

**Synthetic Blend and Whoosh  
Construction Kit – Data Sheet**  
[www.surroundsoundlibrary.com](http://www.surroundsoundlibrary.com)

Filename	Description EBU/BWF and WAV
1 blender_alien-scan_01_p0_short_down.wav	scanner, alien, high, pulsating
2 blender_alien-scan_01_p1_long_even.wav	scanner, alien, high, pulsating
3 blender_alien-scan_01_p2_long_even.wav	scanner, alien, high, pulsating
4 blender_analog-rise_01_p0_short_up.wav	analog, pad, small, bright
5 blender_analog-rise_01_p1_short_up.wav	analog, pad, small, bright
6 blender_analog-rise_01_p2_short_up.wav	analog, pad, small, bright
7 blender_analog-soft_01_p0_long_up.wav	analog, pad, warm, soft
8 blender_analog-soft_01_p1_medium_up.wav	analog, pad, warm, soft
9 blender_analog-soft_01_p2_long_up.wav	analog, pad, warm, soft
10 blender_analog-soft_02_p0_long_up.wav	analog, pad, warm, soft, pulsating
11 blender_analog-soft_02_p1_long_up.wav	analog, pad, warm, soft, pulsating
12 blender_analog-soft_02_p2_long_up.wav	analog, pad, warm, soft, pulsating
13 blender_bass-evolving_01_a_short_even.wav	bass, thin, dark, low, evolving
14 blender_bass-evolving_01_b_medium_even.wav	bass, thin, dark, low, evolving
15 blender_bass-evolving_01_c_medium_even.wav	bass, thin, dark, low, evolving
16 blender_bright-pad_01_p0_long_up.wav	bubble, big, bright, expressive
17 blender_bright-pad_01_p1_medium_up.wav	bubble, big, bright, expressive
18 blender_bright-pad_01_p2_long_up.wav	bubble, big, bright, expressive
19 blender_bubble-rise_01_p0_long_up.wav	bubble, big, bright, expressive
20 blender_bubble-rise_01_p1_medium_up.wav	bubble, big, bright, expressive
21 blender_bubble-rise_01_p2_medium_up.wav	bubble, big, bright, expressive
22 blender_bubble-rise_02_p0_medium_up.wav	bright, pad, organ, expressive
23 blender_bubble-rise_02_p1_medium_up.wav	bright, pad, organ, expressive
24 blender_bubble-rise_02_p2_medium_up.wav	bright, pad, organ, expressive
25 blender_burning-laser_01_p0_medium_even.wav	fire, burn, burning, laser, high, slide, fizzling
26 blender_burning-laser_01_p1_long_even.wav	fire, burn, burning, laser, high, slide, fizzling
27 blender_burning-laser_01_p2_long_even.wav	fire, burn, burning, laser, high, slide, fizzling
28 blender_burning-laser_02_p0_short_even.wav	fire, burn, burning, laser, high, slide, fizzling
29 blender_burning-laser_02_p1_short_even.wav	fire, burn, burning, laser, high, slide, fizzling
30 blender_burning-laser_02_p2_medium_even.wav	fire, burn, burning, laser, high, slide, fizzling
31 blender_burning-laser_03_p0_short_even.wav	fire, burn, burning, laser, high, slide, fizzling, sweep
32 blender_burning-laser_03_p1_short_even.wav	fire, burn, burning, laser, high, slide, fizzling, sweep
33 blender_burning-laser_03_p2_medium_even.wav	fire, burn, burning, laser, high, slide, fizzling, sweep
34 blender_buzzing-crash_01_p0_long_up.wav	metal, impact, high, slide
35 blender_buzzing-crash_01_p1_long_up.wav	metal, impact, high, slide
36 blender_buzzing-crash_01_p2_long_up.wav	metal, impact, high, slide
37 blender_clean-bass-rise_01_p0_medium_down.wav	bass, thin, low, clean
38 blender_clean-bass-rise_01_p1_medium_down.wav	bass, thin, low, clean
39 blender_clean-bass-rise_01_p2_medium_down.wav	bass, thin, low, clean
40 blender_clean-bass-rise_02_p0_medium_down.wav	bass, thin, low, clean
41 blender_clean-bass-rise_02_p1_medium_down.wav	bass, thin, low, clean
42 blender_clean-bass-rise_02_p2_medium_down.wav	bass, thin, low, clean
43 blender_crisp-rhythm-01_a_long_even.wav	randomized, low, bass, rhythm, pulsating
44 blender_crisp-rhythm-01_b_medium_even.wav	randomized, low, bass, rhythm, pulsating
45 blender_crisp-rhythm-01_c_long_even.wav	randomized, low, bass, rhythm, pulsating
46 blender_digital-water_01_a_short_up.wav	randomized, water, high, expressive, bright
47 blender_digital-water_01_b_medium_up.wav	randomized, water, high, expressive, bright
48 blender_digital-water_01_c_medium_up.wav	randomized, water, high, expressive, bright
49 blender_digital-waves_01_a_medium_down.wav	randomized, noisy, glitch, granular, click
50 blender_digital-waves_01_b_medium_down.wav	randomized, noisy, glitch, granular, click
51 blender_digital-waves_01_c_medium_down.wav	randomized, noisy, glitch, granular, click
52 blender_dissonant-soft-organ_01_p0_long_up.wav	organ, soft, pad, warm
53 blender_dissonant-soft-organ_01_p1_long_up.wav	organ, soft, pad, warm
54 blender_dissonant-soft-organ_01_p2_long_up.wav	organ, soft, pad, warm
55 blender_dissonant-strings_01_p0_long_even.wav	strings, dissonant, high, cold
56 blender_dissonant-strings_01_p1_long_even.wav	strings, dissonant, high, cold
57 blender_dissonant-strings_01_p2_long_even.wav	strings, dissonant, low
58 blender_distorted-subbass_01_p0_medium_down.wav	subbass, bass, distorted, evolving, big, expressive
59 blender_distorted-subbass_01_p1_long_down.wav	subbass, bass, distorted, evolving, big, expressive
60 blender_distorted-subbass_01_p2_long_down.wav	subbass, bass, distorted, evolving, big, expressive
61 blender_distorted-subbass_02_p0_long_down.wav	subbass, bass, distorted, evolving, big, expressive
