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FILENAME	DESCRIPTION	SOUNDS
CLOTHImpT-CK_HIT-Cloth Case Rattle_RTSB_COL.wav	Fabric case hit, resulting in rattling with impact.	6
CLOTHImpT-CK_HIT-Cloth Case Solid_RTSB_COL.wav	Impact on solid cloth surface.	6
CLOTHImpT-CK_HIT-Cloth Case Thud_RTSB_COL.wav	Heavy object impact on cloth covered surface.	6
CLOTHImpT-CK_HIT-Cloth Generic Punch Metallic Rattle_RTSB_COL.wav	Punch landing on cloth followed by metallic rattle.	6
CLOTHImpT-CK_HIT-Cloth Generic Punch_RTSB_COL.wav	Punch on soft cloth with sharp thud.	6
CLOTHImpT-CK_HIT-Cloth Leather Drop_RTSB_COL.wav	Tight, forceful punch hitting cloth and leather.	6
CLOTHImpT-CK_HIT-Cloth Leather Punch_RTSB_COL.wav	Forceful punch hitting cloth and leather.	6
DOORWood-CK_HIT-Door Shut_RTSB_COL.wav	Wooden door gets closed with high transient and low sustain.	6
DSGNBass-CK_HIT-Low Bass Drop 01_RTSB_COL.wav	Low sub bass drop. Useful as sweetener for cinematic impacts.	6
DSGNBass-CK_HIT-Low Bass Drop 02_RTSB_COL.wav	Low, short sub bass drop. Useful as sweetener for cinematic impacts.	6
DSGNBass-CK_HIT-Low Bass Drop Short_RTSB_COL.wav	Low, long sub bass drop. Useful as sweetener for cinematic impacts.	6
DSGNBass-CK_WHOOSH-Distant Rolling Thunder_RTSB_COL.wav	Low pitched, long and bass heavy texture with rumble and subtle filter movements.	6
DSGNBoom-CK_HIT-Cinematic_RTSB_COL.wav	Low cinematic impact with long rumble tail.	6
DSGNBoom-CK_HIT-Muffled_RTSB_COL.wav	Low, soft cinematic impact with long rumble tail.	6
DSGNBoom-CK_HIT-Sub Boom Sheet_RTSB_COL.wav	Deep impact with sub bass and subtle transient.	6
DSGNBoom-CK_HIT-Sub Wooden Box Drop_RTSB_COL.wav	Soft, cinematic impact with long, low reverb tail.	6
DSGNBram-CK_TONAL-Braam Growl 01_RTSB_COL.wav	Long, aggressive and distorted synth scream with metallic resonance.	6
DSGNBram-CK_TONAL-Braam Growl 02_RTSB_COL.wav	Long, aggressive and distorted synth scream with metallic resonance.	6
DSGNBram-CK_TONAL-Braam Growl 03_RTSB_COL.wav	Long, aggressive and distorted synth scream with metallic resonance.	6
DSGNBram-CK_TONAL-Braam Low 01_RTSB_COL.wav	Low, ominous synth braam with tonal movement.	6
DSGNBram-CK_TONAL-Braam Low 02_RTSB_COL.wav	Low, long and ominous synth braam with tonal movement.	6
DSGNDist-CK_DISTORTION-Deafening Punch_RTSB_COL.wav	High and distorted transient with harsh resonances.	6
DSGNDist-CK_DISTORTION-Explosion Crunchy_RTSB_COL.wav	Distorted synth impact with slightly tonal character.	6
DSGNDist-CK_DISTORTION-Fluttering Blast_RTSB_COL.wav	Distorted, fluttering synth blast with long sustain.	6
DSGNDist-CK_DISTORTION-Hit Sub Grizzl_RTSB_COL.wav	Distorted, gritty sub bass hit.	6
DSGNDist-CK_DISTORTION-Hit Thunder_RTSB_COL.wav	Heavily distorted impact with long, modulated sustain.	6
DSGNDist-CK_DISTORTION-Impact Growl Crisp Short_RTSB_COL.wav	Intense, tight impact with growing distortion.	6
DSGNDist-CK_DISTORTION-Impact Growl Hollow_RTSB_COL.wav	Deep, distorted impact growl with hollow, resonating character and delay sustain.	6
DSGNDist-CK_DISTORTION-Impact Growl Mech_RTSB_COL.wav	Deep, growing impact with tonal sustain.	6
DSGNDist-CK_DISTORTION-Impact Growl Pipe_RTSB_COL.wav	Distorted, harsh pipe impact with growing character and crackles.	6
DSGNDist-CK_DISTORTION-Impact Growl Tonal_RTSB_COL.wav	Powerful impact growl with distorted tonal character.	6
DSGNDist-CK_DISTORTION-Impact Growl Vibration_RTSB_COL.wav	Powerful growing impact with distorted, vibrating undertones and delay sustain.	6
DSGNDist-CK_DISTORTION-Punch Scream_RTSB_COL.wav	Tight and distorted punch with harsh, tonal and screeching character.	6
DSGNDist-CK_DISTORTION-Punching Bass_RTSB_COL.wav	Punchy synth bass hit with distorted, tonal sustain.	6
DSGNDist-CK_DISTORTION-Small Explosion_RTSB_COL.wav	Sharp, distorted transient with subtle, resonant sustain.	6
DSGNDist-CK_DISTORTION-Stinger Amp Crunch Tonal_RTSB_COL.wav	Low distorted and tonal growl with modulation.	6
DSGNDist-CK_DISTORTION-Stinger Amp Crunch_RTSB_COL.wav	Long distorted and tonal scream with modulation.	6
DSGNDist-CK_DISTORTION-Stinger Killing Piano_RTSB_COL.wav	Low distorted piano tone with long tail and modulation.	6
DSGNDist-CK_DISTORTION-Stinger Synth Bit Crush_RTSB_COL.wav	Intense electronic stinger with distorted synth tones and bit crushing.	6
DSGNDist-CK_DISTORTION-Whipping Bass 01_RTSB_COL.wav	Strong, aggressive bass hit with modulated sustain.	6
DSGNDist-CK_DISTORTION-Whipping Bass 02_RTSB_COL.wav	Strong, aggressive bass hit with modulated sustain.	6
DSGNDron-CK_TONAL-Airey Whoosh 01_RTSB_COL.wav	Long airy tonal whoosh with very long tail.	6
DSGNDron-CK_TONAL-Airey Whoosh 02_RTSB_COL.wav	Long airy tonal whoosh.	6
DSGNDron-CK_TONAL-Pad Bell Short_RTSB_COL.wav	Positive, tonal synth bell pad with soft character.	6
DSGNDron-CK_TONAL-Pad Ocean_RTSB_COL.wav	Low, tonal synth pad with soft character.	6
DSGNDron-CK_TONAL-Wood Friction_RTSB_COL.wav	Low, distorted wobble texture with filter movement.	6

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DSGNlmp-CK_DISTORTION-Cranking Can_RTSB_COL.wav	Intense, tight metall transient with tonal character.	6
DSGNlmp-CK_DISTORTION-Crunch_RTSB_COL.wav	Low distorted crunch with wobble sustain.	6
DSGNlmp-CK_DISTORTION-Hit Bass Drum_RTSB_COL.wav	Deep and impactful bass drum hit with distorted character.	6
DSGNlmp-CK_DISTORTION-Punch Massive_RTSB_COL.wav	Harsh, distorted transient impact with sub bass.	6
DSGNlmp-CK_DISTORTION-Punch Metallic_RTSB_COL.wav	Harsh, distorted metall transient impact with tonal character.	6
DSGNlmp-CK_DISTORTION-Staff Distortion_RTSB_COL.wav	Sharp, distorted transient impact with tonal character.	6
DSGNlmp-CK_DISTORTION-Transient 01_RTSB_COL.wav	High, tight and distorted white noise transient.	6
DSGNlmp-CK_DISTORTION-Transient 02_RTSB_COL.wav	High, tight and distorted white noise transient with metallic character.	6
DSGNlmp-CK_DISTORTION-Transient Liquid Bass_RTSB_COL.wav	Low, distorted impact with liquid character.	6
DSGNlmp-CK_DISTORTION-Transient Plastic_RTSB_COL.wav	Sharp and stylized plastic transient impact.	6
DSGNlmp-CK_DISTORTION-Whip_RTSB_COL.wav	Tonal synth sustain with subtle bass impact.	6
DSGNlmp-CK_HIT-Bass Drum Empty Double Chorus_RTSB_COL.wav	Punchy bass drum hit with a resonant, spacious character and chorus effect.	6
DSGNlmp-CK_HIT-Cloth Explosion Sweetener Body Shot_RTSB_COL.wav	Powerful whoosh hit impact with saturated fabric texture.	6
DSGNlmp-CK_HIT-Cloth Explosion Sweetener Inflamm Rip_RTSB_COL.wav	Clean whoosh hit impact with saturated fabric texture.	6
DSGNlmp-CK_HIT-Cloth Explosion Sweetener Solid Detonation_RTSB_COL.wav	Hard cloth hit impact with saturated fabric sustain.	6
DSGNlmp-CK_HIT-Crunchy Crack Double Slam_RTSB_COL.wav	Hard, saturated double impact with resonant character.	6
DSGNlmp-CK_HIT-Crunchy Gravel_RTSB_COL.wav	Metallic, resonant impact on crunchy gravel.	6
DSGNlmp-CK_HIT-Crunchy Slam Impact_RTSB_COL.wav	Low and tight impact smack with slightly hollow and crunchy character.	6
DSGNlmp-CK_HIT-Generic Punch Metallic_RTSB_COL.wav	Tight and hard impact with harsh, tonal metall ringing sustain.	6
DSGNlmp-CK_HIT-Generic Punch Whoosh_RTSB_COL.wav	Tight and hard whoosh hit impact with clean fabric texture.	6
DSGNlmp-CK_HIT-Generic Punch_RTSB_COL.wav	Tight and hard impact with cloth character.	6
DSGNlmp-CK_HIT-Hit Bass_RTSB_COL.wav	Deep, impactful bass hit with distorted sustain.	6
DSGNlmp-CK_HIT-Industrial Bright_RTSB_COL.wav	Soft impact with long reverb tail.	6
DSGNlmp-CK_HIT-Large Stomp Morph Zapping_RTSB_COL.wav	Hard and stylized impact texture with scraping character.	6
DSGNlmp-CK_HIT-Large Stomp Morph_RTSB_COL.wav	Hard and stylized impact texture with short scraping sustain.	6
DSGNlmp-CK_HIT-Metal Sub_RTSB_COL.wav	Soft, metallic impact with modulated reverb tail.	6
DSGNlmp-CK_HIT-Noise High_RTSB_COL.wav	High, soft white noise hit with reverb tail.	6
DSGNlmp-CK_HIT-Punching Bass_RTSB_COL.wav	Hard impact with delayed low, tonal sustain.	6
DSGNlmp-CK_HIT-Rack Tom Large Hard Modulated_RTSB_COL.wav	Powerful and impactful hit on large rack tom with modulated tail.	6
DSGNlmp-CK_HIT-Rack Tom Large Low Long Sustain Resonance_RTSB_COL.wav	Soft and subtle hit on large rack tom with sub bass tail.	6
DSGNlmp-CK_HIT-Reverberated Cinematic Snare_RTSB_COL.wav	Soft snare drum hit with reverb tail.	6
DSGNlmp-CK_HIT-Scrap Morphed_RTSB_COL.wav	Metallic hit with a distorted, harsh character.	6
DSGNlmp-CK_HIT-Synth Fire Drum 01_RTSB_COL.wav	Soft, synthetic impact with low, tonal tail.	6
DSGNlmp-CK_HIT-Synth Fire Drum 02_RTSB_COL.wav	Synthetic impact with low, distorted tail.	6
DSGNlmp-CK_HIT-Synth Impact Sharp_RTSB_COL.wav	Distorted, synthetic whoosh hit with subtle impact and scraping character.	6
DSGNlmp-CK_HIT-Synth Toms Hit_RTSB_COL.wav	Synthetic tom hit with tonal character and reverb tail.	6
DSGNlmp-CK_HIT-Transient Bass Drum_RTSB_COL.wav	Sharp, tight bass drum hit with distorted character.	6
DSGNlmp-CK_HIT-Transient Buzz_RTSB_COL.wav	Sharp, tight transient hit with distorted and slightly tonal character.	6
DSGNlmp-CK_HIT-Transient Liquid Crackle_RTSB_COL.wav	Tight and distorted crack impact.	6
DSGNlmp-CK_HIT-Transient Liquid Laser Simple_RTSB_COL.wav	Sharp, futuristic impact with tonal laser zap.	6
DSGNlmp-CK_HIT-Transient Liquid Wave_RTSB_COL.wav	Stylized tonal hit with liquid character.	6
DSGNlmp-CK_HIT-Wobbling Punch_RTSB_COL.wav	Forceful impact with low, wobbling sustain.	6
DSGNlmp-CK_TONAL-Braam Whistle Hit_RTSB_COL.wav	Sharp, high impact with tonal whistle sustain.	6
DSGNMisc-CK_HIT-Airy Smack 01_RTSB_COL.wav	Light, airy impact with soft transient.	6
DSGNMisc-CK_HIT-Airy Smack 02_RTSB_COL.wav	Light, airy impact with low, soft transient.	6
