MAGIC WISP

FILENAME	DESCRIPTION
AIRMisc_BURST-Screechy Tonal Airy_B00M_MAWCK.wav	High and wide, resonant, watery hit with medium fast attack and short delay.
AIRMisc_BURST-Swell Short_B00M_MAWCK.wav	High and wide, resonant, watery hit with medium slow attack and short delay.
AIRMisc_MOVEMENT-Airy Light Long_B00M_MAWCK.wav	Resonant, medium long, screeching, watery roar with low frequency variation.
AIRMisc_MOVEMENT-Airy Light Zap_B00M_MAWCK.wav	Resonant, short, screeching, watery roar with high pass filter.
AIRMisc_MOVEMENT-Airy Long_B00M_MAWCK.wav	Resonant long screeching watery roar with low end.
AIRMisc_MOVEMENT-Airy Short_B00M_MAWCK.wav	Resonant short screeching watery roar with low end.
AIRMisc_ZAP-Screechy Tonal_B00M_MAWCK.wav	Loud, high and wide, resonant watery hit with medium fast attack and short delay.
BELLGong_PERCUSSION-Gong Bow Bright_B00M_MAWCK.wav	Resonant bow hits with slow attack and long tail.
BELLGong_PERCUSSION-Gong Bow_B00M_MAWCK.wav	Loud resonant bow hits with slow attack and long tail with low end.
BELLGong_PERCUSSION-Gong Impact Rubber Ring Out Turning_B00M_MAWCK.wav	Impact followed by rubber movements through Gong ring with modulated pan effect and low frequencies resonances.
BELLGong_PERCUSSION-Gong Magnet Movement Rods_B00M_MAWCK.wav	Slow transient hits with intermittent fast rods movement.
BELLGong_PERCUSSION-Gong Magnet Movement_B00M_MAWCK.wav	Gentle quiet drumroll alike followed by big low impact and long low resonant frequency with bright crash on top.
BELLGong_PERCUSSION-Gong Rubber Resonant_B00M_MAWCK.wav	Rubber movements with slow attack and long resonant low frequency tail.
BELLGong_PERCUSSION-Gong Scrape Hand_B00M_MAWCK.wav	Hand scraped hits with long resonant low frequency tail.
BELLHand_PERCUSSION-Bell Tiny Rattle Constant_B00M_MAWCK.wav	Subtle scraping shake at high frequencies.
BLLTShel_TEXTURE-Metal Cartridge Case Trickle Down_B00M_MAWCK.wav	Loud metallic with low end and squeaky and wide in the high end.
CLOTHFlp_MATERIAL-Big Painters Dust Sheet Snap Alt_B00M_MAWCK.wav	Low thump, crunchy burst with medium decay and wide noisy texture in the highs.
CLOTHFlp_MATERIAL-Big Painters Dust Sheet Snap_B00M_MAWCK.wav	Low thump, crunchy burst with medium decay and wide noisy texture in the highs.
CLOTHFlp_MATERIAL-Big Painters Dust Sheet_B00M_MAWCK.wav	Sweep from high to low with medium decay hit with resonant punch in the high mids.
CLOTHFlp_MATERIAL-Cloth Nylon Swipe Aggressive_B00M_MAWCK.wav	Mid slow attack stomp with noisy fabric texture on treble.
CLOTHFlp_MATERIAL-Cloth Nylon Swipe_B00M_MAWCK.wav	Swooshy with body, mid attack and decay.
CLOTHFlp_MATERIAL-Cloth Short Slash Hard_B00M_MAWCK.wav	Big crumbling stomps with sub and wide ripping highs. Mid attack and decay.
CLOTHFlp_MATERIAL-Cloth Short Slash Soft_B00M_MAWCK.wav	Crumbling stomps with sub and wide highs. Mid attack and decay.
CLOTHFlp_MATERIAL-Cotton Hard_B00M_MAWCK.wav	Crumbling stomps with sub and subtle wide noise with short release.
CLOTHFlp_MATERIAL-Cotton Soft_B00M_MAWCK.wav	Crumbling stomps with sub and subtle wide noise with short release. Mid attack and long deacay.
CLOTHFlp_MATERIAL-Fabric Large Flanger_B00M_MAWCK.wav	Crunchy, turbulent, texture with swirling, flanging resonance.
CLOTHFlp_MATERIAL-Fabric Straps Whip_B00M_MAWCK.wav	Low volume gentle whip. Middle attack and decay.
CLOTHFlp_MATERIAL-Fabric Strip Impact_B00M_MAWCK.wav	Low volume gentle impact with low end. Short attack and decay.
CLOTHFlp_MATERIAL-Flag Small Waving Constant_B00M_MAWCK.wav	Steady movement, low crackles and intermittent rumbles.
CLOTHFlp_MATERIAL-Flag Small Fast_B00M_MAWCK.wav	Low mid impacts with high click on top. Fast attack and decay.
CLOTHFlp_MATERIAL-Flag Small Snaps_B00M_MAWCK.wav	Low mid impacts with high click on top. Mid attack and fast decay.
CLOTHFlp_MATERIAL-Leather Soft_B00M_MAWCK.wav	Swirling low stomp with subtle wide noise. Noise with mid release. Long decay.
CLOTHFlp_MATERIAL-Nylon Hard_B00M_MAWCK.wav	Almost distorted highs. Low impact rumble. Fast to mid attack and sustained.

MAGIC WISP

FILENAME	DESCRIPTION
CLOTHFlp_MATERIAL-Nylon Soft_B00M_MAWCK.wav	Big low impact rumble. Fast to mid attack and sustained.
CLOTHImpt_IMPACT-Large Thick Cloth Ignite_B00M_MAWCK.wav	Big and low with wide noisy high end. Mid decay.
CLOTHImpt_IMPACT-Large Thick Cloth_B00M_MAWCK.wav	Big and low with wide noisy high end. Fast attack and decay.
CLOTHImpt_IMPACT-Leather Hard_B00M_MAWCK.wav	Crumbling low impact with mid high wide noise tail.
CLOTHImpt_IMPACT-Leather Jacket_B00M_MAWCK.wav	Crumbling mid low impact with crunchy squeezed and tail.
CLOTHImpt_IMPACT-Snappy Transient_B00M_MAWCK.wav	Snappy low kick with fast attack and mid short deacy and clacky top.
CLOTHImpt_MATERIAL-Burst Sheet Snap_B00M_MAWCK.wav	Papery texture mid slow attack followed by snap with low end.
CLOTHImpt_MATERIAL-Poof Texture Cloth Flap Tail_B00M_MAWCK.wav	Rumbling low impact hit with dusty modulated tail.
CLOTHImpt_MATERIAL-Poof Texture Cloth Flap_B00M_MAWCK.wav	Scattered rumbling low impact hit with gentle highs on top.
CLOTHMisc_MATERIAL-Cloth Poof Burst_B00M_MAWCK.wav	Mid slow attack impact noise with subtle wide tail. Sustained.
CLOTHMvmt_MATERIAL-Big Painters Dust Sheet Constant_B00M_MAWCK.wav	Raspy and stereo wide high frequency rumble with low end passages.
CLOTHMvmt_MATERIAL-Fabric Flaps Constant_B00M_MAWCK.wav	Wide stereo whirling with low rumbles.
CLOTHMvmt_MATERIAL-Fabric Nylon Constant_B00M_MAWCK.wav	Crisp and crunchy with low crackles and high noisy textures.
CLOTHMvmt_MATERIAL-Fabric Strips Rustling Constant_B00M_MAWCK.wav	Steady movement, high crackles and intermittent clicks.
DIRTDust_TEXTURE-Salt Moving On Gong Constant_B00M_MAWCK.wav	Crispy stereo panning screeching noise.
DIRTDust_TEXTURE-Salt Trickle Gong_B00M_MAWCK.wav	Transient metallic ringing impacts. Medium attack with long release.
DIRTDust_TEXTURE-Salt Trickle On Gong Constant_B00M_MAWCK.wav	Crispy noisy drops with subtle resonance on mid highs.
DIRTDust_TEXTURE-Salt Trickle On Plate Constant_B00M_MAWCK.wav	Sharp metallic noise texture with resonant high frequencies.
DIRTImpt_TEXTURE-Sand Impact Poof_B00M_MAWCK.wav	Low mid Guttural stomp with organic texture. Layered transient attack.
DIRTMisc_MATERIAL-Rock Drag Sand High_B00M_MAWCK.wav	Airy noise texture with earthy resonant crackles.
DIRTMisc_TEXTURE-Rock in Sand Drag Movement_B00M_MAWCK.wav	Low mid organic dirt swells with sporadic scraping sounds.
DIRTMisc_TEXTURE-Sand Debris Drop Bucket Hard_B00M_MAWCK.wav	Falling, earthly impact texture concentrated in the low mids.
DIRTMisc_TEXTURE-Sand Debris Drop Bucket Soft_B00M_MAWCK.wav	Crumbling and tearing low mid texture with high attacks and low frequency noise.
DIRTMisc_TEXTURE-Sand Scrape Swell_B00M_MAWCK.wav	Tearing, swelling noise with inharmonic morphing highs.
DIRTMisc_WHOOSH-Sand Constant Hard_B00M_MAWCK.wav	Waves of dry, organic noise. Rising and falling.
DIRTMisc_WHOOSH-Sand Constant Soft_B00M_MAWCK.wav	Textural, inharmonic movement with swelling. Very little decay and resonance..
DIRTMisc_WHOOSH-Sand Constant Very Soft_B00M_MAWCK.wav	Tearing texture with airy high end. Constant and morphing.
DIRTMisc_WHOOSH-Sand Fast_B00M_MAWCK.wav	Big organic high frequency impacts with slight tremolo and movement..
DIRTMisc_WHOOSH-Sand Slow_B00M_MAWCK.wav	Gentle and rounded noise frequency with wide stereo spread.
DIRTMisc_WHOOSH-Sand Subtle_B00M_MAWCK.wav	Rising soil type texture with slow attack and fast decay.
DIRTMisc_WHOOSH-Spinning Rocks Sand_B00M_MAWCK.wav	Falling noise sound with fast panning and rounded highs.
DIRTMisc_WHOOSH-Stone In Bucket Fast_B00M_MAWCK.wav	Fast natural impact sounds concentrated in low mids.
DSGNImpt_IMPACT-Sweetener Rock Rubber Flexi Bin_B00M_MAWCK.wav	Low, distorted kick type impact with fast decay.