62 blender_distorted-subbass_02_p1_long_down.wav	subbass, bass, distorted, evolving, big, expressive
63 blender_distorted-subbass_02_p2_medium_down.wav	subbass, bass, distorted, evolving, big, expressive
64 blender_electromagnetic-interference_01_p0_medium_up.wav	electromagnetic, interference, emp, laser, light, beam, high, thin
65 blender_electromagnetic-interference_01_p1_medium_up.wav	electromagnetic, interference, emp, laser, light, beam, high, thin
66 blender_electromagnetic-interference_01_p2_medium_up.wav	electromagnetic, interference, emp, laser, light, beam, high, thin
67 blender_electrostatic-clicks_01_a_medium_even.wav	randomized, click, high, thin, noisy
68 blender_electrostatic-clicks_01_b_medium_even.wav	randomized, click, high, thin, noisy
69 blender_electrostatic-clicks_01_c_medium_down.wav	randomized, click, high, thin, noisy
70 blender_emp-thunder_01_a_medium_up.wav	electrostatic, emp, thunder, low, dark
71 blender_emp-thunder_01_b_medium_up.wav	electrostatic, emp, thunder, low, dark
72 blender_emp-thunder_01_c_medium_up.wav	electrostatic, emp, thunder, low, dark
73 blender_emp-thunder_02_a_medium_down.wav	randomized, electrostatic, emp, thunder, low, dark, sweep
74 blender_emp-thunder_02_b_medium_down.wav	randomized, electrostatic, emp, thunder, low, dark, sweep
75 blender_emp-thunder_02_c_medium_down.wav	randomized, electrostatic, emp, thunder, low, dark, sweep
76 blender_evolving-ghosts_01_p0_long_up.wav	ghost, dark, low, organ, evolving, warm
77 blender_evolving-ghosts_01_p1_long_up.wav	ghost, dark, low, organ, evolving, warm
78 blender_evolving-ghosts_01_p2_long_up.wav	ghost, dark, low, organ, evolving, warm
79 blender_falling-star_01_p0_long_down.wav	bright, pad, high, pulsating
80 blender_falling-star_01_p1_long_down.wav	bright, pad, high, pulsating

81 blender\_falling-star\_01\_p2\_long\_down.wav  
82 blender\_falling-star\_02\_p0\_medium\_down.wav  
83 blender\_falling-star\_02\_p1\_medium\_down.wav  
84 blender\_falling-star\_02\_p2\_medium\_down.wav  
85 blender\_flashlight\_01\_p0\_long\_even.wav  
86 blender\_flashlight\_01\_p1\_long\_even.wav  
87 blender\_flashlight\_01\_p2\_long\_even.wav  
88 blender\_gas-bottle\_01\_a\_long\_even.wav  
89 blender\_gas-bottle\_01\_b\_long\_even.wav  
90 blender\_gas-bottle\_01\_c\_long\_even.wav  
91 blender\_glass-in-water\_01\_a\_long\_even.wav  
92 blender\_glass-in-water\_01\_b\_long\_down.wav  
93 blender\_glass-in-water\_01\_c\_long\_even.wav  
94 blender\_glass-slide\_01\_p0\_long\_up.wav  
95 blender\_glass-slide\_01\_p1\_long\_up.wav  
96 blender\_glass-slide\_01\_p2\_long\_up.wav  
97 blender\_glass-slide\_02\_p0\_long\_up.wav  
98 blender\_glass-slide\_02\_p1\_long\_up.wav  
99 blender\_glass-slide\_02\_p2\_long\_up.wav  
100 blender\_glass-slide\_03\_p0\_medium\_even.wav  
101 blender\_glass-slide\_03\_p1\_medium\_even.wav  
102 blender\_glass-slide\_03\_p2\_medium\_even.wav  
103 blender\_glass-slide\_04\_p0\_long\_even.wav  
104 blender\_glass-slide\_04\_p1\_long\_even.wav  
105 blender\_glass-slide\_04\_p2\_long\_even.wav  
106 blender\_glass-slide\_05\_p0\_medium\_even.wav  
107 blender\_glass-slide\_05\_p1\_long\_even.wav  
108 blender\_glass-slide\_05\_p2\_long\_even.wav  
109 blender\_glass-slide\_06\_p0\_long\_even.wav  
110 blender\_glass-slide\_06\_p1\_long\_even.wav  
111 blender\_glass-slide\_06\_p2\_long\_even.wav  
112 blender\_glass-slide\_07\_p0\_medium\_even.wav  
113 blender\_glass-slide\_07\_p1\_long\_even.wav  
114 blender\_glass-slide\_07\_p2\_medium\_even.wav  
115 blender\_glass-slide\_08\_p0\_long\_even.wav  
116 blender\_glass-slide\_08\_p1\_long\_even.wav  
117 blender\_glass-slide\_08\_p2\_long\_even.wav  
118 blender\_granular-clicks\_01\_a\_long\_even.wav  
119 blender\_granular-clicks\_01\_b\_long\_even.wav  
120 blender\_granular-clicks\_01\_c\_long\_even.wav  
121 blender\_granular-sand\_01\_a\_long\_even.wav  
122 blender\_granular-sand\_01\_b\_long\_even.wav  
123 blender\_granular-sand\_01\_c\_long\_even.wav  
124 blender\_heavy-wire-pitch\_01\_p0\_long\_down.wav  
125 blender\_heavy-wire-pitch\_01\_p1\_long\_down.wav  
126 blender\_heavy-wire-pitch\_01\_p2\_medium\_down.wav  
127 blender\_heavy-wire\_01\_p0\_long\_down.wav  
128 blender\_heavy-wire\_01\_p1\_long\_down.wav  
129 blender\_heavy-wire\_01\_p2\_long\_down.wav  
130 blender\_helicopter-crash\_01\_p0\_medium\_up.wav  
131 blender\_helicopter-crash\_01\_p1\_medium\_up.wav  
132 blender\_helicopter-crash\_01\_p2\_long\_up.wav  
133 blender\_helicopter-landing\_01\_p0\_short\_down.wav  
134 blender\_helicopter-landing\_01\_p1\_medium\_down.wav  
135 blender\_helicopter-landing\_01\_p2\_long\_down.wav  
136 blender\_high-slide\_01\_p0\_medium\_up.wav  
137 blender\_high-slide\_01\_p1\_medium\_up.wav  
138 blender\_high-slide\_01\_p2\_medium\_up.wav  
139 blender\_high-voltage-beams\_01\_p0\_long\_down.wav  
140 blender\_high-voltage-beams\_01\_p1\_long\_down.wav  
141 blender\_high-voltage-beams\_01\_p2\_long\_down.wav  
