| Title | Description | FileName | Keywords | Media Code | Time | CD | Track | Index |
|---|---|---|---|--------------------------------------|------|---------------------|-------|-------|
| DSGNBram_BRAAM AGGRESSIVE- Bandwidth_B00M_CXDS_D.wav | Sharp, loud, and electric buzz like sound with feedback. | DSGNBram_BRAAM AGGRESSIVE- Bandwidth_B00M_CXDS_D.wav | DSGNBram_BRAAM AGGRESSIVE- Bandwidth_B00M_CXDS_D.wav | Cinematic Expressions Designed | | BRAAM AGGRESSIVE | 0 | 0 |
| DSGNBram_BRAAM AGGRESSIVE-Call For War_B00M_CXDS_G.wav | Electric buzz and ringing with unstable intensity. | DSGNBram_BRAAM AGGRESSIVE-Call For War_B00M_CXDS_G.wav | DSGNBram_BRAAM AGGRESSIVE-Call For War_B00M_CXDS_G.wav | Cinematic Expressions Designed | | BRAAM AGGRESSIVE | 0 | 0 |
| DSGNBram_BRAAM AGGRESSIVE-Cyber Blast_B00M_CXDS_B.wav | Fluttering buzz like sound with soft hiss. | DSGNBram_BRAAM AGGRESSIVE-Cyber Blast_B00M_CXDS_B.wav | DSGNBram_BRAAM AGGRESSIVE-Cyber Blast_B00M_CXDS_B.wav | Cinematic Expressions Designed | | BRAAM AGGRESSIVE | 0 | 0 |
| DSGNBram_BRAAM AGGRESSIVE-Je Suis La_B00M_CXDS_F#.wav | Wavering and electric buzz with soft feedback. | DSGNBram_BRAAM AGGRESSIVE-Je Suis La_B00M_CXDS_F#.wav | DSGNBram_BRAAM AGGRESSIVE-Je Suis La_B00M_CXDS_F#.wav | Cinematic Expressions Designed | | BRAAM AGGRESSIVE | 0 | 0 |
| DSGNBram_BRAAM AGGRESSIVE-Push My Buttons_B00M_CXDS_D.wav | Electric hit like sound with loud and wavering feedback. | DSGNBram_BRAAM AGGRESSIVE-Push My Buttons_B00M_CXDS_D.wav | DSGNBram_BRAAM AGGRESSIVE-Push My Buttons_B00M_CXDS_D.wav | Cinematic Expressions Designed | | BRAAM AGGRESSIVE | 0 | 0 |
| DSGNBram_BRAAM AGGRESSIVE-Short Blast_B00M_CXDS_D.wav | Short and electric hit with softly rumbling tail. | DSGNBram_BRAAM AGGRESSIVE-Short Blast_B00M_CXDS_D.wav | DSGNBram_BRAAM AGGRESSIVE-Short Blast_B00M_CXDS_D.wav | Cinematic Expressions Designed | | BRAAM AGGRESSIVE | 0 | 0 |
| DSGNBram_BRAAM AGGRESSIVE-Synthetic Waves_B00M_CXDS.wav | Quick whoosh with deep hit and fluttering tail. | DSGNBram_BRAAM AGGRESSIVE-Synthetic Waves_B00M_CXDS.wav | DSGNBram_BRAAM AGGRESSIVE-Synthetic Waves_B00M_CXDS.wav | Cinematic Expressions Designed | | BRAAM AGGRESSIVE | 0 | 0 |
| DSGNBram_BRAAM AGGRESSIVE-The Arrival_B00M_CXDS_A.wav | Sharp and electric buzz with soft feedback. | DSGNBram_BRAAM AGGRESSIVE-The Arrival_B00M_CXDS_A.wav | DSGNBram_BRAAM AGGRESSIVE-The Arrival_B00M_CXDS_A.wav | Cinematic Expressions Designed | | BRAAM AGGRESSIVE | 0 | 0 |
| DSGNBram_BRAAM SOFT-Could Of Chaos_B00M_CXDS_D#.wav | Loud and electric buzz like sound with feedback. | DSGNBram_BRAAM SOFT-Could Of Chaos_B00M_CXDS_D#.wav | DSGNBram_BRAAM SOFT-Could Of Chaos_B00M_CXDS_D#.wav | Cinematic Expressions Designed | | BRAAM SOFT | 0 | 0 |
| DSGNBram_BRAAM SOFT- Courage_B00M_CXDS_E.wav | Rattle like sound with deep whoosh. | DSGNBram_BRAAM SOFT- Courage_B00M_CXDS_E.wav | DSGNBram_BRAAM SOFT- Courage_B00M_CXDS_E.wav | Cinematic Expressions Designed | | BRAAM SOFT | 0 | 0 |
| DSGNBram_BRAAM SOFT- Elephants Breath_B00M_CXDS_E.wav | Sharp and loud rattle like sound with deep whoosh. | DSGNBram_BRAAM SOFT- Elephants Breath_B00M_CXDS_E.wav | DSGNBram_BRAAM SOFT- Elephants Breath_B00M_CXDS_E.wav | Cinematic Expressions Designed | | BRAAM SOFT | 0 | 0 |
| DSGNBram_BRAAM SOFT- Overtoned_B00M_CXDS_D.wav | Wavering ring like sound with deep whoosh. | DSGNBram_BRAAM SOFT- Overtoned_B00M_CXDS_D.wav | DSGNBram_BRAAM SOFT- Overtoned_B00M_CXDS_D.wav | Cinematic Expressions Designed | | BRAAM SOFT | 0 | 0 |
| DSGNBram_BRAAM SOFT-Silent Scream_B00M_CXDS_G#.wav | Sharp ringing with screech like element. | DSGNBram_BRAAM SOFT-Silent Scream_B00M_CXDS_G#.wav | DSGNBram_BRAAM SOFT-Silent Scream_B00M_CXDS_G#.wav | Cinematic Expressions Designed | | BRAAM SOFT | 0 | 0 |
