

FileName	Time	Description
AMBAir_Creaky Tree Storm Giant Noisy Blowing_SOE_War Shore Wind_ORTF.wav	3:16	Ambience, Air, Wind, Storm, Blow, Gentle, Woods, Forest, Creaky Tree, Noisy, Light Rain, Soft touch on leaves, Strange squeaks, Nature, Trees, Light low end rumble, Feeling like after the big storm, not yet relaxing, being lonely, getting an overview over the battlefield
AMBAir_Deep Windy Rumble subtle inside big metal tube_SOE_War Shore Wind_811.wav	1:18	Ambience, Air, Deep windy rumble, orbit, aliens, moon, subtle, low in volume, distant, Feeling like the battle is about to begin, and is still in a distance, but approaching
AMBMisc_Beach Under Bonker Wind and Waves at Night Screaming Silence_SOE_War Shore Wind_ORTF.wav	4:56	Ambience, Miscellaneous, Bonker, EXT, External, outside, wind, waves, ocean, northsea, night, Mics under the bonker, concrete, sharp edges, screaming quiet, feeling like something is out there, but you don't know what yet, some rattles of a loose joint, all alone, expecting, anxious, frightend
AMBMisc_Beach Under Bonker Wind and Waves Rumble_SOE_War Shore Wind_ORTF.wav	4:58	Ambience, Miscellaneous, EXT, External, outside, wind, waves, ocean, northsea, night, Mics under the bonker, short sea bird in the distrance as well as the water in the distance, wind playing with the sand on the beach, eery tone, feeling like waiting in the trenches of the dunes before the big battle
AMBMisc_Beach Under Bonker Wind Guts, Hum and Waves_SOE_War Shore Wind_ORTF.wav	4:19	Ambience, Miscellaneous, EXT, External, outside, wind, waves, ocean, northsea, night, Mics under the Bonker, Concrete, House, Rattle, Subtle, quiet, eery, Hum, strange, feeling like someone is there,
AMBMisc_Beach Under Bonker Wind, Hum and Waves before Dawn_SOE_War Shore Wind_ORTF.wav	5:00	Ambience, Miscellaneous, Bonker, Structure of war, EXT, External, outside, wind, waves, ocean, northsea, night, Mics under the bonker, hide on the beach in the sand, just before dawn, feeling like preparing for the fight, could be sparked with distant mumble of crowds, unsettling, driving the soldier crazy
AMBisc_Dunes Northsea Wind and Waves at Night_SOE_War Shore Wind_ORTF.wav	5:58	Ambience, Miscellaneous, Guts, Night, Birds, Call, Freep, Wind Sea, Ocean, Foliage, Leaves, North Sea, Grass, Distant Waves, Tonal, Tone, Feeling like a cold morning in a new environment after getting separated from the troops
AMBRoom_Empty House on Beach Rattling Curtains_SOE_War Shore Wind_ORTF.wav	3:59	Ambience, Room, Empty house on the beach with flapping cloth and rattling curtains, Feeling like exploring a new hide and taking a break in the story to allow a quiet moment, distant door banging, and close objects moving and crackles
AMBRoom_Empty House on Beach Wind Night Hum_SOE_War Shore Wind_ORTF.wav	5:12	Ambience, Room, House Inside, INT, Internal, Room Tone, Windy, Beach, Sand, Waves, Lonely, Feeling like recovering from the wounds of war, hiding, being safe for now
AMBRoom_Empty House on Beach Windy Night_SOE_War Shore Wind_ORTF.wav	3:16	Ambience, Room, Empty house, Inside, Internal, INT, Room Tone, Windy, Beach, Sand, Waves, Feeling like a conversation between two soldiers could be happening and this is in the back of the dialouge,