142 blender\_hopping-flashlight\_01\_p0\_long\_even.wav  
143 blender\_hopping-flashlight\_01\_p1\_long\_even.wav  
144 blender\_hopping-flashlight\_01\_p2\_long\_even.wav  
145 blender\_horizon\_01\_a\_long\_even.wav  
146 blender\_horizon\_01\_b\_long\_even.wav  
147 blender\_horizon\_01\_c\_long\_even.wav  
148 blender\_ice-bells\_01\_p0\_long\_even.wav  
149 blender\_ice-bells\_01\_p1\_long\_even.wav  
150 blender\_ice-bells\_01\_p2\_long\_up.wav  
151 blender\_impact-meteorite\_01\_p0\_long\_down.wav  
152 blender\_impact-meteorite\_01\_p1\_long\_down.wav  
153 blender\_impact-meteorite\_01\_p2\_long\_down.wav  
154 blender\_impact-meteorite\_02\_p0\_long\_down.wav  
155 blender\_impact-meteorite\_02\_p1\_long\_down.wav  
156 blender\_impact-meteorite\_02\_p2\_long\_down.wav  
157 blender\_klingon-plane\_01\_a\_long\_down.wav  
158 blender\_klingon-plane\_01\_b\_long\_down.wav  
159 blender\_klingon-plane\_01\_c\_medium\_even.wav  
160 blender\_landing-spaceship\_01\_p0\_long\_down.wav  
161 blender\_landing-spaceship\_01\_p1\_long\_down.wav  
162 blender\_landing-spaceship\_01\_p2\_long\_down.wav  
163 blender\_landing-spaceship\_02\_p0\_long\_down.wav  
164 blender\_landing-spaceship\_02\_p1\_long\_down.wav  
165 blender\_landing-spaceship\_02\_p2\_long\_down.wav  
166 blender\_laser-beam\_01\_p0\_medium\_down.wav  
167 blender\_laser-beam\_01\_p1\_medium\_down.wav  
168 blender\_laser-beam\_01\_p2\_medium\_down.wav  
169 blender\_laser-beam\_02\_a\_medium\_down.wav

bright, pad, high, pulsating  
high, thin, slide, laser, beam, high voltage  
high, thin, slide, laser, beam, high voltage  
high, thin, slide, laser, beam, high voltage  
sweep, bright, light, flashlight  
sweep, bright, light, flashlight  
sweep, bright, light, flashlight  
gas, noisy, expressive, flutter  
gas, noisy, expressive, flutter  
gas, noisy, expressive, flutter  
glass, water, high, thin, bright, flutter  
glass, water, high, thin, bright, flutter  
glass, water, high, thin, bright, flutter  
glass, slide, high, thin  
granular, click, thin, small  
granular, click, thin, small  
granular, click, thin, small  
impact, sand, granular, fizzling, noisy  
impact, sand, granular, fizzling, noisy  
impact, sand, granular, fizzling, noisy  
wire, dark, big, pulsating, metal  
helicopter, noisy, pulsating, flutter  
slide, high, metal, electromagnetic, interference, beam  
slide, high, metal, electromagnetic, interference, beam  
slide, high, metal, electromagnetic, interference, beam  
high voltage, beam, light, laser, dissonant  
flashlight, flutter, pulsating, light, thin  
horizon, space, bright  
horizon, space, bright  
horizon, space, bright  
ice, bells, high, thin  
ice, bells, high, thin  
ice, bells, high, thin  
impact, dark, deep, low, fluttering  
dark, machine, ufo, evolving, low  
dark, machine, ufo, evolving, low  
dark, machine, ufo, evolving, low  
spaceship, light, laser, beam, high voltage  
laser, beam, light, high, expressive  
laser, beam, light, high, expressive  
laser, beam, light, high, expressive  
laser, beam, light, high, expressive

170 blender\_laser-beam\_02\_b\_medium\_down.wav  
171 blender\_laser-beam\_02\_c\_medium\_down.wav  
172 blender\_laser-beam\_03\_a\_medium\_down.wav  
173 blender\_laser-beam\_03\_b\_medium\_down.wav  
174 blender\_laser-beam\_03\_c\_medium\_down.wav  
175 blender\_light-beam\_01\_p0\_long\_down.wav  
176 blender\_light-beam\_01\_p1\_long\_down.wav  
177 blender\_light-beam\_01\_p2\_long\_down.wav  
178 blender\_light-beam\_02\_p0\_long\_down.wav  
179 blender\_light-beam\_02\_p1\_long\_down.wav  
180 blender\_light-beam\_02\_p2\_long\_down.wav  
181 blender\_light-beam\_03\_p0\_medium\_down.wav  
182 blender\_light-beam\_03\_p1\_medium\_down.wav  
183 blender\_light-beam\_03\_p2\_medium\_down.wav  
184 blender\_light-beam\_04\_p0\_long\_down.wav  
185 blender\_light-beam\_04\_p1\_long\_down.wav  
186 blender\_light-beam\_04\_p2\_long\_down.wav  
187 blender\_lighting-bug\_01\_p0\_long\_down.wav  
188 blender\_lighting-bug\_01\_p1\_medium\_down.wav  
189 blender\_lighting-bug\_01\_p2\_long\_down.wav  
190 blender\_lighting-bug\_02\_p0\_long\_up.wav  
191 blender\_lighting-bug\_02\_p1\_medium\_up.wav  
192 blender\_lighting-bug\_02\_p2\_long\_up.wav  
193 blender\_liquid-fire\_01\_a\_long\_down.wav  
194 blender\_liquid-fire\_01\_a\_medium\_down.wav  
195 blender\_liquid-fire\_01\_b\_long\_down.wav  
196 blender\_magnetic-hover-craft\_01\_p0\_medium\_even.wav  
197 blender\_magnetic-hover-craft\_01\_p1\_short\_even.wav  
198 blender\_magnetic-hover-craft\_01\_p2\_medium\_even.wav  
199 blender\_magnetic-hover-craft\_02\_p0\_long\_even.wav  
200 blender\_magnetic-hover-craft\_02\_p1\_medium\_even.wav  
201 blender\_magnetic-hover-craft\_02\_p2\_medium\_even.wav  
202 blender\_magnetic-hover-craft\_03\_p0\_long\_even.wav  
203 blender\_magnetic-hover-craft\_03\_p1\_long\_even.wav  
204 blender\_magnetic-hover-craft\_03\_p2\_long\_even.wav  
205 blender\_magnetic-hover-craft\_04\_p0\_long\_even.wav  
206 blender\_magnetic-hover-craft\_04\_p1\_long\_even.wav  