| DSGNBram_BRAAM SOFT- Trumpets Of Jericho_B00M_CXDS_B.wav | Deep whiz like sound with slow whoosh. | DSGNBram_BRAAM SOFT- Trumpets Of Jericho_B00M_CXDS_B.wav | DSGNBram_BRAAM SOFT- Trumpets Of Jericho_B00M_CXDS_B.wav | Cinematic Expressions Designed | | BRAAM SOFT | 0 | 0 |
| DSGNBram_BRAAM SOFT- Unstable_B00M_CXDS.wav | Quick screech like sound with decreasing intensity. | DSGNBram_BRAAM SOFT- Unstable_B00M_CXDS.wav | DSGNBram_BRAAM SOFT- Unstable_B00M_CXDS.wav | Cinematic Expressions Designed | | BRAAM SOFT | 0 | 0 |

| DSGNBram_BRAAM SOFT-War Fog_B00M_CXDS_D.wav | Electric buzz like sound with feedback. | DSGNBram_BRAAM SOFT-War Fog_B00M_CXDS_D.wav | DSGNBram_BRAAM SOFT-War Fog_B00M_CXDS_D.wav | Cinematic Expressions Designed | BRAAM SOFT | 0 | 0 |
|--|--|--|--|--------------------------------------|------------------|---|---|
| DSGNDron_DRONE DARK-Belly Of The Beast_B00M_CXDS_C#.wav | Low and wavering rumble with screech like sound. | DSGNDron_DRONE DARK-Belly Of The Beast_B00M_CXDS_C#.wav | DSGNDron_DRONE DARK-Belly Of The Beast_B00M_CXDS_C#.wav | Cinematic Expressions Designed | DRONE DARK | 0 | 0 |
| DSGNDron_DRONE DARK- Creeping_B00M_CXDS_C.wav | Long whoosh with loud and screech like sounds. | DSGNDron_DRONE DARK- Creeping_B00M_CXDS_C.wav | DSGNDron_DRONE DARK- Creeping_B00M_CXDS_C.wav | Cinematic Expressions Designed | DRONE DARK | 0 | 0 |
| DSGNDron_DRONE DARK-Doom Foretold_B00M_CXDS.wav | Slow and long rumble with soft whiz like sounds. | DSGNDron_DRONE DARK-Doom Foretold_B00M_CXDS.wav | DSGNDron_DRONE DARK-Doom Foretold_B00M_CXDS.wav | Cinematic Expressions Designed | DRONE DARK | 0 | 0 |
| DSGNDron_DRONE DARK- Forbidden East_B00M_CXDS_B.wav | Wavering whiz like sound with long whoosh. | DSGNDron_DRONE DARK- Forbidden East_B00M_CXDS_B.wav | DSGNDron_DRONE DARK- Forbidden East_B00M_CXDS_B.wav | Cinematic Expressions Designed | DRONE DARK | 0 | 0 |
| DSGNDron_DRONE LIGHT- Diamond Cave_B00M_CXDS_E.wav | Sharp and electrified ringing with long whoosh. | DSGNDron_DRONE LIGHT- Diamond Cave_B00M_CXDS_E.wav | DSGNDron_DRONE LIGHT- Diamond Cave_B00M_CXDS_E.wav | Cinematic Expressions Designed | DRONE LIGHT | 0 | 0 |
| DSGNDron_DRONE LIGHT- Hovering_B00M_CXDS_D.wav | Soft ringing with long and wavering whoosh. | DSGNDron_DRONE LIGHT- Hovering_B00M_CXDS_D.wav | DSGNDron_DRONE LIGHT- Hovering_B00M_CXDS_D.wav | Cinematic Expressions Designed | DRONE LIGHT | 0 | 0 |
| DSGNDron_DRONE LIGHT-Land Of Hope_B00M_CXDS_C.wav | Melodic ringing with soft and slow whoosh. | DSGNDron_DRONE LIGHT-Land Of Hope_B00M_CXDS_C.wav | DSGNDron_DRONE LIGHT-Land Of Hope_B00M_CXDS_C.wav | Cinematic Expressions Designed | DRONE LIGHT | 0 | 0 |
| DSGNDron_DRONE LIGHT- Temple Of Plenty_B00M_CXDS_D#.wav | Soft ringing with random melodic taps. | DSGNDron_DRONE LIGHT- Temple Of Plenty_B00M_CXDS_D#.wav | DSGNDron_DRONE LIGHT- Temple Of Plenty_B00M_CXDS_D#.wav | Cinematic Expressions Designed | DRONE LIGHT | 0 | 0 |
| DSGNDron_DRONE NEUTRAL- Dilligence_B00M_CXDS.wav | Soft rumbling with deep ringing and whiz like sounds. | DSGNDron_DRONE NEUTRAL- Dilligence_B00M_CXDS.wav | DSGNDron_DRONE NEUTRAL- Dilligence_B00M_CXDS.wav | Cinematic Expressions Designed | DRONE NEUTRAL | 0 | 0 |
| DSGNDron_DRONE NEUTRAL- Lurking Danger_B00M_CXDS_D.wav | Long ringing and hissing with soft whooshes. | DSGNDron_DRONE NEUTRAL- Lurking Danger_B00M_CXDS_D.wav | DSGNDron_DRONE NEUTRAL- Lurking Danger_B00M_CXDS_D.wav | Cinematic Expressions Designed | DRONE NEUTRAL | 0 | 0 |
| DSGNDron_DRONE NEUTRAL- Mirage_B00M_CXDS.wav | Wavering hissing with soft screech like sounds. | DSGNDron_DRONE NEUTRAL- Mirage_B00M_CXDS.wav | DSGNDron_DRONE NEUTRAL- Mirage_B00M_CXDS.wav | Cinematic Expressions Designed | DRONE NEUTRAL | 0 | 0 |