DSGNRise-CK_TONAL-Braam Aircraft Riser_RTSB_COL.wav	Intense and suspenseful tonal riser with ascending pitch and low rumble.	6
DSGNRise-CK_TONAL-Braam Futuristic Riser Low_RTSB_COL.wav	Low futuristic tonal riser with ascending pitch.	6



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DSGNRise-CK_WHOOSH-Riser Reverberated Noise Bass_RTSB_COL.wav	Low reverse reverb tail riser.	6
DSGNRise-CK_WHOOSH-Riser Reverberated Noise Flap_RTSB_COL.wav	Low reversed reverb tail riser with subtle resonance.	6
DSGNRise-CK_WHOOSH-Riser Reverberated Noise Hollow_RTSB_COL.wav	Long, low reversed reverb tail riser with subtle resonance.	6
DSGNRise-CK_WHOOSH-Riser Reverberated Noise ShriII_RTSB_COL.wav	Long, low reversed reverb tail riser with high, tonal resonance.	6
DSGNRise-CK_WHOOSH-Riser Reverberated Noise_RTSB_COL.wav	Long, low reverse reverb tail riser.	6
DSGNRise-CK_WHOOSH-Riser Reverberated Pad Bass_RTSB_COL.wav	Long, low, tonal reversed reverb tail riser.	6
DSGNRise-CK_WHOOSH-Riser Reverberated Strings_RTSB_COL.wav	High, tonal reverse reverb tail riser.	6
DSGNRise-CK_WHOOSH-Riser Reverberated Viola Squeak_RTSB_COL.wav	High, tonal reversed reverb tail riser with shrill character.	6
DSGNRise-CK_WHOOSH-Riser ShriII Tremolo_RTSB_COL.wav	Tonal riser with ascending pitch and tremolo.	6
DSGNRise-CK_WHOOSH-Riser Tonal Synth Charge Up 01_RTSB_COL.wav	Tonal riser with ascending pitch and modulation.	6
DSGNRise-CK_WHOOSH-Riser Tonal Synth Charge Up 02_RTSB_COL.wav	Tonal riser with ascending pitch and modulation.	6
DSGNRise-CK_WHOOSH-Riser Tonal Synth Charge Up Bubbles_RTSB_COL.wav	Tonal riser with ascending pitch and wobble modulation.	6
DSGNRise-CK_WHOOSH-Riser Tonal Synth Discharge Fast_RTSB_COL.wav	Fast tonal synth impact with pitch movement.	6
DSGNRise-CK_WHOOSH-Riser Tonal Synth Discharge Low_RTSB_COL.wav	Fast tonal synth whoosh hit with pitch movement.	6
DSGNStngr-CK_DISTORTION-Stinger Synth Scream Fast_RTSB_COL.wav	Hard, distorted, tobat synth scream with harsh character.	6
DSGNStngr-CK_DISTORTION-Stinger Synth Scream Slow_RTSB_COL.wav	Hard, distorted, tobat synth scream with harsh character and wobble sustain.	6
DSGNStngr-CK_HIT-Futuristic Bass Drum_RTSB_COL.wav	Futuristic bass drum hit with tonal, modulated sustain.	6
DSGNStngr-CK_HIT-Futuristic Downer_RTSB_COL.wav	Stylized synth impact with distorted and modulated sustain.	6
DSGNStngr-CK_HIT-Futuristic Gun Downer_RTSB_COL.wav	Futuristic synth impact with sub bass sustain and tonal movement.	6
DSGNStngr-CK_HIT-Futuristic Noise Tonal_RTSB_COL.wav	Futuristic, tonal synth impact with harsh and shrill resonance.	6
DSGNStngr-CK_HIT-Futuristic Snare_RTSB_COL.wav	Low, soft snare drum hit with short reverb tail.	6
DSGNStngr-CK_HIT-Industrial Door_RTSB_COL.wav	Low, subtle impact with long and reverb tail.	6
DSGNStngr-CK_HIT-Metal Gate Dark_RTSB_COL.wav	Low, subtle impact with long and dull reverb tail.	6
DSGNStngr-CK_HIT-Texture Cargo Scrape_RTSB_COL.wav	Metallic impact with modulated rattle sustain.	6
DSGNStngr-CK_HIT-Texture Destructive Shards Crisp_RTSB_COL.wav	Metallic impact with modulated modulated sustain.	6
DSGNStngr-CK_HIT-Texture Destructive Shards Grit_RTSB_COL.wav	Metallic impact with modulated wobble sustain.	6
DSGNStngr-CK_HIT-Texture Destructive Shards High Resonant_RTSB_COL.wav	Soft metallic impact with modulated, tonal sustain.	6
DSGNStngr-CK_HIT-Texture Destructive Shards Low Resonant_RTSB_COL.wav	Soft tonal impact with modulated, tonal sustain.	6
DSGNStngr-CK_HIT-Texture Echo Growl_RTSB_COL.wav	Low, soft impact with resonance and delay tail.	6
DSGNStngr-CK_HIT-Texture Liquid Crackle_RTSB_COL.wav	Low, distorted impact with modulated delay tail.	6
DSGNStngr-CK_HIT-Texture Liquid Shades_RTSB_COL.wav	Low, distorted impact with modulated wobble delay tail.	6
DSGNStngr-CK_HIT-Texture Mech Growl_RTSB_COL.wav	Tonal impact with modulated tremolo sustain.	6
DSGNStngr-CK_HIT-Texture Metal Dust_RTSB_COL.wav	High, metallic impact with modulated rattle sustain.	6
DSGNStngr-CK_HIT-Texture Metal Scrape ShriII_RTSB_COL.wav	Sharp metal impact with modulated scrape sustain.	6
DSGNStngr-CK_HIT-Texture Sonar_RTSB_COL.wav	Soft, tonal synth texture impact with varying pitch.	6
DSGNStngr-CK_HIT-Texture Synth Mech Echo_RTSB_COL.wav	Low, soft impact with saturated delay sustain.	6
DSGNStngr-CK_HIT-Texture Synth Sizzle Low_RTSB_COL.wav	Low, soft impact with tonal buzz sustain.	6
DSGNStngr-CK_HIT-Tom Low_RTSB_COL.wav	Soft, low tom impact with reverb tail and subtle reflections.	6
DSGNStngr-CK_HIT-Tonal Bass Drum Resonant_RTSB_COL.wav	Tonal bass drum impact with modulated tremolo sustain.	6
DSGNStngr-CK_HIT-Tonal Percussion Broken Speaker_RTSB_COL.wav	Distorted percussion hit with modulated liquid sustain.	6
DSGNStngr-CK_HIT-Tonal Percussion Dramatic_RTSB_COL.wav	Percussion hit with slightly tonal sustain, reverb tail and subtle echoing.	6
DSGNStngr-CK_HIT-Tonal Percussion Futuristic Plasma High_RTSB_COL.wav	Soft futuristic impact with modulated delay sustain.	6
DSGNStngr-CK_HIT-Tonal Percussion Futuristic Plasma_RTSB_COL.wav	Low, soft futuristic impact with modulated phaser sustain.	6
DSGNStngr-CK_HIT-Tonal Percussion Iron Rod Clean_RTSB_COL.wav	Tonal metall impact with ominous tone.	6
DSGNStngr-CK_HIT-Tonal Percussion Iron Rod High_RTSB_COL.wav	High, tonal metall impact with ominous tone.	6
DSGNStngr-CK_HIT-Tonal Percussion Iron Rod_RTSB_COL.wav	Low, tonal metall impact with ominous tone.	6
DSGNStngr-CK_HIT-Tonal Percussion Timpani Clicker Fast_RTSB_COL.wav	Modulated, tonal timpani hit with slow clicking sustain.	6

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DSGNStngr-CK_HIT-Tonal Percussion Timpani Clicker_RTSB_COL.wav	Modulated, tonal timpani hit with fast clicking sustain.	6
DSGNStngr-CK_HIT-Tonal Percussion Tom Echo_RTSB_COL.wav	Low impact with soft echoing delay tail.	6
DSGNStngr-CK_HIT-Wood Door_RTSB_COL.wav	Soft wooden impact with long reverb tail.	6
DSGNStngr-CK_HIT-Wood Ghost_RTSB_COL.wav	Very soft wooden sustain with long reverb tail.	6
DSGNStngr-CK_HIT-Wood Scrape_RTSB_COL.wav	Very soft wooden sustain with long reverb tail.	6
DSGNStngr-CK_TONAL-Door_RTSB_COL.wav	Low, tonal, metallic sustain with reverb tail.	6
DSGNStngr-CK_TONAL-Ethereal Choir_RTSB_COL.wav	Mystical, tonal choir pad with long tail.	6
DSGNStngr-CK_TONAL-Futuristic Bubbles_RTSB_COL.wav	Low, soft sustain with subtle tonality and modulated bubbles.	6
DSGNStngr-CK_TONAL-Futuristic Mech_RTSB_COL.wav	Futuristic, tonal synth sustain.	6
DSGNStngr-CK_TONAL-Low Rise_RTSB_COL.wav	Futuristic, tonal synth sustain with subtle delay.	6
DSGNStngr-CK_TONAL-Metal Rod_RTSB_COL.wav	High, tonal, metallic reverb tail.	6
DSGNStngr-CK_TONAL-Whistle High_RTSB_COL.wav	High, tonal, whistle sustain with shrill character.	6
DSGNStngr-CK_WHOOSH-Futuristic Rumble_RTSB_COL.wav	Distorted rumble with modulation.	6
DSGNSynth-CK_DISTORTION-Hit Drone Resonant_RTSB_COL.wav	Distorted, resonant hit with filter movement.	6
DSGNSynth-CK_TONAL-Braam Aircraft Hit_RTSB_COL.wav	Tonal hit, with high zap sustain and slightly descending pitch.	6
DSGNSynth-CK_TONAL-Braam Futuristic Hit Low_RTSB_COL.wav	Tonal hit, with slightly descending pitch.	6
DSGNSynth-CK_TONAL-Braam Horn Hit High_RTSB_COL.wav	Tonal hit, with slightly descending pitch.	6
DSGNSynth-CK_TONAL-Braam Orchestral Strings High_RTSB_COL.wav	High synthetic orchestral string pad.	6
DSGNSynth-CK_TONAL-Braam Orchestral Strings Low_RTSB_COL.wav	Low synthetic orchestral string pad.	6
DSGNSynth-CK_TONAL-Braam Whistle Downer_RTSB_COL.wav	High, shrill and long whistle tone with descending pitch.	6
DSGNSynth-CK_TONAL-Synth Glass Ring_RTSB_COL.wav	High, shrill glass whistle tone whoosh.	6
DSGNSynth-CK_TONAL-Synth Noise Ghost High_RTSB_COL.wav	High, shrill synth whistle tone whoosh.	6
DSGNSynth-CK_TONAL-Synth Positive_RTSB_COL.wav	High, synth whoosh with subtle high whistle.	6
DSGNSynth-CK_WHOOSH-Lead In Synth Drone Stutter Low_RTSB_COL.wav	Futuristic synth drone builds up with low, stuttering whooshes for an intense intro.	6
DSGNSynth-CK_WHOOSH-Lead In Synth Drone Stutter Soft_RTSB_COL.wav	Harsh introductory synth drone with stuttering whoosh.	6
DSGNSynth-CK_WHOOSH-Lead In Synth Drone Stutter_RTSB_COL.wav	Futuristic and intense electronic lead in with a dynamic, stuttering synth drone whoosh.	6
DSGNSynth-CK_WHOOSH-Lead In Synth Rock Rolling Distorted_RTSB_COL.wav	A low, intense distorted synth lead setting the tone for a rock music intro.	6
DSGNWhsh-CK_TONAL-Braam Aircraft Downer_RTSB_COL.wav	High toned, stinger like resonant sound that matches the character of a flying aircraft.	6
DSGNWhsh-CK_TONAL-Whoosh_RTSB_COL.wav	Digital tone gliding smoothly, resembling an airy motion through a futuristic landscape.	6
DSGNWhsh-CK_WHOOSH-Dark Drone 01_RTSB_COL.wav	Deep, powerful whoosh resembling a dark and sharp gust of wind.	6
DSGNWhsh-CK_WHOOSH-Dark Drone 02_RTSB_COL.wav	Mysterious and intense whoosh perfect for dark and dramatic productions.	6
DSGNWhsh-CK_WHOOSH-Ignition High_RTSB_COL.wav	High pitched, fast and noisy 'whoosh' resembling ignition, powerful and intense.	6
DSGNWhsh-CK_WHOOSH-Ignition Low_RTSB_COL.wav	Low, rapid whoosh symbolizing the ignition process with a tremolo character.	6
DSGNWhsh-CK_WHOOSH-Ripple_RTSB_COL.wav	Fast, resonant, and modern whoosh with a digital design element.	6
DSGNWhsh-CK_WHOOSH-Small Fizz_RTSB_COL.wav	Small, gentle whoosh with a deep tonal design element.	6
DSGNWhsh-CK_WHOOSH-SmalL_RTSB_COL.wav	Small, sharp whoosh indicating a rapid movement or passing by.	6
DSGNWhsh-CK_WHOOSH-Synth Texture Air Wave_RTSB_COL.wav	Futuristic, swirling synth texture creating an airy and dynamic audio wave.	6
DSGNWhsh-CK_WHOOSH-Synth Texture Aircraft_RTSB_COL.wav	Futuristic synthesized aircraft flying by swiftly with a tonal swirling, whooshing texture.	6
