



soundlist

01.INTROS_AND_OUTROS

STARTING A TRANSMISSION OR RECIEVING AN HOLOGRAPHIC VIDEO OR SHUTTING DOWN AN APPLICATION: THE SOUNDS FEATURED IN THIS CATEGORY ARE USEFUL TO BUILD YOUR OWN HOLOGRAM SOUND EFFECTS OR AS UI OR HUD ELEMENTS.

CYBERDECK_INTRO_1.WAV
CYBERDECK_INTRO_2.WAV
CYBERDECK_INTRO_3.WAV
CYBERDECK_INTRO_4.WAV
CYBERDECK_INTRO_5.WAV
CYBERDECK_INTRO_6.WAV
CYBERDECK_INTRO_7.WAV
CYBERDECK_INTRO_8.WAV
CYBERDECK_INTRO_9.WAV
CYBERDECK_INTRO_10.WAV
CYBERDECK_INTRO_11.WAV
CYBERDECK_INTRO_12.WAV
CYBERDECK_INTRO_13.WAV
CYBERDECK_INTRO_14.WAV

CYBERDECK_INTRO_15.WAV
CYBERDECK_INTRO_16.WAV
CYBERDECK_INTRO_17.WAV
CYBERDECK_INTRO_18.WAV
CYBERDECK_OUTRO_1.WAV
CYBERDECK_OUTRO_2.WAV
CYBERDECK_OUTRO_3.WAV
CYBERDECK_OUTRO_4.WAV
CYBERDECK_OUTRO_5.WAV
CYBERDECK_OUTRO_6.WAV
CYBERDECK_OUTRO_7.WAV
CYBERDECK_OUTRO_8.WAV
CYBERDECK_OUTRO_9.WAV
CYBERDECK_OUTRO_10.WAV

CYBERDECK_OUTRO_11.WAV
CYBERDECK_OUTRO_12.WAV
CYBERDECK_OUTRO_13.WAV
CYBERDECK_OUTRO_14.WAV
CYBERDECK_OUTRO_15.WAV
CYBERDECK_OUTRO_16.WAV
CYBERDECK_OUTRO_17.WAV
CYBERDECK_OUTRO_18.WAV



soundlist

02.HOLONOISES.AND.ENERGY_LOOPS

THE NOISY AND GLITCHY SOUND OF AN HOLOGRAPHIC TRANSMISSION OR A PROJECTION.
.BUILD YOUR OWN HOLOGRAM SOUND EFFECT BY COMBINING THESE LOOPABLE PADS WITH
INTROS AND ENDINGS AND WITH UI SOUND EFFECTS FROM THE OTHER CATEGORIES.

CYBERDECK_HOLONOISE_ENERGY_1.WAV
CYBERDECK_HOLONOISE_ENERGY_2.WAV
CYBERDECK_HOLONOISE_ENERGY_3.WAV
CYBERDECK_HOLONOISE_ENERGY_4.WAV
CYBERDECK_HOLONOISE_ENERGY_5.WAV
CYBERDECK_HOLONOISE_ENERGY_6.WAV
CYBERDECK_HOLONOISE_ENERGY_7.WAV
CYBERDECK_HOLONOISE_ENERGY_8.WAV
CYBERDECK_HOLONOISE_ENERGY_9.WAV
CYBERDECK_HOLONOISE_ENERGY_10.WAV
CYBERDECK_HOLONOISE_ENERGY_11.WAV
CYBERDECK_HOLONOISE_ENERGY_12.WAV
CYBERDECK_HOLONOISE_ENERGY_13.WAV
CYBERDECK_HOLONOISE_ENERGY_14.WAV
CYBERDECK_HOLONOISE_ENERGY_15.WAV
CYBERDECK_HOLONOISE_ENERGY_16.WAV
CYBERDECK_HOLONOISE_ENERGY_17.WAV
CYBERDECK_HOLONOISE_ENERGY_18.WAV

