

Cinematic SFX Series Metadata

	Filename	Time	Format	Channels	Category
1	dsgn_cinematic_series_bass_drop_clean_01.wav	00:05	96kHz 24bit	2	Designed
2	dsgn_cinematic_series_bass_drop_clean_02.wav	00:05	96kHz 24bit	2	Designed
3	dsgn_cinematic_series_bass_drop_distorted_01.wav	00:07	96kHz 24bit	2	Designed
4	dsgn_cinematic_series_bass_drop_saturated_01.wav	00:05	96kHz 24bit	2	Designed
5	dsgn_cinematic_series_bass_drop_saturated_02.wav	00:04	96kHz 24bit	2	Designed
6	dsgn_cinematic_series_bass_drop_subtle_01.wav	00:04	96kHz 24bit	2	Designed
7	dsgn_cinematic_series_digital_amalgame_envelope_01.wav	00:33	96kHz 24bit	2	Designed
8	dsgn_cinematic_series_hit_classic_anvil_hit_rotating_energy_motion_01.wav	00:13	96kHz 24bit	2	Designed
9	dsgn_cinematic_series_hit_classic_anvil_hit_rotating_energy_motion_02.wav	00:09	96kHz 24bit	2	Designed
10	dsgn_cinematic_series_hit_classic_anvil_hit_rotating_energy_motion_03.wav	00:13	96kHz 24bit	2	Designed
11	dsgn_cinematic_series_magic_spell_hit_01.wav	00:03	96kHz 24bit	2	Designed
12	dsgn_cinematic_series_magic_spell_hit_02.wav	00:02	96kHz 24bit	2	Designed
13	dsgn_cinematic_series_magic_spell_hit_03.wav	00:04	96kHz 24bit	2	Designed
14	dsgn_cinematic_series_noisy_dark_vowel_01.wav	00:01	96kHz 24bit	2	Designed
15	dsgn_cinematic_series_noisy_dark_vowel_02.wav	00:01	96kHz 24bit	2	Designed
16	dsgn_cinematic_series_riser_clean_down_01.wav	00:10	96kHz 24bit	2	Designed
17	dsgn_cinematic_series_riser_digital_01.wav	00:23	96kHz 24bit	2	Designed
18	dsgn_cinematic_series_riser_distorted_01.wav	00:17	96kHz 24bit	2	Designed
19	dsgn_cinematic_series_riser_glitchy_up_motion_01.wav	00:19	96kHz 24bit	2	Designed
20	dsgn_cinematic_series_riser_levitating_down_motion_01.wav	00:24	96kHz 24bit	2	Designed
21	dsgn_cinematic_series_riser_levitating_up_motion_01.wav	00:19	96kHz 24bit	2	Designed
22	dsgn_cinematic_series_riser_noise_01.wav	00:55	96kHz 24bit	2	Designed
23	dsgn_cinematic_series_riser_noise_02.wav	00:50	96kHz 24bit	2	Designed
24	dsgn_cinematic_series_riser_noise_03.wav	00:48	96kHz 24bit	2	Designed
25	dsgn_cinematic_series_riser_siren_01.wav	00:18	96kHz 24bit	2	Designed
26	dsgn_cinematic_series_riser_turbine_up_down_01.wav	00:25	96kHz 24bit	2	Designed
27	dsgn_cinematic_series_siren_long_01.wav	00:34	96kHz 24bit	2	Designed
28	dsgn_cinematic_series_siren_long_02.wav	00:35	96kHz 24bit	2	Designed
29	dsgn_cinematic_series_soft_hit_boom_01.wav	00:21	96kHz 24bit	2	Designed
30	dsgn_cinematic_series_soft_hit_boom_02.wav	00:21	96kHz 24bit	2	Designed
31	dsgn_cinematic_series_soft_hit_ring_01.wav	00:24	96kHz 24bit	2	Designed
32	dsgn_cinematic_series_soft_hit_ring_02.wav	00:24	96kHz 24bit	2	Designed
33	dsgn_cinematic_series_soft_hit_saturated_01.wav	00:25	96kHz 24bit	2	Designed
34	dsgn_cinematic_series_soft_hit_unstable_bass_motion_01.wav	00:22	96kHz 24bit	2	Designed