207 blender\_magnetic-hover-craft\_04\_p2\_long\_even.wav  
208 blender\_magnetic-hover-craft\_05\_p0\_long\_even.wav  
209 blender\_magnetic-hover-craft\_05\_p1\_long\_even.wav  
210 blender\_magnetic-hover-craft\_05\_p2\_long\_even.wav  
211 blender\_magnetic-hover-craft\_06\_p0\_long\_even.wav  
212 blender\_magnetic-hover-craft\_06\_p1\_long\_even.wav  
213 blender\_magnetic-hover-craft\_06\_p2\_long\_even.wav  
214 blender\_magnetic-light\_01\_p0\_long\_down.wav  
215 blender\_magnetic-light\_01\_p1\_long\_down.wav  
216 blender\_magnetic-light\_01\_p2\_long\_down.wav  
217 blender\_magnetic-ufo-shield\_01\_p0\_long\_down.wav  
218 blender\_magnetic-ufo-shield\_01\_p1\_long\_down.wav  
219 blender\_magnetic-ufo-shield\_01\_p2\_long\_down.wav  
220 blender\_magnetic-ufo-shield\_02\_p0\_long\_down.wav  
221 blender\_magnetic-ufo-shield\_02\_p1\_long\_down.wav  
222 blender\_magnetic-ufo-shield\_02\_p2\_long\_down.wav  
223 blender\_magnetic-ufo-shield\_03\_p0\_long\_down.wav  
224 blender\_magnetic-ufo-shield\_03\_p1\_long\_down.wav  
225 blender\_magnetic-ufo-shield\_03\_p2\_long\_down.wav  
226 blender\_metallic-fizzling\_01\_a\_medium\_up.wav  
227 blender\_metallic-fizzling\_01\_b\_medium\_up.wav  
228 blender\_metallic-fizzling\_01\_c\_medium\_up.wav  
229 blender\_metallic-rise\_01\_p0\_medium\_up.wav  
230 blender\_metallic-rise\_01\_p1\_medium\_up.wav  
231 blender\_metallic-rise\_01\_p2\_medium\_up.wav  
232 blender\_metallic-rise\_02\_p0\_long\_up.wav  
233 blender\_metallic-rise\_02\_p1\_medium\_up.wav  
234 blender\_metallic-rise\_02\_p2\_long\_up.wav  
235 blender\_metallic-rise\_03\_p0\_medium\_up.wav  
236 blender\_metallic-rise\_03\_p1\_medium\_up.wav  
237 blender\_metallic-rise\_03\_p2\_medium\_up.wav  
238 blender\_metallic-rise\_04\_p0\_medium\_up.wav  
239 blender\_metallic-rise\_04\_p1\_medium\_up.wav  
240 blender\_metallic-rise\_04\_p2\_medium\_up.wav  
241 blender\_metallic-rise\_05\_p0\_medium\_up.wav  
242 blender\_metallic-rise\_05\_p1\_medium\_up.wav  
243 blender\_metallic-rise\_05\_p2\_medium\_up.wav  
244 blender\_metallic-whoosh\_01\_p0\_long\_up.wav  
245 blender\_metallic-whoosh\_01\_p1\_long\_up.wav  
246 blender\_metallic-whoosh\_01\_p2\_long\_up.wav  
247 blender\_morse-code\_01\_a\_long\_even.wav  
248 blender\_morse-code\_01\_b\_medium\_even.wav  
249 blender\_morse-code\_01\_c\_medium\_even.wav  
250 blender\_neon-writing\_01\_p0\_long\_down.wav  
251 blender\_neon-writing\_01\_p1\_long\_down.wav  
252 blender\_neon-writing\_01\_p2\_long\_down.wav  
253 blender\_noisy-whoosh-doppler\_01\_a\_long\_down.wav  
254 blender\_noisy-whoosh-doppler\_01\_b\_long\_down.wav  
255 blender\_noisy-whoosh-doppler\_01\_c\_long\_down.wav  
256 blender\_noisy-whoosh-doppler\_02\_a\_long\_down.wav  
257 blender\_noisy-whoosh-doppler\_02\_b\_long\_down.wav  
258 blender\_noisy-whoosh-doppler\_02\_c\_long\_down.wav

259 blender\_noisy-whoosh\_01\_p0\_long\_up.wav whoosh, noisy, fizzling, high  
260 blender\_noisy-whoosh\_01\_p1\_long\_up.wav whoosh, noisy, fizzling, high  
261 blender\_noisy-whoosh\_01\_p2\_long\_up.wav whoosh, noisy, fizzling, high  
262 blender\_plasma-sword\_01\_p0\_long\_even.wav slide, metal, high, impact  
263 blender\_plasma-sword\_01\_p1\_long\_even.wav slide, metal, high, impact  
264 blender\_plasma-sword\_01\_p2\_long\_even.wav slide, metal, high, impact  
265 blender\_pulsating-metal\_01\_p0\_long\_up.wav metal, evolving, pulsating  
266 blender\_pulsating-metal\_01\_p1\_long\_up.wav metal, evolving, pulsating  
267 blender\_pulsating-metal\_01\_p2\_long\_up.wav metal, evolving, pulsating  
268 blender\_radio-failure\_01\_a\_long\_up.wav radio, interference, noisy  
269 blender\_radio-failure\_01\_b\_medium\_up.wav radio, interference, noisy  
270 blender\_radio-failure\_01\_c\_medium\_up.wav radio, interference, noisy  
271 blender\_radiointerference-rise\_01\_c\_long\_p0\_even.wav randomized, radio, noisy, click  
272 blender\_radiointerference-rise\_01\_long\_p1\_even.wav randomized, radio, noisy, click  
273 blender\_radiointerference-rise\_01\_medium\_p2\_even.wav randomized, radio, noisy, click  
274 blender\_razor-blade\_01\_p0\_medium\_even.wav razor, blade, high, high voltage, metal  
275 blender\_razor-blade\_01\_p1\_long\_even.wav razor, blade, high, high voltage, metal  
276 blender\_razor-blade\_01\_p2\_medium\_even.wav razor, blade, high, high voltage, metal  
277 blender\_reverse-door\_01\_a\_long\_even.wav door, reversed, impact, low, dark  
278 blender\_reverse-door\_01\_b\_long\_even.wav door, reversed, impact, low, dark  
279 blender\_reverse-door\_01\_c\_long\_even.wav door, reversed, impact, low, dark  
280 blender\_reversed-tonal-hit\_01\_p0\_long\_up.wav impact, high, glass  
281 blender\_reversed-tonal-hit\_01\_p1\_long\_up.wav impact, high, glass  
282 blender\_reversed-tonal-hit\_01\_p2\_long\_up.wav impact, high, glass  
283 blender\_rising-robot\_01\_p0\_long\_even.wav robot, noisy, pulsating, fizzling, buzz  
284 blender\_rising-robot\_01\_p1\_long\_even.wav robot, noisy, pulsating, fizzling, buzz  