| DSGNDron_DRONE NEUTRAL- The Land Between_B00M_CXDS_F.wav | Soft and long buzz like sound with hissing. | DSGNDron_DRONE NEUTRAL- The Land Between_B00M_CXDS_F.wav | DSGNDron_DRONE NEUTRAL- The Land Between_B00M_CXDS_F.wav | Cinematic Expressions Designed | DRONE NEUTRAL | 0 | 0 |
| DSGNMisc_PING-Clear Vision_B00M_CXDS_A.wav | Ringing whoosh with melodic hit and long feedback. | DSGNMisc_PING-Clear Vision_B00M_CXDS_A.wav | DSGNMisc_PING-Clear Vision_B00M_CXDS_A.wav | Cinematic Expressions Designed | PING | 0 | 0 |
| DSGNMise_PING-Holy Prism_B00M_CXDS_C#.wav | Loud screech like sound with whoosh. | DSGNMisc_PING-Holy Prism_B00M_CXDS_C#.wav | DSGNMisc_PING-Holy Prism_B00M_CXDS_C#.wav | Cinematic Expressions Designed | PING | 0 | 0 |
| DSGNMisc_PING-Honour Of The Pure_B00M_CXDS_C#.wav | Wavering and high pitched ringing. | DSGNMisc_PING-Honour Of The Pure_B00M_CXDS_C#.wav | DSGNMisc_PING-Honour Of The Pure_B00M_CXDS_C#.wav | Cinematic Expressions Designed | PING | 0 | 0 |

| DSGNMisc_PING- Razor_B00M_CXDS_C.wav | Sharp and electric buzz with long feedback. | DSGNMisc_PING- Razor_B00M_CXDS_C.wav | DSGNMisc_PING- Razor_B00M_CXDS_C.wav | Cinematic Expressions Designed | PING | 0 | 0 |
|---|--|---|---|--------------------------------------|------------|---|---|
| DSGNMisc_PING-Sirens Call_B00M_CXDS_F.wav | Sharp and loud ringing with decreasing intensity and feedback. | DSGNMisc_PING-Sirens Call_B00M_CXDS_F.wav | DSGNMisc_PING-Sirens Call_B00M_CXDS_F.wav | Cinematic Expressions Designed | PING | 0 | 0 |
| DSGNMisc_PING-Star Gaze_B00M_CXDS.wav | Sharp ringing with laser shot like ending and feedback. | DSGNMise_PING-Star Gaze_B00M_CXDS.wav | DSGNMise_PING-Star Gaze_B00M_CXDS.wav | Cinematic Expressions Designed | PING | 0 | 0 |
| DSGNMisc_PING- Sting_B00M_CXDS_A.wav | High pitched and deep tap with screech like element. | DSGNMise_PING- Sting_B00M_CXDS_A.wav | DSGNMise_PING- Sting_B00M_CXDS_A.wav | Cinematic Expressions Designed | PING | 0 | 0 |
| DSGNMisc_PING- Triangle_B00M_CXDS_F.wav | Deep hit and whoosh with wavering feedback. | DSGNMise_PING- Triangle_B00M_CXDS_F.wav | DSGNMise_PING- Triangle_B00M_CXDS_F.wav | Cinematic Expressions Designed | PING | 0 | 0 |
| DSGNMise_TAIL DARK- Cliffhanger_B00M_CXDS_F#.wav | Quick and high pitched flutters with whoosh. | DSGNMise_TAIL DARK- Cliffhanger_B00M_CXDS_F#.wav | DSGNMise_TAIL DARK- Cliffhanger_B00M_CXDS_F#.wav | Cinematic Expressions Designed | TAIL DARK | 0 | 0 |
| DSGNMise_TAIL DARK-Into The Dungeon_B00M_CXDS.wav | Deep screech like sound with soft and slow whoosh. | DSGNMisc_TAIL DARK-Into The Dungeon_B00M_CXDS.wav | DSGNMise_TAIL DARK-Into The Dungeon_B00M_CXDS.wav | Cinematic Expressions Designed | TAIL DARK | 0 | 0 |
| DSGNMisc_TAIL DARK-Iron Gong_B00M_CXDS_E.wav | Deep ringing with soft whoosh. | DSGNMisc_TAIL DARK-Iron Gong_B00M_CXDS_E.wav | DSGNMisc_TAIL DARK-Iron Gong_B00M_CXDS_E.wav | Cinematic Expressions Designed | TAIL DARK | 0 | 0 |
| DSGNMisc_TAIL DARK- Isolation_B00M_CXDS.wav | Short whoosh with deep hissing. | DSGNMisc_TAIL DARK- Isolation_B00M_CXDS.wav | DSGNMisc_TAIL DARK- Isolation_B00M_CXDS.wav | Cinematic Expressions Designed | TAIL DARK | 0 | 0 |
| DSGNMisc_TAIL DARK-Moumful Nights_B00M_CXDS.wav | Quick and soft whoosh with fluttering. | DSGNMise_TAIL DARK-Mournful Nights_B00M_CXDS.wav | DSGNMisc_TAIL DARK-Mournful Nights_B00M_CXDS.wav | Cinematic Expressions Designed | TAIL DARK | 0 | 0 |
| DSGNMise_TAIL DARK-No Mercy_B00M_CXDS_E.wav | Soft and electric hit with quick whoosh. | DSGNMise_TAIL DARK-No Mercy_B00M_CXDS_E.wav | DSGNMise_TAIL DARK-No Mercy_B00M_CXDS_E.wav | Cinematic Expressions Designed | TAIL DARK | 0 | 0 |
| DSGNMise_TAIL DARK- Overlord_B00M_CXDS_G.wav | Whoosh with intense ringing like sound. | DSGNMise_TAIL DARK- Overlord_B00M_CXDS_G.wav | DSGNMise_TAIL DARK- Overlord_B00M_CXDS_G.wav | Cinematic Expressions Designed | TAIL DARK | 0 | 0 |