DSGNWhsh-CK_WHOOSH-Synth Texture Glitch Wave Slow_RTSB_COL.wav	Slow, glitchy synth texture creates a calming yet glitchy noise like whoosh.	6
DSGNWhsh-CK_WHOOSH-Synth Texture Glitch Wave_RTSB_COL.wav	Glitchy synthesized texture creating a sweeping, whooshing transition with wavering tones and fluctuations.	6
DSGNWhsh-CK_WHOOSH-Synth Texture Thunder_RTSB_COL.wav	Synthetic thunderous whoosh with design elements, creating a textural experience.	6
DSGNWhsh-CK_WHOOSH-Synth Texture Tonal Air Wave_RTSB_COL.wav	Futuristic, airy synth texture with tonal waves creating a dynamic whoosh.	6
DSGNWhsh-CK_WHOOSH-Synth Texture Tonal Glitch Plasma_RTSB_COL.wav	High pitched futuristic, glitchy synth whoosh with tonal textures resembling plasma.	6
DSGNWhsh-CK_WHOOSH-Tonal Synth Chopper Low_RTSB_COL.wav	Low toned tonal flutter synth chopper emits a swift and futuristic whoosh.	6
DSGNWhsh-CK_WHOOSH-Tonal Synth Downer Alarm_RTSB_COL.wav	Resonant descending, futuristic and distorted tonal whoosh with a lot of sub frequencies.	6
DSGNWhsh-CK_WHOOSH-Tonal Synth Downer Bass Chopper_RTSB_COL.wav	Deep, tonal synth downer bass creating a futuristic, impactful whooshing effect.	6
DSGNWhsh-CK_WHOOSH-Tonal Synth Downer Plasma_RTSB_COL.wav	Futuristic, swirling descent created by a tonal synth and plasma like textures.	6



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DSGNWhsh-CK_WHOOSH-Tonal Synth Skeleton_RTSB_COL.wav	Futuristic and airy whoosh with eerie, synthesized tones reminiscent of a skeleton.	6
DSGNWhsh-CK_WHOOSH-Whoosh Organic Cloth Short_RTSB_COL.wav	Short, organic cloth whooshing with a distinct swooshing movement.	6
DSGNWhsh-CK_WHOOSH-Whoosh Organic Texture 01_RTSB_COL.wav	Gentle, airy whoosh with an organic, textured quality with a wobble and synthetic character.	6
DSGNWhsh-CK_WHOOSH-Whoosh Organic Texture 02_RTSB_COL.wav	Series of smooth, deep whooshing swish with an organic and textured quality.	6
DSGNWhsh-CK_WHOOSH-Whoosh Organic Texture 03_RTSB_COL.wav	Dynamic, airy whoosh with a natural, textured quality like a gentle breeze.	6
EXPLDsgn-CK_DISTORTION-Explosion Synth Distorted_RTSB_COL.wav	Dynamic explosion like synth with intense distortion, creating a powerful and edgy atmosphere.	6
EXPLDsgn-CK_DISTORTION-Explosion Synth Massive_RTSB_COL.wav	Powerful explosion created using heavy synthesis with a massive quality.	6
EXPLDsgn-CK_DISTORTION-Explosion Transient Boom_RTSB_COL.wav	Powerful explosion with a distinct booming quality and transient distortion effect.	6
EXPLDsgn-CK_DISTORTION-Explosion Transient Liquid_RTSB_COL.wav	Dynamic explosion with liquid elements and a unique distorted transient quality.	6
EXPLDsgn-CK_DISTORTION-Explosion Transient Noise Crisp_RTSB_COL.wav	Sharp explosion with a transient, crisp noise, creating a distorted audio effect.	6
EXPLDsgn-CK_DISTORTION-Explosion Transient Noise_RTSB_COL.wav	Loud explosion like noise with a distorted and transient element.	6
EXPLDsgn-CK_HIT-Explosion Synth Boom_RTSB_COL.wav	Powerful explosion like created by a synthesized boom, impactful and intense.	6
EXPLDsgn-CK_HIT-Explosion Synth Industrial_RTSB_COL.wav	Powerful, intense explosion created using a synthetic, industrial like design.	6
EXPLDsgn-CK_HIT-Explosion Synth Short_RTSB_COL.wav	Short synthetic explosion designed for impact purposes.	6
EXPLDsgn-CK_HIT-Explosion Synth Stutter_RTSB_COL.wav	Digital explosion followed by a stuttering synth effect bursts in a powerful hit.	6
EXPLDsgn-CK_HIT-Explosion Transient Distorted Industrial_RTSB_COL.wav	Distorted explosive hit with an industrial edge resonating in a transient manner.	6
EXPLDsgn-CK_HIT-Explosion Transient Synth Echo_RTSB_COL.wav	Powerful explosion like hit with an echoing transient synth impact.	6
EXPLDsgn-CK_HIT-Fluttering Explosion_RTSB_COL.wav	Fluttering followed by an explosion creates a dynamic impact.	6
GLASCrsh-CK_DESTRUCTION-Glass Impact Debris Box_RTSB_COL.wav	Shattering glass crashes into a box, creating a debris filled impact.	6
GLASCrsh-CK_DESTRUCTION-Glass Impact Debris Low_RTSB_COL.wav	Low pitched glass shattering and impact debris scattering from destruction.	6
GLASCrsh-CK_DESTRUCTION-Glass Impact Debris Short_RTSB_COL.wav	Quick shattering impact followed by small glass debris scattering around.	6
GLASCrsh-CK_DESTRUCTION-Glass Impact Debris_RTSB_COL.wav	Glass shattering and breaking into debris during a destructive impact.	6
GLASCrsh-CK_DESTRUCTION-Glass Impact Single Shard_RTSB_COL.wav	Sharp glass shard collides with force creating a loud, destructive impact.	6
GLASCrsh-CK_DESTRUCTION-Glass Impact Small_RTSB_COL.wav	Small glass object shattering with a sharp, high pitched impact.	6
GLASFrsh-CK_TONAL-Glass Shard Screech_RTSB_COL.wav	High pitched screeching of glass shards rubbing together with tonal qualities.	6
METLCrsh-CK_DESTRUCTION-Metal Scrap Crash_RTSB_COL.wav	Distant and metallic collision of heavy metal scraps crashing together in destruction.	6
METLCrsh-CK_DESTRUCTION-Metal Scrap Impact 01_RTSB_COL.wav	Heavy metal object crashes and impacts with another metallic surface, creating hollow collision.	6
METLCrsh-CK_DESTRUCTION-Metal Scrap Impact 02_RTSB_COL.wav	Loud metallic crash as a large piece of metal scrap impacts the ground.	6
METLCrsh-CK_DESTRUCTION-Metal Scrap Impact 03_RTSB_COL.wav	Heavy metal object crashing down causing destructive impact and metallic scrap.	6
METLCrsh-CK_DESTRUCTION-Metal Scrap Impact 04_RTSB_COL.wav	The of heavy metal crashing and impacting creates a destructive, metallic cacophony.	6
METLCrsh-CK_DESTRUCTION-Metal Scrap Impact Small_RTSB_COL.wav	Small metallic scrap impacting with force, creating a crushing and destruction.	6
METLFric-CK_DESTRUCTION-Metal Panel Scrape Rippled_RTSB_COL.wav	Metal panel being scraped and ripped, creating intense destruction with rippled textures.	6
METLFric-CK_DESTRUCTION-Metal Toolbox Scrape_RTSB_COL.wav	Metal toolbox being scraped, creating chaotic and destructive metallic friction.	6
METLFric-CK_TONAL-Bowed Sheet 1 Long Low_RTSB_COL.wav	Continuous low toned created by bowing metal sheet with a jarring friction quality.	6
METLFric-CK_TONAL-Bowed Sheet 1 Long Shriil_RTSB_COL.wav	Long and shrill event created by bowing a metallic sheet.	6
METLFric-CK_TONAL-Bowed Sheet 1 Low Short_RTSB_COL.wav	Low and short tonal event created by bowing a metal sheet.	6
METLFric-CK_TONAL-Bowed Sheet 1 Pitch Up_RTSB_COL.wav	Metallic sheet being bowed with a tonal quality, pitch increasing.	6
METLFric-CK_TONAL-Bowed Sheet 1 Short High_RTSB_COL.wav	Short high tonal sheet created by bowing metal sheets, with a friction like quality.	6
METLFric-CK_TONAL-Bowed Sheet 2 Low Altering_RTSB_COL.wav	Low altering tonal metallic friction created by bowing a sheet delicately.	6
METLFric-CK_TONAL-Bowed Sheet 2 Low_RTSB_COL.wav	Low toned, resonant friction produced by bowing a metal sheet.	6
METLFric-CK_TONAL-Bowed Sheet 2 Shriil_RTSB_COL.wav	Metallic fricative tone created by bowing a shrill sheet of metal.	6
METLFric-CK_TONAL-Bowed Sheet 2 Very Low_RTSB_COL.wav	Low, frictional metal tones reminiscent of a bowed sheet producing deep, resonant tonal qualities.	6
METLFric-CK_TONAL-Bowed Sheet 2_RTSB_COL.wav	Metallic friction with tonal qualities resembling a bowed sheet of metal.	6
METLFric-CK_TONAL-Bowed Sheet 3 Long Altering Pitch_RTSB_COL.wav	Long altering pitch of tonal bowed sheet creating a metallic friction with tonal variations.	6
METLFric-CK_TONAL-Bowed Sheet 3 Long_RTSB_COL.wav	Long, tonal friction created by bowing a metal sheet.	6
METLFric-CK_TONAL-Bowed Sheet 3 Short Shriil_RTSB_COL.wav	Short, sharp shrill tones created by bowing a metallic sheet in tonal frequencies.	6
METLFric-CK_TONAL-Bowed Sheet 3 Short_RTSB_COL.wav	Short, tonal created by bowing a metallic sheet with a friction effect.	6

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METLFric-CK_TONAL-Bowed Sheet 4 Long Scream Low_RTSB_COL.wav	Long, low toned scream produced by bowing a metal sheet.	6
METLFric-CK_TONAL-Bowed Sheet 4 Long Scream_RTSB_COL.wav	Long, tonal scream created by bowing a metal sheet producing a frictional, metallic timbre.	6
METLFric-CK_TONAL-Bowed Sheet 4 Long Steady_RTSB_COL.wav	Steady, tonal sustain created by bowing a metal sheet, producing a metallic friction noise.	6
METLFric-CK_TONAL-Bowed Sheet 4 Long Various_RTSB_COL.wav	Long, tonal friction of metallic sheet being bowed produces eerie and atmospheric soundscape.	6
METLFric-CK_TONAL-Bowed Sheet 4 Short Scream_RTSB_COL.wav	Metallic friction melds with tonal elements from a short, bowing scream on sheet metal.	6
METLFric-CK_TONAL-Bowed Sheet 4 Short Swell Low_RTSB_COL.wav	Short, low pitched tonal swell created by bowing a metal sheet.	6
METLFric-CK_TONAL-Bowed Sheet 5 No Resonance_RTSB_COL.wav	Metallic sheet is bowed producing tonal friction without resonant vibrations.	6
METLFric-CK_TONAL-Bowed Ventilator Altering Pitch_RTSB_COL.wav	Metallic friction with tonal elements resembling a bowed ventilator changing pitch.	6
METLFric-CK_TONAL-Bowed Ventilator High_RTSB_COL.wav	High pitched, tonal audio resembling a ventilator, created through friction with a metal object.	6
METLFric-CK_TONAL-Bowed Ventilator Low_RTSB_COL.wav	Deep, resonant tone produced by a bowed instrument near a low pitched ventilator.	6
METLFric-CK_TONAL-Metal Bar Scrape Hollow Short_RTSB_COL.wav	Short, hollow metal bar scrape creates a tonal friction.	6
METLFric-CK_TONAL-Metal Bar Scrape Hollow Uneven_RTSB_COL.wav	Uneven hollow metal bar scraped creates tonal friction.	6
METLFric-CK_TONAL-Metal Bar Scrape Hollow_RTSB_COL.wav	Gritty metal bar scrapes against a hollow surface with tonal resonances.	6
METLFric-CK_TONAL-Metal Bar Scrape Rippled Slow_RTSB_COL.wav	Slow, deliberate metal bar scrape creating rippled tonal with friction in varied frequencies.	6
