Cinematic SFX Series Metadata						
	<u>Filename</u>	Time	Format	Channels	Category	
1	dsgn_cinematic_series_bass_drop_clean_01.wav	00:05	96kHz 24bit	2	Designed	
2	dsgn_cinematic_series_bass_drop_clean_02.wav	00:05	96kHz 24bit	2	Designed	
3	dsgn_cinematic_series_bass_drop_distorted_01.wav	00:07	96kHz 24bit	2	Designed	
4	dsgn_cinematic_series_bass_drop_saturated_01.wav	00:05	96kHz 24bit	2	Designed	
5	dsgn_cinematic_series_bass_drop_saturated_02.wav	00:04	96kHz 24bit	2	Designed	
6	dsgn_cinematic_series_bass_drop_subtle_01.wav	00:04	96kHz 24bit	2	Designed	
7	dsgn_cinematic_series_digital_amalgame_envelope_01.wav	00:33	96kHz 24bit	2	Designed	
8	dsgn_cinematic_series_hit_classic_anvil_hit_rotating_energy_motion_01.wav	00:13	96kHz 24bit	2	Designed	
9	dsgn_cinematic_series_hit_classic_anvil_hit_rotating_energy_motion_02.wav	00:09	96kHz 24bit	2	Designed	
10	dsgn_cinematic_series_hit_classic_anvil_hit_rotating_energy_motion_03.wav	00:13	96kHz 24bit	2	Designed	
11	dsgn_cinematic_series_magic_spell_hit_01.wav	00:03	96kHz 24bit	2	Designed	
12	dsgn_cinematic_series_magic_spell_hit_02.wav	00:02	96kHz 24bit	2	Designed	
13	dsgn_cinematic_series_magic_spell_hit_03.wav	00:04	96kHz 24bit	2	Designed	
14	dsgn_cinematic_series_noisy_dark_wovel_01.wav	00:01	96kHz 24bit	2	Designed	
	dsgn_cinematic_series_noisy_dark_wovel_02.wav	00:01	96kHz 24bit	2	Designed	
16	dsgn_cinematic_series_riser_clean_down_01.wav	00:10	96kHz 24bit	2	Designed	
17	dsgn_cinematic_series_riser_digital_01.wav	00:23	96kHz 24bit	2	Designed	
	dsgn_cinematic_series_riser_distorted_01.wav	00:17	96kHz 24bit	2	Designed	
19	dsgn_cinematic_series_riser_glitchy_up_motion_01.wav	00:19	96kHz 24bit	2	Designed	
20	dsgn_cinematic_series_riser_levitating_down_motion_01.wav	00:24	96kHz 24bit	2	Designed	
21	dsgn_cinematic_series_riser_levitating_up_motion_01.wav	00:19	96kHz 24bit	2	Designed	
22	dsgn_cinematic_series_riser_noise_01.wav	00:55	96kHz 24bit	2	Designed	
23	dsgn_cinematic_series_riser_noise_02.wav	00:50	96kHz 24bit	2	Designed	
24	dsgn_cinematic_series_riser_noise_03.wav	00:48	96kHz 24bit	2	Designed	
25	dsgn_cinematic_series_riser_siren_01.wav	00:18	96kHz 24bit	2	Designed	
26	dsgn_cinematic_series_riser_turbine_up_down_01.wav	00:25	96kHz 24bit	2	Designed	
27	dsgn_cinematic_series_siren_long_01.wav	00:34	96kHz 24bit	2	Designed	
	dsgn_cinematic_series_siren_long_02.wav	00:35	96kHz 24bit	2	Designed	
	dsgn_cinematic_series_soft_hit_boom_01.wav	00:21	96kHz 24bit	2	Designed	
	dsgn_cinematic_series_soft_hit_boom_02.wav	00:21	96kHz 24bit	2	Designed	
31	dsgn_cinematic_series_soft_hit_ring_01.wav	00:24	96kHz 24bit	2	Designed	
32	dsgn_cinematic_series_soft_hit_ring_02.wav	00:24	96kHz 24bit	2	Designed	
	dsgn_cinematic_series_soft_hit_saturated_01.wav	00:25	96kHz 24bit	2	Designed	
34	dsgn_cinematic_series_soft_hit_unstable_bass_motion_01.wav	00:22	96kHz 24bit	2	Designed	
	dsgn_cinematic_series_tension_builder_01.wav	00:13	96kHz 24bit	2	Designed	
	dsgn_cinematic_series_tension_builder_digital_crust_01.wav	00:22	96kHz 24bit	2	Designed	