AMBRoom_Empty Structure on the Beach Wind Low Rumble_SOE_War Shore Wind_ORTF.wav	4:41	Ambience Room, Empty House Inside, Internal, INT, Room Tone, Windy, Beach, Sand, Waves, Low Pass Rumble, Deep, Bassy, Feeling like several meters underground in a digging, hearing the storm going on above, maybe even scattered and split from the other soldiers
AMBSSea_Harbour Wind in Ships Xylophone_SOE_War Shore Wind_LCR.wav	5:24	Ambience, Seaside, Athro, Harbour, Sea, Ocean, Crozon, France, Wind in Sailing Boats, Lapping Waves, Ships, Squaky Plier, Gulls, Sounding like an instrument, maybe a xylophone, whistling strings , feeling like beeing in a harbour with lots of boats
DSGNEiTh_Pad Windy Deep Mysterious_SOE_War Shore Wind.wav	3:21	Designed, Ethereal, Pad, Windy, Airy, Mysterious, Leaving the body, death, religious, spiritual, feeling like a hyper realistic scene, that needs a rough but peaceful wind sound
DSGNEiTh_Pad Windy Ethereal Harsh_SOE_War Shore Wind.wav	3:21	Designed, Ethereal, Windy, Airy, Pad, Scary, Breathe, Feeling like a giant enemy approaching, who is very strong,
STORM_Storm Trees Deep_SOE_War Shore Wind_ORTF.wav	3:15	Storm, Wind, Vegetation, Trees, Woods, Forest, Medium, Dry, Feeling like marching with the troops through rough nature, and heavy wind blowing and making it harder
STORM_Wind on Empty Vehicle Heavy Guts light Raindrops Low_SOE_War Shore Wind_Sherter.wav	2:49	Storm, Weather, Wind, Heavy Guts, Internal, Inside, Vehicle, Car, House, Apartment, INT, Interior, On Window with a Contact Mic, light raindrops
STORM_Wind on Empty Vehicle Heavy Guts light Raindrops_SOE_War Shore Wind_Sherter.wav	2:49	Storm, Weather, Wind, Heavy Guts, Internal, Inside, Vehicle, Car, Tank, House, Apartment, INT, Interior, light rain, rain drops, could be sand as well, On Window with a Contact Mic, Rough, Harsh, Hard, Feeling like not being ready to go out and waiting for motivation,
VEGEGrass_Dry Reed Wind_SOE_War Shore Wind_McDown.wav	4:04	Vegetation, Grass, Dry Reed caught in wind, Movement, Tension, Creaks, Rubbing, Scratches, Rumble, Rattle, Feeling like this could be a nice add on to any scene to add texture and a feeling of being pushed around and being in nature
WATRSurf_Windy Waves lit on the beach Detail_SOE_War Shore Wind_ORTF.wav	5:51	Water, Surf, Ambience, Wave, Sea, Ocean, Windy, Atlantic, IT, Crozon, Point de Diana, Slight Wind creating tiny waves, Feeling like being spit out at the beach, exhausted, lying in the sand, calm, on the edge between friendly and getting scary
WATRSurf_Windy Waves lit on the beach Distant clan_SOE_War Shore Wind_ORTF.wav	3:37	Water, Surf, Ambience, Waves, Small, Atlantic, One foot, Distance, Wind, Ocean, Sea, Constant, distant sea birds at times Feeling like walking slowly with heavy gear in deep sand on the beach, kind of an evening feeling
WIND_Gusts Over Rocks between bonkers_SOE_War Shore Wind_ORTF.wav	3:55	Wind, Bonker, Deep, Swapping, France, WW2, War , Shore, Crozon, Guts, Deep, Swappy, Swapping, Over Rocks, moving objects, feeling like seeing the enemy and changing between hides, Observing and preparing