CYBERDECK_HOLONOISE_ENERGY_19.WAV
CYBERDECK_HOLONOISE_ENERGY_20.WAV
CYBERDECK_HOLONOISE_ENERGY_21.WAV
CYBERDECK_HOLONOISE_ENERGY_22.WAV
CYBERDECK_HOLONOISE_ENERGY_23.WAV
CYBERDECK_HOLONOISE_ENERGY_24.WAV
CYBERDECK_HOLONOISE_ENERGY_25.WAV
CYBERDECK_HOLONOISE_ENERGY_26.WAV
CYBERDECK_HOLONOISE_ENERGY_27.WAV
CYBERDECK_HOLONOISE_ENERGY_28.WAV
CYBERDECK_HOLONOISE_ENERGY_29.WAV
CYBERDECK_HOLONOISE_ENERGY_30.WAV
CYBERDECK_HOLONOISE_ENERGY_31.WAV
CYBERDECK_HOLONOISE_ENERGY_32.WAV
CYBERDECK_HOLONOISE_ENERGY_33.WAV
CYBERDECK_HOLONOISE_ENERGY_34.WAV
CYBERDECK_HOLONOISE_ENERGY_35.WAV
CYBERDECK_HOLONOISE_ENERGY_36.WAV

CYBERDECK_HOLONOISE_ENERGY_37.WAV
CYBERDECK_HOLONOISE_ENERGY_38.WAV
CYBERDECK_HOLONOISE_ENERGY_39.WAV
CYBERDECK_HOLONOISE_ENERGY_40.WAV
CYBERDECK_HOLONOISE_ENERGY_41.WAV
CYBERDECK_HOLONOISE_ENERGY_42.WAV
CYBERDECK_HOLONOISE_ENERGY_43.WAV
CYBERDECK_HOLONOISE_ENERGY_44.WAV
CYBERDECK_HOLONOISE_ENERGY_45.WAV
CYBERDECK_HOLONOISE_ENERGY_46.WAV
CYBERDECK_HOLONOISE_ENERGY_47.WAV
CYBERDECK_HOLONOISE_ENERGY_48.WAV
CYBERDECK_HOLONOISE_ENERGY_49.WAV
CYBERDECK_HOLONOISE_ENERGY_50.WAV
CYBERDECK_HOLONOISE_ENERGY_51.WAV
CYBERDECK_HOLONOISE_ENERGY_52.WAV



soundlist

03.DESIGNED.HOLOGRAMS

DESIGNED HOLOGRAMS WITH INTRO AND OUTRO (OR UI SOUND EFFECTS) FOR DIRECT USE IN YOUR PROJECT. LENGTHS VARY BETWEEN 20 AND 35 SECONDS..

CYBERDECK_HOLOGRAM_DESIGNED_1.WAV
CYBERDECK_HOLOGRAM_DESIGNED_2.WAV
CYBERDECK_HOLOGRAM_DESIGNED_3.WAV
CYBERDECK_HOLOGRAM_DESIGNED_4.WAV
CYBERDECK_HOLOGRAM_DESIGNED_5.WAV
CYBERDECK_HOLOGRAM_DESIGNED_6.WAV
CYBERDECK_HOLOGRAM_DESIGNED_7.WAV
CYBERDECK_HOLOGRAM_DESIGNED_8.WAV
CYBERDECK_HOLOGRAM_DESIGNED_9.WAV
CYBERDECK_HOLOGRAM_DESIGNED_10.WAV
CYBERDECK_HOLOGRAM_DESIGNED_11.WAV
CYBERDECK_HOLOGRAM_DESIGNED_12.WAV
CYBERDECK_HOLOGRAM_DESIGNED_13.WAV
CYBERDECK_HOLOGRAM_DESIGNED_14.WAV

CYBERDECK_HOLOGRAM_DESIGNED_15.WAV
CYBERDECK_HOLOGRAM_DESIGNED_16.WAV
CYBERDECK_HOLOGRAM_DESIGNED_17.WAV
CYBERDECK_HOLOGRAM_DESIGNED_18.WAV
CYBERDECK_HOLOGRAM_DESIGNED_19.WAV
CYBERDECK_HOLOGRAM_DESIGNED_20.WAV
CYBERDECK_HOLOGRAM_DESIGNED_21.WAV
CYBERDECK_HOLOGRAM_DESIGNED_22.WAV
CYBERDECK_HOLOGRAM_DESIGNED_23.WAV
CYBERDECK_HOLOGRAM_DESIGNED_24.WAV
CYBERDECK_HOLOGRAM_DESIGNED_25.WAV
CYBERDECK_HOLOGRAM_DESIGNED_26.WAV



soundlist

04.ALERTS

WARNING! DANGER! BEEPING ALERTS IF SOMETHING WENT WRONG.