285 blender\_rising-robot\_01\_p2\_long\_even.wav robot, noisy, pulsating, fizzling, buzz  
286 blender\_rotor-hard\_01\_p0\_long\_down.wav rotor, noisy, big, hard, flutter  
287 blender\_rotor-hard\_01\_p1\_long\_down.wav rotor, noisy, big, hard, flutter  
288 blender\_rotor-hard\_01\_p2\_short\_down.wav rotor, noisy, big, hard, flutter  
289 blender\_rotor-hard\_02\_p0\_medium\_down.wav rotor, noisy, big, hard, flutter  
290 blender\_rotor-hard\_02\_p1\_medium\_down.wav rotor, noisy, big, hard, flutter  
291 blender\_rotor-hard\_02\_p2\_long\_down.wav rotor, noisy, big, hard, flutter  
292 blender\_rotor-hard\_03\_p0\_long\_down.wav rotor, noisy, big, hard, flutter  
293 blender\_rotor-hard\_03\_p1\_long\_down.wav rotor, noisy, big, hard, flutter  
294 blender\_rotor-hard\_03\_p2\_long\_down.wav rotor, noisy, big, hard, flutter  
295 blender\_rotor-noisy\_01\_a\_long\_down.wav rotor, noisy, big, hard  
296 blender\_rotor-noisy\_01\_b\_short\_down.wav rotor, noisy, big, hard  
297 blender\_rotor-noisy\_01\_c\_short\_down.wav rotor, noisy, big, hard  
298 blender\_rotor-noisy\_02\_p0\_long\_down.wav rotor, noisy, big, hard, flutter  
299 blender\_rotor-noisy\_02\_p1\_long\_down.wav rotor, noisy, big, hard, flutter  
300 blender\_rotor-noisy\_02\_p2\_long\_down.wav rotor, noisy, big, hard, flutter  
301 blender\_rotor-noisy\_03\_p0\_long\_down.wav rotor, noisy, big, hard, flutter  
302 blender\_rotor-noisy\_03\_p1\_long\_down.wav rotor, noisy, big, hard, flutter  
303 blender\_rotor-noisy\_03\_p2\_long\_down.wav rotor, noisy, big, hard, flutter  
304 blender\_rotor-soft\_01\_p0\_long\_down.wav rotor, noisy, big, soft, sweep  
305 blender\_rotor-soft\_01\_p1\_long\_down.wav rotor, noisy, big, soft, sweep  
306 blender\_rotor-soft\_01\_p2\_long\_down.wav rotor, noisy, big, soft, sweep  
307 blender\_sawbass-rise\_01\_p0\_long\_down.wav saw, bass, low, dark, expressive  
308 blender\_sawbass-rise\_01\_p1\_long\_down.wav saw, bass, low, dark, expressive  
309 blender\_sawbass-rise\_01\_p2\_long\_down.wav saw, bass, low, dark, expressive  
310 blender\_sawbass-rise\_02\_p0\_medium\_even.wav saw, bass, low, dark, expressive  
311 blender\_sawbass-rise\_02\_p1\_long\_down.wav saw, bass, low, dark, expressive  
312 blender\_sawbass-rise\_02\_p2\_long\_down.wav saw, bass, low, dark, expressive  
313 blender\_sawbass-rise\_03\_p0\_long\_down.wav saw, bass, low, dark, expressive  
314 blender\_sawbass-rise\_03\_p0\_medium\_down.wav saw, bass, low, dark, expressive  
315 blender\_sawbass-rise\_03\_p1\_long\_down.wav saw, bass, low, dark, expressive  
316 blender\_sawbass-rise\_03\_p1\_medium\_down.wav saw, bass, low, dark, expressive  
317 blender\_sawbass-rise\_03\_p2\_long\_down.wav saw, bass, low, dark, expressive  
318 blender\_sawbass-rise\_03\_p2\_medium\_down.wav saw, bass, low, dark, expressive  
319 blender\_sawbass-rise\_04\_p0\_long\_down.wav saw, bass, low, dark, expressive  
320 blender\_sawbass-rise\_04\_p1\_long\_down.wav saw, bass, low, dark, expressive  
321 blender\_sawbass-rise\_04\_p2\_long\_down.wav saw, bass, low, dark, expressive  
322 blender\_scanner-hard\_01\_p0\_medium\_even.wav scanner, hard, sweep  
323 blender\_scanner-hard\_01\_p1\_medium\_even.wav scanner, hard, sweep  
324 blender\_scanner-hard\_01\_p2\_medium\_even.wav scanner, hard, sweep  
325 blender\_scanner-hard\_02\_p0\_medium\_even.wav scanner, hard, sweep  
326 blender\_scanner-hard\_02\_p1\_medium\_even.wav scanner, hard, sweep  
327 blender\_scanner-hard\_02\_p2\_medium\_even.wav scanner, hard, sweep  
328 blender\_scanner-high\_01\_p0\_medium\_even.wav scanner, hard, sweep, high  
329 blender\_scanner-high\_01\_p1\_medium\_even.wav scanner, hard, sweep, high  
330 blender\_scanner-high\_01\_p2\_medium\_even.wav scanner, hard, sweep, high  
331 blender\_scanner-soft\_01\_p0\_medium\_even.wav scanner, soft, sweep, low  
332 blender\_scanner-soft\_01\_p1\_medium\_even.wav scanner, soft, sweep, low  
333 blender\_scanner-soft\_01\_p2\_medium\_even.wav scanner, soft, sweep, low  
334 blender\_sci-fi-lift\_01\_p0\_long\_up.wav lift, high, sci-fi, sweep, pulsating  
335 blender\_sci-fi-lift\_01\_p1\_long\_up.wav lift, high, sci-fi, sweep, pulsating  
336 blender\_sci-fi-lift\_01\_p2\_long\_up.wav lift, high, sci-fi, sweep, pulsating  
337 blender\_sci-fi-lift\_02\_p0\_long\_up.wav lift, high, sci-fi, sweep, pulsating  
338 blender\_sci-fi-lift\_02\_p1\_long\_up.wav lift, high, sci-fi, sweep, pulsating  
339 blender\_sci-fi-lift\_02\_p2\_long\_up.wav lift, high, sci-fi, sweep, pulsating  
340 blender\_singing-ghosts\_01\_p0\_long\_down.wav voice, ghost, dark, low  
341 blender\_singing-ghosts\_01\_p1\_long\_down.wav voice, ghost, dark, low  
342 blender\_singing-ghosts\_01\_p2\_long\_down.wav voice, ghost, dark, low  
343 blender\_singing-ghosts\_02\_p0\_long\_down.wav voice, ghost, dark, low  
344 blender\_singing-ghosts\_02\_p1\_long\_down.wav voice, ghost, dark, low  
345 blender\_singing-ghosts\_02\_p2\_long\_down.wav voice, ghost, dark, low  