	dsgn_cinematic_series_tension_builder_rhytmic_riser_01.wav	01:11	96kHz 24bit	2	Designed	
	dsgn_cinematic_series_tension_builder_rhytmic_riser_02.wav	01:02	96kHz 24bit	2	Designed	
	dsgn_cinematic_series_trailer_accelerate_noise_riser_dry_01.wav	00:05	96kHz 24bit	2	Designed	
40	dsgn_cinematic_series_trailer_accelerate_noise_riser_dry_02.wav	00:11	96kHz 24bit	2	Designed	
41	dsgn_cinematic_series_trailer_accelerate_noise_riser_heavy_wet_01.wav	00:09	96kHz 24bit	2	Designed	
	dsgn_cinematic_series_trailer_accelerate_noise_riser_heavy_wet_02.wav	00:19	96kHz 24bit	2	Designed	
43	dsgn_cinematic_series_trailer_ambience_bed_01.wav	00:17	96kHz 24bit	2	Designed	
44	dsgn_cinematic_series_trailer_ambience_bed_02.wav	80:00	96kHz 24bit	2	Designed	
	dsgn_cinematic_series_trailer_ambience_bed_03.wav	00:09	96kHz 24bit	2	Designed	
	dsgn_cinematic_series_trailer_ambience_bed_04.wav	00:11	96kHz 24bit	2	Designed	
47	dsgn_cinematic_series_trailer_ambience_bed_heartbeat_tension_processed_01.wav	00:23	96kHz 24bit	2	Designed	
48	dsgn_cinematic_series_trailer_ambience_bed_heartbeat_tension_processed_02.wav	00:22	96kHz 24bit	2	Designed	
	dsgn_cinematic_series_trailer_ambience_bed_heartbeat_tension_processed_03.wav	00:25	96kHz 24bit	2	Designed	
50	dsgn_cinematic_series_trailer_ambience_bed_heartbeat_tension_processed_04.wav	00:12	96kHz 24bit	2	Designed	
51	dsgn_cinematic_series_trailer_ambience_bed_heartbeat_tension_processed_05.wav	00:27	96kHz 24bit	2	Designed	

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

10-0 dags_cinematic.series_traine_th_doc_heavy_impact_horror_02.way		Cinematic SFX Series 1	Metadata			
	104	dsgn_cinematic_series_trailer_hit_door_heavy_impact_horror_02.wav	00:10	96kHz 24bit	2	Designed
	105	dsgn_cinematic_series_trailer_hit_door_heavy_impact_horror_03.wav	00:06	96kHz 24bit	2	Designed
1906	106	dsgn_cinematic_series_trailer_hit_door_heavy_impact_horror_04.wav	00:08	96kHz 24bit	2	Designed
1906 degrcinematic.series.trailer.htt.epic.mest.details.D.l.way	107	dsgn_cinematic_series_trailer_hit_door_heavy_impact_horror_brass_detail_01.wav	00:10	96kHz 24bit	2	Designed
1416	108	dsgn_cinematic_series_trailer_hit_epic_01.wav	00:06	96kHz 24bit	2	Designed
1312 dopcinematic.series.trailer.hit.pic.mystery.02.way	109	dsgn_cinematic_series_trailer_hit_epic_metal_details_01.wav	00:08	96kHz 24bit	2	Designed
435 dagn. Chematic. series. Eraller. J.H.; apic., mystery, J.V. av 00.11 89kHz 2-bit 2 Designed 135 dagn. Chematic. series. Eraller. J.H.; apic., both. processed. Ol vav 00.97 89kHz 2-bit 2 Designed 135 dagn. Chematic. series. Eraller. J.H.; apic., both. processed. Ol vav 00.97 135 dagn. Chematic. series. Eraller. J.H.; apic., both. processed. Ol vav 00.97 135 dagn. Chematic. series. Eraller. J.H.; apic., both. processed. Ol vav 00.97 135 dagn. Chematic. series. Eraller. J.H.; apic., both. processed. Ol vav 00.97 135 dagn. Chematic. series. Eraller. J.H.; apic., both. proc., both. pr	110	dsgn_cinematic_series_trailer_hit_epic_metal_details_02.wav	00:09	96kHz 24bit	2	Designed