WIND_Very Strong in Single tree_SOE_War Shore Wind_ORTF.wav	1:38	Wind, Changing, Ocean, Gusts, Heavy Strong, Howling Tree, Meadows, very strong in the leaves, slightly overblown at times, feeling like getting lost in the woods but walking confident to the target
WIND_Wind Bonker Barbed Wire_SOE_War Shore Wind_Sherter.wav	1:23	Wind, Bonker, Metal Fence, Wire, Contact Mic, Crozon, France, Barbed Wire, Metalic, Structure , Feeling like tanks rolling by
WIND_Wind Bonker Gusts Deep Gentle Blow_SOE_War Shore Wind_ORTF.wav	1:11	Wind, Bonker, Deep, Swapping, France, WW2, War , Shore, Gusts, Deep, Swappy, Swapping, Gentle Blow, Left to right, side changes, short bursts, feeling like a nervous wind and might suit a scene with hectic thoughts and action
WIND_Wind Bonker Gusts Deep Swapping_SOE_War Shore Wind_ORTF.wav	1:19	Wind, Bonker, Deep, Swapping, France, WW2, War , Shore, Gusts, Deep, Swappy, Swapping, Flapping, Blowing across the ledge, Feeling like soldiers on the move, need to get round quickly, packing up stuff, might match fast visual cuts
WIND_Wind Bonker Gusts Waiting in Expectation Shore_SOE_War Shore Wind_ORTF.wav	3:39	Wind, Bonker, Deep, Swapping, France, WW2, War , Shore, Gusts, Deep, Swappy, Swapping, with Shore, cliff, steep, feeling like in a state of expectation, this could be the sound at the core of the settlement
WIND_Wind Bonker Inside Hide Weird Tonal_SOE_War Shore Wind_ORTF.wav	3:37	Wind, Bonker, Inside, small 2ppl Hide, Int, Weird Tonal, Eery, Atlantic, Room Tone, Feeling like a tiny concrete enclosure while doing the duty, being on the watch, and guarding through the night
WIND_Wind Bonker Inside Munition Depot 2 Vegetation_SOE_War Shore Wind_ORTF.wav	3:13	Wind, Bonker, Deep, Bassy, Inside Small Munition Depot with Vegetation, Atlantic, Bushes being swapped around, dirt and gravel, flapping, feeling like walking around in an abandond concrete hide s earching for supplies
WIND_Wind Bonker Inside Munition Depot Vegetation w Fly_SOE_War Shore Wind_ORTF.wav	3:51	Wind, Bonker, Deep, Bassy, Inside Small Munition Depot with Vegetation and Fly, Atlantic, Insect flying near mics form time to time, feeling like getting crazy, losing ones mind, Interior, INT,
WIND_Wind Bonker Inside Rumble Only_SOE_War Shore Wind_ORTF.wav	3:07	Wind, Bonker, Deep, Bassy, Inside Rumble Only, Crozon, France, Interior, Heavy wind rattling the thick concrete walls, feeling like being stuck in a closed room
WIND_Wind Bonker Long Floor Entrance Fly_SOE_War Shore Wind_ORTF.wav	1:20	Wind, Bonker, Long Floor, Entrance, Dig, Reverb, Atlantic, Cliff, Rocks, Fly, clo to the mics (again), changing, various sounds, dynamic, dirt and vegetation distant, picking up, feeling like the soldier is very aware of its surroundings
WIND_Wind Bonker Look Out Sharp_SOE_War Shore Wind_ORTF.wav	5:19	Wind, Bonker, Look Out, Sharp, Atlantic, Cliff, Stormy gusts, high blowing across the edges, texture, feeling like freezing and having a tough time despite being on the glorious and victorious side
WIND_Wind Bonker Metal Fence_SOE_War Shore Wind_Sherter.wav	3:00	Wind, Bonker, Metal Fence, Wire, Contact Mic, Atlantic, Barbed Wire, Metalic, Tank, Covered vehicle, War, Warzone, Battle, Rattle, clangs, Feeling like driving through a warzone