CYBERDECK_ALERT_1.WAV
CYBERDECK_ALERT_2.WAV
CYBERDECK_ALERT_3.WAV
CYBERDECK_ALERT_4.WAV
CYBERDECK_ALERT_5.WAV
CYBERDECK_ALERT_6.WAV
CYBERDECK_ALERT_7.WAV



soundlist

05.COMPUTER_TRANSMISSIONS

BEEPING AND GLTCHING SOUND EFFECTS USEFUL FOR YOUR ANIMATION OF DATA BEING PROCESSED OR TRANSMITTED. CAN EASILY BE COMBINED WITH THE OTHER SOUNDS TO CREATE A CONTROL CENTER SOUNDSCAPE OR SIMILAR SCIENCE FICTION AMBIENCES.

CYBERDECK_TRANSMISSION_1.WAV
CYBERDECK_TRANSMISSION_2.WAV
CYBERDECK_TRANSMISSION_3.WAV
CYBERDECK_TRANSMISSION_4.WAV
CYBERDECK_TRANSMISSION_5.WAV
CYBERDECK_TRANSMISSION_6.WAV
CYBERDECK_TRANSMISSION_7.WAV
CYBERDECK_TRANSMISSION_8.WAV
CYBERDECK_TRANSMISSION_9.WAV
CYBERDECK_TRANSMISSION_10.WAV
CYBERDECK_TRANSMISSION_11.WAV
CYBERDECK_TRANSMISSION_12.WAV
CYBERDECK_TRANSMISSION_13.WAV
CYBERDECK_TRANSMISSION_14.WAV

CYBERDECK_TRANSMISSION_15.WAV
CYBERDECK_TRANSMISSION_16.WAV
CYBERDECK_TRANSMISSION_17.WAV
CYBERDECK_TRANSMISSION_18.WAV
CYBERDECK_TRANSMISSION_19.WAV
CYBERDECK_TRANSMISSION_20.WAV
CYBERDECK_TRANSMISSION_21.WAV
CYBERDECK_TRANSMISSION_22.WAV
CYBERDECK_TRANSMISSION_23.WAV
CYBERDECK_TRANSMISSION_24.WAV
CYBERDECK_TRANSMISSION_25.WAV
CYBERDECK_TRANSMISSION_26.WAV
CYBERDECK_TRANSMISSION_27.WAV
CYBERDECK_TRANSMISSION_28.WAV



soundlist

06_HUD_SWIPES

SWIPES OR WHOOSHES TO BRING SOME DYNAMIC TO YOUR HUD OR UI APPLICATIONS. ALSO
USABLE FOR INTRO SOUNDS OF HOLOGRAMS OR DATA TRANSFERS.

CYBERDECK_SWIPE_1.WAV
CYBERDECK_SWIPE_2.WAV
CYBERDECK_SWIPE_3.WAV
CYBERDECK_SWIPE_4.WAV
CYBERDECK_SWIPE_5.WAV
CYBERDECK_SWIPE_6.WAV
CYBERDECK_SWIPE_7.WAV
CYBERDECK_SWIPE_8.WAV
CYBERDECK_SWIPE_9.WAV
CYBERDECK_SWIPE_10.WAV
CYBERDECK_SWIPE_11.WAV
CYBERDECK_SWIPE_12.WAV
CYBERDECK_SWIPE_13.WAV
CYBERDECK_SWIPE_14.WAV