450 dept. cinematic. series. trailer. hit. pun. shot. processed. 01 way	111	dsgn_cinematic_series_trailer_hit_epic_mystery_01.wav	00:10	96kHz 24bit	2	Designed
1316 dsgn_cinematic_series_trailer_Lht_aym_shot_processed_02.way	112	dsgn_cinematic_series_trailer_hit_epic_mystery_02.wav	00:11	96kHz 24bit	2	Designed
1316 dogn_cinematic_series_trailer_hit_heavy_long_tail_D.V.way	113	dsgn_cinematic_series_trailer_hit_gun_shot_processed_01.wav	00:10	96kHz 24bit	2	Designed
350 369n_cinematic_series_trailer_hth.eavy_long_tail_nDcvavy	114	dsgn_cinematic_series_trailer_hit_gun_shot_processed_02.wav	00:07	96kHz 24bit	2	Designed
111 dsgn_cinematic_series_trailer_hit_neavy_long_tail_norror_01.way	115	dsgn_cinematic_series_trailer_hit_heavy_long_tail_01.wav	00:15	96kHz 24bit	2	Designed
1116 dsgn_cinematic_series_trailer_hit_horror_metal_detalis_01.way	116	dsgn_cinematic_series_trailer_hit_heavy_long_tail_02.wav	00:12	96kHz 24bit	2	Designed
120 dsgn_cinematic_series_trailer_hit_horror_metal_details_01.way	117	dsgn_cinematic_series_trailer_hit_heavy_long_tail_horror_01.wav	00:09	96kHz 24bit	2	Designed
120 dsgn.cinematic.series.traler_hit.ong-tail_Olivav 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09 00:09	118	dsgn_cinematic_series_trailer_hit_horror_01.wav	00:07	96kHz 24bit	2	Designed
122 dsgn_cinematic_series_trailer_hit_metal_details_02.way	119	dsgn_cinematic_series_trailer_hit_horror_metal_details_01.wav	00:07	96kHz 24bit	2	Designed
123 dsgn_cinematic.series_trailer_hit_metal_details_02_wav	120	dsgn_cinematic_series_trailer_hit_long_tail_01.wav	00:09	96kHz 24bit	2	Designed
122 dsgn.cinematic.series.trailer_hit_puncty_01.way	121	dsgn_cinematic_series_trailer_hit_metal_details_01.wav	00:09	96kHz 24bit	2	Designed
125 dsgn.cinematic.series.trailer_hit.rise_sword_details_01.way	122	dsgn_cinematic_series_trailer_hit_metal_details_02.wav	00:05	96kHz 24bit	2	Designed
125 sgn_cinematic_series_trailer_hit_siren_details_01.way 00:06 36kHz 24bit 2 Designed 00:06 36kHz 24bit 2 Designed 00:06 36kHz 24bit 2 Designed 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06 00:06	123	dsgn_cinematic_series_trailer_hit_punchy_01.wav	00:06	96kHz 24bit	2	Designed
120 dsgncinematic.series.trailer_hit.slam.heavy.01.way	124	dsgn_cinematic_series_trailer_hit_rise_sword_details_01.wav	00:08	96kHz 24bit	2	Designed
127 dsgn_cinematic_series_trailer_hit_soft_02_way	125	dsgn_cinematic_series_trailer_hit_siren_details_01.wav	00:06	96kHz 24bit	2	Designed
129 dsgn_cinematic_series_trailer_hit_soft_02.way	126	dsgn_cinematic_series_trailer_hit_slam_heavy_01.wav	00:06	96kHz 24bit	2	Designed
129 dsgn_cinematic_series_trailer_hit_soft_scifi_01.way	127	dsgn_cinematic_series_trailer_hit_soft_01.wav	00:05	96kHz 24bit	2	Designed
