

Sound Armoury – Ambience: Forest & Lake

Bit Depth: 24 bit

Sample Rate: 96 kHz

Version: 1.1



Name	Duration (HH:MM:SS)	Sample Rate	Channels	Bit Depth
AMBForst_Evening Forest Ambience near Lake, w Waterfowl_SARM_AmbFoLa.wav	00:01:09	96000	2	24
AMBLake_Forest Night Ambience near Lake, w Owl, Waterfowl, Splashing_SARM_AmbFoLa.wav	00:01:33	96000	2	24
AMBLake_Night Forest Ambience near Lake, w Waterfowl_SARM_AmbFoLa.wav	00:02:35	96000	2	24
AMBForst_Rainy Forest Midday Ambience, w Birds_SARM_AmbFoLa.wav	00:01:10	96000	2	24
AMBForst_Windy Forest Ambience_SARM_AmbFoLa.wav	00:02:11	96000	2	24
AMBForst_Windy Forest Ambience, w Crows and Squirrels, Leaves Rustling_SARM_AmbFoLa.wav	00:00:49	96000	2	24
AMBForst_Windy Night Forest Ambience_SARM_AmbFoLa.wav	00:00:40	96000	2	24
AMBLake_Ambience near Lake, w Waterfowl_SARM_AmbFoLa.wav	00:01:31	96000	2	24
AMBLake_Ambience near Stream & Lake, w Waterfowl_SARM_AmbFoLa.wav	00:01:22	96000	2	24
AMBLake_Stream Ambience near Lake, w Waterfowl_SARM_AmbFoLa.wav	00:00:37	96000	2	24
AMBLake_Windy Ambience near Lake, w Geese_SARM_AmbFoLa.wav	00:00:20	96000	2	24
AMBForst_Forest Bird Hide Ambience A_SARM_AmbFoLa.wav	00:01:07	96000	2	24
AMBForst_Forest Bird Hide Ambience B_SARM_AmbFoLa.wav	00:01:48	96000	2	24
AMBForst_Forest Nature Hide Ambience, Birds only_SARM_AmbFoLa.wav	00:00:49	96000	2	24
WATRFlow_Stream A, Close_SARM_AmbFoLa.wav	00:00:20	96000	2	24
WATRFlow_Stream A, Mid Distance_SARM_AmbFoLa.wav	00:00:28	96000	2	24
WATRFlow_Stream B, Close_SARM_AmbFoLa.wav	00:00:39	96000	2	24
BIRDFowl_GreyLag Geese flying over and calling_SARM_AmbFoLa.wav	00:00:17	96000	2	24
BIRDWade_Grey Heron calling_SARM_AmbFoLa.wav	00:00:10	96000	2	24