| DSGNMisc_TAIL DARK- Unknowing_B00M_CXDS_F.wav | Electric hit with soft whoosh at the end. | DSGNMisc_TAIL DARK- Unknowing_B00M_CXDS_F.wav | DSGNMisc_TAIL DARK- Unknowing_B00M_CXDS_F.wav | Cinematic Expressions Designed | TAIL DARK | 0 | 0 |
| DSGNMisc_TAIL LIGHT-Away With The Fairies_B00M_CXDS_F.wav | Quick rattle like sound with resonant ringing. | DSGNMisc_TAIL LIGHT-Away With The Fairies_B00M_CXDS_F.wav | DSGNMisc_TAIL LIGHT-Away With The Fairies_B00M_CXDS_F.wav | Cinematic Expressions Designed | TAIL LIGHT | 0 | 0 |
| DSGNMisc_TAIL LIGHT-Bliss_B00M_CXDS_A.wav | Melodic ringing with soft and quick whoosh. | DSGNMisc_TAIL LIGHT-Bliss_B00M_CXDS_A.wav | DSGNMisc_TAIL LIGHT-Bliss_B00M_CXDS_A.wav | Cinematic Expressions Designed | TAIL LIGHT | 0 | 0 |
| DSGNMisc_TAIL LIGHT-Crystal Clear_B00M_CXDS_A.wav | Quick, short, and high pitched ringing. | DSGNMisc_TAIL LIGHT-Crystal Clear_B00M_CXDS_A.wav | DSGNMisc_TAIL LIGHT-Crystal Clear_B00M_CXDS_A.wav | Cinematic Expressions Designed | TAIL LIGHT | 0 | 0 |

| DSGNMisc_TAIL LIGHT-Happy Ending_B00M_CXDS_F#.wav | Soft, high pitched, and fluttering whoosh. | DSGNMisc_TAIL LIGHT-Happy Ending_B00M_CXDS_F#.wav | DSGNMisc_TAIL LIGHT-Happy Ending_B00M_CXDS_F#.wav | Cinematic Expressions Designed | TAIL LIGHT | 0 | 0 |
|---|--|---|---|--------------------------------------|-----------------|---|---|
| DSGNMisc_TAIL LIGHT- Horizon_B00M_CXDS_F.wav | Quick and short whoosh with soft feedback at the end. | DSGNMisc_TAIL LIGHT- Horizon_B00M_CXDS_F.wav | DSGNMisc_TAIL LIGHT- Horizon_B00M_CXDS_F.wav | Cinematic Expressions Designed | TAIL LIGHT | 0 | 0 |
| DSGNMisc_TAIL LIGHT- Infinity_B00M_CXDS_A.wav | Sharp ringing with short and rough whoosh. | DSGNMise_TAIL LIGHT- Infinity_B00M_CXDS_A.wav | DSGNMise_TAIL LIGHT- Infinity_B00M_CXDS_A.wav | Cinematic Expressions Designed | TAIL LIGHT | 0 | 0 |
| DSGNMisc_TAIL LIGHT-Quest Giver_B00M_CXDS_G.wav | Short and sharp ringing with soft whoosh. | DSGNMisc_TAIL LIGHT-Quest Giver_B00M_CXDS_G.wav | DSGNMisc_TAIL LIGHT-Quest Giver_B00M_CXDS_G.wav | Cinematic Expressions Designed | TAIL LIGHT | 0 | 0 |
| DSGNMisc_TAIL LIGHT-Ring Of Fortune_B00M_CXDS_A.wav | High pitched ringing with soft whoosh. | DSGNMisc_TAIL LIGHT-Ring Of Fortune_B00M_CXDS_A.wav | DSGNMisc_TAIL LIGHT-Ring Of Fortune_B00M_CXDS_A.wav | Cinematic Expressions Designed | TAIL LIGHT | 0 | 0 |
| DSGNMisc_TAIL NEUTRAL-Deep Dive_B00M_CXDS.wav | Deep rumble like sound with decreasing intensity. | DSGNMisc_TAIL NEUTRAL-Deep Dive_B00M_CXDS.wav | DSGNMisc_TAIL NEUTRAL-Deep Dive_B00M_CXDS.wav | Cinematic Expressions Designed | TAIL NEUTRAL | 0 | 0 |
| DSGNMisc_TAIL NEUTRAL- Escapism_B00M_CXDS_C.wav | Wavering whiz like sound with deep whoosh. | DSGNMisc_TAIL NEUTRAL- Escapism_B00M_CXDS_C.wav | DSGNMisc_TAIL NEUTRAL- Escapism_B00M_CXDS_C.wav | Cinematic Expressions Designed | TAIL NEUTRAL | 0 | 0 |
| DSGNMisc_TAIL NEUTRAL-Stil Frame_B00M_CXDS_C#.wav | Softly wavering and deep whoosh. | DSGNMisc_TAIL NEUTRAL-Stil Frame_B00M_CXDS_C#.wav | DSGNMisc_TAIL NEUTRAL-Stil Frame_B00M_CXDS_C#.wav | Cinematic Expressions Designed | TAIL NEUTRAL | 0 | 0 |
| DSGNMisc_TAIL NEUTRAL-The Golden Path_B00M_CXDS_A.wav | Short and quick ringing like sound with soft whoosh. | DSGNMisc_TAIL NEUTRAL-The Golden Path_B00M_CXDS_A.wav | DSGNMisc_TAIL NEUTRAL-The Golden Path_B00M_CXDS_A.wav | Cinematic Expressions Designed | TAIL NEUTRAL | 0 | 0 |
| DSGNStngr_STINGER DARK- Dark Gust_B00M_CXDS_C#.wav | Short, deep, and fluttering screech like sound. | DSGNStngr_STINGER DARK- Dark Gust_B00M_CXDS_C#.wav | DSGNStngr_STINGER DARK- Dark Gust_B00M_CXDS_C#.wav | Cinematic Expressions Designed | STINGER DARK | 0 | 0 |
| DSGNStngr_STINGER DARK-Evil Dust_B00M_CXDS_B.wav | Long and fluttering whoosh with soft screech. | DSGNStngr_STINGER DARK-Evil Dust_B00M_CXDS_B.wav | DSGNStngr_STINGER DARK-Evil Dust_B00M_CXDS_B.wav | Cinematic Expressions Designed | STINGER DARK | 0 | 0 |