35	dsgn_cinematic_series_tension_builder_01.wav	00:13	96kHz 24bit	2	Designed
36	dsgn_cinematic_series_tension_builder_digital_crust_01.wav	00:22	96kHz 24bit	2	Designed
37	dsgn_cinematic_series_tension_builder_rhythmic_riser_01.wav	01:11	96kHz 24bit	2	Designed
38	dsgn_cinematic_series_tension_builder_rhythmic_riser_02.wav	01:02	96kHz 24bit	2	Designed
39	dsgn_cinematic_series_trailer_accelerate_noise_riser_dry_01.wav	00:05	96kHz 24bit	2	Designed
40	dsgn_cinematic_series_trailer_accelerate_noise_riser_dry_02.wav	00:11	96kHz 24bit	2	Designed
41	dsgn_cinematic_series_trailer_accelerate_noise_riser_heavy_wet_01.wav	00:09	96kHz 24bit	2	Designed
42	dsgn_cinematic_series_trailer_accelerate_noise_riser_heavy_wet_02.wav	00:19	96kHz 24bit	2	Designed
43	dsgn_cinematic_series_trailer_ambience_bed_01.wav	00:17	96kHz 24bit	2	Designed
44	dsgn_cinematic_series_trailer_ambience_bed_02.wav	00:08	96kHz 24bit	2	Designed
45	dsgn_cinematic_series_trailer_ambience_bed_03.wav	00:09	96kHz 24bit	2	Designed
46	dsgn_cinematic_series_trailer_ambience_bed_04.wav	00:11	96kHz 24bit	2	Designed
47	dsgn_cinematic_series_trailer_ambience_bed_heartbeat_tension_processed_01.wav	00:23	96kHz 24bit	2	Designed
48	dsgn_cinematic_series_trailer_ambience_bed_heartbeat_tension_processed_02.wav	00:22	96kHz 24bit	2	Designed
49	dsgn_cinematic_series_trailer_ambience_bed_heartbeat_tension_processed_03.wav	00:25	96kHz 24bit	2	Designed
50	dsgn_cinematic_series_trailer_ambience_bed_heartbeat_tension_processed_04.wav	00:12	96kHz 24bit	2	Designed
51	dsgn_cinematic_series_trailer_ambience_bed_heartbeat_tension_processed_05.wav	00:27	96kHz 24bit	2	Designed

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52	dsgn_cinematic_series_trailer_ambience_bed_space_01.wav	01:18	96kHz 24bit	2	Designed
53	dsgn_cinematic_series_trailer_basic_slam_01.wav	00:09	96kHz 24bit	2	Designed
54	dsgn_cinematic_series_trailer_boom_creepy_01.wav	00:09	96kHz 24bit	2	Designed
55	dsgn_cinematic_series_trailer_boom_creepy_02.wav	00:09	96kHz 24bit	2	Designed
56	dsgn_cinematic_series_trailer_boom_creepy_03.wav	00:11	96kHz 24bit	2	Designed
57	dsgn_cinematic_series_trailer_boom_creepy_low_01.wav	00:07	96kHz 24bit	2	Designed
58	dsgn_cinematic_series_trailer_boom_creepy_low_02.wav	00:08	96kHz 24bit	2	Designed
59	dsgn_cinematic_series_trailer_boom_creepy_low_03.wav	00:08	96kHz 24bit	2	Designed
60	dsgn_cinematic_series_trailer_boom_creepy_low_04.wav	00:08	96kHz 24bit	2	Designed
61	dsgn_cinematic_series_trailer_boom_creepy_low_05.wav	00:13	96kHz 24bit	2	Designed
62	dsgn_cinematic_series_trailer_boom_cymbal_details_01.wav	00:11	96kHz 24bit	2	Designed
63	dsgn_cinematic_series_trailer_boom_cymbal_details_02.wav	00:12	96kHz 24bit	2	Designed
64	dsgn_cinematic_series_trailer_boom_cymbal_details_03.wav	00:09	96kHz 24bit	2	Designed
65	dsgn_cinematic_series_trailer_boom_cymbal_details_04.wav	00:08	96kHz 24bit	2	Designed