CYBERDECK_SWIPE_15.WAV
CYBERDECK_SWIPE_16.WAV
CYBERDECK_SWIPE_17.WAV
CYBERDECK_SWIPE_18.WAV
CYBERDECK_SWIPE_19.WAV
CYBERDECK_SWIPE_20.WAV
CYBERDECK_SWIPE_21.WAV
CYBERDECK_SWIPE_22.WAV
CYBERDECK_SWIPE_23.WAV
CYBERDECK_SWIPE_24.WAV
CYBERDECK_SWIPE_25.WAV



soundlist

07.DIGITAL_SWELLS_AND_SHORT_NOISES

SHORT NOISES AND ASCENDING DIGITAL SOUNDS FOR SHORT HOLGRAM PROJECTIONS. OR AS SCANNING SOUNDS
SOME OF THESE SOUNDS COULD BE USED FOR AN OPENING SCI-FI DOOR OR PORTAL.TOO..

CYBERDECK_SWELL_1.WAV
CYBERDECK_SWELL_2.WAV
CYBERDECK_SWELL_3.WAV
CYBERDECK_SWELL_4.WAV
CYBERDECK_SWELL_5.WAV
CYBERDECK_SWELL_6.WAV
CYBERDECK_SWELL_7.WAV
CYBERDECK_SWELL_8.WAV
CYBERDECK_SWELL_9.WAV
CYBERDECK_SWELL_10.WAV
CYBERDECK_SWELL_11.WAV
CYBERDECK_SWELL_12.WAV
CYBERDECK_SWELL_13.WAV
CYBERDECK_SWELL_14.WAV
CYBERDECK_SWELL_15.WAV
CYBERDECK_SWELL_16.WAV
CYBERDECK_SWELL_17.WAV
CYBERDECK_SWELL_18.WAV
CYBERDECK_SWELL_19.WAV

CYBERDECK_SWELL_20.WAV
CYBERDECK_SWELL_21.WAV
CYBERDECK_SWELL_22.WAV
CYBERDECK_SWELL_23.WAV
CYBERDECK_SWELL_24.WAV
CYBERDECK_SWELL_25.WAV
CYBERDECK_SWELL_26.WAV
CYBERDECK_SWELL_27.WAV
CYBERDECK_SWELL_28.WAV
CYBERDECK_SWELL_29.WAV
CYBERDECK_SWELL_30.WAV
CYBERDECK_SWELL_31.WAV
CYBERDECK_SWELL_32.WAV
CYBERDECK_SWELL_33.WAV
CYBERDECK_SWELL_34.WAV
CYBERDECK_SWELL_35.WAV
CYBERDECK_SWELL_36.WAV
CYBERDECK_SWELL_37.WAV
CYBERDECK_SWELL_38.WAV

CYBERDECK_SWELL_39.WAV
CYBERDECK_SWELL_40.WAV
CYBERDECK_SWELL_41.WAV
CYBERDECK_SWELL_42.WAV
CYBERDECK_SWELL_43.WAV
CYBERDECK_SWELL_44.WAV
CYBERDECK_SWELL_45.WAV
CYBERDECK_SWELL_46.WAV
CYBERDECK_SWELL_47.WAV
CYBERDECK_SWELL_48.WAV
CYBERDECK_SWELL_49.WAV
CYBERDECK_SWELL_50.WAV
CYBERDECK_SWELL_51.WAV
CYBERDECK_SWELL_52.WAV
CYBERDECK_SWELL_53.WAV
CYBERDECK_SWELL_54.WAV
CYBERDECK_SWELL_55.WAV
CYBERDECK_SWELL_56.WAV
CYBERDECK_SWELL_57.WAV