346 blender\_soft-dissonant\_01\_a\_long\_even.wav soft, warm, dissonant, pad  
347 blender\_soft-dissonant\_01\_b\_long\_down.wav soft, warm, dissonant, pad

348 blender\_soft-dissonant\_01\_c\_long\_up.wav  
349 blender\_soft-dissonant\_02\_p0\_long\_down.wav  
350 blender\_soft-dissonant\_02\_p1\_long\_down.wav  
351 blender\_soft-dissonant\_02\_p2\_long\_down.wav  
352 blender\_sonar\_01\_p0\_medium\_even.wav  
353 blender\_sonar\_01\_p1\_medium\_even.wav  
354 blender\_sonar\_01\_p2\_medium\_even.wav  
355 blender\_squeaky-metal-stinger\_01\_p0\_medium\_up.wav  
356 blender\_squeaky-metal-stinger\_01\_p1\_medium\_up.wav  
357 blender\_squeaky-metal-stinger\_01\_p2\_medium\_up.wav  
358 blender\_starship-rocket\_01\_p0\_long\_down.wav  
359 blender\_starship-rocket\_01\_p0\_long\_up.wav  
360 blender\_starship-rocket\_01\_p1\_long\_down.wav  
361 blender\_starship-rocket\_01\_p1\_long\_up.wav  
362 blender\_starship-rocket\_01\_p2\_long\_down.wav  
363 blender\_starship-rocket\_01\_p2\_long\_up.wav  
364 blender\_starship-rocket\_02\_p0\_long\_down.wav  
365 blender\_starship-rocket\_02\_p1\_long\_down.wav  
366 blender\_starship-rocket\_02\_p2\_long\_down.wav  
367 blender\_steam\_01\_a\_long\_even.wav  
368 blender\_steam\_01\_b\_long\_even.wav  
369 blender\_steam\_01\_c\_long\_even.wav  
370 blender\_synthetic-airplane\_01\_a\_long\_down.wav  
371 blender\_synthetic-airplane\_01\_b\_long\_even.wav  
372 blender\_synthetic-airplane\_01\_c\_long\_up.wav  
373 blender\_ufo-drive-by\_01\_p0\_medium\_down.wav  
374 blender\_ufo-drive-by\_01\_p1\_medium\_down.wav  
375 blender\_ufo-drive-by\_01\_p2\_medium\_down.wav  
376 blender\_ufo-drive-by\_02\_p0\_long\_down.wav  
377 blender\_ufo-drive-by\_02\_p1\_long\_down.wav  
378 blender\_ufo-drive-by\_02\_p2\_long\_down.wav  
379 blender\_ufo-drive-by\_03\_p0\_long\_down.wav  
380 blender\_ufo-drive-by\_03\_p1\_long\_down.wav  
381 blender\_ufo-drive-by\_03\_p2\_long\_down.wav  
382 blender\_ultra-subbass\_01\_p0\_short\_even.wav  
383 blender\_ultra-subbass\_01\_p1\_short\_even.wav  
384 blender\_ultra-subbass\_01\_p2\_short\_even.wav  
385 blender\_vibraphone-slide\_01\_p0\_long\_even.wav  
386 blender\_vibraphone-slide\_01\_p1\_long\_even.wav  
387 blender\_vibraphone-slide\_01\_p2\_long\_even.wav  
388 blender\_warm-rise\_01\_a\_long\_up.wav  
389 blender\_warm-rise\_01\_b\_long\_up.wav  
390 blender\_warm-rise\_01\_c\_long\_up.wav  
391 blender\_whoosh\_high\_001\_short\_down.wav  
392 blender\_whoosh\_high\_001\_short\_rev\_down.wav  
393 blender\_whoosh\_high\_002\_short\_even.wav  
394 blender\_whoosh\_high\_002\_short\_rev\_down.wav  
395 blender\_whoosh\_high\_003\_short\_down.wav  
396 blender\_whoosh\_high\_003\_short\_rev\_down.wav  
397 blender\_whoosh\_high\_004\_short\_down.wav  
398 blender\_whoosh\_high\_004\_short\_rev\_down.wav  
399 blender\_whoosh\_high\_005\_medium\_even.wav  
400 blender\_whoosh\_high\_005\_medium\_up.wav  
401 blender\_whoosh\_high\_006\_medium\_up.wav  
402 blender\_whoosh\_high\_006\_short\_rev\_down.wav  
403 blender\_whoosh\_high\_007\_short\_double\_even.wav  
404 blender\_whoosh\_high\_007\_short\_double\_rev\_down.wav  
405 blender\_whoosh\_high\_008\_short\_down.wav  
406 blender\_whoosh\_high\_008\_short\_even.wav  
407 blender\_whoosh\_high\_009\_short\_down.wav  
408 blender\_whoosh\_high\_009\_short\_rev\_down.wav  
409 blender\_whoosh\_high\_010\_short\_double\_even.wav  
410 blender\_whoosh\_high\_010\_short\_double\_rev\_down.wav  
411 blender\_whoosh\_high\_011\_medium\_alt\_down.wav  
412 blender\_whoosh\_high\_011\_medium\_down.wav  
413 blender\_whoosh\_high\_012\_short\_double\_down.wav  
414 blender\_whoosh\_high\_012\_short\_double\_up.wav  
415 blender\_whoosh\_high\_013\_short\_double\_rev\_up.wav  
416 blender\_whoosh\_high\_013\_short\_double\_up.wav  
417 blender\_whoosh\_high\_014\_short\_double\_rev\_down.wav  
418 blender\_whoosh\_high\_014\_short\_double\_up.wav  
419 blender\_whoosh\_high\_015\_short\_double\_even.wav  
420 blender\_whoosh\_high\_015\_short\_double\_rev\_even.wav  
421 blender\_whoosh\_high\_016\_short\_even.wav  
422 blender\_whoosh\_high\_016\_short\_rev\_down.wav  
423 blender\_whoosh\_high\_017\_short\_even.wav  
424 blender\_whoosh\_high\_017\_short\_rev\_even.wav  
425 blender\_whoosh\_high\_018\_short\_down.wav  
426 blender\_whoosh\_high\_019\_short\_rev\_up.wav  
427 blender\_whoosh\_high\_019\_short\_up.wav  
428 blender\_whoosh\_high\_020\_short\_even.wav  
429 blender\_whoosh\_high\_020\_short\_up.wav  
430 blender\_whoosh\_high\_021\_short\_even.wav  
431 blender\_whoosh\_high\_021\_short\_rev\_even.wav  
432 blender\_whoosh\_high\_022\_double\_short\_down.wav  
433 blender\_whoosh\_high\_022\_short\_double\_up.wav  
434 blender\_whoosh\_high\_023\_short\_even.wav  
435 blender\_whoosh\_high\_023\_short\_rev\_down.wav  
436 blender\_whoosh\_high\_024\_short\_down.wav

soft, warm, dissonant, pad  
soft, warm, dissonant, pad  
soft, warm, dissonant, pad  
soft, warm, dissonant, pad  