130 dsgn_cinematic_series_trailer_hit_soft_siren_detail_01.wav 00:12 96kHz 24bit 2 Designed 131 dsgn_cinematic_series_trailer_hit_wood_details_02.wav 00:07 96kHz 24bit 2 Designed 132 dsgn_cinematic_series_trailer_hit_wood_details_03.wav 00:07 96kHz 24bit 2 Designed 132 dsgn_cinematic_series_trailer_hit_wood_details_03.wav 00:07 96kHz 24bit 2 Designed 132 dsgn_cinematic_series_trailer_rise_small_flic_series_trailer_small_rise_and_hit_chain_details_01.wav 00:08 96kHz 24bit 2 Designed 132 dsgn_cinematic_series_trailer_small_rise_and_hit_chain_details_01.wav 00:05 96kHz 24bit 2 Designed 132 dsgn_cinematic_series_trailer_soft_hit_chain_details_01.wav 00:05 96kHz 24bit 2 Designed 132 dsgn_cinematic_series_trailer_soft_hit_chain_details_02.wav 00:09 96kHz 24bit 2 Designed 132 dsgn_cinematic_series_trailer_stinger_hit_lot_wav 00:07 96kHz 24bit 2 Designed 133 dsgn_cinematic_series_trailer_stinger_nit_lot_wav 00:07 96kHz 24bit 2 Designed 133 dsgn_cinematic_series_trailer_stinger_rise_and_boom_01.wav 00:09 96kHz 24bit 2 Designed 134 dsgn_cinematic_series_trailer_stinger_rise_and_boom_01.wav 00:08 96kHz 24bit 2 Designed 144 dsgn_cinematic_series_trailer_stinger_rise_and_boom_01.wav 00:16 96kHz 24bit 2 Designed 144 dsgn_cinematic_series_trailer_stinger_sol_watension_01.wav 00:16 96kHz 24bit 2 Designed 145 dsgn_cinematic_series_trailer_stinger_sol_watension_01.wav 00:16 96kHz 24bit 2 Designed 146 dsgn_cinematic_series_trailer_transition_creps_00.wav 00:15 96kHz 24bit 2 Designed 146 dsgn_cinematic_series_trailer_transition_creps_00.wav 00:16 96kHz 24bit 2 Designed 146 dsgn_cinematic_series_trailer_transition_creps_00.wav 00:06 96kHz 24bit 2 Designed 146 dsgn_cinematic_series_trailer_transition_creps_00.wav 00:07 96kHz 24bit 2 Designed 146 dsgn_cinematic_series_trailer_transition_creps_00.wav 00:0	128	dsgn_cinematic_series_trailer_hit_soft_02.wav	00:08	96kHz 24bit	2	Designed
133 dsgn_cinematic_series_trailer_hit_wood_details_01.wav 00:09 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_hit_wood_details_02.wav 00:09 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_hit_wood_details_03.wav 00:07 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_init_wood_details_03.wav 00:08 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_series_mall_01.wav 00:08 96kHz 24bit 2 Designed 00:09 96kHz 24bit 2 Designed 00:09 96kHz 24bit 2 Designed 00:00 9	129	dsgn_cinematic_series_trailer_hit_soft_scifi_01.wav	00:06	96kHz 24bit	2	Designed
132 dsgn_cinematic_series_trailer_hit_wood_details_02.wav	130	dsgn_cinematic_series_trailer_hit_soft_siren_detail_01.wav	00:12	96kHz 24bit	2	Designed
133 dsgn_cinematic_series_trailer_hit_wood_details_03.way	131	dsgn_cinematic_series_trailer_hit_wood_details_01.wav	00:07	96kHz 24bit	2	Designed
dsgn_cinematic_series_trailer_rise_small_01.wav	132	dsgn_cinematic_series_trailer_hit_wood_details_02.wav	00:09	96kHz 24bit	2	Designed
