solid impact and textured debris response. Pitched down 192 kHz file by one octave.
ROCKImpt_MATERIAL HIT-Stone Pile Small_B00M_RRCK_MS.wav	Small stone pile hit with scattered impacts and light debris spread.
ROCKImpt_MATERIAL HIT-Stone Pile Small_B00M_RRCK_P1.wav	Small stone pile hit with scattered impacts and light debris spread. Pitched down 192 kHz file by one octave.
RUBRFric_MATERIAL DETAILS-Rubber Tire Friction Squeak Rattle_B00M_RRCK_MS.wav	Rubber tire friction with squeak and loose rattling surface interaction.
RUBRFric_MATERIAL DETAILS-Rubber Tire Friction Squeak Rattle_B00M_RRCK_P1.wav	Rubber tire friction with squeak and loose rattling surface interaction. Pitched down 192 kHz file by one octave.
RUBRFric_MATERIAL DETAILS-Rubber Tire Friction Squeak_B00M_RRCK_MS.wav	Rubber tire friction with pronounced squeak and steady surface contact.
RUBRFric_MATERIAL DETAILS-Rubber Tire Friction Squeak_B00M_RRCK_P1.wav	Rubber tire friction with pronounced squeak and steady surface contact. Pitched down 192 kHz file by one octave.
RUBRImpT_MATERIAL HIT-Rubber Tire Wall Loose_B00M_RRCK_MS.wav	Rubber tire strike on wall with loose contact and soft structural rebound.
RUBRImpT_MATERIAL HIT-Rubber Tire Wall Loose_B00M_RRCK_P1.wav	Rubber tire strike on wall with loose contact and soft structural rebound. Pitched down 192 kHz file by one octave.
RUBRImpT_MATERIAL HIT-Rubber Tire Wall Strong_B00M_RRCK_MS.wav	Rubber tire strike on wall with strong impact and dense contact response.
RUBRImpT_MATERIAL HIT-Rubber Tire Wall Strong_B00M_RRCK_P1.wav	Rubber tire strike on wall with strong impact and dense contact response. Pitched down 192 kHz file by one octave.
RUBRImpT_MATERIAL HIT-Rubber Tire Wall Tonal_B00M_RRCK_MS.wav	Rubber tire strike on wall with tonal resonance and defined rebound.
RUBRImpT_MATERIAL HIT-Rubber Tire Wall Tonal_B00M_RRCK_P1.wav	Rubber tire strike on wall with tonal resonance and defined rebound. Pitched down 192 kHz file by one octave.
RUBRImpT_MATERIAL HIT-Rubber Tire Wall_B00M_RRCK_MS.wav	Rubber tire strike on wall with solid contact and balanced rebound.
RUBRImpT_MATERIAL HIT-Rubber Tire Wall_B00M_RRCK_P1.wav	Rubber tire strike on wall with solid contact and balanced rebound. Pitched down 192 kHz file by one octave.
SNOWFric_MATERIAL DETAILS-Snow Crunch Loose_B00M_RRCK_MS.wav	Snow crunch with loose texture and airy granular friction movement.
SNOWFric_MATERIAL DETAILS-Snow Crunch Loose_B00M_RRCK_P1.wav	Snow crunch with loose texture and airy granular friction movement. Pitched down 192 kHz file by one octave.
SNOWImpt_MATERIAL HIT-Snow Crunch Loose_B00M_RRCK_MS.wav	Snow strike with loose crunch and scattered granular displacement.
SNOWImpt_MATERIAL HIT-Snow Crunch Loose_B00M_RRCK_P1.wav	Snow strike with loose crunch and scattered granular displacement. Pitched down 192 kHz file by one octave.
SNOWImpt_MATERIAL HIT-Snow Crunch Tight_B00M_RRCK_MS.wav	Snow strike with tight crunch and dense granular compression.
SNOWImpt_MATERIAL HIT-Snow Crunch Tight_B00M_RRCK_P1.wav	Snow strike with tight crunch and dense granular compression. Pitched down 192 kHz file by one octave.