sonar, click, high, thin, drop  
sonar, click, high, thin, drop  
sonar, click, high, thin, drop  
metal, squeaky, bright, soft  
metal, squeaky, bright, soft  
metal, squeaky, bright, soft  
starship, rocket, high, bright, laser, beam, drive by, ufo  
starship, rocket, high, bright, laser, beam, drive by, ufo  
starship, rocket, high, bright, laser, beam, drive by, ufo  
starship, rocket, high, bright, laser, beam, drive by, ufo  
starship, rocket, high, bright, laser, beam, drive by, ufo  
starship, rocket, high, bright, laser, beam, drive by, ufo  
starship, rocket, high, bright, laser, beam, drive by, ufo  
starship, rocket, high, bright, laser, beam, drive by, ufo  
starship, rocket, high, bright, laser, beam, drive by, ufo  
starship, rocket, high, bright, laser, beam, drive by, ufo  
steam, noisy, impact, high  
steam, noisy, impact, high  
steam, noisy, impact, high  
airplane, noisy, big, drive by  
airplane, noisy, big, drive by  
airplane, noisy, big, drive by  
starship, rocket, high, bright, laser, beam, drive by, ufo  
starship, rocket, high, bright, laser, beam, drive by, ufo  
starship, rocket, high, bright, laser, beam, drive by, ufo  
starship, rocket, high, bright, laser, beam, drive by, ufo  
starship, rocket, low, motor, pulsating, drive by, ufo  
starship, rocket, low, motor, pulsating, drive by, ufo  
starship, rocket, low, motor, pulsating, drive by, ufo  
subbass, bass, deep, evolving, big  
subbass, bass, deep, evolving, big  
subbass, bass, deep, evolving, big  
slide, vibraphone, impacts, high  
slide, vibraphone, impacts, high  
slide, vibraphone, impacts, high  
analog, warm, soft, rise, low  
analog, warm, soft, rise, low  
analog, warm, soft, rise, low  
whoosh, short, high  
whoosh, short, high, reverse  
whoosh, short, high, glass, metal, slide  
whoosh, short, high, glass, metal, slide, reverse  
whoosh, short, high, whip  
whoosh, short, high, reverse  
whoosh, short, high  
whoosh, short, high, reverse  
whoosh, short, high, reverse, flutter  
whoosh, short, high  
whoosh, short, high, reverse  
whoosh, short, high  
whoosh, short, high, double  
whoosh, short, high, double, reverse  
whoosh, short, high  
whoosh, short, high  
whoosh, short, high  
whoosh, short, high, digital, metal  
whoosh, short, high, digital, metal, reverse  
whoosh, short, high, double, flanger  
whoosh, short, high, double, reverse, flanger  
whoosh, short, high, digital  
whoosh, short, high, digital, reverse  
whoosh, short, high, double, flanger  
whoosh, short, high, double, reverse, flanger  
whoosh, short, high, double  
whoosh, short, high, double  
whoosh, short, high, double, reverse  
whoosh, short, high, double  
whoosh, short, high, double, low-fi  
whoosh, short, high, double, low-fi, reverse  
whoosh, short, high  
whoosh, short, high, reverse  
whoosh, short, high  
whoosh, short, high, reverse  
whoosh, short, high  
whoosh, short, high, reverse  
whoosh, short, high, metal, burn, fire  
whoosh, short, high, reverse, thin  
whoosh, short, high  
whoosh, short, high  
whoosh, short, high, double  
whoosh, short, high, double, reverse  
whoosh, short, high  
whoosh, short, high, reverse  
whoosh, short, high

437 blender\_whoosh\_high\_024\_short\_rev\_down.wav  
438 blender\_whoosh\_high\_025\_short\_rev\_down.wav  
439 blender\_whoosh\_high\_025\_short\_up.wav  
440 blender\_whoosh\_high\_026\_short\_down.wav  
441 blender\_whoosh\_high\_026\_short\_rev\_down.wav  
442 blender\_whoosh\_high\_027\_short\_rev\_down.wav  
443 blender\_whoosh\_high\_027\_short\_up.wav  
444 blender\_whoosh\_high\_028\_short\_even.wav  
445 blender\_whoosh\_high\_028\_short\_rev\_down.wav  
446 blender\_whoosh\_high\_029\_short\_down.wav  
447 blender\_whoosh\_high\_029\_short\_rev\_down.wav  
448 blender\_whoosh\_high\_030\_short\_even.wav  
449 blender\_whoosh\_high\_030\_short\_rev\_even.wav  
450 blender\_whoosh\_high\_031\_short\_down.wav  
451 blender\_whoosh\_high\_031\_short\_rev\_up.wav  
452 blender\_whoosh\_high\_032\_short\_even.wav  
453 blender\_whoosh\_high\_032\_short\_rev\_even.wav  
454 blender\_whoosh\_high\_033\_short\_down.wav  
455 blender\_whoosh\_high\_033\_short\_rev\_down.wav  
456 blender\_whoosh\_high\_034\_short\_even.wav  
457 blender\_whoosh\_high\_034\_short\_rev\_even.wav  
458 blender\_whoosh\_high\_035\_medium\_up.wav  
459 blender\_whoosh\_high\_036\_medium\_down.wav  
460 blender\_whoosh\_high\_037\_long\_down.wav  
461 blender\_whoosh\_high\_038\_medium\_down.wav  
462 blender\_whoosh\_high\_039\_medium\_up.wav  
463 blender\_whoosh\_high\_040\_medium\_up.wav  
464 blender\_whoosh\_high\_041\_short\_up.wav  
465 blender\_whoosh\_high\_042\_long\_down.wav  
466 blender\_whoosh\_high\_043\_long\_down.wav  
467 blender\_whoosh\_high\_044\_long\_down.wav  
468 blender\_whoosh\_high\_045\_long\_down.wav  
469 blender\_whoosh\_high\_046\_long\_down.wav  
470 blender\_whoosh\_high\_047\_long\_down.wav  
471 blender\_whoosh\_high\_048\_long\_down.wav  
472 blender\_whoosh\_high\_049\_long\_down.wav  
473 blender\_whoosh\_high\_050\_long\_down.wav  