dsgn_cinematic_series_trailer_soft_hit_chain_details_01.wav 00:11 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_soft_hit_chain_details_02.wav 00:05 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_soft_hit_chain_details_02.wav 00:09 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_stringer_hit_01.wav 00:07 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_stringer_hit_reverse_metal_detail_01.wav 00:09 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_stringer_hit_reverse_metal_detail_01.wav 00:09 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_stringer_rise_and_boom_01.wav 00:09 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_stringer_rise_and_boom_01.wav 00:09 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_stringer_rise_and_bnow_01.wav 00:12 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_stringer_rise_and_havy_hit_01.wav 00:12 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_stringer_slow_tension_01.wav 00:11 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_trailer_stringer_slow_tension_01.wav 00:12 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_train_clement_01.wav 00:15 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_train_trailer_train_clement_01.wav 00:15 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_train_train_complex_01.wav 00:17 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_transition_creepy_02.wav 00:09 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_transition_creepy_02.wav 00:09 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_transition_creepy_02.wav 00:09 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_transition_creepy_05.wav 00:09 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_transition_creepy_05.wav 00:09 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_transition_creepy_06.wav 00:09 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_transition_creepy_06.wav 00:09 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_transition_creepy_07.wav 00:09 96kHz 24bit 2 Designed dsgn_cinematic_series_tr	133	dsgn_cinematic_series_trailer_hit_wood_details_03.wav	00:07	96kHz 24bit	2	Designed
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138 dsgn_cinematic_series_trailer_stinger_hit_01.wav 00:07 96kHz 24bit 2 Designed 00:09 96kHz 24bit 2 Designed 00:09 96kHz 24bit 2 Designed 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:09 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:08 00:0	136	dsgn_cinematic_series_trailer_soft_hit_chain_details_01.wav	00:05	96kHz 24bit	2	Designed
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dsgn_cinematic_series_trailer_stinger_rise_and_boom_01.wav dsgn_cinematic_series_trailer_stinger_rise_and_heavy_hit_01.wav dsgn_cinematic_series_trailer_stinger_rise_and_heavy_hit_01.wav dsgn_cinematic_series_trailer_stinger_rise_hit_anvil_01.wav dsgn_cinematic_series_trailer_stinger_rise_hit_anvil_01.wav dsgn_cinematic_series_trailer_stinger_slow_tension_01.wav dsgn_cinematic_series_trailer_transition_creepy_01.wav dsgn_cinematic_series_trailer_transition_creepy_02.wav dsgn_cinematic_series_trailer_transition_creepy_04.wav dsgn_cinematic_series_trailer_transition_creepy_05.wav dsgn_cinematic_series_trailer_transition_creepy_06.wav dsgn_cinematic_series_trailer_transition_creepy_06.wav dsgn_cinematic_series_trailer_transition_creepy_07.wav dsgn_cinemat	138	dsgn_cinematic_series_trailer_stinger_hit_01.wav	00:07	96kHz 24bit	2	Designed