METLFric-CK_TONAL-Metal Bar Scrape Rippled_RTSB_COL.wav	Metal bar scrape creating tonal ripples with friction, sharpness, and textures.	6
METLFric-CK_TONAL-Metal Board Scrape Resonant_RTSB_COL.wav	Resonant metal board scrape with tonal friction, reminiscent of industrial metal works.	6
METLFric-CK_TONAL-Metal Board Scrape Screech Harsh_RTSB_COL.wav	Harsh metallic screech created by scraping a metal board, tonal and abrasive.	6
METLFric-CK_TONAL-Metal Board Scrape Screech_RTSB_COL.wav	High pitched metallic screech created by scraping a metal board with friction.	6
METLFric-CK_TONAL-Metal Board Scrape Wimmer_RTSB_COL.wav	High pitched metallic noise resembling scraping a metal board with a lingering tonal quality.	6
METLFric-CK_TONAL-Metal Panel Scrape Massive Short_RTSB_COL.wav	Intense scraping noise from a sizable metal panel being moved swiftly against a surface.	6
METLFric-CK_TONAL-Metal Panel Scrape Massive_RTSB_COL.wav	Massive metal panel scraping, producing tonal friction in a high pitched metallic character.	6
METLFric-CK_TONAL-Metal Panel Scrape Resonant Noise_RTSB_COL.wav	Metallic panel scraping produces a resonating tonal noise with friction.	6
METLFric-CK_TONAL-Metal Panel Scrape Resonant Screech_RTSB_COL.wav	High pitched, resonant screech created by scraping a metal panel, tonally metallic.	6
METLFric-CK_TONAL-Metal Panel Scrape Resonant_RTSB_COL.wav	Metal panel scraping with a resonant tonal quality.	6
METLFric-CK_TONAL-Oven Door Squeak Harmonic 01_RTSB_COL.wav	Metallic, tonal oven door squeak horror scenes.	6
METLFric-CK_TONAL-Oven Door Squeak Harmonic 02_RTSB_COL.wav	Oven door squeak producing distinct tonal frequencies.	6
METLmpt-CK_HIT-Brake Disc Metal Container Transient_RTSB_COL.wav	Short and simple metal transient.	6
METLmpt-CK_HIT-Car Door Back Slam_RTSB_COL.wav	Metal object impacts and creates a loud slamming noise from hitting a car's back door.	6
METLmpt-CK_HIT-Car Door Front Low Slam Reverberant_RTSB_COL.wav	Heavy metallic impact resonates as a car door is forcefully slammed shut.	6
METLmpt-CK_HIT-Construction Truck Hook Lift Drop Reverberant_RTSB_COL.wav	Construction truck dropping metal hooks onto a reverberant surface with a low impactful hit.	6
METLmpt-CK_HIT-Construction Tub Metal Gear Slam_RTSB_COL.wav	Forceful metal gear slamming into another metal object.	6
METLmpt-CK_HIT-Dark Long Tail_RTSB_COL.wav	Soft and resonating metal impact.	6
METLmpt-CK_HIT-Dull Container Lid_RTSB_COL.wav	Solid impact with a metal container lid producing a dull thud.	6
METLmpt-CK_HIT-Hollow Metal Sheet Bin_RTSB_COL.wav	Resonating, hollow metal impact.	6
METLmpt-CK_HIT-Impact Sweetener Metal Wood_RTSB_COL.wav	Sharp metallic hit produced by a wooden mallet.	6
METLmpt-CK_HIT-Iron Container Rattle_RTSB_COL.wav	Hitting an iron container, producing a resonant rattling sound.	6
METLmpt-CK_HIT-Large Container Door Lever Pull_RTSB_COL.wav	Large metal container door lever getting pulled heavily and impactful.	6
METLmpt-CK_HIT-Large Container Door Lever Push_RTSB_COL.wav	Forceful push on metal lever of a large container door.	6
METLmpt-CK_HIT-Large Container Door Rattle_RTSB_COL.wav	Large metal container door rattling from a forceful impact.	6
METLmpt-CK_HIT-Large Container Door Robust Soft_RTSB_COL.wav	Heavy, impactful, hit of large and solid container door.	6
METLmpt-CK_HIT-Large Container Door Solid_RTSB_COL.wav	Heavy impact on a solid large container door.	6
METLmpt-CK_HIT-Large Container Gong_RTSB_COL.wav	Heavy metallic impact resonates as a large and hollow container is struck.	6
METLmpt-CK_HIT-Large Container Resonant Dull_RTSB_COL.wav	Large metal container is hit, creating a resonant and dull sound.	6
METLmpt-CK_HIT-Large Hook Drop_RTSB_COL.wav	Large metal hook drops on a metal floor.	6
METLmpt-CK_HIT-Large Metal Construction Trailer Truck_RTSB_COL.wav	Heavy metallic impact on a large trailer truck.	6
METLmpt-CK_HIT-Large Metal Stack Scrape_RTSB_COL.wav	Large metal stack crashing.	6
METLmpt-CK_HIT-Large Resonant Metal Plate_RTSB_COL.wav	Strong hit on a large metal plate resonates deeply with a metallic clang.	6



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METLmpt-CK_HIT-Large Solid Metal Container Indoor Hard Reverberant_RTSB_COL.wav	Heavy hit of a large and solid metal container. Indoor and reverberant.	6
METLmpt-CK_HIT-Large Solid Metal Container Indoor Soft Reverberant_RTSB_COL.wav	Soft hit of a large and solid metal container. Indoor and reverberant.	6
METLmpt-CK_HIT-Large Truck Container Rattle Double_RTSB_COL.wav	Heavy metal container rattles from a strong impact.	6
METLmpt-CK_HIT-Large Truck Container Rattle Single_RTSB_COL.wav	Powerful metal impact on a large truck container followed by a metallic rattling.	6
METLmpt-CK_HIT-Large Truck Dark Hollow Double_RTSB_COL.wav	Heavy impact on a large truck. Dark and hollow tail.	6
METLmpt-CK_HIT-Large Truck Hollow Single_RTSB_COL.wav	Heavy impact on a large truck. Dark and hollow tail.	6
METLmpt-CK_HIT-Large Truck Low Boom Double_RTSB_COL.wav	Forceful slam on a large truck creating a low booming hit.	6
METLmpt-CK_HIT-Large Truck Low Boom Single_RTSB_COL.wav	Forceful slam on a large truck creating a low booming hit.	6
METLmpt-CK_HIT-Large Truck Tonal Cling_RTSB_COL.wav	Hitting a large truck with a small metallic object for a resonating tonal cling sound.	6
METLmpt-CK_HIT-Large Truck Trailer Hitch_RTSB_COL.wav	Heavy impact on a large truck trailer hitch creates a metallic hit.	6
METLmpt-CK_HIT-Metal Anchor Cling_RTSB_COL.wav	Slamming a large metal anchor to produce a sharp, resonant, and clinking impact.	6
METLmpt-CK_HIT-Metal Bar Punch_RTSB_COL.wav	Strong, metallic impact with a metal bar. Heavy low end punch.	6
METLmpt-CK_HIT-Metal Bar Resonant_RTSB_COL.wav	Resonant metal bar struck with impactful intensity creating a long ringing sound.	6
METLmpt-CK_HIT-Metal Board Loose_RTSB_COL.wav	Loose metal board impact creating a crisp crash sound.	6
METLmpt-CK_HIT-Metal Board Sturdy_RTSB_COL.wav	Robust strike on a sturdy metal board.	6
METLmpt-CK_HIT-Metal Board Thick_RTSB_COL.wav	Heavy impact on a thick metal board.	6
METLmpt-CK_HIT-Metal Container Resonant Ring_RTSB_COL.wav	Resonant clang of a metal container being struck, creating a metallic ringing sound.	6
METLmpt-CK_HIT-Metal Container Semi Resonant_RTSB_COL.wav	Solid impact on a small metal container.	6
METLmpt-CK_HIT-Metal Cube Resonant_RTSB_COL.wav	Hitting a resonant metal cube creating an impactful sound that rings out clearly.	6
METLmpt-CK_HIT-Metal Garbage Container Handle Close_RTSB_COL.wav	Metal garbage container handle being closed with a heavy impact.	6
METLmpt-CK_HIT-Metal Garbage Container Handle Open_RTSB_COL.wav	Metal garbage container handle being opened with a heavy impact.	6
METLmpt-CK_HIT-Metal Gate Small Resonant_RTSB_COL.wav	Small metal gate being hit, producing a resonant crash sound.	6
METLmpt-CK_HIT-Metal Gate Small Tight_RTSB_COL.wav	Small metal gate being hit, producing a tight crash sound.	6
METLmpt-CK_HIT-Metal Grid Fence Resonant_RTSB_COL.wav	Forceful metal impact on a resonating grid fence.	6
METLmpt-CK_HIT-Metal Heavy Bar_RTSB_COL.wav	Heavy metal bar being struck forcefully, creating a ringing tonal impact.	6
METLmpt-CK_HIT-Metal Pieces Drop Small_RTSB_COL.wav	Small metal pieces dropping on a hard surface.	6
METLmpt-CK_HIT-Metal Plate Long Resonance_RTSB_COL.wav	Large metal plate hit creating a long resonant sound with a metallic timbre.	6
METLmpt-CK_HIT-Metal Rod Heavy Steel Beam Disharmonic_RTSB_COL.wav	Heavy steel beam being struck with a metal rod creating a disharmonic impact.	6
METLmpt-CK_HIT-Metal Rod Ring Resonance_RTSB_COL.wav	Hit with a metal rod creates a resonating metallic ringing sound.	6
METLmpt-CK_HIT-Metal Scrap Box 01_RTSB_COL.wav	Heavy metal scrap box impact, creating a loud, metallic thud.	6
METLmpt-CK_HIT-Metal Scrap Box 02_RTSB_COL.wav	Heavy metal scrap box impact, creating a loud, metallic thud.	6
METLmpt-CK_HIT-Metal Scrap Medium Shriiil_RTSB_COL.wav	Heavy metal scrap box impact, creating a loud and shriiil crash.	6
METLmpt-CK_HIT-Metal Scrap Medium_RTSB_COL.wav	Medium, impactful crash of metal scraps colliding.	6
METLmpt-CK_HIT-Metal Scrap Small 01_RTSB_COL.wav	Small metal scraps colliding, producing a sharp and high impact.	6
METLmpt-CK_HIT-Metal Scrap Small 02_RTSB_COL.wav	Small metal scraps colliding, producing a sharp and high impact.	6
METLmpt-CK_HIT-Metal Scrap Small 03_RTSB_COL.wav	Small metal scraps colliding, producing a sharp and high impact.	6
METLmpt-CK_HIT-Metal Scrap Sturdy Crash_RTSB_COL.wav	Heavy metal scrap impact, creating a sturdy crash.	6
METLmpt-CK_HIT-Metal Sheet 01_RTSB_COL.wav	Strong metal sheet impact, producing a wobbly tail.	6
METLmpt-CK_HIT-Metal Sheet 02_RTSB_COL.wav	Strong impact on a large metal sheet resulting in a deep and resonant, metallic hit.	6
METLmpt-CK_HIT-Metal Sheet 03_RTSB_COL.wav	Impact on a small metal sheet, creating a high and resonant clanging.	6
METLmpt-CK_HIT-Metal Sheet Bounce_RTSB_COL.wav	Metal sheet hit resulting in a distinct and resonant bouncing sound.	6
METLmpt-CK_HIT-Metal Sheet Crash_RTSB_COL.wav	Powerful metal sheet impact. Large and resonating crash.	6
METLmpt-CK_HIT-Metal Sheet Rattle_RTSB_COL.wav	Sharp impact on a metal sheet causing a rattling wobble.	6
METLmpt-CK_HIT-Metal Sheet Resonant High_RTSB_COL.wav	Resonant high pitched metal sheet being hit with force.	6
METLmpt-CK_HIT-Metal Sheet Resonant_RTSB_COL.wav	Clanging metal sheet being struck, creating a high ringing tail.	6
METLmpt-CK_HIT-Metal Sheet Thick Damped_RTSB_COL.wav	Thick metal sheet being hit, producing a deep, damped thud.	6
METLmpt-CK_HIT-Metal Sheet Thick_RTSB_COL.wav	Thick metal sheet being hit, producing a deep, resonating impact.	6