MAGIC WISP

FILENAME	DESCRIPTION
DSGNImpt_IMPACT-Tonal Pitch Modulation_B00M_MAWCK.wav	Liquid, phasey morphing attack with short tail.
DSGNImpt_ZAP-Tonal Blob Long_B00M_MAWCK.wav	Watery hit with quick rise and medium length release.
DSGNImpt_ZAP-Tonal Blob_B00M_MAWCK.wav	Digital gooey impacts with short morphing tail.
DSGNMisc_BURST-Poof Tail Texture Cloth Deep_B00M_MAWCK.wav	Layered hit with organic transient and digital resonance.
DSGNMisc_BURST-Poof Tail Texture Cloth Light_B00M_MAWCK.wav	High frequency shot impact with long, airy reverb tail..
DSGNMisc_BURST-Poof Tail Texture Cloth Long_B00M_MAWCK.wav	Intense projectile type hit with long compressed reverb tail and wide stereo field..
DSGNMisc_BURST-Poof Tail Texture Cloth_B00M_MAWCK.wav	Complex shot with long release and organic rumbles in the mid range.
DSGNMisc_BURST-Poof Tail Texture Sand Drizzle_B00M_MAWCK.wav	Textural swelling of noise with slow release. Sparkly high end..
DSGNMisc_BURST-Poof Tail Texture Sand Fire_B00M_MAWCK.wav	Falling physical collision with slow attack time. Low mid to high frequencies.
DSGNMisc_BURST-Poof Tail Texture Sand Swirl Constant_B00M_MAWCK.wav	Delicate, granulated texture concentrated in the high frequencies.
DSGNMisc_BURST-Poof Tail Texture Sand Swirl Descending_B00M_MAWCK.wav	Flanging, particle texture with digital modulations.
DSGNMisc_BURST-Poof Tail Texture Sand Swirl Light_B00M_MAWCK.wav	Resonant high frequency foley noise with organic variation.
DSGNMisc_BURST-Poof Tail Texture Sand Swirl_B00M_MAWCK.wav	Organic tearing texture with granulation and digital resonance.
DSGNMisc_METAL PROCESSED-Brick Trowel Plastic Board Scrape Fast_B00M_MAWCK.wav	Inharmonic, noisey, drill texture. Very dry and concentrated in the high mid range.
DSGNMisc_METAL PROCESSED-Brick Trowel Wooden Board Scrape Constant_B00M_MAWCK.wav	Sustained, metal friction sound with panning and stereo spread.
DSGNMisc_METAL PROCESSED-Brick Trowel Wooden Board Scrape Fast_B00M_MAWCK.wav	Slow attack, fast decay wave of metallic scraping with pitch and tonal modulation.
DSGNMisc_METAL PROCESSED-Movement Tonal Modulated Constant_B00M_MAWCK.wav	High frequency metallic synthesis with time stretching and resonance.
DSGNMisc_MOVEMENT-Crystal Shard Sharp Dense_B00M_MAWCK.wav	Shiny digital synth sound with sharp panning and resonant high frequencies.
DSGNMisc_MOVEMENT-Crystal Shard Sharp High_B00M_MAWCK.wav	Sustained, falling electronic sound with wide stereo field and panning.
DSGNMisc_MOVEMENT-Dark Ghost Voice Wind Constant_B00M_MAWCK.wav	Haunting inharmonic noise with rounded high end and panning.
DSGNMisc_MOVEMENT-Dark Organic Rasp_B00M_MAWCK.wav	Guttural texture in the low mid range with modulating stereo field.
DSGNMisc_MOVEMENT-Fire Crunch Hard Long_B00M_MAWCK.wav	Swells and waves of distorted organic material with artifacts.
DSGNMisc_MOVEMENT-Generic Energy Gusts Mid Range Flow_B00M_MAWCK.wav	Laser type rises with reverb, resonance and wide panning.
DSGNMisc_MOVEMENT-Generic Energy Gusts Mid Range_B00M_MAWCK.wav	Waves of electronic swells with slow attacks and long release.
DSGNMisc_MOVEMENT-Generic Energy Organic Mid Range High_B00M_MAWCK.wav	Organic, glitch texture with metallic attacks.
DSGNMisc_MOVEMENT-Scrape Movement Tonal_B00M_MAWCK.wav	Physical friction sound with chorus and flanging effect.
DSGNMisc_MOVEMENT-Shimmer Glitter High Dense_B00M_MAWCK.wav	Growing, falling, granular sparkles with waves of reverb and stereo panning.
DSGNMisc_MOVEMENT-Swell Light Tonal_B00M_MAWCK.wav	Phasey, swelling, noise modulating in pitch with slow release time.
DSGNMisc_TEXTURE-Filter Movement Shimmer Bubble_B00M_MAWCK.wav	High frequency noise with vibrato and flanging resonance.
DSGNMisc_TEXTURE-Filter Movement Shimmer Constant_B00M_MAWCK.wav	Sustained electronic glitch with sparkling resonant noise in the high end.
DSGNMisc_TEXTURE-Filter Movement Shimmer Long_B00M_MAWCK.wav	Slow modulating high frequency synth sound with intense phase modulation.
DSGNMisc_TEXTURE-Filter Movement Shimmer Modulated_B00M_MAWCK.wav	Morphing, crystal synth texture with medium decay and modulating tail.
DSGNMisc_TEXTURE-Filter Movement Shimmer Short_B00M_MAWCK.wav	High pitch glitches with medium decay and release.

MAGIC WISP

FILENAME	DESCRIPTION
DSGNMisc_TEXTURE-Particles Filter Modulation_B00M_MAWCK.wav	Low electronic glitch synth with filtered delay tail.
DSGNMisc_TEXTURE-Particles Movement High Short_B00M_MAWCK.wav	High pitched, glitchy noise with long release and fast pitch modulation.
DSGNMisc_TEXTURE-Particles Movement Screechy_B00M_MAWCK.wav	Digital sustained swells of phasey glitches.
DSGNMisc_TEXTURE-Tonal Scrape Single Rough_B00M_MAWCK.wav	Low, crunchy, distorted sounds with short tail.
DSGNMisc_WHOOSH-Phasey Noise Short_B00M_MAWCK.wav	Resonant digital impact with reverse sound and long tail.
DSGNMisc_WHOOSH-Phasey Noise_B00M_MAWCK.wav	Electronic glitch hit with long phasey tail.
DSGNMisc_WHOOSH-Phasey Zap Long_B00M_MAWCK.wav	High frequency, phasey, rise and fall with inharmonic resonant tail.
DSGNMisc_WHOOSH-Phasey Zap Short_B00M_MAWCK.wav	Short, high pitched glitch with medium attack and slow release.
DSGNMisc_WHOOSH-Rock in Sand Drag Fast Alt_B00M_MAWCK.wav	Layered organic impact with crunch rock textures.
DSGNMisc_WHOOSH-Rock in Sand Drag Fast_B00M_MAWCK.wav	Complex, crunchy stomp in the low mid frequency range with short tail.
DSGNMisc_WIND-Base Movement Fire Air Distortion_B00M_MAWCK.wav	Sustained waves of flangey, distorted noise with slow attack.
DSGNMisc_WIND-Base Movement Summon Layer_B00M_MAWCK.wav	Atmospheric noise texture with stereo panning and modulation.
DSGNMisc_WIND-Base Moving Constant_B00M_MAWCK.wav	Organic, airy, white noise texture with modulating stereo field.
DSGNMisc_WIND-Cold Constant_B00M_MAWCK.wav	Airy granulated white noise with rolled off high frequencies and oscillations.
DSGNMisc_WIND-Cold Crystal Cold Constant_B00M_MAWCK.wav	Reverberated, dense noise with swells and waves of inharmonics.
DSGNMisc_WIND-Flow Soft Constant_B00M_MAWCK.wav	Low, subdued noise with stereo panning and swells of sounds.
DSGNMisc_WIND-Generic Base Rumble_B00M_MAWCK.wav	Rumbling, inharmonic noise in the low frequency range.
DSGNMisc_WIND-Generic Movement Low Cast_B00M_MAWCK.wav	Low, morphing atmospheric noise texture.
DSGNMisc_WIND-Low Modulated Constant_B00M_MAWCK.wav	Waves of inharmonic ambience in the low frequency register.
DSGNMisc_WIND-Mid Modulated Constant_B00M_MAWCK.wav	Sustained, intense, growing noise texture with a full frequency spectrum and stereo panning.
DSGNMisc_WIND-Shimmer Sand_B00M_MAWCK.wav	Electronic, sustained texture with noise and additive synthesis.
DSGNMisc_ZAP-Particles Fizz Long_B00M_MAWCK.wav	Zappy, phasey noise hit with short tail.
DSGNMisc_ZAP-Particles Fizz_B00M_MAWCK.wav	Short, flangey electronic glitches with delay.
DSGNMisc_ZAP-Poof Tonal Zap Complex_B00M_MAWCK.wav	Harsh, noisey glitches with slow attack and short decay.
DSGNMisc_ZAP-Poof Tonal Zap Long_B00M_MAWCK.wav	Crunchy digital sounds with slow attack and short decay.
DSGNMisc_ZAP-Poof Tonal Zap Modulated_B00M_MAWCK.wav	High Frequency, layered, metallic zap with phasey tail.
DSGNMisc_ZAP-Poof Tonal Zap_B00M_MAWCK.wav	Short, aggressive rises of inharmonic, distorted, digital noise.
DSGNMisc_ZAP-Tonal Modulated Drips_B00M_MAWCK.wav	Percussive hits of layered, electronic, phasey glitches with metallic resonance.
DSGNRise_PROCESSED-Swell Reverse Glass Modulated Fast_B00M_MAWCK.wav	Digital reverse impacts with synthesized resonance and fast release.
DSGNRise_PROCESSED-Swell Reverse Glass Modulated_B00M_MAWCK.wav	Electronic, phasey, granular risers with sharp cutoff.
DSGNRise_PROCESSED-Swell Reverse Glass_B00M_MAWCK.wav	Inharmonic, resonant glitches with slow attack and quick decay.
DSGNTonl_IMPACT-Ping Glass Flam Low_B00M_MAWCK.wav	Physical, metallic percussion with long decay.
DSGNTonl_IMPACT-Ping Glass High_B00M_MAWCK.wav	Digital bell sound with atonal, metallic qualities.

MAGIC WISP

FILENAME	DESCRIPTION
DSGNTonl_IMPACT-Ping Glass_B00M_MAWCK.wav	One shot, crystal bell percussion with long tail and shiny release.
DSGNTonl_PROCESSED-Swell Tonal Glass Complex_B00M_MAWCK.wav	Reverse, swells of bell sounds with phasey manipulation and stereo spread.
DSGNTonl_PROCESSED-Swell Tonal Glass High_B00M_MAWCK.wav	Soft sparkly rises with short decay and angelic resonance.
DSGNTonl_PROCESSED-Swell Tonal Glass Long_B00M_MAWCK.wav	Spectral, tonal, metal sounds with slow attack and fast decay.
DSGNTonl_PROCESSED-Swell Tonal Glass Modulated High_B00M_MAWCK.wav	High pitch, swelling glass sound with with vibrato and phasing.
DSGNTonl_PROCESSED-Swell Tonal Glass Modulated_B00M_MAWCK.wav	High Frequency, reverse bell sound with crystal type resonance.
DSGNTonl_PROCESSED-Swell Tonal Glass Simple_B00M_MAWCK.wav	High pitch, slow attack singing bell with medium decay.
DSGNWhsh_FIRE-Burning Texture Movement Constant_B00M_MAWCK.wav	Hard, fast swells of tactile, noise with panning.
DSGNWhsh_FIRE-Burst Ignite Large_B00M_MAWCK.wav	Sustained, explosive texture of distorted organic sounds with flanging.
DSGNWhsh_FIRE-Burst Impact Texture_B00M_MAWCK.wav	Hard, overdriven impact with rock like texture and short tail.
DSGNWhsh_FIRE-Burst Impact_B00M_MAWCK.wav	Complex, layered impacts with distortion and short tails.
DSGNWhsh_FIRE-Burst Soft_B00M_MAWCK.wav	Warped, reverberated, turbulent noise with reverberated tail.
DSGNWhsh_FIRE-Crumbling Flames Constant_B00M_MAWCK.wav	Low mid range, noise texture with slow attack and release and modulating frequencies.
DSGNWhsh_FIRE-Crumbling Flames Fast_B00M_MAWCK.wav	Inharmonic, guttural waves of swelling, low mid range organic distortion.
DSGNWhsh_FIRE-Crumbling Flames Hard_B00M_MAWCK.wav	Cinematic, growling distorted swells with high frequency cracks.
DSGNWhsh_FIRE-Crumbling Flames Long_B00M_MAWCK.wav	Distorted, swelling waves, with slow attack and low end impact.
DSGNWhsh_FIRE-Crumbling Flames_B00M_MAWCK.wav	Short, distorted, organic, crunches with subtle tail.
DSGNWhsh_FIRE-Distorted Cloth Fire Cast_B00M_MAWCK.wav	Convolved, burst impacts with organic textures and noisey release.
DSGNWhsh_FIRE-Distorted Slash Fast_B00M_MAWCK.wav	Turbulent, noise texture with deep, low end fluctuations.
DSGNWhsh_FIRE-Ignite Burn Snap_B00M_MAWCK.wav	Cracking, convolved impact with short, flanging tail.
DSGNWhsh_FIRE-Soft Burn Crunch_B00M_MAWCK.wav	Fast, hard, organic hit with short reverberated release.
DSGNWhsh_FIRE-Soft Burn_B00M_MAWCK.wav	Deep, geological crunch with distortion and rolled off highs.
DSGNWhsh_MOVEMENT-Crunchy Fire Cast Constant_B00M_MAWCK.wav	Sustained swells of crunchy, organic noise in the mid to low range.
DSGNWhsh_MOVEMENT-Dark Airy Tonal Light Constant_B00M_MAWCK.wav	Modulating, phasey noise texture. Sustained high frequencies.
DSGNWhsh_MOVEMENT-Dark Crunch Texture Long_B00M_MAWCK.wav	Muddled, physical texture with modulations in sample speed and filtering.
DSGNWhsh_MOVEMENT-Dark Crunch Texture_B00M_MAWCK.wav	Guttural, filtered organic collision with slow decay and pitch modulation.
DSGNWhsh_MOVEMENT-Fire Cast Rock Scrape Long_B00M_MAWCK.wav	Swelling, physical noise textures with softened high end.
DSGNWhsh_MOVEMENT-Fire Cast Rock Scrape_B00M_MAWCK.wav	Organic, crunchy swelling and growing with pitch modulation.
DSGNWhsh_MOVEMENT-Fire Rock Sizzle Texture Soft_B00M_MAWCK.wav	Tangible, tearing, breaking sound with very dry resonance.
DSGNWhsh_MOVEMENT-Fire Rock Sizzle Texture_B00M_MAWCK.wav	Falling, natural collision with electronic modulation.
DSGNWhsh_MOVEMENT-Sparks Gritty Fire Short_B00M_MAWCK.wav	Airy, organic smash with mid range stomp.
DSGNWhsh_MOVEMENT-Sparks Gritty Fire Fast_B00M_MAWCK.wav	Complex flam of natural sounds colliding. Fast attack with a medium decay.
DSGNWhsh_MOVEMENT-Sparks Gritty Fire Slow_B00M_MAWCK.wav	Physical smash of organic material with stereo spread.