CYBERDECK_SWELL_58.WAV
CYBERDECK_SWELL_59.WAV
CYBERDECK_SWELL_60.WAV
CYBERDECK_SWELL_61.WAV
CYBERDECK_SWELL_62.WAV
CYBERDECK_SWELL_63.WAV
CYBERDECK_SWELL_64.WAV
CYBERDECK_SWELL_65.WAV
CYBERDECK_SWELL_66.WAV
CYBERDECK_SWELL_67.WAV
CYBERDECK_SWELL_68.WAV
CYBERDECK_SWELL_69.WAV
CYBERDECK_SWELL_70.WAV
CYBERDECK_SWELL_71.WAV
CYBERDECK_SWELL_72.WAV
CYBERDECK_SWELL_73.WAV
CYBERDECK_SWELL_74.WAV
CYBERDECK_SWELL_75.WAV
CYBERDECK_SWELL_76.WAV



soundlist

08.UI.SOUNDS

BELLS, BLEEPS, BINGS AND QUIRPING DIGITAL UI SOUNDS. ENHANCE YOUR HOLGRAMS WITH INTERFACE SOUND EFFECTS OR USE THESE EFFECTS ON THEIR OWN AS UI SOUNDS FOR BUTTONS OR SWITCHES IN YOUR GAMES OR ANIMATONS.

CYBERDECK_GENERAL_UI.1.WAV
CYBERDECK_GENERAL_UI.2.WAV
CYBERDECK_GENERAL_UI.3.WAV
CYBERDECK_GENERAL_UI.4.WAV
CYBERDECK_GENERAL_UI.5.WAV
CYBERDECK_GENERAL_UI.6.WAV
CYBERDECK_GENERAL_UI.7.WAV
CYBERDECK_GENERAL_UI.8.WAV
CYBERDECK_GENERAL_UI.9.WAV
CYBERDECK_GENERAL_UI.10.WAV
CYBERDECK_GENERAL_UI.11.WAV
CYBERDECK_GENERAL_UI.12.WAV
CYBERDECK_GENERAL_UI.13.WAV
CYBERDECK_GENERAL_UI.14.WAV
CYBERDECK_GENERAL_UI.15.WAV
CYBERDECK_GENERAL_UI.16.WAV
CYBERDECK_GENERAL_UI.17.WAV
CYBERDECK_GENERAL_UI.18.WAV
CYBERDECK_GENERAL_UI.19.WAV
CYBERDECK_GENERAL_UI.20.WAV
CYBERDECK_GENERAL_UI.21.WAV
CYBERDECK_GENERAL_UI.22.WAV

CYBERDECK_GENERAL_UI.23.WAV
CYBERDECK_GENERAL_UI.24.WAV
CYBERDECK_GENERAL_UI.25.WAV
CYBERDECK_GENERAL_UI.26.WAV
CYBERDECK_GENERAL_UI.27.WAV
CYBERDECK_GENERAL_UI.28.WAV
CYBERDECK_GENERAL_UI.29.WAV
CYBERDECK_GENERAL_UI.30.WAV
CYBERDECK_GENERAL_UI.31.WAV
CYBERDECK_GENERAL_UI.32.WAV
CYBERDECK_GENERAL_UI.33.WAV
CYBERDECK_GENERAL_UI.34.WAV
CYBERDECK_GENERAL_UI.35.WAV
CYBERDECK_GENERAL_UI.36.WAV
CYBERDECK_GENERAL_UI.37.WAV
CYBERDECK_GENERAL_UI.38.WAV
CYBERDECK_GENERAL_UI.39.WAV
CYBERDECK_GENERAL_UI.40.WAV
CYBERDECK_GENERAL_UI.41.WAV
CYBERDECK_GENERAL_UI.42.WAV
CYBERDECK_GENERAL_UI.43.WAV
CYBERDECK_GENERAL_UI.44.WAV