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METLmpt-CK_HIT-Metal Sheet Wobble_RTSB_COL.wav	Small metal sheet getting hit, emitting a resonant and wobbly sound.	6
METLmpt-CK_HIT-Metal Shell Resonant_RTSB_COL.wav	Hitting a metallic shell, creating a tonal ringing tail.	6
METLmpt-CK_HIT-Metal Sub Anvil_RTSB_COL.wav	Dark and soft metal impact created by hitting an anvil.	6
METLmpt-CK_HIT-Metal Sub Barrel_RTSB_COL.wav	Dark and soft metal impact created by hitting a barrel.	6
METLmpt-CK_HIT-Metal Sub Bathtub_RTSB_COL.wav	Dark and soft metal impact created by hitting a bathtub.	6
METLmpt-CK_HIT-Metal Sub Fence_RTSB_COL.wav	Dark and harsh metal impact created by hitting a fence.	6
METLmpt-CK_HIT-Metal Sub Grid Resonant_RTSB_COL.wav	Dark and large metal impact created by hitting a resonant grid.	6
METLmpt-CK_HIT-Metal Sub Massive Door Low_RTSB_COL.wav	Dark metal impact created by hitting a door.	6
METLmpt-CK_HIT-Metal Sub Massive Door_RTSB_COL.wav	Dark and ringing metal impact created by hitting a door.	6
METLmpt-CK_HIT-Refrigerator Door Close_RTSB_COL.wav	Metal impact of a refrigerator door closing with a heavy thud.	6
METLmpt-CK_HIT-Resonant Grid_RTSB_COL.wav	Hitting a resonant grid with a small metal rod.	6
METLmpt-CK_HIT-Resonant Hook Slam_RTSB_COL.wav	Large metal hook getting slammed on a metallic surface.	6
METLmpt-CK_HIT-Resonant Steel Beam High_RTSB_COL.wav	Powerful impact on a resonant steel beam creates a high pitched metallic sound.	6
METLmpt-CK_HIT-Resonant Steel Beam Low_RTSB_COL.wav	Powerful impact on a resonant steel beam creates a high pitched metallic sound.	6
METLmpt-CK_HIT-Semi Hollow Metal Stam Reverberant_RTSB_COL.wav	Heavy metal object slammed on a solid surface creating a resonant reverberation.	6
METLmpt-CK_HIT-Ship Container Indoor Hard_RTSB_COL.wav	Metallic and impactful indoor hit on a sturdy ship container resonates loudly.	6
METLmpt-CK_HIT-Ship Container Indoor Soft_RTSB_COL.wav	Gentle indoor impact on a metal ship container with a soft demeanor.	6
METLmpt-CK_HIT-Ship Container Outdoor_RTSB_COL.wav	Heavy impact on a large metallic ship container.	6
METLmpt-CK_HIT-Small Metal Pipe Wheelbarrow_RTSB_COL.wav	Small metal pipe hits a wheelbarrow, producing metallic impact.	6
METLmpt-CK_HIT-Small Metal Truck Trailer_RTSB_COL.wav	Small metal truck trailer being hit.	6
METLmpt-CK_HIT-Small Solid Steel Beam_RTSB_COL.wav	Hitting a small and solid metallic steel beam.	6
METLmpt-CK_HIT-Solid Double Boom_RTSB_COL.wav	Heavy impact on a large truck container, creating a large boom.	6
METLmpt-CK_HIT-Solid Truck Bed_RTSB_COL.wav	Heavy impact on a large truck bed, creating a solid boom.	6
METLmpt-CK_HIT-Solid Wood Metal Bar Slam Hard_RTSB_COL.wav	Forceful impact between metal and solid wood.	6
METLmpt-CK_HIT-Stacked Metal Wood Plates_RTSB_COL.wav	Metallic impact on stacked metal and wood plates results in soft rattling.	6
METLmpt-CK_HIT-Tonal Container Boom_RTSB_COL.wav	Large metal container being hit, creating a low boom.	6
METLmpt-CK_HIT-Tonal Heavy Low_RTSB_COL.wav	Heavy, tonal impact with a low pitch that resonates powerfully.	6
METLmpt-CK_HIT-Tonal Low Heavy Buzz_RTSB_COL.wav	Heavy, low toned buzz follows a metallic and tonal impact.	6
METLmpt-CK_HIT-Triangle_RTSB_COL.wav	Small triangle being hit very soft.	6
METLmpt-CK_HIT-Tube Small Damped_RTSB_COL.wav	Small tube getting hit while being damped.	6
METLmpt-CK_HIT-Tube Small Ring_RTSB_COL.wav	Small metal tube getting hit. High and ringing impact.	6
METLmpt-CK_HIT-Vibrating Grid Construction_RTSB_COL.wav	Metallic impact resonates as heavy objects collide on a vibrating grid.	6
METLmpt-CK_METAL-Collision Giant Resonant Metal Plate_RTSB_COL.wav	Heavy metal collision created by a giant metal plate.	6
METLmpt-CK_METAL-Large Loose Metal Door Long_RTSB_COL.wav	Large rumbling metal door being hit intensely.	6
METLmpt-CK_METAL-Metal Door Pieces Movement Hard_RTSB_COL.wav	Small metal door pieces rattling.	6
METLmpt-CK_METAL-Metal Door Pieces Movement Soft_RTSB_COL.wav	Soft metal door pieces rattling.	6
METLmpt-CK_METAL-Metal Door Pieces Slam_RTSB_COL.wav	Metal door pieces slamming together with a sharp, impactful clang.	6
METLmpt-CK_METAL-Old Metal Door Hinge_RTSB_COL.wav	Large old metal door hinge being closed forcefully.	6
METLmpt-CK_METAL-Stacked Metal Doors_RTSB_COL.wav	Stacked metal doors getting hit.	6
METLmpt-CK_METAL-Stacked Metal Wire Fences_RTSB_COL.wav	Stacked metal wire fences getting hit.	6
METLmvt-CK_DESTRUCTION-Metal Chain Drop Heavy_RTSB_COL.wav	Metal chain dropping, resonating with powerful movement.	6
METLmvt-CK_DESTRUCTION-Metal Chain Drop_RTSB_COL.wav	Metal chain dropping, resulting in loud rattling and movement noises.	6
METLmvt-CK_DESTRUCTION-Metal Chain Lift Heavy_RTSB_COL.wav	A heavy metal chain is lifted with force, creating a destructive and impactful sound.	6
METLmvt-CK_DESTRUCTION-Metal Chain Lift_RTSB_COL.wav	Rumbling metal chain lift creating a loud, destructive movement through an industrial setting.	6
METLmvt-CK_DESTRUCTION-Metal Chain On Metal Surface Handle_RTSB_COL.wav	Metal chain moving on metal surface, creating a destructive and harsh sound.	6
METLmvt-CK_DESTRUCTION-Metal Chain Small High Rattle_RTSB_COL.wav	Small metal chain rattles loudly, simulating the sound of destruction in motion.	6
METLmvt-CK_DESTRUCTION-Metal Toolbox Search_RTSB_COL.wav	Intense metal clangs, impacts and rattling, while search through a metal toolbox.	6

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MUSCPerc-CK_HIT-Drumset Bass Resonant_RTSB_COL.wav	Resonant bass drum hit, low and impactful.	6
MUSCPerc-CK_HIT-Drumset Bass Snare_RTSB_COL.wav	Forceful impact on snare drum that resonates with bass.	6
MUSCPerc-CK_HIT-Drumset Crash Large_RTSB_COL.wav	Impact on a large drum set crash, creating a booming resonant clang.	6
MUSCPerc-CK_HIT-Drumset Hi-Hat Loose_RTSB_COL.wav	Loose hi hat hit with rattling and fizzing character	6
MUSCPerc-CK_HIT-Drumset Hi-Hat Tight_RTSB_COL.wav	Sharp impact on a tight hi hat. High, fizzing tone.	6
MUSCPerc-CK_HIT-Drumset Snare Hiss_RTSB_COL.wav	Softer but voluminous snare drum hit with resonating snare wire.	6
MUSCPerc-CK_HIT-Drumset Snare Loose_RTSB_COL.wav	Softer but voluminous snare drum hit with loose resonating snare wire.	6
MUSCPerc-CK_HIT-Drumset Snare Tight_RTSB_COL.wav	Tight snare drum hit with percussive impact and sharp clarity.	6
MUSCPerc-CK_HIT-Drumset Tom Detuned_RTSB_COL.wav	Detuned tom drum hit creating a deep, resonant boom.	6
MUSCPerc-CK_HIT-Drumset Tom Large Resonant Dirty High_RTSB_COL.wav	Large, high pitched drumset tom hit resonates with powerful percussive force.	6
MUSCPerc-CK_HIT-Drumset Tom Large Resonant Dirty Low_RTSB_COL.wav	Powerful, resonant drum hit with a gritty, low pitched quality.	6
MUSCPerc-CK_HIT-Drumset Tom Large Resonant_RTSB_COL.wav	Powerful hit on a large drumset tom resonates.	6
MUSCPerc-CK_HIT-Drumset Tom Resonant_RTSB_COL.wav	Resonant, very low tom hit on a drum set, delivering deep resonating impact.	6
PAPRImpct-CK_HIT-Cardboard Box Crunch Resonant_RTSB_COL.wav	Crunchy impact of hitting a cardboard box. Creating a low, resonant sound.	6
PAPRImpct-CK_HIT-Carton Large 01_RTSB_COL.wav	Forceful impact on a large cardboard box creates a sharp, resonant sound with rattling tail.	6
PAPRImpct-CK_HIT-Carton Large 02_RTSB_COL.wav	Large, impactful hit a cardboard box.	6
PAPRImpct-CK_HIT-Carton Large Rustle_RTSB_COL.wav	Rustling paper hitting a large cardboard box creates a crisp, impactful sound.	6
PAPRImpct-CK_HIT-Carton Large Thud_RTSB_COL.wav	Heavy thud produced by hitting on a large cardboard box.	6
PAPRImpct-CK_HIT-Carton Low_RTSB_COL.wav	Low, impactful hit on a cardboard carton, rustling stuffing.	6
PAPRImpct-CK_HIT-Carton Small Heavy_RTSB_COL.wav	Small cardboard object impacting a surface and bouncing.	6
PAPRImpct-CK_HIT-Carton Small Thud_RTSB_COL.wav	Small cardboard object impacting a surface with a dull thud.	6
PAPRImpct-CK_HIT-Carton Small Wobble_RTSB_COL.wav	Small cardboard object impacting a surface. Bouncing and wobbling.	6
PAPRImpct-CK_HIT-Metal Rod Cardboard Box Resonant_RTSB_COL.wav	Thick metal rod hitting a cardboard box, creating a rustling, impactful and resonant thud.	6
PAPRImpct-CK_HIT-Metal Rod Cardboard Box_RTSB_COL.wav	Thick metal rod hitting a cardboard box, creating a rustling, impactful thud.	6
PLASImpt-CK_HIT-Barrel Inside Double_RTSB_COL.wav	Heavy impact of a large object hitting the inside of a barrel. Bouncing.	6
PLASImpt-CK_HIT-Big Barrel Inside_RTSB_COL.wav	Heavy impact of a large object hitting the inside of a barrel.	6
PLASImpt-CK_HIT-Dull Hollow Soft_RTSB_COL.wav	Soft impact of a large object hitting the inside of a barrel. Heavily resonating.	6
PLASImpt-CK_HIT-Large Garbage Container Lid Wobble_RTSB_COL.wav	Heavy plastic lid bangs against a large garbage container, creating a wobbling hit.	6
PLASImpt-CK_HIT-Large Plastic Container Double_RTSB_COL.wav	Heavy plastic container is struck forcefully, creating a harsh, wobbling thud.	6
PLASImpt-CK_HIT-Large Plastic Container Single_RTSB_COL.wav	Heavy plastic container is struck forcefully, creating a harsh, resonant impact thud.	6
PLASImpt-CK_HIT-Large Plastic Garbage Container_RTSB_COL.wav	Heavy plastic container being hit, producing a resonant and impactful sound.	6
PLASImpt-CK_HIT-Large Plastic Metal Construction Sign_RTSB_COL.wav	Heavy plastic and metal construction sign being hit with. Rustling and wobbling tail.	6
PLASImpt-CK_HIT-Large Wobble Container_RTSB_COL.wav	A large plastic container being hit, creating a significant wobbling tail.	6
PLASImpt-CK_HIT-Plastic Construction Sign Drop_RTSB_COL.wav	Plastic construction sign dropping onto the ground with an impactful, rattling sound.	6