MAGIC WISP

FILENAME	DESCRIPTION
DSGNWhsh_MOVEMENT-Sparks Gritty Fire_B00M_MAWCK.wav	Sustained layered, breaking sound of natural objects with modulations in stereo field.
DSGNWhsh_WHOOSH-Airy Light Movement Casting_B00M_MAWCK.wav	Synthesized, inharmonic woosh sound. High mids with fast decay.
DSGNWhsh_WHOOSH-Airy Light Movement Descend_B00M_MAWCK.wav	Phasey, noise texture with atonal qualities and downward pitch modulation.
DSGNWhsh_WHOOSH-Airy Light Movement Fast_B00M_MAWCK.wav	Airy synth hits with inharmonic intonation. Fast attack and release.
DSGNWhsh_WHOOSH-Airy Light Movement Long_B00M_MAWCK.wav	Glitchy, phasey noise texture with medium attack and slow decay.
DSGNWhsh_WHOOSH-Airy Light Movement Modulated Long_B00M_MAWCK.wav	Sci-fi woosh sound with distorted highs and pitch modulation.
DSGNWhsh_WHOOSH-Airy Light Movement Short_B00M_MAWCK.wav	Low mid, fx hit with fast decay and intense phasing.
DSGNWhsh_WHOOSH-Airy Light Movement_B00M_MAWCK.wav	Electronic tearing sound with wide stereo field and distorted highs.
DSGNWhsh_WHOOSH-Airy Tonal Fire Movement_B00M_MAWCK.wav	Layered, crunchy organic noise texture with modulating pitch.
DSGNWhsh_WHOOSH-Crunch Rock Scrape Gritty_B00M_MAWCK.wav	Tangible, crumbling impact with short decay.
DSGNWhsh_WHOOSH-Crunch Rock Scrape Very Short_B00M_MAWCK.wav	Organic, complex hits with distorted low mids.
DSGNWhsh_WHOOSH-Crunch Rock Scrape_B00M_MAWCK.wav	Layered smash with natural materials with slow attack.
DSGNWhsh_WHOOSH-Crunch Rock Sparky_B00M_MAWCK.wav	Hard, organic, crunch impact with medium attack and harsh low mids.
DSGNWhsh_WHOOSH-Crunchy Fire Cast_B00M_MAWCK.wav	Crumbling, natural noise texture with compression and distortion.
DSGNWhsh_WHOOSH-Crunchy Fire Fast_B00M_MAWCK.wav	Layered, foley hit with distorted organic texture.
DSGNWhsh_WHOOSH-Crunchy Fire Tail_B00M_MAWCK.wav	Hard sustained, breaking impact with natural randomness.
DSGNWhsh_WHOOSH-Crunchy Fire_B00M_MAWCK.wav	Distorted, deteriorated rock impact with phasing.
DSGNWhsh_WHOOSH-Dark Airy Short Long_B00M_MAWCK.wav	Sonic glitch with morphing timbre and delay.
DSGNWhsh_WHOOSH-Dark Crunch Sizzle Bass Large_B00M_MAWCK.wav	Futuristic impact foley with digital artifacts and fierce low end.
DSGNWhsh_WHOOSH-Dark Crunch Texture_B00M_MAWCK.wav	Muddled Gravity impact sound of natural materials and collisions.
DSGNWhsh_WHOOSH-Fire Crunch Short_B00M_MAWCK.wav	Subdued, dry foley with sharp crunch and compression.
DSGNWhsh_WHOOSH-Fire Crunch Soft_B00M_MAWCK.wav	Cracking impact in the mid range of breaking debris.
DSGNWhsh_WHOOSH-Fire Crunch_B00M_MAWCK.wav	Transient organic impact of distorted natural material.
ELECMisc_BURST-Spark Crumble Long_B00M_MAWCK.wav	Sustained, overtone-rich, noise with slow attack and modulating excitation.
ELECMisc_BURST-Spark Crumble Short_B00M_MAWCK.wav	Crunchy, reverberated one shot impacts with crumbling, type tail.
ELECMisc_BURST-Spark Crumble_B00M_MAWCK.wav	Transient, of exploding noise with distortion and delayed tail.
EXPLDsgn_BURST-Crunchy Burst_B00M_MAWCK.wav	Crash of organic noise with subdued high frequency.
EXPLDsgn_BURST-Crunchy Ignite_B00M_MAWCK.wav	Complex, layered flam or harsh, distorted impact sounds.
EXPLDsgn_BURST-Crunchy_B00M_MAWCK.wav	Distorted collision with slow attack and sustained tearing.
EXPLDsgn_BURST-Fire Crunch Sweetener Movement_B00M_MAWCK.wav	Overdriven, compressed geological impacts in the low frequency range.
EXPLDsgn_BURST-Fire Crunch Sweetener Punchy_B00M_MAWCK.wav	One shot, harshly distorted, layered foley hit with low frequencies.
EXPLDsgn_BURST-Fire Crunch Sweetener_B00M_MAWCK.wav	Punch with fragmented tail of distorted natural material.
EXPLDsgn_BURST-Zapping Snap_B00M_MAWCK.wav	Collision of natural material with synthesized kick like attack.

MAGIC WISP

FILENAME	DESCRIPTION
EXPLDsgn_BURST-Organic Snap_B00M_MAWCK.wav	Physical noise texture with natural artifacts. Slow attack and release.
EXPLDsgn_BURST-Ignite Tail Fire_B00M_MAWCK.wav	Squishy crumbling and softly sizzling sweetener for detonations and explosives.
EXPLDsgn_BURST-Organic Large Crunch_B00M_MAWCK.wav	Crunchy collision with short tail in the low mid frequency range.
EXPLDsgn_IMPACT-Organic Rip Off_B00M_MAWCK.wav	Heavy low end collision with tearing mid range frequencies.
EXPLDsgn_IMPACT-Organic Thick Lead In_B00M_MAWCK.wav	Punch of distorted deteriorating natural sound.
EXPLDsgn_IMPACT-Organic Thick Short_B00M_MAWCK.wav	Harsh mid-range impact with ramping attack and stomping crunch.
EXPLDsgn_IMPACT-Tail Fire_B00M_MAWCK.wav	Flamming, layered punch of distorted, compressed collision sounds.
EXPLDsgn_IMPACT-Zap Hard_B00M_MAWCK.wav	Transient one shot gun fx with slight flam and complex layering.
EXPLDsgn_IMPACT-Zap Soft_B00M_MAWCK.wav	Gun shot type sound with subtle reverbation and artifacts.
EXPLDsgn_IMPACT-Organic Large Crunch Head Soft_B00M_MAWCK.wav	Complex, layered crashes with slow release and fragmented tail.
EXPLDsgn_IMPACT-Organic Large Crunch Head Tight_B00M_MAWCK.wav	Tangible, dry, knock sound with distortion and compression.
EXPLDsgn_IMPACT-Organic Large Crunch Tail Burst Soft _B00M_MAWCK.wav	Dry, hard knocks with layered flams in the low mid range.
EXPLDsgn_IMPACT-Organic Large Crunch Tail_B00M_MAWCK.wav	Muddled, low frequency organic noise impacts with short tail and artifacts.
EXPLDsgn_IMPACT-Organic Large Crunch Hard_B00M_MAWCK.wav	Punch of exploding impact sound with fragmented tail and decay.
FIREIgn_FIRE-Match Strike ignite Large Multiple_B00M_MAWCK.wav	Layered, slam with distortion artifacts and slight reverberation.
FIREIgn_FIRE-Match Strike ignite Large Single_B00M_MAWCK.wav	Aggressive noise texture the with timbrel mophing.
FIREIgn_FIRE-Match Strike ignite Small Multiple_B00M_MAWCK.wav	Gritty, amplified noise with overdriven crunch.
FIREIgn_FIRE-Match Strike ignite Small Single_B00M_MAWCK.wav	Distorted mechanical spray sound with medium release.
FIREMisc_BURST-Tail Crunchy Fire Burst_B00M_MAWCK.wav	Earth-shaking collision with a distorted, fragmented tail.
FIREMisc_BURST-Tail Crunchy Fire Long_B00M_MAWCK.wav	Electric sparks morphing into a granulated tail.
FIREMisc_BURST-Tail Crunchy Fire Movement_B00M_MAWCK.wav	Gravity distortion impact with organic artifacts.
FIREMisc_MOVEMENT-Tail Airy Dark Deep Fire Long_B00M_MAWCK.wav	Modified noise with pitch alteration and watery phasing.
FIREMisc_MOVEMENT-Tail Airy Dark Deep Fire_B00M_MAWCK.wav	Filtered, phasey low end noise with vocoder type artifacts.
FIREMisc_MOVEMENT-Tail Airy Fire Light Long_B00M_MAWCK.wav	Scraping, overdriven noise texture with short decay.
FIREMisc_MOVEMENT-Tail Airy Fire Light_B00M_MAWCK.wav	Electronically processed scrape with delay and pitch manipulation.
FIREMisc_MOVEMENT-Tail Airy Tonal Fire Movement Light_B00M_MAWCK.wav	Short, manipulated friction texture with chorus and phasing.
FIREMisc_MOVEMENT-Tail Tonal Particles Trickle Rise_B00M_MAWCK.wav	Low end, phase manipulated noise texture with slow release.
FIREMisc_MOVEMENT-Tail Tonal Particles Trickle_B00M_MAWCK.wav	Glitched-out glass shatter with digital artifacts and shattered fragments.
FIRESizz_BURST-Poof Phasey Tail High Long_B00M_MAWCK.wav	A brittle, fracturing sound with subtle reverberation.
FIRESizz_BURST-Poof Phasey Tail High_B00M_MAWCK.wav	Laser-like, sci-fi synth beam with a piercing, high-frequency sweep.
FIRESizz_BURST-Poof Tail Crispy Fire Aggressive_B00M_MAWCK.wav	Holographic, future-tech sound with slow, phasey release.
FIRESizz_BURST-Poof Tail Crispy Fire Long_B00M_MAWCK.wav	Organic fragment colliding with compression and subtle resonance.
FIRESizz_BURST-Poof Tail Crispy Fire Short_B00M_MAWCK.wav	A densely layered crack with fragmented tail.

