| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 1 | DSGNBoom_Impact LF Layer 01 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail | 00:07 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 2 | DSGNBoom_Impact LF Layer 02 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 3 | DSGNBoom_Impact LF Layer 03 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 4 | DSGNBoom_Impact LF Layer 04 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Drop, Pitch Down | 00:06 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 5 | DSGNBoom_Impact LF Layer 05 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 6 | DSGNBoom_Impact LF Layer 06 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Drop, Pitch Down | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 7 | DSGNBoom_Impact LF Layer 07 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Soft | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 8 | DSGNBoom_Impact LF Layer 08 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 9 | DSGNBoom_Impact LF Layer 09 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Sci Fi | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 10 | DSGNBoom_Impact LF Layer 10 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Sci Fi | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 11 | DSGNBoom_Impact LF Layer 11 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 12 | DSGNBoom_Impact LF Layer 12 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 13 | DSGNBoom_Impact LF Layer 13 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail | 00:06 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 14 | DSGNBoom_Impact LF Layer 14 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 15 | DSGNBoom_Impact LF Layer 15 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 16 | DSGNBoom_Impact LF Layer 16 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 17 | DSGNBoom_Impact LF Layer 17 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail | 00:09 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 18 | DSGNBoom_Impact LF Layer 18 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail | 00:07 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 19 | DSGNBoom_Impact LF Layer 19 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 20 | DSGNBoom_Impact LF Layer 20 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 21 | DSGNBoom_Impact LF Layer 21 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 22 | DSGNBoom_Impact LF Layer 22 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 23 | DSGNBoom_Impact LF Layer 23 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Distorted, Long Tail | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 24 | DSGNBoom_Impact LF Layer 24 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail | 00:12 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 25 | DSGNBoom_Impact LF Layer 25 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 26 | DSGNBoom_Impact LF Layer 26 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 27 | DSGNBoom_Impact LF Layer 27 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Distorted | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 28 | DSGNBoom_Impact LF Layer 28 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 29 | DSGNBoom_Impact LF Layer 29 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 30 | DSGNBoom_Impact LF Layer 30 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 31 | DSGNBoom_Impact LF Layer 31 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 32 | DSGNBoom_Impact LF Layer 32 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 33 | DSGNBoom_Impact LF Layer 33 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail, Bass Drop, Pitch Down | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 34 | DSGNBoom_Impact LF Layer 34 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail, Sci Fi | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 35 | DSGNBoom_Impact LF Layer 35 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail | 00:06 | WAV \| 24Bit \| 96kHz \| 2 CH |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 36 | DSGNBoom_Impact LF Layer 36 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail | 00:07 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 37 | DSGNBoom_Impact LF Layer 37 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail, Bass Drop, Pitch Down | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 38 | DSGNBoom_Impact LF Layer 38 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 39 | DSGNBoom_Impact LF Layer 39 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 40 | DSGNBoom_Impact LF Layer 40 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 41 | DSGNBoom_Impact LF Layer 41 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail | 00:11 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 42 | DSGNBoom_Impact LF Layer 42 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail | 00:06 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 43 | DSGNBoom_Impact LF Layer 43 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail, Sci Fi | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 44 | DSGNBoom_Impact LF Layer 44 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Soft | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 45 | DSGNBoom_Impact LF Layer 45 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail | 00:08 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 46 | DSGNBoom_Impact LF Layer 46 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 47 | DSGNBoom_Impact LF Layer 47 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Resonant | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 48 | DSGNBoom_Impact LF Layer 48 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 49 | DSGNBoom_Impact LF Layer 49 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 50 | DSGNBoom_Impact LF Layer 50 A_SNDBTS_WI2-E.wav | DESIGNED / BOOM | Impact, Hit, Layer, Low Frequency Band, Sound Design Element, Deep Bass, Long Tail | 00:09 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 51 | DSGNRmbl_Whoosh LF Layer 01 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:09 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 52 | DSGNRmbl_Whoosh LF Layer 01 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:10 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 53 | DSGNRmbl_Whoosh LF Layer 02 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 54 | DSGNRmbl_Whoosh LF Layer 02 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:06 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 55 | DSGNRmbl_Whoosh LF Layer 03 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:08 