66	dsgn_cinematic_series_trailer_boom_deep_low_01.wav	00:08	96kHz 24bit	2	Designed
67	dsgn_cinematic_series_trailer_boom_horror_01.wav	00:07	96kHz 24bit	2	Designed
68	dsgn_cinematic_series_trailer_boom_horror_02.wav	00:05	96kHz 24bit	2	Designed
69	dsgn_cinematic_series_trailer_boom_long_01.wav	00:10	96kHz 24bit	2	Designed
70	dsgn_cinematic_series_trailer_boom_metal_details_01.wav	00:05	96kHz 24bit	2	Designed
71	dsgn_cinematic_series_trailer_boom_mystery_01.wav	00:09	96kHz 24bit	2	Designed
72	dsgn_cinematic_series_trailer_boom_mystery_02.wav	00:10	96kHz 24bit	2	Designed
73	dsgn_cinematic_series_trailer_boom_mystery_long_tail_01.wav	00:10	96kHz 24bit	2	Designed
74	dsgn_cinematic_series_trailer_boom_scifi_01.wav	00:10	96kHz 24bit	2	Designed
75	dsgn_cinematic_series_trailer_eerie_breath_horror_01.wav	00:07	96kHz 24bit	2	Designed
76	dsgn_cinematic_series_trailer_eerie_hit_anvil_01.wav	00:11	96kHz 24bit	2	Designed
77	dsgn_cinematic_series_trailer_eerie_rise_hit_horror_01.wav	00:11	96kHz 24bit	2	Designed
78	dsgn_cinematic_series_trailer_elements_transition_02.wav	00:02	96kHz 24bit	2	Designed
79	dsgn_cinematic_series_trailer_elements_transition_03.wav	00:08	96kHz 24bit	2	Designed
80	dsgn_cinematic_series_trailer_heavy_hit_chain_details_01.wav	00:07	96kHz 24bit	2	Designed
81	dsgn_cinematic_series_trailer_heavy_hit_hammer_01.wav	00:05	96kHz 24bit	2	Designed
82	dsgn_cinematic_series_trailer_hit_basic_slam_01.wav	00:27	96kHz 24bit	2	Designed
83	dsgn_cinematic_series_trailer_hit_basic_slam_02.wav	00:34	96kHz 24bit	2	Designed
84	dsgn_cinematic_series_trailer_hit_basic_slam_03.wav	00:31	96kHz 24bit	2	Designed
85	dsgn_cinematic_series_trailer_hit_boom_complex_processed_01.wav	00:03	96kHz 24bit	2	Designed
86	dsgn_cinematic_series_trailer_hit_boom_complex_processed_02.wav	00:05	96kHz 24bit	2	Designed
87	dsgn_cinematic_series_trailer_hit_boom_horror_02.wav	00:09	96kHz 24bit	2	Designed
88	dsgn_cinematic_series_trailer_hit_boom_scifi_01.wav	00:08	96kHz 24bit	2	Designed
89	dsgn_cinematic_series_trailer_hit_boom_sword_details_01.wav	00:09	96kHz 24bit	2	Designed
90	dsgn_cinematic_series_trailer_hit_boom_sword_details_02.wav	00:07	96kHz 24bit	2	Designed
91	dsgn_cinematic_series_trailer_hit_boom_sword_details_03.wav	00:06	96kHz 24bit	2	Designed
92	dsgn_cinematic_series_trailer_hit_boom_sword_details_rattle_01.wav	00:07	96kHz 24bit	2	Designed
93	dsgn_cinematic_series_trailer_hit_brass_details_01.wav	00:13	96kHz 24bit	2	Designed
94	dsgn_cinematic_series_trailer_hit_brass_details_02.wav	00:09	96kHz 24bit	2	Designed
95	dsgn_cinematic_series_trailer_hit_classic_anvil_chaos_shot_ringing_tail_01.wav	00:16	96kHz 24bit	2	Designed
96	dsgn_cinematic_series_trailer_hit_classic_anvil_chaos_shot_ringing_tail_02.wav	00:13	96kHz 24bit	2	Designed
97	dsgn_cinematic_series_trailer_hit_classic_anvil_hit_01.wav	00:09	96kHz 24bit	2	Designed
