Sound Armoury – Thunder Oneshots

Bit Depth: 24 bit
Sample Rate: 48 kHz
Version: 1.0

Category	Filename	Duration (HH:MM:SS)	Channels
Designed	THUN_Designed Thunder Clap Close Distance_SARM_TO_OneShot-01	00:00:05	2
Designed	THUN_Designed Thunder Clap Close Distance_SARM_TO_OneShot-02	00:00:05	2
Designed	THUN_Designed Thunder Clap Close Distance_SARM_TO_OneShot-03	00:00:05	2
Designed	THUN_Designed Thunder Clap Close Distance_SARM_TO_OneShot-04	00:00:05	2
Designed	THUN_Designed Thunder Clap Close Distance_SARM_TO_OneShot-05	00:00:05	2
Designed	THUN_Designed Thunder Clap Close Distance_SARM_TO_OneShot-06	00:00:05	2
Designed	THUN_Designed Thunder Clap Close Distance_SARM_TO_OneShot-07	00:00:05	2
Designed	THUN_Designed Thunder Clap Close Distance_SARM_TO_OneShot-08	00:00:04	2
Designed	THUN_Designed Thunder Clap Close Distance_SARM_TO_OneShot-09	00:00:04	2
Designed	THUN_Designed Thunder Clap Close Distance_SARM_TO_OneShot-10	00:00:07	2
Recorded (close)	THUN_Thunder Clap Close Distance_SARM_TO_OneShot-01	00:00:11	2
Recorded (close)	THUN_Thunder Clap Close Distance_SARM_TO_OneShot-02	00:00:14	2
Recorded (close)	THUN_Thunder Clap Close Distance_SARM_TO_OneShot-03	00:00:16	2
Recorded (close)	THUN_Thunder Clap Close Distance_SARM_TO_OneShot-04	00:00:17	2
Recorded (close)	THUN_Thunder Clap Close Distance_SARM_TO_OneShot-05	00:00:23	2
Recorded (close)	THUN_Thunder Clap Close Distance_SARM_TO_OneShot-06	00:00:26	2
Recorded (close)	THUN_Thunder Clap Close Distance_SARM_TO_OneShot-07	00:00:34	2
Recorded (distant)	THUN_Thunder Clap Distant_SARM_TO_OneShot-01	00:00:30	2
Recorded (distant)	THUN_Thunder Clap Distant_SARM_TO_OneShot-02	00:00:10	2
Recorded (distant)	THUN_Thunder Clap Distant_SARM_TO_OneShot-03	00:00:09	2
Recorded (distant)	THUN_Thunder Clap Distant_SARM_TO_OneShot-04	00:00:11	2
Recorded (distant)	THUN_Thunder Clap Distant_SARM_TO_OneShot-05	00:00:11	2
Recorded (distant)	THUN_Thunder Clap Distant_SARM_TO_OneShot-06	00:00:24	2
Recorded (distant)	THUN_Thunder Clap Distant_SARM_TO_OneShot-07	00:00:40	2
Recorded (distant)	THUN_Thunder Clap Distant_SARM_TO_OneShot-08	00:00:15	2
Recorded (distant)	THUN_Thunder Clap Distant_SARM_TO_OneShot-09	00:00:30	2
Recorded (distant)	THUN_Thunder Clap Distant_SARM_TO_OneShot-10	00:00:14	2
Recorded (distant, with rain)	THUN_Thunder Clap Distant with Rain_SARM_TO_OneShot-01	00:00:06	2
Recorded (distant, with rain)	THUN_Thunder Clap Distant with Rain_SARM_TO_OneShot-02	00:00:16	2
Recorded (distant, with rain)	THUN_Thunder Clap Distant with Rain_SARM_TO_OneShot-03	00:00:17	2
Recorded (distant, with rain)	THUN_Thunder Clap Distant with Rain_SARM_TO_OneShot-04	00:00:21	2

Recorded (distant, with rain)	THUN_Thunder Clap Distant with Rain_SARM_TO_OneShot-05	00:00:23	2
Recorded (octave up)	THUN_Thunder Clap Close Distance Designed Octave Up_SARM_TO_OneShot-01	00:00:05	2
Recorded (octave up)	THUN_Thunder Clap Close Distance Designed Octave Up_SARM_TO_OneShot-02	00:00:08	2
Recorded (octave up)	THUN_Thunder Clap Close Distance Designed Octave Up_SARM_TO_OneShot-03	00:00:08	2
Recorded (octave up)	THUN_Thunder Clap Close Distance Designed Octave Up_SARM_TO_OneShot-04	00:00:13	2
Recorded (octave up)	THUN_Thunder Clap Close Distance Designed Octave Up_SARM_TO_OneShot-05	00:00:15	2
Recorded (octave up)	THUN_Thunder Clap Close Distance Designed Octave Up_SARM_TO_OneShot-06	00:00:05	2
Recorded (octave up)	THUN_Thunder Clap Close Distance Designed Octave Up_SARM_TO_OneShot-07	00:00:12	2
Recorded (octave up)	THUN_Thunder Clap Close Distance Designed Octave Up_SARM_TO_OneShot-08	00:00:07	2
Recorded (octave up)	THUN_Thunder Clap Close Distance Designed Octave Up_SARM_TO_OneShot-09	00:00:15	2
Recorded (octave up)	THUN_Thunder Clap Close Distance Designed Octave Up_SARM_TO_OneShot-10	00:00:07	2