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 56 | DSGNRmbl_Whoosh LF Layer 03 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:08 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 57 | DSGNRmbl_Whoosh LF Layer 04 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:10 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 58 | DSGNRmbl_Whoosh LF Layer 04 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:11 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 59 | DSGNRmbl_Whoosh LF Layer 05 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:09 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 60 | DSGNRmbl_Whoosh LF Layer 05 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:10 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 61 | DSGNRmbl_Whoosh LF Layer 06 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:12 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 62 | DSGNRmbl_Whoosh LF Layer 06 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:13 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 63 | DSGNRmbl_Whoosh LF Layer 07 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 64 | DSGNRmbl_Whoosh LF Layer 07 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:06 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 65 | DSGNRmbl_Whoosh LF Layer 08 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:07 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 66 | DSGNRmbl_Whoosh LF Layer 08 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:08 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 67 | DSGNRmbl_Whoosh LF Layer 09 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:07 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 68 | DSGNRmbl_Whoosh LF Layer 09 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:08 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 69 | DSGNRmbl_Whoosh LF Layer 10 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 70 | DSGNRmbl_Whoosh LF Layer 10 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 71 | DSGNRmbl_Whoosh LF Layer 11 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:10 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 72 | DSGNRmbl_Whoosh LF Layer 11 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:11 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 73 | DSGNRmbl_Whoosh LF Layer 12 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 74 | DSGNRmbl_Whoosh LF Layer 12 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 75 | DSGNRmbl_Whoosh LF Layer 13 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 76 | DSGNRmbl_Whoosh LF Layer 13 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:06 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 77 | DSGNRmbl_Whoosh LF Layer 14 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:09 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 78 | DSGNRmbl_Whoosh LF Layer 14 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:10 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 79 | DSGNRmbl_Whoosh LF Layer 15 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:09 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 80 | DSGNRmbl_Whoosh LF Layer 15 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:10 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 81 | DSGNRmbl_Whoosh LF Layer 16 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:13 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 82 | DSGNRmbl_Whoosh LF Layer 16 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:14 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 83 | DSGNRmbl_Whoosh LF Layer 17 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 84 | DSGNRmbl_Whoosh LF Layer 17 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 85 | DSGNRmbl_Whoosh LF Layer 18 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:08 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 86 | DSGNRmbl_Whoosh LF Layer 18 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:09 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 87 | DSGNRmbl_Whoosh LF Layer 19 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 88 | DSGNRmbl_Whoosh LF Layer 19 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 89 | DSGNRmbl_Whoosh LF Layer 20 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 90 | DSGNRmbl_Whoosh LF Layer 20 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 91 | DSGNRmbl_Whoosh LF Layer 21 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 92 | DSGNRmbl_Whoosh LF Layer 21 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 93 | DSGNRmbl_Whoosh LF Layer 22 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:08 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 94 | DSGNRmbl_Whoosh LF Layer 22 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:08 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 95 | DSGNRmbl_Whoosh LF Layer 23 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 96 | DSGNRmbl_Whoosh LF Layer 23 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 97 | DSGNRmbl_Whoosh LF Layer 24 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 98 | DSGNRmbl_Whoosh LF Layer 24 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 99 | DSGNRmbl_Whoosh LF Layer 25 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:10 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 100 | DSGNRmbl_Whoosh LF Layer 25 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:12 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 101 | DSGNRmbl_Whoosh LF Layer 26 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:09 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 102 | DSGNRmbl_Whoosh LF Layer 26 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:10 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 103 | DSGNRmbl_Whoosh LF Layer 27 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:17 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 104 | DSGNRmbl_Whoosh LF Layer 27 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:19 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 105 | DSGNRmbl_Whoosh LF Layer 28 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 106 | DSGNRmbl_Whoosh LF Layer 28 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 107 | DSGNRmbl_Whoosh LF Layer 29 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 108 | DSGNRmbl_Whoosh LF Layer 29 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 109 | DSGNRmbl_Whoosh LF Layer 30 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:07 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 110 | DSGNRmbl_Whoosh LF Layer 30 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:08 