474 blender\_whoosh\_high\_051\_medium\_down.wav  
475 blender\_whoosh\_high\_052\_medium\_down.wav  
476 blender\_whoosh\_high\_053\_medium\_down.wav  
477 blender\_whoosh\_high\_054\_medium\_down.wav  
478 blender\_whoosh\_high\_055\_medium\_down.wav  
479 blender\_whoosh\_high\_056\_long\_even.wav  
480 blender\_whoosh\_high\_057\_long\_up.wav  
481 blender\_whoosh\_high\_058\_medium\_down.wav  
482 blender\_whoosh\_high\_059\_long\_even.wav  
483 blender\_whoosh\_high\_060\_medium\_even.wav  
484 blender\_whoosh\_high\_061\_medium\_even.wav  
485 blender\_whoosh\_high\_062\_long\_down.wav  
486 blender\_whoosh\_high\_063\_medium\_down.wav  
487 blender\_whoosh\_high\_064\_medium\_down.wav  
488 blender\_whoosh\_high\_065\_long\_down.wav  
489 blender\_whoosh\_high\_066\_medium\_down.wav  
490 blender\_whoosh\_high\_067\_medium\_up.wav  
491 blender\_whoosh\_high\_068\_medium\_even.wav  
492 blender\_whoosh\_high\_069\_short\_up.wav  
493 blender\_whoosh\_high\_070\_medium\_down.wav  
494 blender\_whoosh\_high\_071\_medium\_even.wav  
495 blender\_whoosh\_low\_001\_short\_even.wav  
496 blender\_whoosh\_low\_001\_short\_rev\_even.wav  
497 blender\_whoosh\_low\_002\_short\_even.wav  
498 blender\_whoosh\_low\_002\_short\_rev\_even.wav  
499 blender\_whoosh\_low\_003\_short\_down.wav  
500 blender\_whoosh\_low\_003\_short\_rev\_even.wav  
501 blender\_whoosh\_low\_004\_short\_even.wav  
502 blender\_whoosh\_low\_004\_short\_rev\_even.wav  
503 blender\_whoosh\_mid\_001\_long\_down.wav  
504 blender\_whoosh\_mid\_002\_long\_down.wav  
505 blender\_whoosh\_mid\_003\_medium\_down.wav  
506 blender\_whoosh\_mid\_004\_medium\_down.wav  
507 blender\_whoosh\_mid\_005\_medium\_down.wav  
508 blender\_whoosh\_mid\_006\_medium\_down.wav  
509 blender\_whoosh\_mid\_007\_medium\_up.wav  
510 blender\_whoosh\_mid\_008\_long\_down.wav  
511 blender\_whoosh\_mid\_009\_medium\_down.wav  
512 blender\_whoosh\_mid\_010\_long\_down.wav  
513 blender\_whoosh\_mid\_011\_medium\_up.wav  
514 blender\_whoosh\_mid\_012\_long\_down.wav  
515 blender\_whoosh\_mid\_013\_medium\_down.wav  
516 blender\_whoosh\_mid\_014\_long\_down.wav  
517 blender\_whoosh\_mid\_015\_long\_down.wav  
518 blender\_whoosh\_mid\_016\_long\_down.wav  
519 blender\_whoosh\_mid\_017\_long\_down.wav  
520 blender\_whoosh\_mid\_018\_long\_down.wav  
521 blender\_whoosh\_mid\_019\_long\_down.wav  
522 blender\_whoosh\_mid\_020\_medium\_down.wav  
523 blender\_whoosh\_mid\_021\_long\_up.wav  
524 blender\_whoosh\_mid\_022\_long\_even.wav  
525 blender\_whoosh\_mid\_023\_long\_up.wav

526	blender_whoosh_mid_024_long_down.wav	whoosh, mid, long
527	blender_whoosh_mid_025_long_down.wav	whoosh, mid, long, glass, metal
528	blender_whoosh_mid_026_long_up.wav	whoosh, mid, long
529	blender_whoosh_mid_027_long_even.wav	whoosh, mid, long
530	blender_whoosh_mid_028_long_down.wav	whoosh, mid, tremolo, long
531	blender_whoosh_mid_029_long_up.wav	whoosh, mid, tremolo, long
532	blender_whoosh_mid_030_long_down.wav	whoosh, mid, tremolo, long
533	blender_whoosh_mid_031_medium_up.wav	whoosh, mid, tremolo, long
534	blender_whoosh_mid_032_long_down.wav	whoosh, mid, long
535	blender_whoosh_mid_033_long_up.wav	whoosh, mid, long
536	blender_whoosh_mid_034_long_down.wav	whoosh, mid, long, tremolo
537	blender_whoosh_mid_035_long_down.wav	whoosh, mid, long, tremolo
538	blender_whoosh_mid_036_long_down.wav	whoosh, mid, long, tremolo
539	blender_whoosh_mid_037_long_down.wav	whoosh, mid, long
540	blender_whoosh_mid_038_long_down.wav	whoosh, mid, long, glass, metal
541	blender_whoosh_mid_039_long_down.wav	whoosh, mid, long
542	blender_whoosh_mid_040_long_down.wav	whoosh, mid, long
543	blender_whoosh_mid_041_medium_up.wav	whoosh, mid, medium, tremolo
544	blender_whoosh_mid_042_long_even.wav	whoosh, mid, long
545	blender_whoosh_mid_043_long_down.wav	whoosh, mid, long
546	blender_whoosh_mid_044_long_down.wav	whoosh, mid, long
547	blender_whoosh_mid_045_long_down.wav	whoosh, mid, long
548	blender_whoosh_mid_046_long_down.wav	whoosh, mid, long, tremolo
549	blender_whoosh_mid_047_long_down.wav	whoosh, mid, long, tremolo, vibrato
550	blender_whoosh_mid_048_long_down.wav	whoosh, mid, long, tremolo, vibrato
551	blender_whoosh_mid_049_long_down.wav	whoosh, mid, long, tremolo, vibrato
552	blender_whoosh_mid_050_long_down.wav	whoosh, mid, long, doppler, tremolo
553	blender_whoosh_mid_051_long_down.wav	whoosh, mid, long, doppler, tremolo
554	blender_whoosh_mid_052_long_down.wav	whoosh, mid, long
555	blender_whoosh_mid_053_long_down.wav	whoosh, mid, long, doppler, tremolo
556	blender_whoosh_mid_054_long_down.wav	whoosh, mid, long, doppler, tremolo
557	blender_whoosh_mid_055_long_down.wav	whoosh, mid, long, doppler, tremolo
558	blender_whoosh_mid_056_long_rev_up.wav	whoosh, mid, long, reverse
559	blender_whoosh_mid_057_long_rev_down.wav	whoosh, mid, long, metal, reverse
560	blender_whoosh_mid_058_long_rev_down.wav	whoosh, mid, long, metal, reverse
561	blender_whoosh_mid_059_medium_rev_down.wav	whoosh, mid, long, metal, slide, reverse