FILENAME	DESCRIPTION
FOODCook_FIRE-Hot Pan Bacon Fry Wet Constant_B00M_MAWCK.wav	Artifact heavy, organic breaking with slight distortion and compression.
FOODCook_FIRE-Hot Pan Mist Spray Burst_B00M_MAWCK.wav	Distorted, corrosive hissing texture with static and high frequencies.
FOODCook_FIRE-Hot Pan Mist Spray Sequence_B00M_MAWCK.wav	Airy noise texture with sharp impact and long release.
FOODCook_FIRE-Hot Pan Mist Spray_B00M_MAWCK.wav	Short, fragmented, harsh white noise with subtle resonance.
FOODCook_FIRE-Hot Pan Oil Grease Sizzle Short_B00M_MAWCK.wav	Sustained noise hits with radio interference type qualities.
FOODCook_FIRE-Hot Pan Oil Grease Sizzle_B00M_MAWCK.wav	Noise texture, sustained with long release and corroded signal.
FOODCook_FIRE-Hot Pan Oil Grease Tomato Sparks_B00M_MAWCK.wav	Distorted windy noise with a long tail and fragmented random pops.
FOODCook_FIRE-Hot Pan Oil Grease Tomato Texture_B00M_MAWCK.wav	Distorted Swells of static with sonic shards and blips.
FOODCook_FIRE-Hot Pan Sponge Sizzle_B00M_MAWCK.wav	Sustained interference type sound with static and slow release.
FOODCook_FIRE-Hot Pan Sponge Squeeze Fast_B00M_MAWCK.wav	Periodic bursts of filtered white noise with frequency morphing.
FOODCook_FIRE-Hot Pan Sponge Squeeze Long_B00M_MAWCK.wav	Short hits of white noise and static with short tails.
FOODCook_FIRE-Hot Pan Sponge Squeeze_B00M_MAWCK.wav	High frequency, medium length, noise in the high-mid range.
FOODCook_FIRE-Hot Pan Tomato Squeeze Long_B00M_MAWCK.wav	Short bursts of abrasive, high frequency noise with subtle release.
FOODCook_FIRE-Hot Pan Tomato Squeeze Short_B00M_MAWCK.wav	Sustained scraping sound with harsh high frequencies.
FOODCook_FIRE-Hot Pan Water Pump Burst_B00M_MAWCK.wav	Tearing and crunching type sound with subtle resonance and slow release.
FOODCook_FIRE-Hot Pan Water Pump Long Sizzle_B00M_MAWCK.wav	Harsh, abrasive noise texture filled with cutting, high-frequency spikes..
FOODCook_FIRE-Hot Pan Water Pump Long_B00M_MAWCK.wav	Hissing, digital noise texture with razor-sharp, transient attack.
FOODCook_FIRE-Hot Pan Water Pump Narrow_B00M_MAWCK.wav	Ghostly, spectral noise textures with static and slow release.
FOODCook_FIRE-Hot Pan Wet Cloth Squeeze_B00M_MAWCK.wav	Sustained, high pitch noise with reverberated tail.
GLASTonl_TEXTURE-Glass Bowing Soft_B00M_MAWCK.wav	Short, crunchy noise hit with high pitched resonance.
MAGMisc_METAL PROCESSED-Zappy Metallic High_B00M_MAWCK.wav	Harsh, grating noise texture with slow release and spray.
MAGMisc_METAL PROCESSED-Zappy Metallic Long_B00M_MAWCK.wav	A reversed metal strike in the high register with synthetic overtones.
MAGMisc_METAL PROCESSED-Zappy Metallic_B00M_MAWCK.wav	Comp filtered, mid range glitches with phasey bubbles.
MAGMisc_METAL PROCESSED-Zappy Single Large_B00M_MAWCK.wav	Futuristic metallic timbres with a quick delay and filtered resonance.
MAGMisc_METAL PROCESSED-Zappy Single Long_B00M_MAWCK.wav	FM hits of splattery delay and filtering with short tails and spectral sounds.
MAGMisc_METAL PROCESSED-Zappy Single_B00M_MAWCK.wav	A metallic strike processed with flanging with a short resonant tail.
MAGShim_METAL PROCESSED-Crystal Dust Constant_B00M_MAWCK.wav	Digital time-stretched bell type sound with reverberation and phasing.
MAGShim_METAL PROCESSED-Crystal Dust High Constant_B00M_MAWCK.wav	Constant, high pitched pad of harmonically rich, metallic resonance.
MAGShim_METAL PROCESSED-Crystal Energy Constant_B00M_MAWCK.wav	Phasey, morphing scraping with spectral shifts and digital harmonics.
MAGShim_METAL PROCESSED-Crystal High Constant_B00M_MAWCK.wav	High pitched, glassy sustain with singing harmonics.
MAGShim_METAL PROCESSED-Crystal High Steady Constant_B00M_MAWCK.wav	Tonal, crystal pad with rich overtones and spectral reverberation.
MAGShim_METAL PROCESSED-Crystal Holy Constant_B00M_MAWCK.wav	Harmonically complex, digital sustained tone with phase oscillation.
MAGShim_METAL PROCESSED-Crystal Holy Glass Constant_B00M_MAWCK.wav	Sustained, time-stretched chord with bell-like overtones.

MAGIC WISP

FILENAME	DESCRIPTION
MAGShim_METAL PROCESSED-Crystal Holy High Constant_B00M_MAWCK.wav	Synthesized, inharmonic pad with reverberation and phasing.
MAGShim_METAL PROCESSED-Crystal Mid Constant_B00M_MAWCK.wav	Oscillating metallic vibrations with chorus and phasing.
MAGShim_METAL PROCESSED-Crystal Rotation Constant_B00M_MAWCK.wav	Airy, high frequency metallic sustained noise with modulating resonance.
MAGShim_METAL PROCESSED-Crystal Very High Constant_B00M_MAWCK.wav	Sustained, high frequency, additive metal sound with time stretching and resonance.
MAGShim_METAL PROCESSED-Glint Dense Constant_B00M_MAWCK.wav	Needly, metal particles with random pitch modulation and medium release.
MAGShim_METAL PROCESSED-Glint Dusty Constant_B00M_MAWCK.wav	Digitally modulated metallic sustain with rising pitch and inharmonics.
MAGShim_METAL PROCESSED-Glint Movement Constant_B00M_MAWCK.wav	Falling, chorusy electronic noise with evolving tonal shifts.
MAGShim_METAL PROCESSED-Glint Sizzle Constant_B00M_MAWCK.wav	Sustained, constant ringing with stereo spread.
MAGShim_METAL PROCESSED-Glint Sizzle High Constant_B00M_MAWCK.wav	Oscillating, cicada type noise with evolving high frequencies.
MAGShim_METAL PROCESSED-Glint Sizzle Low Constant_B00M_MAWCK.wav	Granular texture with spectral morphing and sci-fi type soundscape.
MAGShim_METAL PROCESSED-Glint Twinkle Constant_B00M_MAWCK.wav	Mid range spectral, metallic synth with shiny, morphing timbre.
MAGShim_METAL PROCESSED-Glint Twinkle High Constant_B00M_MAWCK.wav	High pitched, morphing, sustained crystal synth with additive qualities.
MAGShim_METAL PROCESSED-Glint Twinkle Low Constant_B00M_MAWCK.wav	Thin, phasing spectral synthesis with inharmonic resonance.
MAGShim_METAL PROCESSED-Shimmering Chimes Constant_B00M_MAWCK.wav	Granular crystals with random pitch modulation and subtle reverberation.
MAGShim_METAL PROCESSED-Shimmering Chimes High Constant_B00M_MAWCK.wav	High frequency, string type sound sustained with resonant vibrations.
MAGShim_METAL PROCESSED-Shimmering High_B00M_MAWCK.wav	Low pitched, wind chime type sounds with modulating echo.
MAGShim_METAL PROCESSED-Shimmering Short_B00M_MAWCK.wav	Swells of shiny, particles with random pitch modulation, delay, and tail.
MAGShim_METAL PROCESSED-Sparkle Constant Bell_B00M_MAWCK.wav	Sustained metallic resonance with slow attack and spectral evolution.
MAGShim_METAL PROCESSED-Sparkle Constant Holy Light_B00M_MAWCK.wav	High pitched, phasey inharmonic ambiance with slow attack and sustain.
MAGShim_METAL PROCESSED-Sparkle Constant Neutral Energy_B00M_MAWCK.wav	Mid range spectral synthesis with constant sustained timbre.
MAGShim_METAL PROCESSED-Sparkle Constant Sparkle_B00M_MAWCK.wav	Digital resonance of hi-tech metallic impulse with stereo spread.
MAGShim_METAL PROCESSED-Sparkle Constant Twinkle Dust_B00M_MAWCK.wav	Stretched synthesized inharmonic ambiance with sustain and slow attack.
MAGShim_METAL PROCESSED-Swell Tonal High Screech Double_B00M_MAWCK.wav	Swells of granular, pitch modulated glass rising in pitch.
MAGShim_METAL PROCESSED-Swell Tonal High Screech Rise_B00M_MAWCK.wav	Glassy resonance with modulating spectral overtones.
MAGShim_METAL PROCESSED-Swell Tonal High Screech Short_B00M_MAWCK.wav	Tonal, spectral resonances with equal tempered harmonics.
MAGShim_METAL PROCESSED-Swell Tonal High Screech_B00M_MAWCK.wav	Short hit of shiny, spectral synthesis with high frequencies and resonant tail.
MAGShim_METAL PROCESSED-Swell Tonal High Shimmer Positive Long_B00M_MAWCK.wav	Short, swelling, glassy tone with overtones and quick decay.
MAGShim_METAL PROCESSED-Swell Tonal High Shimmer Positive_B00M_MAWCK.wav	Shiny, chord with slow attack and morphing frequency spectrum.
MAGShim_METAL PROCESSED-Swell Tonal Shimmer Ascending_B00M_MAWCK.wav	Mid-range spectral crystals with shiny overtones and morphing echo.
MAGShim_TEXTURE-Bell Chain Rotate Soft Constant_B00M_MAWCK.wav	Hard attacks of chimes with slow tail of residual vibration.
MAGShim_TEXTURE-Bell Chime Eiffel Tower Reverse Constant_B00M_MAWCK.wav	Granular cloud of bells with sparkly high end and dense particles.
MAGShim_TEXTURE-Bell Chime Eiffel Tower Tonal Constant_B00M_MAWCK.wav	Low mid range, dense inharmonic texture with shiny resonance.
MAGShim_TEXTURE-Bell Tiny Rattle Constant_B00M_MAWCK.wav	Low frequency, atonal noise with metallic reverberation.