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 111 | DSGNRmbl_Whoosh LF Layer 31 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:11 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 112 | DSGNRmbl_Whoosh LF Layer 31 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:12 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 113 | DSGNRmbl_Whoosh LF Layer 32 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 114 | DSGNRmbl_Whoosh LF Layer 32 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 115 | DSGNRmbl_Whoosh LF Layer 33 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:07 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 116 | DSGNRmbl_Whoosh LF Layer 33 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:08 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 117 | DSGNRmbl_Whoosh LF Layer 34 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:10 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 118 | DSGNRmbl_Whoosh LF Layer 34 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:11 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 119 | DSGNRmbl_Whoosh LF Layer 35 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:11 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 120 | DSGNRmbl_Whoosh LF Layer 35 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:12 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 121 | DSGNRmbl_Whoosh LF Layer 36 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 122 | DSGNRmbl_Whoosh LF Layer 36 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:06 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 123 | DSGNRmbl_Whoosh LF Layer 37 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:07 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 124 | DSGNRmbl_Whoosh LF Layer 37 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:08 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 125 | DSGNRmbl_Whoosh LF Layer 38 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:07 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 126 | DSGNRmbl_Whoosh LF Layer 38 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:08 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 127 | DSGNRmbl_Whoosh LF Layer 39 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 128 | DSGNRmbl_Whoosh LF Layer 39 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 129 | DSGNRmbl_Whoosh LF Layer 40 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 130 | DSGNRmbl_Whoosh LF Layer 40 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 131 | DSGNRmbl_Whoosh LF Layer 41 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:10 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 132 | DSGNRmbl_Whoosh LF Layer 41 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:12 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 133 | DSGNRmbl_Whoosh LF Layer 42 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:08 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 134 | DSGNRmbl_Whoosh LF Layer 42 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:09 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 135 | DSGNRmbl_Whoosh LF Layer 43 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 136 | DSGNRmbl_Whoosh LF Layer 43 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:06 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 137 | DSGNRmbl_Whoosh LF Layer 44 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:09 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 138 | DSGNRmbl_Whoosh LF Layer 44 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:10 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 139 | DSGNRmbl_Whoosh LF Layer 45 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:08 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 140 | DSGNRmbl_Whoosh LF Layer 45 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:09 | WAV \| 24Bit \| 96kHz \| 2 CH |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 141 | DSGNRmbl_Whoosh LF Layer 46 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:10 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 142 | DSGNRmbl_Whoosh LF Layer 46 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:11 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 143 | DSGNRmbl_Whoosh LF Layer 47 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:06 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 144 | DSGNRmbl_Whoosh LF Layer 47 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:07 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 145 | DSGNRmbl_Whoosh LF Layer 48 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:09 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 146 | DSGNRmbl_Whoosh LF Layer 48 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:10 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 147 | DSGNRmbl_Whoosh LF Layer 49 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:06 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 148 | DSGNRmbl_Whoosh LF Layer 49 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:07 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 149 | DSGNRmbl_Whoosh LF Layer 50 A_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:09 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 150 | DSGNRmbl_Whoosh LF Layer 50 B_SNDBTS_WI2-E.wav | DESIGNED / RUMBLE | Whoosh, Pass-By, Transition, Layer, Low Frequency Band, Sound Design Element, Sci Fi, Fantasy, Bass | 00:10 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 151 | DSGNSrce_Impact HF Layer 01 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Metal, Sound Effect | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 152 | DSGNSrce_Impact HF Layer 02 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Metal, Sound Effect | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 153 | DSGNSrce_Impact HF Layer 03 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Long Tail, Noise, Sound Effect | 00:06 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 154 | DSGNSrce_Impact HF Layer 04 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Grains, Dirt, Sound Effect | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 155 | DSGNSrce_Impact HF Layer 05 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Clap, Sound Effect | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 156 | DSGNSrce_Impact HF Layer 06 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Metal, Sci Fi, Sound Effect | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 157 | DSGNSrce_Impact HF Layer 07 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Sci Fi, Sound Effect | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 158 | DSGNSrce_Impact HF Layer 08 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Sound Effect | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 159 | DSGNSrce_Impact HF Layer 09 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Long Tail, Sound Effect | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 160 | DSGNSrce_Impact HF Layer 10 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 161 | DSGNSrce_Impact HF Layer 11 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Metal | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 162 | DSGNSrce_Impact HF Layer 12 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Noise | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 163 | DSGNSrce_Impact HF Layer 13 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 164 | DSGNSrce_Impact HF Layer 14 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Metal | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 165 | DSGNSrce_Impact HF Layer 15 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Glitch | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 166 | DSGNSrce_Impact HF Layer 16 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Metal, Long Tail | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 167 | DSGNSrce_Impact HF Layer 17 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Glitch, 8-Bit | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 168 | DSGNSrce_Impact HF Layer 18 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Metal | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 169 | DSGNSrce_Impact HF Layer 19 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Glitch | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 170 | DSGNSrce_Impact HF Layer 20 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Metal, Distorted, Glitch | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 171 | DSGNSrce_Impact HF Layer 21 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Zap, Sci Fi, Distorted | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 172 | DSGNSrce_Impact HF Layer 22 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Metal, Glitch | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 173 | DSGNSrce_Impact HF Layer 23 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Clap | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 174 | DSGNSrce_Impact HF Layer 24 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Glitch, Sci Fi | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 175 | DSGNSrce_Impact HF Layer 25 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Glitch | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 176 | DSGNSrce_Impact HF Layer 26 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 177 | DSGNSrce_Impact HF Layer 27 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Glitch, Sci Fi | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 178 | DSGNSrce_Impact HF Layer 28 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Sci Fi | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 179 | DSGNSrce_Impact HF Layer 29 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Long Tail, Resonant | 00:07 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 180 | DSGNSrce_Impact HF Layer 30 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Laser, Metal | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 181 | DSGNSrce_Impact HF Layer 31 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Metal, Rattle | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 182 | DSGNSrce_Impact HF Layer 32 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Clap, Sci Fi, Distorted | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 183 | DSGNSrce_Impact HF Layer 33 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Metal | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 184 | DSGNSrce_Impact HF Layer 34 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Glitch, 8-Bit | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 185 | DSGNSrce_Impact HF Layer 35 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Metal | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 186 | DSGNSrce_Impact HF Layer 36 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Glitch | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 187 | DSGNSrce_Impact HF Layer 37 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Glitch, Long Tail | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 188 | DSGNSrce_Impact HF Layer 38 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Long Tail, Glitch | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 189 | DSGNSrce_Impact HF Layer 39 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Metal, Distorted | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 190 | DSGNSrce_Impact HF Layer 40 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Long Tail, Sci Fi | 00:06 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 191 | DSGNSrce_Impact HF Layer 41 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Clap, Distorted | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 192 | DSGNSrce_Impact HF Layer 42 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Zap, Sci Fi, Distorted, Long Tail | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 193 | DSGNSrce_Impact HF Layer 43 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Zap, Sci Fi, Distorted | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 194 | DSGNSrce_Impact HF Layer 44 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Long Tail | 00:07 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 195 | DSGNSrce_Impact HF Layer 45 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Noise, Long Tail | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 196 | DSGNSrce_Impact HF Layer 46 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Clap | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 197 | DSGNSrce_Impact HF Layer 47 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Glitch, Noise | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 198 | DSGNSrce_Impact HF Layer 48 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Glitch | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 199 | DSGNSrce_Impact HF Layer 49 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Metal, Sci Fi | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 200 | DSGNSrce_Impact HF Layer 50 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, High Frequency Band, Sound Design Element, Distorted, Long Tail | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 201 | DSGNSrce_Impact MF Layer 01 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Glitch | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 202 | DSGNSrce_Impact MF Layer 02 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 203 | DSGNSrce_Impact MF Layer 03 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 204 | DSGNSrce_Impact MF Layer 04 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Glitch | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 205 | DSGNSrce_Impact MF Layer 05 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 206 | DSGNSrce_Impact MF Layer 06 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Metal. Distorted | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 207 | DSGNSrce_Impact MF Layer 07 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Clap | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 208 | DSGNSrce_Impact MF Layer 08 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Glitch, Sci Fi | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 209 | DSGNSrce_Impact MF Layer 09 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Analog Echo | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 210 | DSGNSrce_Impact MF Layer 10 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Sci Fi, Glitch | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 211 | DSGNSrce_Impact MF Layer 11 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Metal, Glitch | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 212 | DSGNSrce_Impact MF Layer 12 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Sweep, Distorted | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 213 | DSGNSrce_Impact MF Layer 13 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 214 | DSGNSrce_Impact MF Layer 14 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Long Ringing Tail | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 215 | DSGNSrce_Impact MF Layer 15 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Long Tail | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 216 | DSGNSrce_Impact MF Layer 16 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Sci Fi, Mechanic, Metal | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 217 | DSGNSrce_Impact MF Layer 17 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Glitch, Metal | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 218 | DSGNSrce_Impact MF Layer 18 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 219 | DSGNSrce_Impact MF Layer 19 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Sci Fi, Glitch | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 220 | DSGNSrce_Impact MF Layer 20 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Sci Fi, Metal, Glitch | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 221 | DSGNSrce_Impact MF Layer 21 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Glitch, Electricty | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 222 | DSGNSrce_Impact MF Layer 22 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Long Tail | 00:07 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 223 | DSGNSrce_Impact MF Layer 23 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Glitch, Sci Fi | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 224 | DSGNSrce_Impact MF Layer 24 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Echo, Anime | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 225 | DSGNSrce_Impact MF Layer 25 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 226 | DSGNSrce_Impact MF Layer 26 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Glitch | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 227 | DSGNSrce_Impact MF Layer 27 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 228 | DSGNSrce_Impact MF Layer 28 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Magic, Sci Fi | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 229 | DSGNSrce_Impact MF Layer 29 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Glitch | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 230 | DSGNSrce_Impact MF Layer 30 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 231 | DSGNSrce_Impact MF Layer 31 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Resonant, Glitch, Distorted | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 232 | DSGNSrce_Impact MF Layer 32 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Sci Fi, Glitch | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 233 | DSGNSrce_Impact MF Layer 33 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 234 | DSGNSrce_Impact MF Layer 34 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Pitch Down | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 235 | DSGNSrce_Impact MF Layer 35 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Long Tail, Resonant | 00:06 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 236 | DSGNSrce_Impact MF Layer 36 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Glitch | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 237 | DSGNSrce_Impact MF Layer 37 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Long Tail | 00:07 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 238 | DSGNSrce_Impact MF Layer 38 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Glitch | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 239 | DSGNSrce_Impact MF Layer 39 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Metal | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 240 | DSGNSrce_Impact MF Layer 40 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Stutter | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 241 | DSGNSrce_Impact MF Layer 41 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Metal | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 242 | DSGNSrce_Impact MF Layer 42 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Echoe | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 243 | DSGNSrce_Impact MF Layer 43 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Metal | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 244 | DSGNSrce_Impact MF Layer 44 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Glitch, 8-Bit | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 245 | DSGNSrce_Impact MF Layer 45 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Metal | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 246 | DSGNSrce_Impact MF Layer 46 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 247 | DSGNSrce_Impact MF Layer 47 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Glitch, Sci Fi | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 248 | DSGNSrce_Impact MF Layer 48 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Metal | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 