dsgn_cinematic_series_trailer_stinger_rise_and_heavy_hit_01.wav dsgn_cinematic_series_trailer_stinger_rise_hit_anvil_01.wav dsgn_cinematic_series_trailer_stinger_slow_tension_01.wav dsgn_cinematic_series_trailer_stinger_slow_tension_01.wav dsgn_cinematic_series_trailer_stinger_slow_tension_01.wav dsgn_cinematic_series_trailer_stinger_subby_01.wav dsgn_cinematic_series_trailer_tension_element_01.wav dsgn_cinematic_series_trailer_tension_element_01.wav dsgn_cinematic_series_trailer_tension_hit_01.wav dsgn_cinematic_series_trailer_transition_complex_01.wav dsgn_cinematic_series_trailer_transition_creepy_01.wav dsgn_cinematic_series_trailer_transition_creepy_02.wav dsgn_cinematic_series_trailer_transition_creepy_02.wav dsgn_cinematic_series_trailer_transition_creepy_03.wav dsgn_cinematic_series_trailer_transition_creepy_04.wav dsgn_cinematic_series_trailer_transition_creepy_05.wav dsgn_cinematic_series_trailer_transition_creepy_06.wav dsgn_cinematic_series_trailer_transition_creepy_06.wav dsgn_cinematic_series_trailer_transition_creepy_07.wav disgn_cinematic_series_trailer_transition_creepy_07.wav dis	139	dsgn_cinematic_series_trailer_stinger_hit_reverse_metal_detail_01.wav	00:09	96kHz 24bit	2	Designed
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dsgn_cinematic_series_trailer_transition_complex_01.wav dsgn_cinematic_series_trailer_transition_complex_01.wav dsgn_cinematic_series_trailer_transition_creepy_01.wav dsgn_cinematic_series_trailer_transition_creepy_01.wav dsgn_cinematic_series_trailer_transition_creepy_02.wav dsgn_cinematic_series_trailer_transition_creepy_03.wav dsgn_cinematic_series_trailer_transition_creepy_04.wav dsgn_cinematic_series_trailer_transition_creepy_04.wav dsgn_cinematic_series_trailer_transition_creepy_05.wav dsgn_cinematic_series_trailer_transition_creepy_06.wav dsgn_cinematic_series_trailer_transition_creepy_06.wav dsgn_cinematic_series_trailer_transition_creepy_07.wav 00:08 96kHz 24bit 2 Designed 00:12 96kHz 24bit 2 Designed dsgn_cinematic_series_trailer_transition_creepy_06.wav 00:08 96kHz 24bit 2 Designed 00:08 96kHz 24bit 2 Designed	144	dsgn_cinematic_series_trailer_stinger_subby_01.wav	00:12	96kHz 24bit	2	Designed
dsgn_cinematic_series_trailer_transition_creepy_01.wav dsgn_cinematic_series_trailer_transition_creepy_01.wav dsgn_cinematic_series_trailer_transition_creepy_02.wav dsgn_cinematic_series_trailer_transition_creepy_02.wav dsgn_cinematic_series_trailer_transition_creepy_03.wav dsgn_cinematic_series_trailer_transition_creepy_04.wav dsgn_cinematic_series_trailer_transition_creepy_04.wav dsgn_cinematic_series_trailer_transition_creepy_05.wav dsgn_cinematic_series_trailer_transition_creepy_06.wav dsgn_cinematic_series_trailer_transition_creepy_07.wav	145	dsgn_cinematic_series_trailer_tension_element_01.wav	00:15	96kHz 24bit	2	Designed