| DSGNStngr_STINGER DARK- Fate_B00M_CXDS_G.wav | Screech like sound with hit at the end. | DSGNStngr_STINGER DARK- Fate_B00M_CXDS_G.wav | DSGNStngr_STINGER DARK- Fate_B00M_CXDS_G.wav | Cinematic Expressions Designed | STINGER DARK | 0 | 0 |
| DSGNStngr_STINGER DARK- Fear_B00M_CXDS_B.wav | High pitched whoosh with wavering tail. | DSGNStngr_STINGER DARK- Fear_B00M_CXDS_B.wav | DSGNStngr_STINGER DARK- Fear_B00M_CXDS_B.wav | Cinematic Expressions Designed | STINGER DARK | 0 | 0 |
| DSGNStngr_STINGER DARK- Hidden Path_B00M_CXDS_A.wav | Slow screech like sound with deep whiz | DSGNStngr_STINGER DARK- Hidden Path_B00M_CXDS_A.wav | DSGNStngr_STINGER DARK- Hidden Path_B00M_CXDS_A.wav | Cinematic Expressions Designed | STINGER DARK | 0 | 0 |
| DSGNStngr_STINGER DARK- House Of Cards_B00M_CXDS_E.wav | Buzzing whoosh like sound with soft screeches. | DSGNStngr_STINGER DARK- House Of Cards_B00M_CXDS_E.wav | DSGNStngr_STINGER DARK- House Of Cards_B00M_CXDS_E.wav | Cinematic Expressions Designed | STINGER DARK | 0 | 0 |
| DSGNStngr_STINGER DARK- Moving Darkness_B00M_CXDS_E.wav | Deep, slow, and fluttering whoosh. | DSGNStngr_STINGER DARK- Moving Darkness_B00M_CXDS_E.wav | DSGNStngr_STINGER DARK- Moving Darkness_B00M_CXDS_E.wav | Cinematic Expressions Designed | STINGER DARK | 0 | 0 |
| DSGNStngr_STINGER DARK- Poltergeist_B00M_CXDS_F#.wav | Slowly wavering screech like sound with whoosh. | DSGNStngr_STINGER DARK- Poltergeist_B00M_CXDS_F#.wav | DSGNStngr_STINGER DARK- Poltergeist_B00M_CXDS_F#.wav | Cinematic Expressions Designed | STINGER DARK | 0 | 0 |

| DSGNStngr_STINGER DARK-Shiver_B00M_CXDS_G#.wav | Fluttering whoosh with screech. | DSGNStngr_STINGER DARK- Shiver_B00M_CXDS_G#.wav | DSGNStngr_STINGER DARK- Shiver_B00M_CXDS_G#.wav | Cinematic Expressions Designed | STINGER DARK | 0 | 0 |
|---|--|---|---|--------------------------------------|--------------------|---|---|
| DSGNStngr_STINGER DARK-The Fall Of Reach_B00M_CXDS_D#.wav | Wavering and passing whiz like sound. | DSGNStngr_STINGER DARK-The Fall Of Reach_B00M_CXDS_D#.wav | DSGNStngr_STINGER DARK-The Fall Of Reach_B00M_CXDS_D#.wav | Cinematic Expressions Designed | STINGER DARK | 0 | 0 |
| DSGNStngr_STINGER DARK- Transition_B00M_CXDS_A#.wav | Quick and fluttering scratch like sound with resonant hit at the end. | DSGNStngr_STINGER DARK- Transition_B00M_CXDS_A#.wav | DSGNStngr_STINGER DARK- Transition_B00M_CXDS_A#.wav | Cinematic Expressions Designed | STINGER DARK | 0 | 0 |
| DSGNStngr_STINGER DARK- Unnerving Fear_B00M_CXDS.wav | Slow screech like sound with deep whoosh. | DSGNStngr_STINGER DARK- Unnerving Fear_B00M_CXDS.wav | DSGNStngr_STINGER DARK- Unnerving Fear_B00M_CXDS.wav | Cinematic Expressions Designed | STINGER DARK | 0 | 0 |
| DSGNStngr_STINGER LIGHT-A New Hope_B00M_CXDS_C.wav | Melodic whoosh with screech like sound. | DSGNStngr_STINGER LIGHT-A New Hope_B00M_CXDS_C.wav | DSGNStngr_STINGER LIGHT-A New Hope_B00M_CXDS_C.wav | Cinematic Expressions Designed | STINGER LIGHT | 0 | 0 |
| DSGNStngr_STINGER LIGHT-Call Of The Wild_B00M_CXDS_C.wav | Short whoosh with soft hissing. | DSGNStngr_STINGER LIGHT-Call Of The Wild_B00M_CXDS_C.wav | DSGNStngr_STINGER LIGHT-Call Of The Wild_B00M_CXDS_C.wav | Cinematic Expressions Designed | STINGER LIGHT | 0 | 0 |
| DSGNStngr_STINGER LIGHT- Clear Horizon_B00M_CXDS_D.wav | Long whiz like sound with hissing. | DSGNStngr_STINGER LIGHT- Clear Horizon_B00M_CXDS_D.wav | DSGNStngr_STINGER LIGHT- Clear Horizon_B00M_CXDS_D.wav | Cinematic Expressions Designed | STINGER LIGHT | 0 | 0 |
| DSGNStngr_STINGER LIGHT- Enlightenment_B00M_CXDS_D.wav | Slow whoosh with soft screech like tail. | DSGNStngr_STINGER LIGHT- Enlightenment_B00M_CXDS_D.wav | DSGNStngr_STINGER LIGHT- Enlightenment_B00M_CXDS_D.wav | Cinematic Expressions Designed | STINGER LIGHT | 0 | 0 |