MAGIC WISP

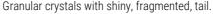| FILENAME	DESCRIPTION
MAGShim_TEXTURE-Crotales Doppler Constant_B00M_MAWCK.wav	Dry, shaking of metal bells with sharp high end.
MAGShim_TEXTURE-Gong Bow Bright Constant_B00M_MAWCK.wav	Time stretched, spectral synthesis with chorus and subtle reverbation..
MAGShim_TEXTURE-Gong Bowed Constant_B00M_MAWCK.wav	Reverse, sustained inharmonic metal percussion with morphing resonance.
MAGShim_TEXTURE-Gong Magnet Movement Rods Constant_B00M_MAWCK.wav	Low, atonal noise with modulating harmonics and reverberation.
MAGShim_TEXTURE-Gong Rubber Resonant Constant_B00M_MAWCK.wav	Metallic, watery percussion texture with sewer type reverb.
MAGShim_TEXTURE-Gong Scrape Hand Slow Constant_B00M_MAWCK.wav	Filtered, low end, ghostly noise with modulating resonance.
MAGShim_TEXTURE-Gong Scrape Hand Tense Constant_B00M_MAWCK.wav	Harsh, friction type sound through a convolution reverb.
MAGShim_TEXTURE-Gong Squeals High Constant_B00M_MAWCK.wav	Full spectrum, reverberated inharmonic noise with metallic striking and impacts.
MAGShim_TEXTURE-Metal Cartridge Case Rattle Constant_B00M_MAWCK.wav	High frequency, convolved noise texture with spectral shifts.
MAGShim_TEXTURE-Metal Lid Bow Chaotic Movement Constant_B00M_MAWCK.wav	Sustained, dry, metallic rattling texture concentrated in the high end.
MAGShim_TEXTURE-Pan Flute Airy Random Pitch Low Constant_B00M_MAWCK.wav	Cloud of metallic collisions with randomized pitch and convolution.
MAGShim_TEXTURE-Salt Trickle On Gong Constant _B00M_MAWCK.wav	Airy, spectral noise with inharmonic morphing and reverb.
MAGShim_TEXTURE-Salt Trickle On Plate Constant_B00M_MAWCK.wav	Trickling, metal particle texture with atonal plate resonance.
MAGShim_TEXTURE-Shield Metal Bow Constant_B00M_MAWCK.wav	Wide, atonal, noise bed with mid range, spectral time stretching.
MAGShim_TEXTURE-Shield Metal Bow Pitch Wandering Constant_B00M_MAWCK.wav	Sparse, dry, cloud of metallic sparkles with subtle convolution.
MAGSpel_MOVEMENT-Generic Base Cast_B00M_MAWCK.wav	Smooth, filtered, low end air with warbling, modulated frequencies.
MAGSpel_MOVEMENT-Generic Energy Organic High Complex Long_B00M_MAWCK.wav	Swirling, turbulent bass sound with morphing and phasing.
MAGSpel_MOVEMENT-Generic Energy Organic High Simple_B00M_MAWCK.wav	Harsh, high end noise texture with heavy phasing and subtle reverb.
MAGSpel_MOVEMENT-Healing Wave Tonal_B00M_MAWCK.wav	Organic scraping sound with slow attack and digital resonance.
MAGSpel_MOVEMENT-Healing Weaving Crystal_B00M_MAWCK.wav	Panning digital wind with flanging, phasing, glitchy artifacts.
MAGSpel_MOVEMENT-Light Energy Tonal Short_B00M_MAWCK.wav	Vibrating, resonant noise texture with spectral resonance and turbulence.
MAGSpel_MOVEMENT-Light Spectral Tonal Low Long_B00M_MAWCK.wav	Fast hits of turbulent, time-warped noise with wide stereo spread and phasing.
MAGSpel_MOVEMENT-Light Spectral Tonal Low Short_B00M_MAWCK.wav	Spectral, morphing, digital HUD type texture with slow attack.
MAGSpel_MOVEMENT-Organic Cloth Movement Modulated_B00M_MAWCK.wav	Fast, transitional, digital glitch with phasing and sub rumble.
MAGSpel_MOVEMENT-Summon Tonal Cast Soft_B00M_MAWCK.wav	Descending, holographic digital noise with spatialization.
MAGSpel_MOVEMENT-Summon Tonal Cast_B00M_MAWCK.wav	Rumbling, organic turbulence with flanging and chorus.
MAGSpel_TEXTURE-Cloth Base Noise Spell_B00M_MAWCK.wav	Wave of electronic wind with digital artifacts and spectral synthesis.
MAGSpel_TEXTURE-Dark Organic Fractured Rips_B00M_MAWCK.wav	Crumbling and fluttering noise with panning and echoes.
MAGSpel_TEXTURE-Dark Paper Burst Scrape Demonic_B00M_MAWCK.wav	Guttural, other-worldy growl with fluttering granulation and convolution.
MAGSpel_TEXTURE-Dark Paper Burst Scrape Long _B00M_MAWCK.wav	Demonic, distorted alien like texture with spectral manipulation.
MAGSpel_TEXTURE-Dark Paper Burst Scrape_B00M_MAWCK.wav	One Shot of guttural, low mid punch with morphing and evolution.
MAGSpel_TEXTURE-Electricity Organic Texture Constant_B00M_MAWCK.wav	Low end punch with tearing sound in the high end. Sharp attack with medium release.
MAGSpel_TEXTURE-Particles Thunder Sheet Bow Groan_B00M_MAWCK.wav	Sustained geological crumbling texture with jagged attacks.

MAGIC WISP

FILENAME	DESCRIPTION
MAGSpel_TEXTURE-Particles Thunder Sheet Wobble Constant_B00M_MAWCK.wav	Swelling, cavernous noise with wide stereo spread and morphing metal sounds.
MAGSpel_TEXTURE-Particles Wobble Thunder Plate Constant_B00M_MAWCK.wav	Sustained, low mid, liquidy noise with phasing and cavernous resonance.
MAGSpel_TEXTURE-Shimmering Glitter Cast_B00M_MAWCK.wav	Spectral, atonal noise texture with low pass filter and convolution.
MAGSpel_TEXTURE-Shimmering Glitter Tonal Soft Cast_B00M_MAWCK.wav	Laser type descending noise with electronic, mid range wind.
MAGSpel_VOICE-Dark Demon Whisper_B00M_MAWCK.wav	Additive, pitch modulated synth convolved with inharmonic noise.
MAGSpel_VOICE-Dark Exhale_B00M_MAWCK.wav	Dystopian, human voice with swells of low range spectral noise.
MAGSpel_VOICE-Dark Fast Mid_B00M_MAWCK.wav	One shot of breathy human exhale with cave like noise tail.
MAGSpel_VOICE-Dark Ghost Fast_B00M_MAWCK.wav	Digital noise texture with vocal properties. Slow attack and very fast release.
MAGSpel_VOICE-Dark Ghost Long_B00M_MAWCK.wav	Fast swell of breathy, spectral wind with a sharp decay.
MAGSpel_VOICE-Dark Gritty Incoming_B00M_MAWCK.wav	Slow woosh of swirling, turbulent noise with resonant echoes.
MAGSpel_VOICE-Dark Inhale Ghost Soul Constant_B00M_MAWCK.wav	Guttural, monster sounds with cavernous, filtered noise.
MAGSpel_VOICE-Dark Moaning Souls Constant_B00M_MAWCK.wav	Raspy, monster sound with convolved spacious, dark wind.
MAGSpel_VOICE-Dark Soul Sphere Constant_B00M_MAWCK.wav	Atonal, sustained choir sounds with reverse attacks and pitch modulation.
MAGSpel_VOICE-Dark Summon Fast_B00M_MAWCK.wav	Cloud of demonic voices with convolution and slow attacks.
MAGSpel_VOICE-Dark Summon Large_B00M_MAWCK.wav	Wooshes of electromagnetic clouds with slow attack and fast release.
MAGSpel_VOICE-Dark Summon Slow_B00M_MAWCK.wav	Dense, turbulent noise texture filled with abrasive, vocal resonances.
MAGSpel_VOICE-Dark Swell_B00M_MAWCK.wav	Spatialized, convolved noise texture with dynamic modulation.
MAGSpel_VOICE-Dark Whisper_B00M_MAWCK.wav	Dark, electronic wind with vocal characteristics and stereo spread.
MAGSpel_WIND-Dark Energy Wind Base Long_B00M_MAWCK.wav	Fast hits of vocal whispers with dark noise and aggressive attack.
MAGSpel_WIND-Dark Energy Wind Base Short_B00M_MAWCK.wav	Dark, filtered turbulent noise with bass frequencies and slow release.
MAGSpel_WIND-Dark Incoming Ghost_B00M_MAWCK.wav	Hits of subdued, swirling noise panning and pitch modulation.
MAGSpel_WIND-Generic Wind Cast_B00M_MAWCK.wav	Swells of digital wind and with chorus and convolution reverb.
MAGSpel_WIND-Wind Base Soft Modulated_B00M_MAWCK.wav	Layered, swirling, sustained wind with shockwave like dynamics.
METLFric_MATERIAL-Metal Bar Trowel Slide Fast_B00M_MAWCK.wav	Harmonically complex, low end wind with slow release.
METLFric_MATERIAL-Metal Bar Trowel Slide Slow_B00M_MAWCK.wav	Metal scraping with slow attack and modulating spectral overtones.
METLFric_TEXTURE-Metal Bar Trowel Very Fast_B00M_MAWCK.wav	Sustained excitation of a beam with inharmonic resonance.
METLFric_TEXTURE-Tiny Magnets Rubbing Impact_B00M_MAWCK.wav	Fast, one shots of sword like attacks with quick release.
METLFric_TEXTURE-Trowel Wooden Board Scrape Constant_B00M_MAWCK.wav	Comb filter like repeating clicks of particles.
METLFric_TEXTURE-Trowel Wooden Board Scrape Ascending_B00M_MAWCK.wav	Sustained, oscillating metal sound with mid-high frequencies.
METLFric_TEXTURE-Trowel Wooden Board Scrape Fast_B00M_MAWCK.wav	Metallic pieces frictioning with swelling dynamics and oscillation.
METLFric_TEXTURE-Trowel Wooden Board Scrape Slow_B00M_MAWCK.wav	Fast hits of organic noise with with short tail.
METLImpt_IMPACT-Thunder Sheet Impact Rubber Stick_B00M_MAWCK.wav	Long noise textures with spectral warping and slow release.
METLMvmt_MATERIAL-Plate With Holes Bow Constant_B00M_MAWCK.wav	Boomy drum type sound with sine-wave pitch modulation.