dsgn_cinematic_series_trailer_transition_creepy_01.wav dsgn_cinematic_series_trailer_transition_creepy_02.wav dsgn_cinematic_series_trailer_transition_creepy_03.wav dsgn_cinematic_series_trailer_transition_creepy_03.wav dsgn_cinematic_series_trailer_transition_creepy_04.wav dsgn_cinematic_series_trailer_transition_creepy_04.wav dsgn_cinematic_series_trailer_transition_creepy_05.wav dsgn_cinematic_series_trailer_transition_creepy_05.wav dsgn_cinematic_series_trailer_transition_creepy_06.wav dsgn_cinematic_series_trailer_transition_creepy_07.wav 00:06 96kHz 24bit 2 Designed 00:08 96kHz 24bit 2 Designed 00:08 96kHz 24bit 2 Designed 00:08 96kHz 24bit 2 Designed 154 dsgn_cinematic_series_trailer_transition_creepy_07.wav 00:08 96kHz 24bit 2 Designed	146	dsgn_cinematic_series_trailer_tension_hit_01.wav	00:05	96kHz 24bit	2	Designed
dsgn_cinematic_series_trailer_transition_creepy_02.wav dsgn_cinematic_series_trailer_transition_creepy_03.wav dsgn_cinematic_series_trailer_transition_creepy_03.wav dsgn_cinematic_series_trailer_transition_creepy_04.wav dsgn_cinematic_series_trailer_transition_creepy_05.wav dsgn_cinematic_series_trailer_transition_creepy_05.wav dsgn_cinematic_series_trailer_transition_creepy_06.wav dsgn_cinematic_series_trailer_transition_creepy_06.wav dsgn_cinematic_series_trailer_transition_creepy_07.wav 00:09 96kHz 24bit 2 Designed 00:09 96kHz 24bit 2 Designed 00:08 96kHz 24bit 2 Designed 00:08 96kHz 24bit 2 Designed	147	dsgn_cinematic_series_trailer_transition_complex_01.wav	00:17	96kHz 24bit	2	Designed
dsgn_cinematic_series_trailer_transition_creepy_03.wav dsgn_cinematic_series_trailer_transition_creepy_04.wav dsgn_cinematic_series_trailer_transition_creepy_05.wav dsgn_cinematic_series_trailer_transition_creepy_05.wav dsgn_cinematic_series_trailer_transition_creepy_06.wav dsgn_cinematic_series_trailer_transition_creepy_06.wav dsgn_cinematic_series_trailer_transition_creepy_07.wav dsgn_cinematic_series_trailer_transition_creepy_07.wav 00:09 96kHz 24bit 96kHz 24bit 96kHz 24bit Designed 00:08 96kHz 24bit Designed 00:08 96kHz 24bit Designed	148	dsgn_cinematic_series_trailer_transition_creepy_01.wav	00:06	96kHz 24bit	2	Designed
dsgn_cinematic_series_trailer_transition_creepy_04.wav dsgn_cinematic_series_trailer_transition_creepy_05.wav dsgn_cinematic_series_trailer_transition_creepy_05.wav dsgn_cinematic_series_trailer_transition_creepy_06.wav dsgn_cinematic_series_trailer_transition_creepy_07.wav 00:09 96kHz 24bit 96kHz 24bit 00:08 96kHz 24bit Designed 00:09 96kHz 24bit Designed 00:08 96kHz 24bit Designed	149	dsgn_cinematic_series_trailer_transition_creepy_02.wav	00:09	96kHz 24bit	2	Designed
dsgn_cinematic_series_trailer_transition_creepy_05.wav dsgn_cinematic_series_trailer_transition_creepy_06.wav dsgn_cinematic_series_trailer_transition_creepy_06.wav dsgn_cinematic_series_trailer_transition_creepy_07.wav 00:12 96kHz 24bit 96kHz 24bit Designed 00:08 96kHz 24bit Designed	150	dsgn_cinematic_series_trailer_transition_creepy_03.wav	00:09	96kHz 24bit	2	Designed