98	dsgn_cinematic_series_trailer_hit_classic_anvil_hit_02.wav	00:07	96kHz 24bit	2	Designed
99	dsgn_cinematic_series_trailer_hit_classic_anvil_ringing_tail_01.wav	00:13	96kHz 24bit	2	Designed
100	dsgn_cinematic_series_trailer_hit_cymbal_details_01.wav	00:12	96kHz 24bit	2	Designed
101	dsgn_cinematic_series_trailer_hit_cymbal_details_03.wav	00:07	96kHz 24bit	2	Designed
102	dsgn_cinematic_series_trailer_hit_delay_01.wav	00:10	96kHz 24bit	2	Designed
103	dsgn_cinematic_series_trailer_hit_door_heavy_impact_horror_01.wav	00:06	96kHz 24bit	2	Designed

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156	dsgn_cinematic_series_trailer_transition_digital_01.wav	00:05	96kHz 24bit	2	Designed
157	dsgn_cinematic_series_trailer_transition_element_01.wav	00:05	96kHz 24bit	2	Designed
158	dsgn_cinematic_series_trailer_transition_horror_01.wav	00:07	96kHz 24bit	2	Designed
159	dsgn_cinematic_series_trailer_transition_horror_02.wav	00:04	96kHz 24bit	2	Designed
160	dsgn_cinematic_series_trailer_transition_loud_01.wav	00:09	96kHz 24bit	2	Designed
161	dsgn_cinematic_series_trailer_transition_metal_details_01.wav	00:08	96kHz 24bit	2	Designed
162	dsgn_cinematic_series_trailer_transition_metal_details_02.wav	00:07	96kHz 24bit	2	Designed
163	dsgn_cinematic_series_trailer_transition_soft_01.wav	00:04	96kHz 24bit	2	Designed
164	dsgn_cinematic_series_trailer_transition_soft_scifi_01.wav	00:06	96kHz 24bit	2	Designed
165	dsgn_cinematic_series_trailer_transition_subby_distorted_01.wav	00:09	96kHz 24bit	2	Designed
166	dsgn_cinematic_series_trailer_transition_subby_distorted_02.wav	00:09	96kHz 24bit	2	Designed
167	dsgn_cinematic_series_trailer_transition_whoosh_reverse_01.wav	00:05	96kHz 24bit	2	Designed
168	dsgn_cinematic_series_trailer_transition_whoosh_reverse_02.wav	00:07	96kHz 24bit	2	Designed
169	dsgn_cinematic_series_trailer_transition_whoosh_reverse_03.wav	00:10	96kHz 24bit	2	Designed
170	dsgn_cinematic_series_transition_01.wav	00:05	96kHz 24bit	2	Designed
171	dsgn_cinematic_series_transition_horror_trailer_01.wav	00:06	96kHz 24bit	2	Designed
172	dsgn_cinematic_series_transition_horror_trailer_02.wav	00:08	96kHz 24bit	2	Designed
173	dsgn_cinematic_series_transition_horror_trailer_03.wav	00:06	96kHz 24bit	2	Designed
174	dsgn_cinematic_series_transition_horror_trailer_04.wav	00:12	96kHz 24bit	2	Designed
175	dsgn_cinematic_series_transition_horror_trailer_05.wav	00:12	96kHz 24bit	2	Designed
176	dsgn_cinematic_series_transition_horror_trailer_06.wav	00:07	96kHz 24bit	2	Designed
177	dsgn_cinematic_series_transition_horror_trailer_07.wav	00:07	96kHz 24bit	2	Designed
178	dsgn_cinematic_series_transition_horror_trailer_drone_01.wav	00:08	96kHz 24bit	2	Designed
179	dsgn_cinematic_series_transition_horror_trailer_ebow_details_01.wav	00:12	96kHz 24bit	2	Designed
180	dsgn_cinematic_series_transition_horror_trailer_ebow_details_02.wav	00:11	96kHz 24bit	2	Designed