| DSGNStngr_STINGER LIGHT- Eternal_B00M_CXDS_C.wav | Slow whoosh with wavering tail. | DSGNStngr_STINGER LIGHT- Eternal_B00M_CXDS_C.wav | DSGNStngr_STINGER LIGHT- Eternal_B00M_CXDS_C.wav | Cinematic Expressions Designed | STINGER LIGHT | 0 | 0 |
| DSGNStngr_STINGER LIGHT- Eternal Light_B00M_CXDS_A.wav | Long whiz like sound with soft screech. | DSGNStngr_STINGER LIGHT- Eternal Light_B00M_CXDS_A.wav | DSGNStngr_STINGER LIGHT- Eternal Light_B00M_CXDS_A.wav | Cinematic Expressions Designed | STINGER LIGHT | 0 | 0 |
| DSGNStngr_STINGER LIGHT- New Wolrd_B00M_CXDS_E.wav | Soft whoosh, ascending in tone. | DSGNStngr_STINGER LIGHT- New Wolrd_B00M_CXDS_E.wav | DSGNStngr_STINGER LIGHT- New Wolrd_B00M_CXDS_E.wav | Cinematic Expressions Designed | STINGER LIGHT | 0 | 0 |
| DSGNStngr_STINGER LIGHT-Nibiru_B00M_CXDS_D.wav | Short whoosh with soft and wavering hissing. | DSGNStngr_STINGER LIGHT-Nibiru_B00M_CXDS_D.wav | DSGNStngr_STINGER LIGHT- Nibiru_B00M_CXDS_D.wav | Cinematic Expressions Designed | STINGER LIGHT | 0 | 0 |
| DSGNStngr_STINGER LIGHT- Rays Of Hope_B00M_CXDS.wav | Deep, soft, and wavering whoosh. | DSGNStngr_STINGER LIGHT- Rays Of Hope_B00M_CXDS.wav | DSGNStngr_STINGER LIGHT- Rays Of Hope_B00M_CXDS.wav | Cinematic Expressions Designed | STINGER LIGHT | 0 | 0 |
| DSGNStngr_STINGER LIGHT-Reawarding End_B00M_CXDS_E.wav | Whoosh with rattle like element at the beginning and screech like end. | DSGNStngr_STINGER LIGHT- Reawarding End_B00M_CXDS_E.wav | DSGNStngr_STINGER LIGHT- Reawarding End_B00M_CXDS_E.wav | Cinematic Expressions Designed | STINGER LIGHT | 0 | 0 |
| DSGNStngr_STINGER LIGHT-Soft Touch_B00M_CXDS_D.wav | Fluttering whoosh with long and screech like tail. | DSGNStngr_STINGER LIGHT-Soft Touch_B00M_CXDS_D.wav | DSGNStngr_STINGER LIGHT-Soft Touch_B00M_CXDS_D.wav | Cinematic Expressions Designed | STINGER LIGHT | 0 | 0 |
| DSGNStngr_STINGER LIGHT- Sunshine_B00M_CXDS_E.wav | Fluttering whoosh with screech. | DSGNStngr_STINGER LIGHT- Sunshine_B00M_CXDS_E.wav | DSGNStngr_STINGER LIGHT- Sunshine_B00M_CXDS_E.wav | Cinematic Expressions Designed | STINGER LIGHT | 0 | 0 |
| DSGNStngr_STINGER NEUTRAL- Arise_B00M_CXDS_C.wav | Soft buzz like sound with deep whoosh. | DSGNStngr_STINGER NEUTRAL- Arise_B00M_CXDS_C.wav | DSGNStngr_STINGER NEUTRAL- Arise_B00M_CXDS_C.wav | Cinematic Expressions Designed | STINGER NEUTRAL | 0 | 0 |

| DSGNStngr_STINGER NEUTRAL- Cello Creature_B00M_CXDS_F.wav | Slow, deep, and fluttering whoosh. | DSGNStngr_STINGER NEUTRAL- Cello Creature_B00M_CXDS_F.wav | DSGNStngr_STINGER NEUTRAL- Cello Creature_B00M_CXDS_F.wav | Cinematic Expressions Designed | STINGER NEUTRAL | 0 | 0 |
|---|---|---|---|--------------------------------------|--------------------|---|---|
| DSGNStngr_STINGER NEUTRAL-Flight_B00M_CXDS_A#.wav | Soft screech with whoosh and increasing intensity. | DSGNStngr_STINGER NEUTRAL-Flight_B00M_CXDS_A#.wav | DSGNStngr_STINGER NEUTRAL-Flight_B00M_CXDS_A#.wav | Cinematic Expressions Designed | STINGER NEUTRAL | 0 | 0 |
| DSGNStngr_STINGER NEUTRAL- New Order_B00M_CXDS_C.wav | Deep and fluttering whoosh with buzz like element. | DSGNStngr_STINGER NEUTRAL- New Order_B00M_CXDS_C.wav | DSGNStngr_STINGER NEUTRAL- New Order_B00M_CXDS_C.wav | Cinematic Expressions Designed | STINGER NEUTRAL | 0 | 0 |
| DSGNStngr_STINGER NEUTRAL- Rebirth Island_B00M_CXDS_B.wav | Long whiz like sound with soft whoosh. | DSGNStngr_STINGER NEUTRAL- Rebirth Island_B00M_CXDS_B.wav | DSGNStngr_STINGER NEUTRAL- Rebirth Island_B00M_CXDS_B.wav | Cinematic Expressions Designed | STINGER NEUTRAL | 0 | 0 |
| DSGNStngr_STINGER NEUTRAL- Reveal_B00M_CXDS_C.wav | Quick ring like sound with deep and wavering whoosh. | DSGNStngr_STINGER NEUTRAL- Reveal_B00M_CXDS_C.wav | DSGNStngr_STINGER NEUTRAL- Reveal_B00M_CXDS_C.wav | Cinematic Expressions Designed | STINGER NEUTRAL | 0 | 0 |
