Sound Armoury – Danger: Explosive

Bit Depth: 24 bit

Sample Rate: 96 kHz

Version: 1.0

Name	Description	Duration (HH:MM:SS)	Sample Rate	Channels	Bit Depth
DIRTCrsh_Designed Gravel Debris A, Multi_SARM_DaEx.wav	debris, gravel, rocks, landslide, landslip, destruction	00:00:44	96000	2	24
DIRTCrsh_Designed Gravel Debris B, Multi_SARM_DaEx.wav	debris, gravel, rocks, landslide, landslip, destruction	00:01:26	96000	2	24
DIRTCrsh_Designed Sand Debris A, Multi_SARM_DaEx.wav	debris, sand, dust, landslide, landslip, destruction	00:01:19	96000	2	24
DIRTCrsh_Designed Sand Debris B, Multi_SARM_DaEx.wav	debris, sand, dust, landslide, landslip, destruction	00:00:53	96000	2	24
DSGNBass_Sub Drop A, Multi_SARM_DaEx.wav	sub, sub drop, synth, bass, LFE, rumble, boom	00:00:24	96000	1	24
DSGNBass_Sub Drop B, Multi_SARM_DaEx.wav	sub, sub drop, synth, bass, LFE, rumble, boom	00:00:15	96000	1	24
DSGNBass_Sub Drop C, Multi_SARM_DaEx.wav	sub, sub drop, synth, bass, LFE, rumble, boom	00:00:27	96000	1	24
DSGNBass_Sub Drop D, Multi_SARM_DaEx.wav	sub, sub drop, synth, bass, LFE, rumble, boom	00:00:31	96000	1	24
DSGNBass_Sub Drop E, Multi_SARM_DaEx.wav	sub, sub drop, synth, bass, LFE, rumble, boom	00:00:22	96000	1	24
EXPLDsgn_Designed Explosion A, Sharp, Body, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, sharp, loud, transient	00:00:18	96000	2	24
EXPLDsgn_Designed Explosion A, Sharp, Full Mix, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, sharp, loud, transient, tail, reverb, reflections	00:00:45	96000	2	24
EXPLDsgn_Designed Explosion A, Sharp, Tail, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, loud, tail, reverb, reflections	00:00:41	96000	2	24
EXPLDsgn_Designed Explosion A, Sharp, Transient, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, sharp, loud, transient	00:00:18	96000	2	24
EXPLDsgn_Designed Explosion B, Harsh, Body, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, harsh, loud, transient	00:00:24	96000	2	24
EXPLDsgn_Designed Explosion B, Harsh, Full Mix, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, harsh, loud, transient, tail, reverb, reflections	00:00:50	96000	2	24
EXPLDsgn_Designed Explosion B, Harsh, Tail, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, tail, reverb, reflections	00:00:43	96000	2	24
EXPLDsgn_Designed Explosion B, Harsh, Transient, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, harsh, loud, transient	00:00:10	96000	2	24
EXPLDsgn_Designed Explosion C, Punchy, Body, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, punchy, loud, transient	00:00:17	96000	2	24
EXPLDsgn_Designed Explosion C, Punchy, Full Mix, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, punchy, loud, transient, tail, reverb, reflections	00:00:56	96000	2	24
EXPLDsgn_Designed Explosion C, Punchy, Tail, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, tail, reverb, reflections	00:00:50	96000	2	24
EXPLDsgn_Designed Explosion C, Punchy, Transient, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, punchy, loud, transient	00:00:11	96000	2	24
EXPLDsgn_Designed Explosion D, Clean, Body, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, clean, loud, transient	00:00:24	96000	2	24
EXPLDsgn_Designed Explosion D, Clean, Full Mix, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, clean, loud, transient, tail, reverb, reflections	00:00:58	96000	2	24
EXPLDsgn_Designed Explosion D, Clean, Tail, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, clean, reverb, reflections	00:00:52	96000	2	24
EXPLDsgn_Designed Explosion D, Clean, Transient, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, clean, loud, transient	00:00:14	96000	2	24
EXPLDsgn_Designed Explosion E, Crackly, Body, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, crackly, crackle, fiery, loud, transient	00:00:33	96000	2	24
EXPLDsgn_Designed Explosion E, Crackly, Full Mix, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, crackly, crackle, fiery, harsh, loud, transient, tail, reverb, reflections	00:01:05	96000	2	24
EXPLDsgn_Designed Explosion E, Crackly, Tail, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, tail, reverb, reflections	00:00:57	96000	2	24
EXPLDsgn_Designed Explosion E, Crackly, Transient, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, crackly, crackle, fiery, harsh, loud, transient	00:00:16	96000	2	24
EXPLDsgn_Designed Explosion F, Crackly, Body, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, crackly, crackle, fiery, harsh, loud, transient	00:00:21	96000	2	24
EXPLDsgn_Designed Explosion F, Crackly, Full Mix, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, crackly, crackle, fiery, harsh, loud, transient, tail, reverb, reflections	00:01:03	96000	2	24
EXPLDsgn_Designed Explosion F, Crackly, Tail, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, tail, reverb, reflections	00:00:58	96000	2	24
EXPLDsgn_Designed Explosion F, Crackly, Transient, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, crackly, crackle, fiery, harsh, loud, transient	00:00:10	96000	2	24
EXPLDsgn_Designed Explosion G, Earthy, Body, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, earthy, rocky, stone, dirt, loud, transient	00:00:23	96000	2	24
EXPLDsgn_Designed Explosion G, Earthy, Full Mix, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, earthy, rocky, stone, dirt, loud, transient, tail, reverb, reflections	00:01:00	96000	2	24
EXPLDsgn_Designed Explosion G, Earthy, Tail, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, earthy, rocky, stone, dirt, tail, reverb, reflections	00:00:55	96000	2	24
EXPLDsgn_Designed Explosion G, Earthy, Transient, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, earthy, rocky, stone, dirt, loud, transient	00:00:12	96000	2	24
EXPLDsgn_Designed Explosion H, Earthy, Body, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, earthy, rocky, stone, dirt, loud, transient	00:00:16	96000	2	24