FILENAME	DESCRIPTION
SNOWImpT_MATERIAL HIT-Snow Crunch_B00M_RRCK_MS.wav	Snow strike with defined crunch and balanced granular movement.
SNOWImpT_MATERIAL HIT-Snow Crunch_B00M_RRCK_P1.wav	Snow strike with defined crunch and balanced granular movement. Pitched down 192 kHz file by one octave.
VEGEGras_MATERIAL HIT-Grass Rustling_B00M_RRCK_MS.wav	Grass movement with light impact and soft rustling texture.
VEGEGras_MATERIAL HIT-Grass Rustling_B00M_RRCK_P1.wav	Grass movement with light impact and soft rustling texture. Pitched down 192 kHz file by one octave.
VEHDoor_VEHICLE-Transporter Door Close Exterior_B00M_RRCK_MS.wav	Transporter door close with firm contact and solid mechanical latch.
VEHDoor_VEHICLE-Transporter Side Door Open Exterior_B00M_RRCK_MS.wav	Transporter door close with firm contact and solid mechanical latch.
VEHDoor_VEHICLE-Transporter Side Door Open Fast Exterior_B00M_RRCK_MS.wav	Transporter side door open with fast motion and sharp mechanical movement.
VEHSkid_VEHICLE TIRE-Burnout High Tire Screech_B00M_RRCK_MS.wav	High pitched tire screech with intense friction and sustained burnout tone.
VEHSkid_VEHICLE TIRE-Burnout Tire Screech_B00M_RRCK_MS.wav	Tire screech with heavy friction and aggressive burnout texture.
VEHSkid_VEHICLE TIRE-Clean Tire Screech_B00M_RRCK_MS.wav	Tire screech with clean friction and smooth continuous tone.
VEHSkid_VEHICLE TIRE-Fast Turn Tire Screech_B00M_RRCK_MS.wav	Tire screech with sharp friction and fast directional shift.
VEHSkid_VEHICLE TIRE-Flat Bicycle Tire Screech_B00M_RRCK_MS.wav	Flat tire screech with thin friction and unstable tonal response.
VEHSkid_VEHICLE TIRE-Heavy Break Tire Screech_B00M_RRCK_MS.wav	Tire screech with heavy braking force and dense friction buildup.
VEHSkid_VEHICLE TIRE-High Speed Tire Screech_B00M_RRCK_MS.wav	Tire screech with high speed friction and extended tonal sustain.
VEHSkid_VEHICLE TIRE-Large Drift Tire Screech_B00M_RRCK_MS.wav	Tire screech with wide drift motion and sweeping friction tone.
VEHSkid_VEHICLE TIRE-Rolling Fine Gravel Close_B00M_RRCK_MS.wav	Tire roll on fine gravel with detailed surface interaction and granular movement.
VEHSkid_VEHICLE TIRE-Rolling Fine Gravel Distant_B00M_RRCK_MS.wav	Tire roll on fine gravel with reduced detail and distant surface texture.
VEHSkid_VEHICLE TIRE-Small Drift Tire Screech_B00M_RRCK_MS.wav	Tire screech with light drift motion and controlled friction tone.
VEHSkid_VEHICLE TIRE-Soft Bumpy Break Tire Screech_B00M_RRCK_MS.wav	Tire screech with uneven braking and textured surface interaction.
VEHSkid_VEHICLE TIRE-Soft Noisy Tire Screech_B00M_RRCK_MS.wav	Tire screech with soft friction and noisy surface texture.
WOODBk_MATERIAL BREAK-Branch Crack_B00M_RRCK_P1.wav	Branch break with sharp crack and dry wood fracture detail. Pitched down 192 kHz file by one octave.
WOODBk_MATERIAL BREAK-Branch Multiple_B00M_RRCK_P1.wav	Multiple branch breaks with layered cracks and snapping wood texture. Pitched down 192 kHz file by one octave.
WOODBk_MATERIAL BREAK-Fruit Box_B00M_RRCK_P1.wav	Fruit box break with brittle wood collapse and splintering debris. Pitched down 192 kHz file by one octave.