| DSGNStngr_STINGER NEUTRAL- The Only Way Is Up_B00M_CXDS.wav | Deep hit with whoosh and alarm like sound. | DSGNStngr_STINGER NEUTRAL- The Only Way Is Up_B00M_CXDS.wav | DSGNStngr_STINGER NEUTRAL- The Only Way Is Up_B00M_CXDS.wav | Cinematic Expressions Designed | STINGER NEUTRAL | 0 | 0 |
| DSGNStngr_STINGER NEUTRAL- Under Oath_B00M_CXDS_F.wav | Deep whizz like sound with long screech. | DSGNStngr_STINGER NEUTRAL- Under Oath_B00M_CXDS_F.wav | DSGNStngr_STINGER NEUTRAL- Under Oath_B00M_CXDS_F.wav | Cinematic Expressions Designed | STINGER NEUTRAL | 0 | 0 |
| WHSH_WHOOSH DARK-Baby Driver_B00M_CXDS.wav | Wavering whoosh with rough hiss at the end. | WHSH_WHOOSH DARK-Baby Driver_B00M_CXDS.wav | WHSH_WHOOSH DARK-Baby Driver_B00M_CXDS.wav | Cinematic Expressions Designed | WHOOSH DARK | 0 | 0 |
| WHSH_WHOOSH DARK- Dangerous Game_B00M_CXDS_E.wav | Short buzz like sound with soft whiz, | WHSH_WHOOSH DARK- Dangerous Game_B00M_CXDS_E.wav | WHSH_WHOOSH DARK- Dangerous Game_B00M_CXDS_E.wav | Cinematic Expressions Designed | WHOOSH DARK | 0 | 0 |
| WHSH_WHOOSH DARK-Dark Days_B00M_CXDS_E.wav | Short and quick whoosh with soft screech like sound, | WHSH_WHOOSH DARK-Dark Days_B00M_CXDS_E.wav | WHSH_WHOOSH DARK-Dark Days_B00M_CXDS_E.wav | Cinematic Expressions Designed | WHOOSH DARK | 0 | 0 |
| WHSH_WHOOSH DARK-Dawn Rising_B00M_CXDS.wav | Fluttering whoosh with deep hiss | WHSH_WHOOSH DARK-Dawn Rising_B00M_CXDS.wav | WHSH_WHOOSH DARK-Dawn Rising_B00M_CXDS.wav | Cinematic Expressions Designed | WHOOSH DARK | 0 | 0 |
| WHSH_WHOOSH DARK- Dust_B00M_CXDS.wav | Short whoosh with quick flutter. | WHSH_WHOOSH DARK- Dust_B00M_CXDS.wav | WHSH_WHOOSH DARK- Dust_B00M_CXDS.wav | Cinematic Expressions Designed | WHOOSH DARK | 0 | 0 |
| WHSH_WHOOSH DARK- Grounded_B00M_CXDS_A.wav | Deep and quick whoosh with flutter. | WHSH_WHOOSH DARK- Grounded_B00M_CXDS_A.wav | WHSH_WHOOSH DARK- Grounded_B00M_CXDS_A.wav | Cinematic Expressions Designed | WHOOSH DARK | 0 | 0 |
| WHSH_WHOOSH DARK-Kill Me Softly_B00M_CXDS_A.wav | Fluttering screech like sound with deep whoosh. | WHSH_WHOOSH DARK-Kill Me Softly_B00M_CXDS_A.wav | WHSH_WHOOSH DARK-Kill Me Softly_B00M_CXDS_A.wav | Cinematic Expressions Designed | WHOOSH DARK | 0 | 0 |
| WHSH_WHOOSH DARK- Lost_B00M_CXDS.wav | Short and quick whoosh with flutter in the tail. | WHSH_WHOOSH DARK- Lost_B00M_CXDS.wav | WHSH_WHOOSH DARK- Lost_B00M_CXDS.wav | Cinematic Expressions Designed | WHOOSH DARK | 0 | 0 |
| WHSH_WHOOSH DARK-Low Key No Key_B00M_CXDS.wav | Quick, loud, and passing whoosh. | WHSH_WHOOSH DARK-Low Key No Key_B00M_CXDS.wav | WHSH_WHOOSH DARK-Low Key No Key_B00M_CXDS.wav | Cinematic Expressions Designed | WHOOSH DARK | 0 | 0 |
| WHSH_WHOOSH DARK-On The Brink_B00M_CXDS.wav | Deep whoosh with hiss like element. | WHSH_WHOOSH DARK-On The Brink_B00M_CXDS.wav | WHSH_WHOOSH DARK-On The Brink_B00M_CXDS.wav | Cinematic Expressions Designed | WHOOSH DARK | 0 | 0 |
| | Deep | | | | | | |

| screech like sound with wavering whoosh. | WHSH_WHOOSH DARK-Space Invader_B00M_CXDS.wav | WHSH_WHOOSH DARK-Space Invader_B00M_CXDS.wav | Cinematic Expressions Designed | WHOOSH DARK | 0 | 0 |
|--|---|---|---|---|--|--|
| Quick and short whoosh with deep hiss like element. | WHSH_WHOOSH DARK-War Wave_B00M_CXDS_C#.wav | WHSH_WHOOSH DARK-War Wave_B00M_CXDS_C#.wav | Cinematic Expressions Designed | WHOOSH DARK | 0 | 0 |
| Melodic whoosh with screech like sound. | WHSH_WHOOSH LIGHT-Angelic Organ_B00M_CXDS_A.wav | WHSH_WHOOSH LIGHT-Angelic Organ_B00M_CXDS_A.wav | Cinematic Expressions Designed | WHOOSH LIGHT | 0 | 0 |
| Short and quick whoosh with deep ringing at the end. | WHSH_WHOOSH LIGHT-Charming_B00M_CXDS_G#.wav | WHSH_WHOOSH LIGHT-Charming_B00M_CXDS_G#.wav | Cinematic Expressions Designed | WHOOSH LIGHT | 0 | 0 |