MAGIC WISP

FILENAME	DESCRIPTION
METLMvmt_MATERIAL-Plate With Holes Bowed_B00M_MAWCK.wav	Sustained, inharmonic reverberation of metal plate.
METLMvmt_MATERIAL-Plate With Holes Impact Rubber Ring Out_B00M_MAWCK.wav	Bowed excitation of metal with slow attack and evolving harmonics.
METLMvmt_MATERIAL-Plate With Holes Rubber_B00M_MAWCK.wav	Soft mallet striking a metal plate with cavernous tail.
METLMvmt_MATERIAL-Thunder Sheet Wobble Constant Dull_B00M_MAWCK.wav	Dark, atonal reverberations of industrial material with slow release.
METLMvmt_MATERIAL-Thunder Sheet Wobble Single Pitch Ascending_B00M_MAWCK.wav	Dark, filtered reverberated noise with pitch modulation.
METLMvmt_MATERIAL-Thunder Sheet Wobble Slow_B00M_MAWCK.wav	Ascending, pitch-bent, metallic one shots with reverberated release.
METLMvmt_MATERIAL-Thunder Sheet Wobble Constant Tense_B00M_MAWCK.wav	Metal plate vibrating with modulating resonance.
METLMvmt_MATERIAL-Thunder Sheet Wobble Tense_B00M_MAWCK.wav	Dark, cycling noise with pulsating oscillations.
METLTonl_IMPACT-Large Metal Bar Ring Out_B00M_MAWCK.wav	Fast, pitch modulating, evolving metallic noise.
METLTonl_IMPACT-Metal Bar Ping_B00M_MAWCK.wav	Striking, bell type sound with very long release and modulating phase.
METLTonl_IMPACT-Metal Frame_B00M_MAWCK.wav	Needly, mechanical transient with quick release.
METLTonl_IMPACT-Metal Lid Impact Rubber Ring Out Turning_B00M_MAWCK.wav	Reverberated, mid range, beam percussion with short tail.
METLTonl_IMPACT-Metal Rod Ping_B00M_MAWCK.wav	Metal resonant pot type sound with atonal tail..
METLTonl_IMPACT-Metal Sheet_B00M_MAWCK.wav	Percussive metallic strike with high frequencies and short tail.
METLTonl_IMPACT-Shield Metal Impact Rubber Stick Ring Out_B00M_MAWCK.wav	Metal clang with sharp attack and long resonant release.
METLTonl_TEXTURE-Shield Metal Bow Pitch Wandering_B00M_MAWCK.wav	Subdued, dark impact with long, atonal tail.
METLTonl_TEXTURE-Shield Metal Bow_B00M_MAWCK.wav	Slowly evolving noisey plate texture with turbulent frequencies.
METLTonl_TEXTURE-Thunder Sheet Bow Groan Pitch Descending_B00M_MAWCK.wav	Metallic noise texture with distorted, feedback-like, overtones.
METLTonl_TEXTURE-Thunder Sheet Bow Pitch Ascending_B00M_MAWCK.wav	Dark, swirling, inharmonic turbulence with modulating harmonic series.
METLTonl_TEXTURE-Thunder Sheet Bow Wobble_B00M_MAWCK.wav	Reverberated, low-mid frequency noise ascending in pitch.
METLTonl_TEXTURE-Thunder Sheet Bow_B00M_MAWCK.wav	Low, evolving rumbling with convolved, metal textures.
MUSCExpr_PROCESSED-Bullroarer Rubber Brown Long_B00M_MAWCK.wav	Reverberated, siren with convolution and oscillating frequencies.
MUSCExpr_PROCESSED-Bullroarer Rubber Brown Short_B00M_MAWCK.wav	High pitched, siren sound cycling with slow attack and release with reverb.
MUSCExpr_PROCESSED-Bullroarer Wood Constant Frontal_B00M_MAWCK.wav	Sharp, striking bell sound with modulating phases.
MUSCExpr_PROCESSED-Bullroarer Wood Constant Vertically_B00M_MAWCK.wav	Modulating, mechanical low-mid noise pulsating.
MUSCExpr_TEXTURE-Bullroarer Brown Rubber Constant Fast_B00M_MAWCK.wav	Inharmonic, bowed plate with resonant low frequencies and oscillations.
MUSCExpr_TEXTURE-Bullroarer Brown Rubber Constant Medium_B00M_MAWCK.wav	Airy, flangey horn type sound with pulsating oscillations.
MUSCExpr_TEXTURE-Bullroarer Brown Rubber Constant Very Fast_B00M_MAWCK.wav	Mid-range, spectral pad with rhythmic evolutions.
MUSCExpr_TEXTURE-Bullroarer Red Rubber Constant Fast_B00M_MAWCK.wav	Air horn type sound with pulsating noise textures and long tail reverb.
MUSCExpr_TEXTURE-Bullroarer Red Rubber Constant Slow_B00M_MAWCK.wav	Sustained, dark, noisey ambiance with cave-like convolution.
MUSCExpr_TEXTURE-Bullroarer Rubber Brown Constant Medium_B00M_MAWCK.wav	Spectral, pulsating noise with modulating overtones.
MUSCPerc_METAL PROCESSED-Chime Shimmer Tail Long_B00M_MAWCK.wav	Electronically warped metal resonance with shifting, modulated frequencies..
MUSCPerc_METAL PROCESSED-Chime Shimmer Tail_B00M_MAWCK.wav	Granular crystals with shiny, fragmented, tail.

MAGIC WISP

FILENAME	DESCRIPTION
MUSCPerc_PERCUSSION-Ankle Bells Constant_B00M_MAWCK.wav	One Shots of distorted, descending spectral sound with modulating tail.
MUSCPerc_PERCUSSION-Ankle Bells Single_B00M_MAWCK.wav	Sustained excitation of bells with twinkling high end.
MUSCPerc_PERCUSSION-Bell Bowl C2 G3_B00M_MAWCK.wav	One shots of chimes with layered flam and subtle tail.
MUSCPerc_PERCUSSION-Bell Bowl E1 A1_B00M_MAWCK.wav	Bell sound with soft exciter and long, tonal tail.
MUSCPerc_PERCUSSION-Bell Bowl F#1 H1_B00M_MAWCK.wav	Metallic, pitched percussion with long, harmonically rich tail.
MUSCPerc_PERCUSSION-Bell Chain Constant_B00M_MAWCK.wav	One shot bell sounds with overtones in the low mid frequency range.
MUSCPerc_PERCUSSION-Bell Chain Single_B00M_MAWCK.wav	Sustained jingling of small bells with high frequencies.
MUSCPerc_PERCUSSION-Bell F#2 A2 H2_B00M_MAWCK.wav	Hard shake of bells with layered attack and slow release.
MUSCPerc_PERCUSSION-Bell Motif Combo High Constant_B00M_MAWCK.wav	Bell sound with sharp attack and sustained ringing.
MUSCPerc_PERCUSSION-Bell Motif Combo High Single_B00M_MAWCK.wav	Needly, high pitched metal bells with random attacks.
MUSCPerc_PERCUSSION-Bell Motif Combo Low Constant_B00M_MAWCK.wav	Short bell gesture one-shot layered attacks and ringing tail.
MUSCPerc_PERCUSSION-Bell Motif Combo Low Single_B00M_MAWCK.wav	Rhythmic bell loop with some sparkly high end and overtones.
MUSCPerc_PERCUSSION-Bell Rod Constant_B00M_MAWCK.wav	Bell hits with short release and flamming attacks.
MUSCPerc_PERCUSSION-Bell Rod Single_B00M_MAWCK.wav	Sustained texture of ringing bells with metallic resonance.
MUSCPerc_PERCUSSION-Bell Stick High Constant_B00M_MAWCK.wav	One shot bell sound with vibrating tail.
MUSCPerc_PERCUSSION-Bell Stick High Single_B00M_MAWCK.wav	Shaking bell texture with sparkly clangs.
MUSCPerc_PERCUSSION-Bell Stick Low Constant_B00M_MAWCK.wav	One shots of delicate, crystal bells with short release.
MUSCPerc_PERCUSSION-Bell Tree Large Ascending_B00M_MAWCK.wav	Dry, sustained bell texture with waving dynamics.
MUSCPerc_PERCUSSION-Bell Tree Large Descending_B00M_MAWCK.wav	Celestial bells ascending in pitch with sharp excitation.
MUSCPerc_PERCUSSION-Bell Tree Small Ascending_B00M_MAWCK.wav	Sharp, echoing bells with fast decay and chromatic resonance.
MUSCPerc_PERCUSSION-Brass Plate Small Ring Out_B00M_MAWCK.wav	Fast ascending tonal glockenspiel gesture with angelic tail.
MUSCPerc_PERCUSSION-Brass Plate Large Ring Out_B00M_MAWCK.wav	Metal, tonal percussion with oscillating resonance.
MUSCPerc_PERCUSSION-Camel Bell Several Constant_B00M_MAWCK.wav	Industrial, engine texture with descending pitch and noise.
MUSCPerc_PERCUSSION-Camel Bell Several Single_B00M_MAWCK.wav	Dry, jingling bells with short decay.
MUSCPerc_PERCUSSION-Chimes Bamboo Constant Aggressive_B00M_MAWCK.wav	Complex one shot bells of layered attacks.
MUSCPerc_PERCUSSION-Chimes Bamboo Constant Rattle_B00M_MAWCK.wav	Clicking, organic woody texture with sharp random attacks.
MUSCPerc_PERCUSSION-Chimes Bamboo Constant_B00M_MAWCK.wav	Sustained woody texture of layered physical collisions and short release.
MUSCPerc_PERCUSSION-Chimes Bamboo Impact_B00M_MAWCK.wav	Layered attacks of bamboo delicate type hits with random pitches.
MUSCPerc_PERCUSSION-Chimes Bell Constant No Rhythm_B00M_MAWCK.wav	Hard, woody percussions with complex layered flam.
MUSCPerc_PERCUSSION-Chimes Bell Constant Rattle_B00M_MAWCK.wav	Chimes with sparkling high end and subtle, singing resonance.
MUSCPerc_PERCUSSION-Chimes Bell Constant_B00M_MAWCK.wav	Rattling chimes with high frequencies and delicate needling.
MUSCPerc_PERCUSSION-Chimes Bell Spell Ascending Crescendo_B00M_MAWCK.wav	Jingling, calming bells with rhythmic gesture.
MUSCPerc_PERCUSSION-Chimes Double Layer Ascending Fast_B00M_MAWCK.wav	Evolving, rising bell texture with hard decay.

FILENAME	DESCRIPTION
MUSCPerc_PERCUSSION-Chimes Double Layer Ascending Slow_B00M_MAWCK.wav	A cascade of ethereal chimes with digital resonance.
MUSCPerc_PERCUSSION-Chimes Double Layer Constant_B00M_MAWCK.wav	Angelic chime texture with rising spectral harmonics and phasing.
MUSCPerc_PERCUSSION-Chimes Double Layer Descending Fast_B00M_MAWCK.wav	Dense cloud of delicate, high pitch chimes with turbulent modulation.
MUSCPerc_PERCUSSION-Chimes Double Layer Descending Slow_B00M_MAWCK.wav	Ethereal chimes descending in pitch with a small, fragmented tail.
MUSCPerc_PERCUSSION-Chimes Single Layer Ascending Fast_B00M_MAWCK.wav	Chime texture descending in frequency with loud clicking and chromatic resonance.
MUSCPerc_PERCUSSION-Chimes Single Layer Ascending Slow_B00M_MAWCK.wav	Ascending, tinkling of chimes with shiny metallic timbres.
MUSCPerc_PERCUSSION-Chimes Single Layer Constant_B00M_MAWCK.wav	Slow, evolving rise of delicate chimes with fragmented attacks.
MUSCPerc_PERCUSSION-Chimes Single Layer Descending Fast_B00M_MAWCK.wav	A cloud of reverberated resonant chimes with sparkling high end.
MUSCPerc_PERCUSSION-Chimes Single Layer Descending Slow_B00M_MAWCK.wav	Falling texture of chimes with chromatic intonation.
MUSCPerc_PERCUSSION-Crotales Hit Each Other Ring Out_B00M_MAWCK.wav	A sparse, fragmented chime gesture falling in pitch.
MUSCPerc_PERCUSSION-Crotales Hit Side Ring Out_B00M_MAWCK.wav	Hard, high pitched bell transient with long, ringing tail.
MUSCPerc_PERCUSSION-Crotales On Stick High Constant_B00M_MAWCK.wav	Tonal bell sound with pure striking and warm release.
MUSCPerc_PERCUSSION-Crotales On Stick High Single_B00M_MAWCK.wav	Jingling, metallic chimes with high pitch resonance and atonal properties.
MUSCPerc_PERCUSSION-Crotales On Stick Low Constant_B00M_MAWCK.wav	Flamming one-shots of bells with metal striking.
MUSCPerc_PERCUSSION-Crotales On Stick Low Single_B00M_MAWCK.wav	Metal bells shaking and rattling with high-pitched metallic resonance.
MUSCPerc_PERCUSSION-Cymbal Bell Impact Ring Out_B00M_MAWCK.wav	Bell one shots with ethereal, singing tail and sharp attack.
MUSCPerc_PERCUSSION-Cymbal Bell Phasing_B00M_MAWCK.wav	Inharmonic cymbal with mid range punch and metallic ringing.
MUSCPerc_PERCUSSION-Cymbal Bell Slide Ring Out_B00M_MAWCK.wav	Flamming, harmonically complex symbol with oscillating tail.
MUSCPerc_PERCUSSION-Cymbal Crash Bowed High_B00M_MAWCK.wav	Cymbal with sliding attack and inharmonic ringing.
MUSCPerc_PERCUSSION-Cymbal Crash Constant_B00M_MAWCK.wav	Atonal, sustained noise texture with evolving harmonics.
MUSCPerc_PERCUSSION-Cymbal Crash Impact_B00M_MAWCK.wav	Low pitch, filtered, reverberated cymbal with slow mallet attack.
MUSCPerc_PERCUSSION-Cymbal Ride Bowed_B00M_MAWCK.wav	Low-mid cymbal crash with resonant mid-range and ringing.
MUSCPerc_PERCUSSION-Drum Scrape Superball _B00M_MAWCK.wav	Metal, spectral noise texture with slow attack and evolution.
MUSCPerc_PERCUSSION-Drum Scrape Superball Vibrating_B00M_MAWCK.wav	Drum head excitation with modulating pitch and low end boom.
MUSCPerc_PERCUSSION-Elephant Bells High Constant_B00M_MAWCK.wav	Low frequency noise with harsh rumbling vibration.
MUSCPerc_PERCUSSION-Elephant Bells High Single_B00M_MAWCK.wav	Jingling, ringing bell texture with sustain and high frequency resonance.
MUSCPerc_PERCUSSION-Elephant Bells Low Constant_B00M_MAWCK.wav	One shots of jingling bells with metallic, chromatic resonance.
MUSCPerc_PERCUSSION-Elephant Bells Low Single_B00M_MAWCK.wav	Delicate cloud of layered bells with inharmonic release.
MUSCPerc_PERCUSSION-Elephant Bells Medium Constant_B00M_MAWCK.wav	One-shot gestures of bells with diversity in pitch and long release.
MUSCPerc_PERCUSSION-Elephant Bells Medium Single_B00M_MAWCK.wav	Layered, jingling bell texture with oscillation and high end tinkling.
MUSCPerc_PERCUSSION-Finger Cymbal Bell Ring Out_B00M_MAWCK.wav	Flamming one-shot of tinkling bells with inharmonic mid range reverberation.
MUSCPerc_PERCUSSION-Glass Chimes Large Constant_B00M_MAWCK.wav	One shot of delicate chime with tinkling, high pitched resonance.
MUSCPerc_PERCUSSION-Glass Chimes Large Single_B00M_MAWCK.wav	Crystal, ornate bell texture with sparkly high end.