PLASImpt-CK_HIT-Resonant Pipe_RTSB_COL.wav	Resonant plastic pipe being hit producing a sharp, impactful and resonating thud.	6
PLASImpt-CK_HIT-Small Plastic Metal Construction Sign_RTSB_COL.wav	Small plastic construction sign being hit with a metal object. Processed by morphing.	6
PLASImpt-CK_HIT-Solid Plastic Metal Box Slap Reverberant_RTSB_COL.wav	A solid plastic box being hit, creating reverberant thud.	6
ROCKCrsh-CK_DESTRUCTION-Stone Gravel Impact Lose_RTSB_COL.wav	Heavy, impactful crash of small stones and gravel tumultuously colliding and scattering.	6
ROCKCrsh-CK_DESTRUCTION-Stone Gravel Impact Tight_RTSB_COL.wav	Crunchy, impactful crash of small stones and gravel colliding and scattering.	6
ROCKCrsh-CK_DESTRUCTION-Stone Impact Large_RTSB_COL.wav	Stone impacting with force, creating a powerful, rolling clack.	6
ROCKCrsh-CK_DESTRUCTION-Stone Impact Roll_RTSB_COL.wav	Massive stone impact followed by rolling stone particles.	6
ROCKCrsh-CK_DESTRUCTION-Stone Impact_RTSB_COL.wav	Stone crashing on another stone. Clacking and clattering.	6
ROCKImpt-CK_DESTRUCTION-Hollow Brick Debris_RTSB_COL.wav	Crashing and shattering of hollow brick debris.	6
ROCKImpt-CK_DESTRUCTION-Large Cement Block Crash_RTSB_COL.wav	Massive cement block crashing down with forceful impact.	6
ROCKImpt-CK_DESTRUCTION-Low Brick Debris_RTSB_COL.wav	Crashing bricks echo in a clattering and rolling rumble.	6
ROCKImpt-CK_DESTRUCTION-Solid Brick Debris_RTSB_COL.wav	Crashing rocks and crumbling bricks. Short.	6
ROCKImpt-CK_DESTRUCTION-Thin Cement Block Crash_RTSB_COL.wav	Thin cement block crashing with destructive force. Clattering and rolling stone debris.	6



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ROCKImpt-CK_DESTRUCTION-Thin Cement Block Debris_RTSB_COL.wav	Crashing cement blocks create a heavy, destructive impact. Rolling and clattering debris.	6
ROCKImpt-CK_HIT-Gravel Bag Punch 01_RTSB_COL.wav	Forceful impact on a gravel bag, creating a distinctive rock like crunch.	6
ROCKImpt-CK_HIT-Gravel Bag Punch 02_RTSB_COL.wav	Forceful impact on a gravel bag, creating a distinctive rock like crunch.	6
ROCKImpt-CK_HIT-Hollow Concrete Foot Stomp_RTSB_COL.wav	Strong and solid foot stomping on a hollow concrete ground, creating a deep impact.	6
SWSH-CK_WHOOSH-Whoosh Air Broom_RTSB_COL.wav	Quick, airy swoosh produced by a broom swiftly moving through the air.	6
SWSH-CK_WHOOSH-Whoosh Air Cable Whip 01_RTSB_COL.wav	Sharp, fast swoosh produced by cable cutting through the air swiftly.	6
SWSH-CK_WHOOSH-Whoosh Air Cable Whip 02_RTSB_COL.wav	Sharp, fast swoosh produced by cable cutting through the air swiftly. Fast.	6
SWSH-CK_WHOOSH-Whoosh Air Cloth Rustle_RTSB_COL.wav	Rustling swoosh produced by umbrella.	6
SWSH-CK_WHOOSH-Whoosh Air Whistle Low_RTSB_COL.wav	Low, airy swoosh resembling a gentle whistle passing through the air.	6
WHSB-CK_WHOOSH-Cloth Movement Crisp Chopper_RTSB_COL.wav	Crisp, chopping whoosh produces processed cloth movement. Sharp and distinct.	6
WHSB-CK_WHOOSH-Cloth Movement Fast Noise Swirl_RTSB_COL.wav	Fast, swirling and noisy whoosh created by processed cloth movement.	6
WHSB-CK_WHOOSH-Cloth Movement Fast Roll Over Bass_RTSB_COL.wav	Fast, intense, flapping whoosh rolling with a deep bass undertone. Processed cloth movement.	6
WHSB-CK_WHOOSH-Cloth Movement Fast Soft Chopper_RTSB_COL.wav	A fast, soft chopping whoosh produced by processed cloth movements.	6
WHSB-CK_WHOOSH-Cloth Movement Fast Sub Chopper Hollow_RTSB_COL.wav	Fast, hollow, chopping whoosh produced by processed cloth movements.	6
WHSB-CK_WHOOSH-Cloth Movement Fast Wide Chopper_RTSB_COL.wav	Quick, chopping whoosh produced by processed cloth movements.	6
WHSB-CK_WHOOSH-Cloth Movement Noise Flaps Crackle_RTSB_COL.wav	Noisy, flapping and chopping whoosh produced by processed cloth movements.	6
WHSB-CK_WHOOSH-Cloth Movement Sub Crackle_RTSB_COL.wav	Low rumbling, flapping and chopping whoosh produced by processed cloth movements.	6
WHSB-CK_WHOOSH-Whoosh Fire Flutter_RTSB_COL.wav	Short, flapping, distorted fire whoosh by.	6
WHSB-CK_WHOOSH-Whoosh Fire Harsh 01_RTSB_COL.wav	Sharp, powerful whoosh resembling harsh fire burning fiercely.	6
WHSB-CK_WHOOSH-Whoosh Fire Harsh 02_RTSB_COL.wav	Harsh, fiery whoosh reminiscent of a raging fire in motion.	6
WHSB-CK_WHOOSH-Whoosh Fire Harsh Short 01_RTSB_COL.wav	Short, harsh sound resembling a quick, fiery whoosh passing by.	6
WHSB-CK_WHOOSH-Whoosh Fire Harsh Short 02_RTSB_COL.wav	Rapid and intense fire like whoosh.	6
WHSB-CK_WHOOSH-Whoosh Fire Rumble 01_RTSB_COL.wav	Fiery, rumbling whoosh cuts through the air with intense power and energy.	6
WHSB-CK_WHOOSH-Whoosh Fire Rumble 02_RTSB_COL.wav	Powerful and intense fire whoosh cuts through the air with intense power and energy.	6
WOODCrsh-CK_DESTRUCTION-Wood Impact Beam Splinter Resonant_RTSB_COL.wav	Intense sound of wooden beam hitting and shattering into splinters.	6
WOODCrsh-CK_DESTRUCTION-Wood Impact Beam Splinter_RTSB_COL.wav	Powerful crash as wood impacts and splinters from destructive force.	6
WOODCrsh-CK_DESTRUCTION-Wood Impact Drop_RTSB_COL.wav	Wooden plank impacting the ground forcefully. Wobbling and rattling.	6
WOODCrsh-CK_DESTRUCTION-Wood Impact Log Drop_RTSB_COL.wav	Heavy log crashing down, splintering wood with a powerful impact.	6
WOODCrsh-CK_DESTRUCTION-Wood Impact Rattle_RTSB_COL.wav	Sharp wooden impact with rattling and splintering noise.	5
WOODCrsh-CK_DESTRUCTION-Wood Impact Wobble_RTSB_COL.wav	Wooden object crashes on surface, creating a wobbling and splintering impact.	6
WOODImpt-CK_HIT-Dull Hollow Wood Metal Box_RTSB_COL.wav	Dull wooden hit of hollow wood and metal box.	6
WOODImpt-CK_HIT-Large Wood Bar Drop_RTSB_COL.wav	Large wooden bar being dropped with impact. Rattling and wobbling.	6
WOODImpt-CK_HIT-Wood Absorber Frame Bounce_RTSB_COL.wav	Wooden frame is being hit with a noticeable bounce upon impact.	6
WOODImpt-CK_HIT-Wood Absorber Punch Heavy_RTSB_COL.wav	Heavy punch on a wooden frame. Low, resonant rumble.	6
WOODImpt-CK_HIT-Wood Absorber Punch_RTSB_COL.wav	Wooden frame is being hit. Slight, tonal rumble	6
WOODImpt-CK_HIT-Wood Absorber Thud_RTSB_COL.wav	Wood impact is muffled by a soft material, creating a thudding sound.	6
WOODImpt-CK_HIT-Wood Chest Low_RTSB_COL.wav	Solid, heavy impact on a wooden chest with a low wobbling character.	6
WOODImpt-CK_HIT-Wood Chest Rattle_RTSB_COL.wav	Wooden chest being hit, producing resonant and impactful rattling.	6
WOODImpt-CK_HIT-Wood Chest Resonant_RTSB_COL.wav	Strong impact on resonating wooden chest. Slightly rattling and snaring character.	6
WOODImpt-CK_HIT-Wood Dull Metal Container Hard_RTSB_COL.wav	Wooden object is being hit on metal container creating a dull thud.	6
WOODImpt-CK_HIT-Wood Dull Metal Container Soft_RTSB_COL.wav	Muffled impact as wood strikes a dull metal container softly.	6
WOODImpt-CK_HIT-Wood Large Bar Rustle_RTSB_COL.wav	Large wooden log is being struck creating a deep, resonant and rustling thud.	6
WOODImpt-CK_HIT-Wood Log Harsh_RTSB_COL.wav	Wooden log hits the ground with sharp and harsh impact.	6
WOODImpt-CK_HIT-Wood Low_RTSB_COL.wav	Low wooden impact, emphasizing the material and low pitched nature of the hit. Metallic parts clicking and rattling.	6
WOODImpt-CK_HIT-Wood Metal Rattle_RTSB_COL.wav	Sharp impact on wood creates a resonating metal rattling.	6
WOODImpt-CK_HIT-Wood Metal Ring_RTSB_COL.wav	Sharp impact on wood creates a resonating metal ringing.	6
WOODImpt-CK_HIT-Wood Metal Scrap_RTSB_COL.wav	Wooden object being struck with a metal object, causing a clinking and wobbling impact.	6



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WOODImpt-CK_HIT-Wood Transient_RTSB_COL.wav	Sharp wooden transient produced by two hitting wood objects.	6
DSGNBram-BB_OUTRO-Electrified Warhorn_RTSB_COL.wav	An electrifying warhorn blares boldly in the dynamic design outro, captivating attention and energy.	6
DSGNBram-BB_OUTRO-Fluttering Blast_RTSB_COL.wav	Sudden blast followed by fluttering reflection signals the end of a design project.	6
DSGNBram-BB_OUTRO-Fluttering Extermination_RTSB_COL.wav	An eerie outro with fluttering, sinister tones resembling an extermination in the distance.	6
DSGNBram-BB_OUTRO-SciFi Warhorn_RTSB_COL.wav	Futuristic war horn blares, signaling the end of a Sci Fi battle.	6
DSGNDist-BB_HIT-Hit Metal Barrel_RTSB_COL.wav	Heavy, distorted and processed impact with tonal elements and long crumbling tail.	6
DSGNDist-BB_HIT-Hit Sub Comet_RTSB_COL.wav	Sharp hit resembling a comet's impact with a deep, powerful sub bass element and distortion.	6
DSGNDist-BB_HIT-Hit Sub Crisp_RTSB_COL.wav	Sharp, precise impact with a deep, resonant low end and a hard, distorted quality.	6
DSGNDist-BB_OUTRO-Hit Pulse_RTSB_COL.wav	Dynamic and intense hit resembling a rumbling pulse.	6
DSGNDist-BB_OUTRO-Texture Drone Ghost_RTSB_COL.wav	Haunting, eerie texture resembling a ghostly drone resonating.	6
DSGNImpt-BB_HIT-Access Denied_RTSB_COL.wav	Sharp, metallic impact followed by futuristic glitch effect.	6
DSGNImpt-BB_HIT-Bass Stinger_RTSB_COL.wav	Sharp, impactful bass stinger. Reverberant and rattling.	6
DSGNImpt-BB_HIT-Bass Sweetener_RTSB_COL.wav	Sharp, impactful bass impact with wobbling, synthesized tail.	6
DSGNImpt-BB_HIT-Cloth Explosion Sweetener Distorted_RTSB_COL.wav	Heavy, bursting impact useful for thickening explosions.	6
DSGNImpt-BB_HIT-Cloth Explosion Sweetener Heavy Burst_RTSB_COL.wav	Heavy, bursting impact useful for thickening explosions. Hissing noise resembling flowing gas.	6
DSGNImpt-BB_HIT-Cosmic Collision_RTSB_COL.wav	Powerful, thundering impact resembling otherworldly thunder crack.	6
DSGNImpt-BB_HIT-Crunchy Slam Impact Long_RTSB_COL.wav	Processed, organic wobbling hit with sustained low mids.	6