WIND_Wind Bonker on the Edge Non Tonal Short_SOE_War Shore Wind_ORTF.wav	4:20	Wind, Bonker, Edge, Smooth, Strong, Blowing, Gusts, crackles, noise, dirt, concrete, Feeling motivated, could be a scene setting up camp or exploring the cliffs and rocks,
WIND_Wind Bonker on the Edge Tonal Short_SOE_War Shore Wind_ORTF.wav	4:25	Wind, Tonal, On the edge of a bonker in a narrow concrete gap, Eery, mysterious, drone, looking ahead, feeling like something bad is coming, thrilling,
WIND_Wind on Wooden Ship Good_SOE_War Shore Wind_Sherter.wav	1:05	Wind, Ship, Contact Mic, Dump, gusts, mid range, wood, sea, ocean, blow, distorted,
WIND_Wind on Wooden Ship_SOE_War Shore Wind_Sherter.wav	3:02	Wind, Ship, Contact Mic, Dump, Wood, Variations, a little less intrudive, feels like forecasting the next wind, best mixed with other ambiances
WINDInt_Strong Wind Next to metallic remains 2_SOE_War Shore Wind_ORTF.wav	6:36	Wind, Interior, INT, Internal, Room Tone, Gusts, Interior, next to structures and broken objects, lots of rattling and tiny bangs, feeling like cut off from the world but at the same time calm and happy
WINDInt_Strong Wind next to metallic remains 3_SOE_War Shore Wind_ORTF.wav	2:52	Wind, Interior, INT, Internal, Remains, Ruins, scattered objects, after an explosion, feeling like moving forward driven by an invisible force, warzone, battlefield, ambience, gusts, subtle rumble,
WINDInt_Strong Wind next to metallic remains_SOE_War Shore Wind_ORTF.wav	6:05	Wind, Interior, Gusts, INT, Internal, Inside, Room, House, destroyed, rattles, licks, hits, feeling like being alive,
WINDInt_Wind inside Vehicle Blowing at the sea_SOE_War Shore Wind_ORTF.wav	1:19	Wind, Interior, Inside, INT, Vehicle, Van, Bus, Sea, Shore, Beach, Parking, Blowing, Gusts, Strong, Feeling like being sheltered
WINDInt_Wind on trap door Gusts and Robin_SOE_War Shore Wind_16Dish4060.wav	4:52	Wind, Interior, Inside, Internal, Room, Vehicle, Parked, Rattling, shaking, shore, ocean, sea, water, noisy, feeling sleepy
WINDInt_Wind on trap door Gusts and Robin_SOE_War Shore Wind_ORTF.wav	4:51	Wind, Interior, Internal, Inside, Room, INT, Gusts, Vehicle, Shaking, Rattelling, Grab, Feeling like a morning that just continues to be as terrible as the night, with the horrors of war
WINDInt_Wind on trap door Rumble 1_SOE_War Shore Wind_16Dish4060.wav	6:32	Wind, Interior, Internal, Inside, Room, Trap door Vehicle, Rumble, Feeling like looking up
WINDInt_Wind on trap door Rumble 2_SOE_War Shore Wind_16Dish4060.wav	6:20	Wind, Tonal, Drone, Pad, Eery, clangs, pressing, metallic, wire, feeling like planes are going to attack from the sky
WINDInt_Howling on Metal Pipe Deep Gusts_SOE_War Shore Wind_811.wav	6:41	Wind, Tonal, Blowing on a metal pipe, deep whistling, whistle, like a musical instrument, metal tube with a hole, gusts, fute, feeling like the ears are ringing from to many sounds of war and shooting
WINDInt_Howling Wind on metal pipe Long_SOE_War Shore Wind_ORTF.wav	4:23	Wind, Tonal, Howling, Gusts, Strong, Ocean, Meadings, Catch Fence, Steel, Metal, musically, feeling like an alarm is ringing inside the head
WINDInt_Howling Wind on metal pipe short_SOE_War Shore Wind_War Shore Wind_811.wav	0:56	Wind, Tonal, Gusts, Heavy, Strong, Howling, Flute, Gate, Fence, Feeling distressed and almost tortured, dissonant, stress, penetrated