249 | DSGNSrce_Impact MF Layer 49 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Metal, Resonant | 00:02 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 250 | DSGNSrce_Impact MF Layer 50 A_SNDBTS_WI2-E.wav | DESIGNED / SOURCE | Impact, Hit, Layer, Mid Frequency Band, Sound Design Element, Distorted, Glitch | 00:01 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 251 | SWSH_Whoosh HF Layer 01 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 252 | SWSH_Whoosh HF Layer 01 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 253 | SWSH_Whoosh HF Layer 02 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 254 | SWSH_Whoosh HF Layer 02 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 255 | SWSH_Whoosh HF Layer 03 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 256 | SWSH_Whoosh HF Layer 03 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 257 | SWSH_Whoosh HF Layer 04 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 258 | SWSH_Whoosh HF Layer 04 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:06 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 259 | SWSH_Whoosh HF Layer 05 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:09 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 260 | SWSH_Whoosh HF Layer 05 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:11 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 261 | SWSH_Whoosh HF Layer 06 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:08 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 262 | SWSH_Whoosh HF Layer 06 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:09 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 263 | SWSH_Whoosh HF Layer 07 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:08 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 264 | SWSH_Whoosh HF Layer 07 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:09 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 265 | SWSH_Whoosh HF Layer 08 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:08 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 266 | SWSH_Whoosh HF Layer 08 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:09 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 267 | SWSH_Whoosh HF Layer 09 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:06 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 268 | SWSH_Whoosh HF Layer 09 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:07 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 269 | SWSH_Whoosh HF Layer 10 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:10 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 270 | SWSH_Whoosh HF Layer 10 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:12 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 271 | SWSH_Whoosh HF Layer 11 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:06 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 272 | SWSH_Whoosh HF Layer 11 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:07 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 273 | SWSH_Whoosh HF Layer 12 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:16 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 274 | SWSH_Whoosh HF Layer 12 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:18 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 275 | SWSH_Whoosh HF Layer 13 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 276 | SWSH_Whoosh HF Layer 13 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 277 | SWSH_Whoosh HF Layer 14 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:07 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 278 | SWSH_Whoosh HF Layer 14 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:08 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 279 | SWSH_Whoosh HF Layer 15 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:07 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 280 | SWSH_Whoosh HF Layer 15 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:08 | WAV \| 24Bit \| 96kHz \| 2 CH |

| # | FILE NAME | CATEGORY | DESCRIPTION | DURATION | FORMAT |
|---|---|---|---|---|---|
| 281 | SWSH_Whoosh HF Layer 16 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 282 | SWSH_Whoosh HF Layer 16 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:06 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 283 | SWSH_Whoosh HF Layer 17 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:08 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 284 | SWSH_Whoosh HF Layer 17 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:09 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 285 | SWSH_Whoosh HF Layer 18 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 286 | SWSH_Whoosh HF Layer 18 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 287 | SWSH_Whoosh HF Layer 19 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:12 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 288 | SWSH_Whoosh HF Layer 19 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:13 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 289 | SWSH_Whoosh HF Layer 20 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:05 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 290 | SWSH_Whoosh HF Layer 20 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:06 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 291 | SWSH_Whoosh HF Layer 21 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 292 | SWSH_Whoosh HF Layer 21 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 293 | SWSH_Whoosh HF Layer 22 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 294 | SWSH_Whoosh HF Layer 22 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:04 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 295 | SWSH_Whoosh HF Layer 23 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:08 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 296 | SWSH_Whoosh HF Layer 23 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:09 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 297 | SWSH_Whoosh HF Layer 24 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:11 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 298 | SWSH_Whoosh HF Layer 24 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:13 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 299 | SWSH_Whoosh HF Layer 25 A_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |
| 300 | SWSH_Whoosh HF Layer 25 B_SNDBTS_WI2-E.wav | SWOOSHES / SWISH | Whoosh, Pass-By, Transition, Layer, High Frequency Band, Sound Design Element, Sci Fi, Fantasy, Air | 00:03 | WAV \| 24Bit \| 96kHz \| 2 CH |