WOODBk_MATERIAL BREAK-Slats_B00M_RRCK_MS.wav	Wood slats break with sharp fractures and light debris movement.
WOODBk_MATERIAL BREAK-Slats_B00M_RRCK_P1.wav	Wood slats break with sharp fractures and light debris movement. Pitched down 192 kHz file by one octave.
WOODImpT_MATERIAL HIT-Bench Solid_B00M_RRCK_MS.wav	Wood bench strike with solid impact and dense structural response.

ROAD RAGE

FILENAME	DESCRIPTION
WOODImpt_MATERIAL HIT-Bench Solid_B00M_RRCK_P1.wav	Wood bench strike with solid impact and dense structural response. Pitched down 192 kHz file by one octave.
WOODImpt_MATERIAL HIT-Fence Harsh_B00M_RRCK_MS.wav	Wood fence strike with harsh impact and rigid structural response.
WOODImpt_MATERIAL HIT-Fence Harsh_B00M_RRCK_P1.wav	Wood fence strike with harsh impact and rigid structural response. Pitched down 192 kHz file by one octave.
WOODImpt_MATERIAL HIT-Frame Loose_B00M_RRCK_MS.wav	Wood frame strike with loose structure and light rattling movement.
WOODImpt_MATERIAL HIT-Frame Loose_B00M_RRCK_P1.wav	Wood frame strike with loose structure and light rattling movement. Pitched down 192 kHz file by one octave.
WOODImpt_MATERIAL HIT-Plank Soft_B00M_RRCK_MS.wav	Wood plank strike with soft impact and muted structural response.
WOODImpt_MATERIAL HIT-Plank Soft_B00M_RRCK_P1.wav	Wood plank strike with soft impact and muted structural response. Pitched down 192 kHz file by one octave.
WOODImpt_MATERIAL HIT-Plank_B00M_RRCK_MS.wav	Wood plank strike with solid impact and balanced structural resonance.
WOODImpt_MATERIAL HIT-Plank_B00M_RRCK_P1.wav	Wood plank strike with solid impact and balanced structural resonance. Pitched down 192 kHz file by one octave.
WOODImpt_MATERIAL HIT-Pole Hollow_B00M_RRCK_MS.wav	Wood pole strike with hollow impact and resonant internal tone.
WOODImpt_MATERIAL HIT-Pole Hollow_B00M_RRCK_P1.wav	Wood pole strike with hollow impact and resonant internal tone. Pitched down 192 kHz file by one octave.
WOODImpt_MATERIAL HIT-Slat Drop On Asphalt_B00M_RRCK_MS.wav	Wood slat strike with compact transient and controlled rattle detail.
WOODImpt_MATERIAL HIT-Slat Drop On Asphalt_B00M_RRCK_P1.wav	Wood slat strike with compact transient and controlled rattle detail. Pitched down 192 kHz file by one octave.
WOODImpt_MATERIAL HIT-Slat Pile Rattling Large_B00M_RRCK_MS.wav	Large slat pile strike with heavy impact and extended rattling movement.
WOODImpt_MATERIAL HIT-Slat Pile Rattling Large_B00M_RRCK_P1.wav	Large slat pile strike with heavy impact and extended rattling movement. Pitched down 192 kHz file by one octave.
WOODImpt_MATERIAL HIT-Slat Pile Rattling_B00M_RRCK_MS.wav	Slat pile strike with loose impact and layered rattling texture.
WOODImpt_MATERIAL HIT-Slat Pile Rattling_B00M_RRCK_P1.wav	Slat pile strike with loose impact and layered rattling texture. Pitched down 192 kHz file by one octave.
WOODImpt_MATERIAL HIT-Slat Rattling_B00M_RRCK_MS.wav	Slat pile strike with tight rattle detail and controlled movement.
WOODImpt_MATERIAL HIT-Slat Rattling_B00M_RRCK_P1.wav	Slat pile strike with tight rattle detail and controlled movement. Pitched down 192 kHz file by one octave.