MAGIC WISP

FILENAME	DESCRIPTION
MUSCPerc_PERCUSSION-Glass Chimes Ping_B00M_MAWCK.wav	One shot attacks of bells with layered hits of sparkling flams.
MUSCPerc_PERCUSSION-Glass Chimes Small Constant_B00M_MAWCK.wav	One shot glassy percussion with sharp excitation.
MUSCPerc_PERCUSSION-Glass Chimes Small Single_B00M_MAWCK.wav	Chime texture of delicate, clear celestial tones.
MUSCPerc_PERCUSSION-Gong Impact_B00M_MAWCK.wav	Hits of layered chime collisions with shimmering resonance.
MUSCPerc_PERCUSSION-Gong In Water_B00M_MAWCK.wav	Gong hit one shot with low-mid frequencies and spectral reverberation.
MUSCPerc_PERCUSSION-Gong Scrape Superball High_B00M_MAWCK.wav	High pitch gong with pitch bent resonant tail.
MUSCPerc_PERCUSSION-Gong Scrape Superball_B00M_MAWCK.wav	Rubbing excitation of metallic percussion creating Atonal ambiance.
MUSCPerc_PERCUSSION-Impact Thunder Plate Hard_B00M_MAWCK.wav	Low frequency inharmonic droning with dense convolution.
MUSCPerc_PERCUSSION-Impact Thunder Plate Soft_B00M_MAWCK.wav	Transient metallic impact with pitch modulated tail.
MUSCPerc_PERCUSSION-Mobile Metal Large_B00M_MAWCK.wav	Soft striking of metal plate with dark reverberation.
MUSCPerc_PERCUSSION-Mobile Metal Small_B00M_MAWCK.wav	Metal wind chimes with dense harmonics and tonal resonance.
MUSCPerc_PERCUSSION-Plate Bell E_B00M_MAWCK.wav	High pitch, dull metal wind chimes with sustained dynamics.
MUSCPerc_PERCUSSION-Singing Bowl Ring Out Large_B00M_MAWCK.wav	Lightly struck, singing bowl with pure sine-wave tone and additive overtones.
MUSCPerc_PERCUSSION-Singing Bowl Ring Out Medium_B00M_MAWCK.wav	Metal bowl struck with long oscillating resonance.
MUSCPerc_PERCUSSION-Singing Bowl Ring Out Small_B00M_MAWCK.wav	Plate struck with mallet creating a long subdued tonal tail.
MUSCPerc_PERCUSSION-Tambourine Brass Constant_B00M_MAWCK.wav	High pitched metal percussion with sharp attack and harmonic ringing.
MUSCPerc_PERCUSSION-Tambourine Brass Single_B00M_MAWCK.wav	Steady shaking of a tambourine with sparkling high end and shimmering texutre.
MUSCPerc_PERCUSSION-Tambourine Gold Constant_B00M_MAWCK.wav	Crisp shake of the tambourine cymbals with tinkling metallic sounds.
MUSCPerc_PERCUSSION-Tambourine Gold Single_B00M_MAWCK.wav	Lively rattle of tambourine bells as a sustained, raindrop like texture.
MUSCPerc_PERCUSSION-Tambourine Rattle Constant_B00M_MAWCK.wav	One Shot shakes of a tambourine with echoing collisions of the cymbals.
MUSCPerc_PERCUSSION-Tambourine Silver Constant_B00M_MAWCK.wav	Unpitched, metal percussion texture with arhythmic excitation.
MUSCPerc_PERCUSSION-Tambourine Silver Single_B00M_MAWCK.wav	Jingling, bells with subdued, light shaking and oscillating dynamics.
MUSCPerc_PERCUSSION-Temple Bell High Constant_B00M_MAWCK.wav	Hard shake of a tambourine with resonating, vibrating release.
MUSCPerc_PERCUSSION-Temple Bell High Single_B00M_MAWCK.wav	Rhythmic, percussive, bell gesture with tinkling metallic exciter.
MUSCPerc_PERCUSSION-Temple Bell Low Constant_B00M_MAWCK.wav	Metallic, inharmonic, delicate bells in the high frequency register.
MUSCPerc_PERCUSSION-Temple Bell Low Single_B00M_MAWCK.wav	Mid range, spectral, rhythmic percussion with metallic resonance.
MUSCPerc_PERCUSSION-Thunder Sheet Splash_B00M_MAWCK.wav	One shot, haunting, atonal bells with layered attacks.
MUSCPerc_PERCUSSION-Tiny Bell Chimes Constant_B00M_MAWCK.wav	Sparkly, reverse sound with slow attack and subtle reverberation.
MUSCPerc_PERCUSSION-Tiny Bell Chimes Impact_B00M_MAWCK.wav	Chimes, randomly colliding with very subtle resonance.
MUSCPerc_PERCUSSION-Waterphone Full Of Water_B00M_MAWCK.wav	Metal sheet with dark, pitch modulated resonance and ambiance.
MUSCPerc_PERCUSSION-Waterphone Little Water_B00M_MAWCK.wav	Sustained spectral, bowed singing sound rich with harmonics and evolving tones.
MUSCPerc_PERCUSSION-Wind Chime Shells Constant_B00M_MAWCK.wav	Sustained texture of overtone rich noise with slow attack and release.
MUSCPerc_PERCUSSION-Wind Chime Shells Single_B00M_MAWCK.wav	Rustling of organic material concentrated in the high frequencies.

MAGIC WISP

FILENAME	DESCRIPTION
MUSCPerc_PERCUSSION-Wind Gong Rubber Ball_B00M_MAWCK.wav	One shot hits of ceramic, glassy debris with slow attack and fragmented tail.
MUSCPerc_TEXTURE-Glass Chimes Constant Hard_B00M_MAWCK.wav	Rising, evolving, dark ambiance with feedback type harmonics.
MUSCPerc_TEXTURE-Glass Chimes Constant Subtle_B00M_MAWCK.wav	Hard, glassy attacks of tonal percussion with high pitched resonance.
MUSCPerc_TEXTURE-Glass Chimes Impact Flam_B00M_MAWCK.wav	Tinkling, flamming, glassy texture with subtle resonance.
MUSCWind_INSTRUMENT-Pan Flute Airy Random Pitch Ascending_B00M_MAWCK.wav	Transient one shot, crystal bell sounds with dry, short releases.
MUSCWind_INSTRUMENT-Pan Flute Airy Random Pitch High_B00M_MAWCK.wav	Airy, woody flute sound with ascending pitch and short decay.
MUSCWind_INSTRUMENT-Pan Flute Airy Random Pitch Low_B00M_MAWCK.wav	High pitched flute gesture with random pitches and heavy, breathy sound.
MUSCWind_INSTRUMENT-Pan Flute High_B00M_MAWCK.wav	Low, breathy flute playing a melodic, tonal gesture.
MUSCWind_INSTRUMENT-Pan Flute Low_B00M_MAWCK.wav	Sustained, flute tone with breathy, white noise.
MUSCWind_INSTRUMENT-Pan Flute Mid_B00M_MAWCK.wav	Sustained, low, woody, flute tone with breathy noise.
OBJUmbr_MATERIAL-Umbrella Open Alt_B00M_MAWCK.wav	Constant, mid range, tone with with wavering dynamics.
OBJUmbr_MATERIAL-Umbrella Open Tight_B00M_MAWCK.wav	Organic, crunchy, impact with short airy tail.
OBJUmbr_MATERIAL-Umbrella Open Up And Down_B00M_MAWCK.wav	Fast, ramping, one shot of distorted noise.
OBJUmbr_MATERIAL-Umbrella Open_B00M_MAWCK.wav	Swells of dry, warped, noise with fast decay.
PAPRMisc_TEXTURE-Paper Parcel Movement Complex_B00M_MAWCK.wav	One shots of organic, shattering noise with short high pitched tails.
PAPRMisc_TEXTURE-Paper parcel Movement Constant_B00M_MAWCK.wav	Muddled crashing of paper with a steep attack and slapback.
PAPRMisc_TEXTURE-Paper Parcel Movement Rub Fast_B00M_MAWCK.wav	Sustained texture of crunching, morphing crackling.
PAPRMisc_TEXTURE-Paper Parcel Movement Rub_B00M_MAWCK.wav	Fast transients of white noise with distorted artifacts.
PAPRMisc_TEXTURE-Paper Parcel Flap_B00M_MAWCK.wav	Tearing sounds with distortion and compression and dry tails.
PLASFric_TEXTURE-Rubber Bucket Scrape Heavy_B00M_MAWCK.wav	Crunchy, organic impacts with fast decay and natural artifacts.
PLASFric_TEXTURE-Rubber Bucket Scrape Light_B00M_MAWCK.wav	Low mid range scraping with modulating spectral qualities.
PLASFric_TEXTURE-Rubber Bucket Scrape Movement Smooth_B00M_MAWCK.wav	High frequency friction sounds with turbulent noise.
PLASFric_TEXTURE-Rubber Bucket Scrape_B00M_MAWCK.wav	Guttural physical noise with swirling, atonal qualities.
PLASImpt_MATERIAL-Shopping Bag Crunchy Hard_B00M_MAWCK.wav	Fast, low mid frequency scrapes with fast tail and woody resonance.
PLASImpt_MATERIAL-Shopping Bag Crunchy Soft_B00M_MAWCK.wav	Quick, ramping, noisey one shots with organic artifacts.
PLASMvmt_WHOOSH-Shopping Bag Slow Movement_B00M_MAWCK.wav	Fast, transients of crunchy, rustling noise with ramping attack.
ROCKFric_TEXTURE-Grit Rubber Tab Scrape Fast_B00M_MAWCK.wav	Layered, complex hits of organic material.
ROCKFric_TEXTURE-Grit Rubber Tab Scrape Slow_B00M_MAWCK.wav	Geological, avalanche type woosh sound of layered, impacts.
ROCKFric_TEXTURE-Stone In Bucket Movement Single_B00M_MAWCK.wav	Low mid, slow tearing sound with ascending dynamics and evolution.
ROCKFric_TEXTURE-Stone In Bucket Movement_B00M_MAWCK.wav	Fast, low frequency tails with high frequency flanging sounds.
ROCKImpt_TEXTURE-Stone Impact Sand Bucket_B00M_MAWCK.wav	Rustling of hard, rocky material with slow attack.
VEGEMisc_MATERIAL-Branch Acorn Leaves Subtle Fast Shaking Constant_B00M_MAWCK.wav	Hard, punchy, transients with fast decay and stone like qualities.
VEGEMisc_MATERIAL-Branch Acorn Leaves Subtle Tail_B00M_MAWCK.wav	Sustained rustling of leaves and branches.