DSGNImpt-BB_HIT-Dark Tonal Sub Impact_RTSB_COL.wav	Heavy, impactful strike with a deep, dark tonal quality resonating in the background. Dropping bass.	6
DSGNImpt-BB_HIT-Deep Liquid Impact_RTSB_COL.wav	Deep, liquid impact with reverb. Low rumbling tail.	6
DSGNImpt-BB_HIT-Deep Tonal Impact_RTSB_COL.wav	Deep toned impact with echoing synth elements and large reverb.	6
DSGNImpt-BB_HIT-Deep Voice From The Abyss_RTSB_COL.wav	Deep and dark impact with wobbling elements and reverberant, low echo.	6
DSGNImpt-BB_HIT-Explosion Sweetener_RTSB_COL.wav	Sharp explosive impact followed by echoing, industrial elements.	6
DSGNImpt-BB_HIT-Granular Debris Crack_RTSB_COL.wav	Sharp, impactful hit, creating granular cracking debris.	6
DSGNImpt-BB_HIT-Granular Debris Filtered_RTSB_COL.wav	Powerful and filtered impact with granular debris.	6
DSGNImpt-BB_HIT-Granular Debris High_RTSB_COL.wav	High granular debris impact resulting in a sharp, fragmented sound texture.	6
DSGNImpt-BB_HIT-Granular Debris Low_RTSB_COL.wav	Low granular debris impact resulting in a sharp and heavy sound texture.	6
DSGNImpt-BB_HIT-Granular Debris Modulated_RTSB_COL.wav	Crisp impact followed by fine granular and modulated debris.	6
DSGNImpt-BB_HIT-Hard Resonant Double Slam_RTSB_COL.wav	Forceful impact creating a powerful, reverberating sound from a double slam.	6
DSGNImpt-BB_HIT-Heavy Impact_RTSB_COL.wav	Powerful and intense impact, striking with force and weight. Futuristic and metallic character.	6
DSGNImpt-BB_HIT-Heavy Smack_RTSB_COL.wav	Powerful impact resembling a heavy slap with low rumbling tail.	6
DSGNImpt-BB_HIT-Locking Impact_RTSB_COL.wav	Sharp, metallic hit with a locking, mechanical snap.	6
DSGNImpt-BB_HIT-Low Heavy Impact_RTSB_COL.wav	Low, heavy impact boom with lots of reverb and tonal echoes.	6
DSGNImpt-BB_HIT-Low Resonance Boom_RTSB_COL.wav	Low, resonant boom sound with a long reverberant tail.	6
DSGNImpt-BB_HIT-Massive Metal Thunder Sustain_RTSB_COL.wav	Powerful impact of metal object with sustained, massive resonance. Resembling thunder.	6
DSGNImpt-BB_HIT-Mystical Wind Strike_RTSB_COL.wav	Mysterious and impactful hit accompanied by a wobbly pitch slide.	6
DSGNImpt-BB_HIT-Quick Snappy Impact_RTSB_COL.wav	Short, sharp impact with quick and snappy quality. Futuristic character.	6
DSGNImpt-BB_HIT-Reverberated Cinematic Bass Drum_RTSB_COL.wav	Deep reverberant cinematic drum hit.	6
DSGNImpt-BB_HIT-Reverberated Industrial Door_RTSB_COL.wav	Industrial, reverberant hit with echo and noisy, tonal elements.	6
DSGNImpt-BB_HIT-SciFi Bass Impact_RTSB_COL.wav	Powerful bass impact in a futuristic Sci Fi setting, designed with precision for impact.	6
DSGNImpt-BB_HIT-Synthetic Impact_RTSB_COL.wav	Synthetic impact with glitchy and distorted elements.	6
DSGNImpt-BB_HIT-Tonal Slam_RTSB_COL.wav	Powerful impact with a distinctive tonal quality resembling a forceful slam.	6
DSGNImpt-BB_HIT-Tonal Synth Boom_RTSB_COL.wav	Sharp, impactful synthetic boom with a tonal quality.	6
DSGNImpt-BB_HIT-Underwater Explosion Sub_RTSB_COL.wav	Underwater explosion with a deep, impactful hit creating a dynamic and immersive sound experience.	6
DSGNImpt-BB_HIT-Wobbly Impact_RTSB_COL.wav	Solid and impactful hit sound with a wobbly resonance, creating a unique and powerful impact.	6
DSGNImpt-BB_HIT-Wooden Percussion Drum_RTSB_COL.wav	Sharp wooden percussion hit. Large processed drums.	6
DSGNImpt-BB_HIT-Zappy SciFi Impact_RTSB_COL.wav	Futuristic and electrifying impact sound with a zappy and Sci Fi essence.	6
DSGNImpt-BB_OUTRO-Barrel Drop_RTSB_COL.wav	Metallic barrel drops with a satisfying and reverberant tail.	6

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DSGNMisc-BB_INTRO-Fast Stutter Spin Granular_RTSB_COL.wav	Fast, stuttering spin with wobbly transition elements.	6
DSGNMisc-BB_INTRO-Gritty Phaser Particle Scrape_RTSB_COL.wav	Gritty phaser transition with scraping particles. Dark rumbling.	6
DSGNMisc-BB_INTRO-Incoming Bass Movement_RTSB_COL.wav	Deep, moving bass resembling an incoming transition.	6
DSGNMisc-BB_INTRO-Incoming Metal_RTSB_COL.wav	Reversed metal impact. Tonal riser.	6
DSGNMisc-BB_INTRO-Low Distortion Movement_RTSB_COL.wav	Dynamic intro transition with subtle distortion elements.	6
DSGNMisc-BB_INTRO-Low Granular Phase Distortion_RTSB_COL.wav	Low granular phase distortion creates a processed intro texture.	6
DSGNMisc-BB_INTRO-Moving Flanger Scrape_RTSB_COL.wav	High, processed and scraping intro, created by flanger modulation.	6
DSGNMisc-BB_INTRO-Noise Rise_RTSB_COL.wav	Modulated noise riser. Thin and airy texture.	6
DSGNMisc-BB_INTRO-Organic Fade_RTSB_COL.wav	Reversed organic cloth intro. Fast movement.	6
DSGNMisc-BB_INTRO-Phasing Granular Incoming_RTSB_COL.wav	Dynamic mix of granular and phased elements entering gradually.	6
DSGNMisc-BB_INTRO-Resonant Rise_RTSB_COL.wav	Deep, resonating sound that gradually builds and rises in intensity.	6
DSGNMisc-BB_INTRO-Smooth Spinning Scrape_RTSB_COL.wav	Smooth, spinning scrape intro. Modulated and processed.	6
DSGNMisc-BB_INTRO-Spinning Liquid Distortion_RTSB_COL.wav	Liquid distortion swirling in a dynamic, intro like manner.	6
DSGNMisc-BB_INTRO-Squeak Start_RTSB_COL.wav	Brief metallic squeak intro with a futuristic and innovative tone.	6
DSGNMisc-BB_INTRO-Tonal Chorus Scrape_RTSB_COL.wav	Reversed metal tail with a tonal chorus, creates a scraping intro.	6
DSGNStngr-BB_OUTRO-Bowed Metallic Tail_RTSB_COL.wav	Resonant metallic tones gently fading out with a bowed instrument in the background.	6
DSGNStngr-BB_OUTRO-Cymbal_RTSB_COL.wav	Reverberant and processed cymbal creating a noisy outro.	6
DSGNStngr-BB_OUTRO-Dark Tail_RTSB_COL.wav	Suspenseful outro with a dark and lingering tail, evoking a mysterious atmosphere.	6
DSGNStngr-BB_OUTRO-Futuristic Bass Distorted_RTSB_COL.wav	Heavy futuristic bass outro with distorted elements. Long Tail.	6
DSGNStngr-BB_OUTRO-Futuristic Bass_RTSB_COL.wav	Futuristic bass outro with reverberant elements. Long Tail.	6
DSGNStngr-BB_OUTRO-Futuristic Skeleton Clicker_RTSB_COL.wav	Metallic click with a futuristic tone, reminiscent of a skeletal structure, fading into silence.	6
DSGNStngr-BB_OUTRO-Futuristic Synth Flicker_RTSB_COL.wav	Futuristic, synth based sound with flickering elements in the outro.	6
DSGNStngr-BB_OUTRO-Futuristic Warhorn_RTSB_COL.wav	Futuristic war horn creating a powerful, otherworldly outro tail.	6
DSGNStngr-BB_OUTRO-Ghostly Tail_RTSB_COL.wav	Fading echoes of eerie ghostly howls linger in the haunting outro.	6
DSGNStngr-BB_OUTRO-Hit Metal Grid_RTSB_COL.wav	Processed and reverberant metallic grid hit creating a long and smooth outro.	6
DSGNStngr-BB_OUTRO-Hit Synth Scream High_RTSB_COL.wav	High pitched synthetic scream creating an intense and thrilling outro segment.	6
DSGNStngr-BB_OUTRO-Hit Synth Scream_RTSB_COL.wav	Dramatic outro featuring a powerful synth hit with a screaming quality.	6
DSGNStngr-BB_OUTRO-Low Booming Tail_RTSB_COL.wav	Low, booming tail with a design oriented and mysterious atmosphere.	6
DSGNStngr-BB_OUTRO-Low Brass Tail_RTSB_COL.wav	Short low brass musical ending with a strong and impactful.	6
DSGNStngr-BB_OUTRO-Low Cinematic Tail_RTSB_COL.wav	Low, dramatic cinematic effect to conclude a design or presentation.	6
DSGNStngr-BB_OUTRO-Metal Gong_RTSB_COL.wav	High and hollow resonating metal gong fades out smoothly, echoing with a metallic flourish.	6
DSGNStngr-BB_OUTRO-Metal Plate_RTSB_COL.wav	Metal plate is struck, creating a resonating hit that fades out slowly.	6
DSGNStngr-BB_OUTRO-Metal Pole_RTSB_COL.wav	Closing segment as metal pole scrapes and clangs against surfaces in a designed environment.	6
DSGNStngr-BB_OUTRO-Rising Tail_RTSB_COL.wav	Futuristic outro with a rising tail, hinting at an innovative conclusion.	6
DSGNStngr-BB_OUTRO-Soft Granular Tail_RTSB_COL.wav	Gentle, textured conclusion with subtle, granular elements lingering in the background.	6
DSGNStngr-BB_OUTRO-Squeaky Metallic Tail_RTSB_COL.wav	High pitched metallic squeak trails off, resembling a door closing in a unique design.	6
DSGNStngr-BB_OUTRO-Stinger Reverberated Piano Hit_RTSB_COL.wav	Reverberated piano hit creates a sharp and impactful conclusion for a design tutorial.	6
DSGNWhsh-BB_WHOOSH-Cloth Movement Noise_RTSB_COL.wav	Sharp, swift of a cloth whooshing through the air.	6
DSGNWhsh-BB_WHOOSH-Dark Wobbly_RTSB_COL.wav	Dark, wobbly whoosh with a design element, creating a mysterious and intense atmosphere.	6
DSGNWhsh-BB_WHOOSH-Heavy Synthetic_RTSB_COL.wav	Heavy, synthetic whoosh that suggests a futuristic and impactful design element.	6
DSGNWhsh-BB_WHOOSH-High Pitch Incoming Projectile_RTSB_COL.wav	High pitched whoosh resembling a swift incoming projectile passing by with a piercing swoosh noise.	6
DSGNWhsh-BB_WHOOSH-High Pitch Siren_RTSB_COL.wav	High pitched siren whoosh that is sharp and intense.	6
DSGNWhsh-BB_WHOOSH-Large Synthetic_RTSB_COL.wav	Powerful, futuristic swoosh with a synthetic and spacious quality.	6
DSGNWhsh-BB_WHOOSH-Low Synthetic_RTSB_COL.wav	Futuristic low synthetic whoosh, blending design elements with a smooth swoosh effect.	6
DSGNWhsh-BB_WHOOSH-Rev Up Synthetic_RTSB_COL.wav	Futuristic, accelerating revving audio resembling a high tech synthesis with a swishing effect.	6
DSGNWhsh-BB_WHOOSH-SciFi Short_RTSB_COL.wav	Futuristic, swift whoosh that resembles a moving object in a Sci Fi setting.	6
DSGNWhsh-BB_WHOOSH-Synth Texture Air Wave Bass_RTSB_COL.wav	Dynamic, futuristic synth texture glides through the air with a deep bass undertone, whooshing.	6

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DSGNWhsh-BB_WHOOSH-Synth Texture Aircraft Strong_RTSB_COL.wav	Powerful, futuristic synth texture with strong aircraft whooshing elements fills the space.	6
DSGNWhsh-BB_WHOOSH-Synth Texture Sub Roll_RTSB_COL.wav	Futuristic synthetic texture with a subtle rolling whoosh.	6