CYBERDECK_GENERAL_UI.45.WAV
CYBERDECK_GENERAL_UI.46.WAV
CYBERDECK_GENERAL_UI.47.WAV
CYBERDECK_GENERAL_UI.48.WAV
CYBERDECK_GENERAL_UI.49.WAV
CYBERDECK_GENERAL_UI.50.WAV
CYBERDECK_GENERAL_UI.51.WAV
CYBERDECK_GENERAL_UI.52.WAV
CYBERDECK_GENERAL_UI.53.WAV
CYBERDECK_GENERAL_UI.54.WAV
CYBERDECK_GENERAL_UI.55.WAV
CYBERDECK_GENERAL_UI.56.WAV
CYBERDECK_GENERAL_UI.57.WAV
CYBERDECK_GENERAL_UI.58.WAV
CYBERDECK_GENERAL_UI.58.WAV
CYBERDECK_GENERAL_UI.59.WAV
CYBERDECK_GENERAL_UI.60.WAV
CYBERDECK_GENERAL_UI.61.WAV
CYBERDECK_GENERAL_UI.62.WAV
CYBERDECK_GENERAL_UI.63.WAV
CYBERDECK_GENERAL_UI.64.WAV
CYBERDECK_GENERAL_UI.65.WAV



soundlist

09_TURN_OFF

ENDING A TRANSMISSION OR HOLOGRAM. ZAPS REMINDING OF OLD TV TURNED OFF BUT WITH A MODERN TWIST FOR SINCENCE FICTION PROJECTS.

CYBERDECK_OFF_1.WAV
CYBERDECK_OFF_2.WAV
CYBERDECK_OFF_3.WAV
CYBERDECK_OFF_4.WAV
CYBERDECK_OFF_5.WAV
CYBERDECK_OFF_6.WAV
CYBERDECK_OFF_7.WAV
CYBERDECK_OFF_8.WAV
CYBERDECK_OFF_9.WAV
CYBERDECK_OFF_10.WAV
CYBERDECK_OFF_11.WAV
CYBERDECK_OFF_12.WAV
CYBERDECK_OFF_13.WAV
CYBERDECK_OFF_14.WAV
CYBERDECK_OFF_15.WAV
CYBERDECK_OFF_16.WAV
CYBERDECK_OFF_17.WAV
CYBERDECK_OFF_18.WAV

CYBERDECK_OFF_19.WAV
CYBERDECK_OFF_20.WAV
CYBERDECK_OFF_21.WAV
CYBERDECK_OFF_22.WAV
CYBERDECK_OFF_23.WAV
CYBERDECK_OFF_24.WAV
CYBERDECK_OFF_25.WAV
CYBERDECK_OFF_26.WAV
CYBERDECK_OFF_27.WAV
CYBERDECK_OFF_28.WAV
CYBERDECK_OFF_29.WAV
CYBERDECK_OFF_30.WAV
CYBERDECK_OFF_31.WAV
CYBERDECK_OFF_32.WAV
CYBERDECK_OFF_33.WAV
CYBERDECK_OFF_34.WAV
CYBERDECK_OFF_35.WAV
CYBERDECK_OFF_36.WAV

CYBERDECK_OFF_37.WAV
CYBERDECK_OFF_38.WAV
CYBERDECK_OFF_39.WAV
CYBERDECK_OFF_40.WAV
CYBERDECK_OFF_41.WAV
CYBERDECK_OFF_42.WAV
CYBERDECK_OFF_43.WAV
CYBERDECK_OFF_44.WAV
CYBERDECK_OFF_45.WAV
CYBERDECK_OFF_46.WAV
CYBERDECK_OFF_47.WAV
CYBERDECK_OFF_48.WAV
CYBERDECK_OFF_49.WAV
CYBERDECK_OFF_50.WAV
CYBERDECK_OFF_51.WAV
CYBERDECK_OFF_52.WAV



soundlist

10_BONUS_SPACESHIP_ROOMTONES

SPACESHIP ROOMTONES AND AMBIENCES. BACKGROUNDS FOR YOUR CYBERDECK CREATIONS.

CYBERDECK_MACHINEROOM_1.WAV
CYBERDECK_MACHINEROOM_2.WAV
CYBERDECK_MACHINEROOM_3.WAV
CYBERDECK_MACHINEROOM_4.WAV
CYBERDECK_MACHINEROOM_5.WAV
CYBERDECK_MACHINEROOM_6.WAV
CYBERDECK_MACHINEROOM_7.WAV
CYBERDECK_MACHINEROOM_8.WAV
CYBERDECK_MACHINEROOM_9.WAV
CYBERDECK_MACHINEROOM_10.WAV