MAGIC WISP

FILENAME	DESCRIPTION
VEGEMisc_MATERIAL-Branch Maple Leaves Movement Constant Aggressive_B00M_MAWCK.wav	Short hits of organic crunches with loud high end and fast decay.
VEGEMisc_MATERIAL-Branch Maple Leaves Movement Constant Subtle_B00M_MAWCK.wav	Sustained crackling of leaves and branches.
VEGEMisc_MATERIAL-Dry Branch Large Leaves Impact Tails_B00M_MAWCK.wav	Gentle rustling of leaves and organic noise with tinkling high end.
VEGEMisc_MATERIAL-Dry Branch Large Leaves Impact_B00M_MAWCK.wav	Harsh, one shot attacks of abrasive high frequency organic noise.
VEGEMisc_MATERIAL-Dry Branch Large Leaves Movement Constant Aggressive_B00M_MAWCK.wav	One shot, crackling impacts of natural material and leaves.
VEGEMisc_MATERIAL-Dry Branch Large Leaves Movement Constant Subtle_B00M_MAWCK.wav	Sustained white noise with nature type artifacts and human movement sounds.
VEGEMisc_WHOOSH-Branch Acorn Leaves Complex_B00M_MAWCK.wav	Gentle, forest type motion with waves of dynamics.
VEGEMisc_WHOOSH-Branch Acorn Leaves Fast_B00M_MAWCK.wav	Swells of organic impacts with subtle reverberation and dynamic waves.
VEGEMisc_WHOOSH-Branch Acorn Leaves Slow_B00M_MAWCK.wav	Transient, flamming, impacts of the breaking of leaves and branches.
VEGEMisc_WHOOSH-Branch Acorn Leaves Subtle Constant_B00M_MAWCK.wav	Impacts of organic noise with rampling attacks and fast decays.
VEGEMisc_WHOOSH-Branch Acorn Leaves Whips_B00M_MAWCK.wav	Sustained crackling of leaves being walked on.
VEGEMisc_WHOOSH-Branch Maple Leaves Fast_B00M_MAWCK.wav	Transient impacts leaves with short, airy organic tails.
VEGEMisc_WHOOSH-Branch Maple Leaves Slow_B00M_MAWCK.wav	Brittle snap of leaves and branches being crunched.
VEGEMisc_WHOOSH-Branch Small Leaves Fast_B00M_MAWCK.wav	Crunch of natural material with growing volume and slow decay.
WATRStm_BURST-Air Water Pump Release_B00M_MAWCK.wav	Harsh stomp with a tail of leaves being crushed.
WHSH_PROCESSED METAL-Metal Mid_B00M_MAWCK.wav	Sharp, icy punch with ramping attack and digital tail.
WHSH_WHOOSH-Arcane Wind Push Fast_B00M_MAWCK.wav	Sustained, industrial, aerosol noise with quick decay.
WHSH_WHOOSH-Arcane Wind Push Slow_B00M_MAWCK.wav	Futuristic woosh with digital resonance and panning.
WHSH_WHOOSH-Dust High Fast_B00M_MAWCK.wav	Electromagnetic noise with slow attack and decay. Ramping flanging and panning.
WHSH_WHOOSH-Dust High Slow_B00M_MAWCK.wav	High pitched HUD type glitch with inharmonic, chorus like resonance.
WHSH_WHOOSH-Dusty Stutter High Fast_B00M_MAWCK.wav	Slowly rising, spectral synthesis type woosh with digital air.
WHSH_WHOOSH-Dusty Stutter High Slow_B00M_MAWCK.wav	A sharp, clean, electronic gesture with tremolo and chorus resonance.
WHSH_WHOOSH-Fairy Dust Tonal Modulated Fast_B00M_MAWCK.wav	Transitional, rising and falling digital glitch texture with pulsating frequencies.
WHSH_WHOOSH-Fairy Dust Tonal Modulated Gust_B00M_MAWCK.wav	Electronic noise with short tail, fast swoosh and chorus type resonance.
WHSH_WHOOSH-Fairy Dust Tonal Modulated Slow_B00M_MAWCK.wav	Slow, phasing, digital texture with slow attack and morphing phasing.
WHSH_WHOOSH-Generic Organic Energy Wind Fast_B00M_MAWCK.wav	Inharmonic, synthesized texture with ramping dynamics and reverb tail.
WHSH_WHOOSH-Generic Organic Energy Wind Slow_B00M_MAWCK.wav	Dynamic, white noise woosh with phasey resonance.
WHSH_WHOOSH-Generic Soft Low Fast _B00M_MAWCK.wav	Digital wind with slow attack and slow release.
WHSH_WHOOSH-Generic Soft Low Slow_B00M_MAWCK.wav	Low frequency, filtered, noise with subtle reverberation and ramping dynamics.
WHSH_WHOOSH-Generic Tentacle Whip Fast_B00M_MAWCK.wav	Rising, dark wind texture with digital resonance.
WHSH_WHOOSH-Generic Tentacle Whip Slow_B00M_MAWCK.wav	Slimey, vocoded, phasey texture with with slapback type release.
WHSH_WHOOSH-Generic Wind Mid Fast_B00M_MAWCK.wav	Phase-morphing, alien type sound with reverberated decay.
WHSH_WHOOSH-Generic Wind Mid Slow_B00M_MAWCK.wav	High pitched woosh of electronic noise with chorusy release.

MAGIC WISP

FILENAME	DESCRIPTION
WHSH_WHOOSH-Metal Mid Fast_B00M_MAWCK.wav	Building and ramping wind noise with quick release.
WHSH_WHOOSH-Metal Mid Slow_B00M_MAWCK.wav	Comb filtered swoosh with metal, inharmonic resonance.
WHSH_WHOOSH-Organic Cloth Slash Complex Slow_B00M_MAWCK.wav	Descending, flanging electronic wind texture with release.
WHSH_WHOOSH-Organic Cloth Slash Fast_B00M_MAWCK.wav	Morphing, turbulent noise with flanging and phasing.
WHSH_WHOOSH-Organic Fire Texture Fast_B00M_MAWCK.wav	Turbulent noise woosh with panning and stereo spread.
WHSH_WHOOSH-Organic Fire Texture Slow_B00M_MAWCK.wav	One shot, explosive impact with upward flanging and medium tail.
WHSH_WHOOSH-Shimmer Highlight Fast_B00M_MAWCK.wav	Swirling, echoing digital wind texture with low end distortion.
WHSH_WHOOSH-Shimmer Highlight Slow_B00M_MAWCK.wav	Shimmering, reverse chime texture with wide stereo spread.
WHSH_WHOOSH-Shimmer Metal Fast_B00M_MAWCK.wav	Granular cloud of chimes with slow attack and delicate, tinkling high end.
WHSH_WHOOSH-Shimmer Metal Slow_B00M_MAWCK.wav	Short woosh of metallic high frequency noise and chorusy tail.
WHSH_WHOOSH-Shimmer Metallic Resonant Fast_B00M_MAWCK.wav	Ramping, rising electronic resonance texture with airy high end.
WHSH_WHOOSH-Shimmer Metallic Resonant Slow_B00M_MAWCK.wav	High mid range, inharmonic noise with ramping attack and quick release.
WHSH_WHOOSH-Tonal Crystal High Fast_B00M_MAWCK.wav	Inharmonic, synth texture with bubbling FM.
WHSH_WHOOSH-Tonal Crystal High Slow_B00M_MAWCK.wav	Spectral, morphing noise with slow attack, release and panning.
WHSH_WHOOSH-Tonal Energy Soft Fast_B00M_MAWCK.wav	Fast, ramping, spectral synthesis with fast decay and reverb.
WHSH_WHOOSH-Tonal Energy Soft Slow_B00M_MAWCK.wav	Low mid range, futuristic woosh with high end phasing.
WHSH_WHOOSH-Tonal Modulated Stutter Fast_B00M_MAWCK.wav	Sci-fi woosh sound with random pitch modulation and white noise.
WHSH_WHOOSH-Tonal Modulated Stutter Slow_B00M_MAWCK.wav	Tremolated electronic woosh sound with quick decay.
WHSH_WHOOSH-Tonal Slash_B00M_MAWCK.wav	Reverse transient sound with warbling digital reverb.
WHSH_WHOOSH-Wind Energy Fast_B00M_MAWCK.wav	Slow attack, FM modulated spectral synth sound with slow attack and decay.
WHSH_WHOOSH-Wind Energy Gust_B00M_MAWCK.wav	Muddled, low end robotic woosh with subtle reverb.
WHSH_WHOOSH-Wind Energy Slow_B00M_MAWCK.wav	Dark, digital wind with slow attack and phasing.
WHSH_WHOOSH-Wind Shimmer Fast_B00M_MAWCK.wav	Electronic, white noise with phase morphing and chorus.
WHSH_WHOOSH-Wind Shimmer Metal Fast_B00M_MAWCK.wav	Transitional woosh sound inharmonic, high end resonance and noise.
WHSH_WHOOSH-Wind Shimmer Metal Slow_B00M_MAWCK.wav	White noise woosh with metallic comb filtered resonance.
WHSH_WHOOSH-Wind Shimmer Slow_B00M_MAWCK.wav	Robotic noise texture with dense cloud of chorus and phasing.
WHSH_ZAP-Arcane Energy High_B00M_MAWCK.wav	Slow, shimmering, digital resonant noise with full frequency spectrum.
WHSH_ZAP-Arcane Noise_B00M_MAWCK.wav	Digital percussion transient with phasey tail and flamming attack.
WHSH_ZAP-Arcane Ping_B00M_MAWCK.wav	8-bit, noisy explosive sound with filtered white noise tail.
WHSH_ZAP-Arcane Slash_B00M_MAWCK.wav	Lo-fi Laser type transient with reverberated release.
WHSH_ZAP-Crystal Snap_B00M_MAWCK.wav	One-shot futurist, laser shots with modulating tail.
WHSH_ZAP-Energy Flutter_B00M_MAWCK.wav	Sparkling, crystal noise texture with ramping attack.
WHSH_ZAP-High End Dusty Shimmer_B00M_MAWCK.wav	Digital percussion with fast pitch modulation phasing.

MAGIC WISP

FILENAME	DESCRIPTION
WHSH_ZAP-Ice Wind_B00M_MAWCK.wav	High pitched, needly, HUD type glitch sound.
WHSH_ZAP-Metallic Modulation_B00M_MAWCK.wav	White noise hit with comb filtered resonance and morphing spectral qualities.
WHSH_ZAP-Metallic Shimmer Wobble_B00M_MAWCK.wav	Layered white noise flam with flanging, reverb with long decay time.
WHSH_ZAP-Ping Crystal_B00M_MAWCK.wav	Percussive glitch with reverse attack and warped reverb tail.
WHSH_ZAP-Ping Energy_B00M_MAWCK.wav	Digital transient with glitchy electronic reverberation.
WHSH_ZAP-Ping High_B00M_MAWCK.wav	Low mid stomp with warping reverb tail.
WHSH_ZAP-Ping Metal_B00M_MAWCK.wav	Metallic glitchy percussion with delay feedback and resonance.
WHSH_ZAP-Ping Push_B00M_MAWCK.wav	Hard, digital crash with short, digital release.
WHSH_ZAP-Shimmer Metal_B00M_MAWCK.wav	Filtered, digital noise release tail with cavernous spacialization.
WHSH_ZAP-Spectral Wind_B00M_MAWCK.wav	Flamming, metallic percussion with ramping attack and airy decay.
WOODFric_TEXTURE-Pinecone Multiple Sand Drag_B00M_MAWCK.wav	Hard, digital glitch one shot with with subtle resonance.
WOODFric_TEXTURE-Pinecone Sand Drag_B00M_MAWCK.wav	One shot of organic scraping with fast decay.
WOODFric_TEXTURE-Pinecone Sand Rubber Bucket Scrape_B00M_MAWCK.wav	Crunchy noise with physical collisions and rock like textures.