EXPLDsgn_Designed Explosion H, Earthy, Full Mix, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, earthy, rocky, stone, dirt, loud, transient, tail, reverb, reflections	00:01:07	96000	2	24
EXPLDsgn_Designed Explosion H, Earthy, Tail, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, earthy, rocky, stone, dirt, tail, reverb, reflections	00:01:01	96000	2	24
EXPLDsgn_Designed Explosion H, Earthy, Transient, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, earthy, rocky, stone, dirt, loud, transient	00:00:10	96000	2	24
EXPLDsgn_Designed Explosion I, Earthy, Body, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, earthy, rocky, stone, dirt, loud, transient	00:00:17	96000	2	24
EXPLDsgn_Designed Explosion I, Earthy, Full Mix, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, earthy, rocky, stone, dirt, loud, transient, tail, reverb, reflections	00:01:04	96000	2	24
EXPLDsgn_Designed Explosion I, Earthy, Tail, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, earthy, rocky, stone, dirt, tail, reverb, reflections	00:00:59	96000	2	24
EXPLDsgn_Designed Explosion I, Earthy, Transient, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, earthy, rocky, stone, dirt, loud, transient	00:00:11	96000	2	24
EXPLDsgn_Designed Explosion J, Fiery, Body, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, fiery, crackle, tail, reverb, reflections	00:00:29	96000	2	24
EXPLDsgn_Designed Explosion J, Fiery, Full Mix, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, fiery, crackle, harsh, loud, transient, tail, reverb, reflections	00:00:57	96000	2	24
EXPLDsgn_Designed Explosion J, Fiery, Tail, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, fiery, crackle, tail, reverb, reflections	00:00:52	96000	2	24
EXPLDsgn_Designed Explosion J, Fiery, Transient, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, fiery, crackle, harsh, loud, transient	00:00:12	96000	2	24
EXPLDsgn_Designed Explosion K, Fiery, Body, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, fiery, crackle, tail, reverb, reflections	00:00:19	96000	2	24
EXPLDsgn_Designed Explosion K, Fiery, Full Mix, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, fiery, crackle, harsh, loud, transient, tail, reverb, reflections	00:01:15	96000	2	24
EXPLDsgn_Designed Explosion K, Fiery, Tail, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, fiery, crackle, tail, reverb, reflections	00:01:10	96000	2	24
EXPLDsgn_Designed Explosion K, Fiery, Transient, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, fiery, crackle, harsh, loud, transient	00:00:12	96000	2	24
EXPLDsgn_Designed Explosion L, Grounded, Body, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, grounded, clean, loud, transient	00:00:21	96000	2	24
EXPLDsgn_Designed Explosion L, Grounded, Full Mix, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, grounded, clean, loud, transient, tail, reverb, reflections	00:00:48	96000	2	24
EXPLDsgn_Designed Explosion L, Grounded, Tail, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, grounded, clean, tail, reverb, reflections	00:00:43	96000	2	24
EXPLDsgn_Designed Explosion L, Grounded, Transient, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, grounded, clean, loud, transient	00:00:13	96000	2	24
EXPLDsgn_Designed Explosion Loop A, Fiery_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, fire, harsh, loud, loop	00:00:09	96000	2	24
EXPLDsgn_Designed Explosion Loop B, Earthy_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, grounded, earthy, rock, stone, earthquake, loud, loop	00:00:04	96000	2	24
EXPLDsgn_Designed Explosion Loop C, Earthy_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, grounded, earthy, rock, stone, earthquake, loud, loop	00:00:07	96000	2	24
EXPLDsgn_Designed Explosion Loop D, Earthy_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, grounded, earthy, rock, stone, earthquake, loud, loop	00:00:05	96000	2	24
EXPLDsgn_Designed Explosion Loop E, Grounded_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, grounded, earthy, rock, stone, earthquake, loud, loop	00:00:09	96000	2	24
EXPLDsgn_Designed Explosion Loop F, Grounded_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, grounded, earthy, rock, stone, earthquake, loud, loop	00:00:06	96000	2	24
EXPLDsgn_Designed Explosion Loop G, Grounded_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, grounded, earthy, rock, stone, earthquake, loud, loop	00:00:07	96000	2	24
EXPLDsgn_Designed Explosion M, Grounded, Body, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, grounded, clean, loud, transient	00:00:18	96000	2	24
EXPLDsgn_Designed Explosion M, Grounded, Full Mix, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, grounded, clean, loud, transient, tail, reverb, reflections	00:00:55	96000	2	24
EXPLDsgn_Designed Explosion M, Grounded, Tail, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, grounded, clean, tail, reverb, reflections	00:00:50	96000	2	24
EXPLDsgn_Designed Explosion M, Grounded, Transient, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, grounded, clean, loud, transient	00:00:11	96000	2	24
EXPLDsgn_Designed Explosion N, Thumpy, Body, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, deep, thump, loud, transient	00:00:25	96000	2	24
EXPLDsgn_Designed Explosion N, Thumpy, Full Mix, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, deep, thump, loud, transient, tail, reverb, reflections	00:00:56	96000	2	24
EXPLDsgn_Designed Explosion N, Thumpy, Tail, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, deep, tail, reverb, reflections	00:00:40	96000	2	24
EXPLDsgn_Designed Explosion N, Thumpy, Transient, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, deep, thump, loud, transient	00:00:13	96000	2	24
EXPLDsgn_Designed Explosion O, Thumpy, Body, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, deep, thump, loud, transient	00:00:24	96000	2	24