WINDInt_Howling Wind on metal pipe suspensful w Cars_SOE_War Shore Wind_811.wav	3:16	Wind, Tonal, Gusts, Heavy, Strong, Howling, Flute, Gate, Fence, with distant car pass bys, traffic, roads, feeling like coming back to civilization, coping
WINDInt_Howling Wind on metal pipe suspensful w Cars_SOE_War Shore Wind_ORTF.wav	3:16	Wind, Tonal, Gusts, Heavy, Strong, Howling, Flute, Gate, Fence, cars and traffic pass bys in the distance, feeling like living in an alternative reality,
WINDVege_Dunes North Sea Wind in Foliage and Birds_SOE_War Shore Wind_ORTF.wav	5:58	Vegetation, Dunes, Night, Birds, Call, Freep, Wind Sea, Ocean, Foliage, Leaves, North Sea, Constant Hum from the wind blowing across the sandy beach, Feeling light and relaxed
WINDVege_Pumpkin Plant in Wind_SOE_War Shore Wind_Scherter.wav	5:43	Wind, vegetation, Plant, Pumpkin, Wind, Gurgling, Low Passed, Contact mic, Rumble, Bassy, Gusts, Gurgling, Gore, Bubbles, Feeling like being gutted
WINDVege_Storm Aggressive Distorted_SOE_War Shore Wind_ORTF.wav	4:23	Wind, Vegetation, Storm, Trees, Woods, Forest, Garden, Aggressive, Distorted, Strong, Blowing hard, pressing, feeling complex and in the very beginning of the war
WINDVege_Storm Gust in Tree_SOE_War Shore Wind_ORTF.wav	3:40	Wind, Vegetation, Trees, Woods, Leaves, Forest, Storm, Heavy , Gusts, rambling, feeling like sitting in the safe woods with the other soldiers, eating and discussing
WINDVege_Storm Trees Creak in Heavy Gusts_SOE_War Shore Wind_ORTF.wav	5:24	Wind, Vegetation, Storm, Trees, Woods, Forest, Blow, Gusts, Heavy, Strong, Creak, single rain drops or falling leaves, creaky trunk, feeling like getting ready for the night next to a big trunk packed in blankets
WINDVege_Storm Trees Grity_SOE_War Shore Wind_ORTF.wav	5:09	Wind, Vegetation, Storm, Trees, Woods, Forest, Grity blows, Feeling like challenged by the weather, elements fighting against you as well
WINDVege_Storm Trees Light_SOE_War Shore Wind_ORTF.wav	4:14	Wind, Vegetation, Storm, Trees, Woods, Forest, Light with tonal element, feeling like something is hiding in the dark,
WINDVege_Storm Trees Medium Dry_SOE_War Shore Wind_ORTF.wav	4:20	Wind, Vegetation, Storm, Trees, Woods, Forest, Garden, Medium, Dry, Small rattles, gusts, hurricane, swept away, squeaky trees, feeling like something is blowing up,
WINDVege_Storm Trees Medium strong constant blow_SOE_War Shore Wind_ORTF.wav	3:24	Wind, Vegetation, Storm, Trees, Woods, Forest, Blow, Constant, Feeling like the weather is not the most important part in that scene but still needs a little bit of grm in the background
WINDVege_Storm Trees Strong Heavy Gusts blow_SOE_War Shore Wind_ORTF.wav	3:25	Wind, Vegetation, Storm, Trees, Woods, Forest, Blow, Guts, Heavy, Strong, Light rain, Feeling like the war is going on way too long already
WINDVege_Storm Trees Swirly_SOE_War Shore Wind_ORTF.wav	4:20	Wind, Vegetation, Storm, Trees, Woods, Forest, Medium, Dry, Swirly, Spinning, Feeling like enduring
WINDVege_Strong Wind Heavy Grass Bushes_SOE_War Shore Wind_ORTF.wav	4:09	Wind, Vegetation, Grass, Great texture, dunes, blowing and bowing, heavy squall, feeling like the mood is lifting