DSGNWhsh-BB_WHOOSH-Synth Texture Tonal Aircraft Racer_RTSB_COL.wav	Futuristic synth whoosh with tonal elements resembling a racing aircraft speeding by.	6
DSGNWhsh-BB_WHOOSH-Synth Texture Tonal Glitch Noise_RTSB_COL.wav	Futuristic synth texture glitch noise with tonal elements and a whooshing effect.	6
DSGNWhsh-BB_WHOOSH-Synth Texture Tonal Noise Plasma_RTSB_COL.wav	Futuristic synth texture with tonal noise, resembling plasma.	6
DSGNWhsh-BB_WHOOSH-Synth Texture Tonal Racer Bass_RTSB_COL.wav	Futuristic synth texture whoosh resembling a fast paced racer with a deep bass.	6
DSGNWhsh-BB_WHOOSH-Synth Texture Tonal Racer Noise_RTSB_COL.wav	Futuristic and high speed synth swoosh with tonal elements mimicking a racing noise.	6
DSGNWhsh-BB_WHOOSH-Synth Texture Tonal Soft Bass Wave_RTSB_COL.wav	Gentle yet powerful whoosh of soft bass waves with a tonal synth texture.	6
DSGNWhsh-BB_WHOOSH-Tonal Synth Downer Alien Presence_RTSB_COL.wav	Futuristic tonal synth downer captures the eerie presence of an alien whoosh.	6
DSGNWhsh-BB_WHOOSH-Tonal Synth Downer Liquid Grit_RTSB_COL.wav	Downward tonal synth with a liquid and gritty texture, enhanced by a whooshing effect.	6
DSGNWhsh-BB_WHOOSH-Tonal Synth Downer Liquid Plasma_RTSB_COL.wav	Descending, liquid like synthesizer with a tonal, plasma like quality and a whoosh effect.	6
DSGNWhsh-BB_WHOOSH-Tonal Synth Downer Plasma Chopper_RTSB_COL.wav	Descending metallic synth with a deep, electrifying buzzing quality.	6
DSGNWhsh-BB_WHOOSH-Tonal Synth Slow Alien Ship_RTSB_COL.wav	Slow, alien spacecraft passes by with a futuristic tonal synth whooshing effect.	6
DSGNWhsh-BB_WHOOSH-Whoosh Organic Cloth_RTSB_COL.wav	Gentle, natural whoosh created by a soft, organic cloth swishing through the air.	6
EXPLDsgn-BB_OUTRO-Explosion Synth Massive Tonal_RTSB_COL.wav	Powerful explosion of synth tones with massive tonal impact marking the outro.	6
EXPLDsgn-BB_OUTRO-Explosion Synth Mech_RTSB_COL.wav	Futuristic synth explosion marking the end of a mechanical, technological journey.	6
FGHTImpt-BB_HIT-Forceful Punch_RTSB_COL.wav	Sharp impact resembling a forceful punch. Harsh and thick.	6
METLCrsh-BB_HIT-Heavy Metal Door Slam_RTSB_COL.wav	Heavy metal door slams shut with a loud and echoing metallic crash.	6
METLCrsh-BB_HIT-Large Metal Lock Tonal_RTSB_COL.wav	Heavy and metallic crash of a large, tonal metal lock.	6
METLCrsh-BB_HIT-Large Metal Slam Complex_RTSB_COL.wav	Heavy metal crash reverberating loudly with a complex, powerful impact.	6
METLImpt-BB_HIT-Hard Saturation Slam_RTSB_COL.wav	Heavy metal impact with powerful and aggressive saturation.	6
METLImpt-BB_HIT-Large Metal Clatter_RTSB_COL.wav	Forceful hit causes a loud metallic clatter, conveying a sense of impactful weight.	6
METLImpt-BB_HIT-Large Metal Heavy_RTSB_COL.wav	Powerful and reverberating impact of a large, heavy metal object striking forcefully. Heavily rattling tail.	6
METLImpt-BB_HIT-Large Metal Lever_RTSB_COL.wav	Heavy metal object being forcefully struck, creating a loud, impactful metallic thud.	6
METLImpt-BB_HIT-Large Metal Massive Clean_RTSB_COL.wav	Heavy metal object impacts a surface with powerful, clean, and impactful hit.	6
METLImpt-BB_HIT-Large Metal Resonant_RTSB_COL.wav	Powerful strike creates a deep, prolonged reverberation in a large metal structure.	6
METLImpt-BB_HIT-Large Metal Tail Bend_RTSB_COL.wav	Heavy metal object impacts another surface, creating a loud reverberating noise. Resembling giant metal container.	6
METLImpt-BB_HIT-Large Metal Tight_RTSB_COL.wav	Heavy metal object striking another metal surface with a sharp, impactful clang.	6
METLImpt-BB_HIT-Massive Metal Hiss_RTSB_COL.wav	Powerful, echoing metallic impact followed by a massive hissing sound.	6
METLImpt-BB_HIT-Resonant Metal Slam Tonal Stylized_RTSB_COL.wav	Resonant metal slam with a stylized tonal quality and impactful hit. Hitting or bouncing two times.	6
ROCKCrsh-BB_HIT-Hard Stone Clash_RTSB_COL.wav	Heavy stone crashing against another stone. Harsh and loud impact.	6
ROCKCrsh-BB_HIT-Rock Crash_RTSB_COL.wav	Heavy rock crashing against another rock, creating a loud and impactful sound with lots of low end.	6
WOODCrsh-BB_HIT-Wood Crack_RTSB_COL.wav	Wooden object crashing to the ground, creating a sharp crack. Wobbling and clattering wood debris.	6
DSGNImpt-DS_IMPACT GAME-Big Discovery_RTSB_COL.wav	Powerful impact resembling a significant discovery in a dynamic video game environment.	4
DSGNImpt-DS_IMPACT GAME-Dark Boom Time Sensitive_RTSB_COL.wav	Dark and intense booming impact sound, suitable for time sensitive in game scenarios.	4
DSGNImpt-DS_IMPACT GAME-Dark Event_RTSB_COL.wav	Crucial impactful moment in a dark event during a game.	4
DSGNImpt-DS_IMPACT GAME-Horror Door Unlocked_RTSB_COL.wav	Suspenseful horror game scene featuring a chilling and intense unlocked door impact.	4
DSGNImpt-DS_IMPACT GAME-Large Event Tonal_RTSB_COL.wav	Powerful, deep impact sound ideal for large ingame events.	4
DSGNImpt-DS_IMPACT GAME-Large UI Slam_RTSB_COL.wav	Powerful impact suitable for large, cinematic UI slams.	4
DSGNImpt-DS_IMPACT GAME-Mysterious Revelation_RTSB_COL.wav	Powerful impact with long intro. Suggesting some kind of award or achievement in game design context.	4
DSGNImpt-DS_IMPACT GAME-Nexus Pulse_RTSB_COL.wav	Powerful impact resembling a crucial moment in a futuristic video game.	4
DSGNImpt-DS_IMPACT GAME-Subtle Finisher_RTSB_COL.wav	Soft, delicate impact with a hint of finality, suitable for gaming applications.	4
DSGNImpt-DS_IMPACT GAME-Unlocking_RTSB_COL.wav	Sharp, mechanical impact with positive and mysterious character.	4
DSGNImpt-DS_IMPACT PHYSICS-Brick Wall Breaker_RTSB_COL.wav	Powerful impact resembling breaking through a brick wall. Wobbling and rolling debris.	4
DSGNImpt-DS_IMPACT PHYSICS-Doomsday Chime_RTSB_COL.wav	Powerful impact chime resonating a sense of impending doom with physics inspired intensity.	4
DSGNImpt-DS_IMPACT PHYSICS-Iron Clash_RTSB_COL.wav	Powerful collision of iron objects, emanating a forceful and resonant impact.	4
DSGNImpt-DS_IMPACT PHYSICS-Large Industrial Steel_RTSB_COL.wav	Loud and resonant impact, with a solid low end burst.	4



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DSGNlmpdt-DS_IMPACT PHYISCS-Metal Mourning_RTSB_COL.wav	Metallic object hits the ground with a mournful resonance, echoing through space.	4
DSGNlmpdt-DS_IMPACT PHYISCS-Rock Detonation Short Debris_RTSB_COL.wav	Short, powerful rock detonation with impactful physics and short debris.	4
DSGNlmpdt-DS_IMPACT PHYISCS-Scrap Debris_RTSB_COL.wav	Powerful impact creates metallic clang and glass debris scattering. Tonal, metallic clang.	4
DSGNlmpdt-DS_IMPACT PHYISCS-Stone Crush_RTSB_COL.wav	Gravel crunching under heavy weight with crashing rocks in a physics simulation.	4
DSGNlmpdt-DS_IMPACT PHYISCS-Wood Crunch_RTSB_COL.wav	Heavy impact of crunching wood, mimicking the impact of a heavy object falling on a surface, followed by wobbling and splintering.	4
DSGNlmpdt-DS_IMPACT PHYISCS-Large Metal Gate_RTSB_COL.wav	Massive metal gate slams shut with a booming impact and rattling tail.	4
DSGNlmpdt-DS_IMPACT-Annihilating Blast_RTSB_COL.wav	Powerful, destructive blast with deep, resonating intensity and overwhelming force. Tonal droning tail.	4
DSGNlmpdt-DS_IMPACT-Cosmic Strike_RTSB_COL.wav	Powerful and impactful deep impact resembling a large cosmic collision.	4
DSGNlmpdt-DS_IMPACT-Dark Drum_RTSB_COL.wav	Heavy, ominous drum sound meant to deliver a powerful and dark impact.	4
DSGNlmpdt-DS_IMPACT-Dark Tonal Tail_RTSB_COL.wav	Powerful impact followed by a dark, low frequency tail echoing ominously.	4
DSGNlmpdt-DS_IMPACT-Extreme Gravitation_RTSB_COL.wav	Powerful, deep impact sound after incoming whoosh. Intense weight and force, creating low rumbling tail.	4
DSGNlmpdt-DS_IMPACT-Headphone Humiliation_RTSB_COL.wav	Deep, resonating impact with a buzzing hum in an enclosed space.	4
DSGNlmpdt-DS_IMPACT-Hollow Slam_RTSB_COL.wav	Deep, resonating slam with an empty, echoing quality.	4
DSGNlmpdt-DS_IMPACT-Sinister War Drum_RTSB_COL.wav	Deep, ominous war drum pounding with a sinister and impactful presence.	4
DSGNlmpdt-DS_IMPACT-Squeak Fall_RTSB_COL.wav	Design element hits the ground, producing a generic squeaking noise followed by a fall.	4
DSGNlmpdt-DS_IMPACT-Submission_RTSB_COL.wav	Distinctive and powerful metal impact with low rumbling decay.	4
DSGNlmpdt-DS_WHOOSH HIT-Aether Strike_RTSB_COL.wav	Powerful whoosh followed by a striking impact resembling an otherworldly force.	4
DSGNlmpdt-DS_WHOOSH HIT-Dark Void_RTSB_COL.wav	Deep, unsettling whoosh followed by a foreboding impact signifies the dark void.	4
DSGNlmpdt-DS_WHOOSH HIT-Furious Whip_RTSB_COL.wav	Powerful and intense whoosh followed by a sharp impact, evoking a sense of aggression.	4
DSGNlmpdt-DS_WHOOSH HIT-Hypersonic Missile_RTSB_COL.wav	Futuristic, powerful whoosh followed by an impactful blast resembling a hypersonic missile.	4
DSGNlmpdt-DS_WHOOSH HIT-Nemesis_RTSB_COL.wav	Whistling, incoming whoosh, resembling a whip. Followed by powerful hit with tonal, rumbling and chopping decay.	4
DSGNlmpdt-DS_WHOOSH HIT-Quasar Wave_RTSB_COL.wav	Powerful, tonal whoosh followed by impactful hit with thundering and electric characteristics.	4
DSGNlmpdt-DS_WHOOSH HIT-Ruthless Air Strike_RTSB_COL.wav	Powerful, impactful whoosh followed by a deep burst.	4
DSGNlmpdt-DS_WHOOSH HIT-Sonic Strike_RTSB_COL.wav	Powerful and impactful whoosh followed by a sharp and deep hit.	4
DSGNlmpdt-DS_WHOOSH HIT-Spaceship Crumble_RTSB_COL.wav	Complex, futuristic sound mimicking a spaceship crumbling with a sudden whooshing impact.	4
DSGNlmpdt-DS_WHOOSH HIT-Starfall Echo_RTSB_COL.wav	Digital whoosh followed by a impactful hit and distant echoes resembling a starfall.	4