File Name	Tags	Duration	Sample Rate	Channels	Bit Depth
EXPLDsgn_Designed Explosion O, Thumpy, Full Mix, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, deep, thump, loud, transient, tail, reverb, reflections	00:00:47	96000	2	24
EXPLDsgn_Designed Explosion O, Thumpy, Tail, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, deep, tail, reverb, reflections	00:00:44	96000	2	24
EXPLDsgn_Designed Explosion O, Thumpy, Transient, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, deep, thump, loud, transient	00:00:11	96000	2	24
EXPLDsgn_Designed Long Explosion Tail, A, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, deep, distant, tail, reverb, reflections	00:01:01	96000	2	24
EXPLDsgn_Designed Long Explosion Tail, B, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, deep, fiery, earthquake, distant, tail, reverb, reflections	00:01:15	96000	2	24
EXPLDsgn_Designed Long Explosion Tail, C, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, deep, rocky, earthquake, distant, tail, reverb, reflections	00:01:08	96000	2	24
EXPLDsgn_Designed Long Explosion Tail, D, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, deep, distant, tail, reverb, reflections	00:00:50	96000	2	24
EXPLDsgn_Designed Long Explosion Tail, E, Multi_SARM_DaEx.wav	explosion, explode, boom, kaboom, bomb, bang, deep, rocky, earthquake, distant, tail, reverb, reflections	00:00:51	96000	2	24
ROCKCrsh_Designed Rock Debris A, Multi_SARM_DaEx.wav	debris, stone, rocks, earth, landslide, landslip, destruction	00:00:38	96000	2	24
ROCKCrsh_Designed Rock Debris B, Multi_SARM_DaEx.wav	debris, stone, rocks, earth, landslide, landslip, destruction	00:01:24	96000	2	24
ROCKCrsh_Designed Rock Debris C, Multi_SARM_DaEx.wav	debris, stone, rocks, earth, landslide, landslip, destruction	00:00:59	96000	2	24