dsgn_cinematic_series_trailer_transition_creepy_06.wav dsgn_cinematic_series_trailer_transition_creepy_07.wav 00:08 96kHz 24bit 2 Designed 00:08 96kHz 24bit 2 Designed	151	dsgn_cinematic_series_trailer_transition_creepy_04.wav	00:09	96kHz 24bit	2	Designed
dsgn_cinematic_series_trailer_transition_creepy_07.wav 00:08 96kHz 24bit 2 Designed	152	dsgn_cinematic_series_trailer_transition_creepy_05.wav	00:12	96kHz 24bit	2	Designed
	153	dsgn_cinematic_series_trailer_transition_creepy_06.wav	00:08	96kHz 24bit	2	Designed
155 dsgn_cinematic_series_trailer_transition_creepy_08.wav 00:06 96kHz 24bit 2 Designed	154	dsgn_cinematic_series_trailer_transition_creepy_07.wav	00:08	96kHz 24bit	2	Designed
	155	dsgn_cinematic_series_trailer_transition_creepy_08.wav	00:06	96kHz 24bit	2	Designed

156 dsgn_cinematic_series_trailer_transition_digital_01.wav	00:05	96kHz 24bit	2	Designed
157 dsgn_cinematic_series_trailer_transition_element_01.wav	00:05	96kHz 24bit	2	Designed
158 dsgn_cinematic_series_trailer_transition_horror_01.wav	00:07	96kHz 24bit	2	Designed
159 dsgn_cinematic_series_trailer_transition_horror_02.wav	00:04	96kHz 24bit	2	Designed
160 dsgn_cinematic_series_trailer_transition_loud_01.wav	00:09	96kHz 24bit	2	Designed
161 dsgn_cinematic_series_trailer_transition_metal_details_01.wav	00:08	96kHz 24bit	2	Designed
162 dsgn_cinematic_series_trailer_transition_metal_details_02.wav	00:07	96kHz 24bit	2	Designed
163 dsgn_cinematic_series_trailer_transition_soft_01.wav	00:04	96kHz 24bit	2	Designed
164 dsgn_cinematic_series_trailer_transition_soft_scifi_01.wav	00:06	96kHz 24bit	2	Designed
165 dsgn_cinematic_series_trailer_transition_subby_distorted_01.wav	00:09	96kHz 24bit	2	Designed
166 dsgn_cinematic_series_trailer_transition_subby_distorted_02.wav	00:09	96kHz 24bit	2	Designed
167 dsgn_cinematic_series_trailer_transition_whoosh_reverse_01.wav	00:05	96kHz 24bit	2	Designed
168 dsgn_cinematic_series_trailer_transition_whoosh_reverse_02.wav	00:07	96kHz 24bit	2	Designed
169 dsgn_cinematic_series_trailer_transition_whoosh_reverse_03.wav	00:10	96kHz 24bit	2	Designed
170 dsgn_cinematic_series_transition_01.wav	00:05	96kHz 24bit	2	Designed
171 dsgn_cinematic_series_transition_horror_trailer_01.wav	00:06	96kHz 24bit	2	Designed
172 dsgn_cinematic_series_transition_horror_trailer_02.wav	00:08	96kHz 24bit	2	Designed
173 dsgn_cinematic_series_transition_horror_trailer_03.wav	00:06	96kHz 24bit	2	Designed
174 dsgn_cinematic_series_transition_horror_trailer_04.wav	00:12	96kHz 24bit	2	Designed
175 dsgn_cinematic_series_transition_horror_trailer_05.wav	00:12	96kHz 24bit	2	Designed
176 dsgn_cinematic_series_transition_horror_trailer_06.wav	00:07	96kHz 24bit	2	Designed
177 dsgn_cinematic_series_transition_horror_trailer_07.wav	00:07	96kHz 24bit	2	Designed
178 dsgn_cinematic_series_transition_horror_trailer_drone_01.wav	80:00	96kHz 24bit	2	Designed
179 dsgn_cinematic_series_transition_horror_trailer_ebow_details_01.wav	00:12	96kHz 24bit	2	Designed
180 dsgn_cinematic_series_transition_horror_trailer_ebow_details_02.wav	00:11	96kHz 24bit	2	Designed