| High pitched whoosh with screech like element | WHSH_WHOOSH LIGHT- Forevermore_B00M_CXDS_C.wav | WHSH_WHOOSH LIGHT- Forevermore_B00M_CXDS_C.wav | Cinematic Expressions Designed | WHOOSH LIGHT | 0 | 0 |
| Deep, soft, and wavering whoosh. | WHSH_WHOOSH LIGHT-Glory Shines_B00M_CXDS_F#.wav | WHSH_WHOOSH LIGHT-Glory Shines_B00M_CXDS_F#.wav | Cinematic Expressions Designed | WHOOSH LIGHT | 0 | 0 |
| Quick and short whoosh with soft shatter like tail. | WHSH_WHOOSH LIGHT-Hidden Treasure_B00M_CXDS.wav | WHSH_WHOOSH LIGHT-Hidden Treasure_B00M_CXDS.wav | Cinematic Expressions Designed | WHOOSH LIGHT | 0 | 0 |
| Quick tapping with deep and short whoosh. | WHSH_WHOOSH LIGHT- Rumbling Gust_B00M_CXDS.wav | WHSH_WHOOSH LIGHT- Rumbling Gust_B00M_CXDS.wav | Cinematic Expressions Designed | WHOOSH LIGHT | 0 | 0 |
| Slow whoosh with ringing at the end. | WHSH_WHOOSH LIGHT- Spherical Flute_B00M_CXDS_G.wav | WHSH_WHOOSH LIGHT- Spherical Flute_B00M_CXDS_G.wav | Cinematic Expressions Designed | WHOOSH LIGHT | 0 | 0 |
| High pitched and fluttering hiss. | WHSH_WHOOSH LIGHT-Spirit Flux_B00M_CXDS.wav | WHSH_WHOOSH LIGHT-Spirit Flux_B00M_CXDS.wav | Cinematic Expressions Designed | WHOOSH LIGHT | 0 | 0 |
| Wavering whoosh with soft screech like sound. | WHSH_WHOOSH LIGHT-Spring Clean_B00M_CXDS.wav | WHSH_WHOOSH LIGHT-Spring Clean_B00M_CXDS.wav | Cinematic Expressions Designed | WHOOSH LIGHT | 0 | 0 |
| High pitched whoosh with soft and quiet flutter. | WHSH_WHOOSH LIGHT-The Reveal_B00M_CXDS_G#.wav | WHSH_WHOOSH LIGHT-The Reveal_B00M_CXDS_G#.wav | Cinematic Expressions Designed | WHOOSH LIGHT | 0 | 0 |
| Short and high pitched whoosh with unstable intensity. | WHSH_WHOOSH LIGHT-Train Spotter_B00M_CXDS_G.wav | WHSH_WHOOSH LIGHT-Train Spotter_B00M_CXDS_G.wav | Cinematic Expressions Designed | WHOOSH LIGHT | 0 | 0 |
| Quick and short whoosh with soft ringing. | WHSH_WHOOSH NEUTRAL- Erazer_B00M_CXDS_A#.wav | WHSH_WHOOSH NEUTRAL- Erazer_B00M_CXDS_A#.wav | Cinematic Expressions Designed | WHOOSH NEUTRAL | 0 | 0 |
| Slow and rough whoosh with screech like sound. | WHSH_WHOOSH NEUTRAL-Glory Hunter_B00M_CXDS.wav | WHSH_WHOOSH NEUTRAL-Glory Hunter_B00M_CXDS.wav | Cinematic Expressions Designed | WHOOSH NEUTRAL | 0 | 0 |
| Quick and short whoosh with wavering hiss like sound. | WHSH_WHOOSH NEUTRAL- Granular Wave_B00M_CXDS.wav | WHSH_WHOOSH NEUTRAL- Granular Wave_B00M_CXDS.wav | Cinematic Expressions Designed | WHOOSH NEUTRAL | 0 | 0 |
| | sound with wavering whoosh. Quick and short whoosh with deep hiss like element. Melodic whoosh with screech like sound. Short and quick whoosh with deep ringing at the end. High pitched whoosh with screech like element Deep, soft, and wavering whoosh. Quick and short whoosh with soft shatter like tail. Quick tapping with deep and short whoosh with ringing at the end. High pitched and fluttering hiss. Wavering whoosh with ringing at the end. High pitched and fluttering hiss. Wavering whoosh with soft screech like sound. High pitched whoosh with soft and quiet flutter. Short and high pitched whoosh with soft and quiet flutter. Short and high pitched whoosh with soft and quiet flutter. Short and high pitched whoosh with soft and quiet flutter. Short and high pitched whoosh with soft and quiet flutter. Short and high pitched whoosh with soft and quiet flutter. Short and high pitched whoosh with soft and quiet flutter. Short and high pitched whoosh with worsh with worsh with soft and short whoosh with soft and short whoosh with wavering hiss like sike | sound with wavering whoosh. Quick and short whoosh with deep phiss like element. Melodic whoosh with screech like sound. Short and quick whoosh with deep ringing at the end. High pitched whoosh with screech like element. Deep, soft, and short whoosh with soft shatter like tail. Quick tapping with deep and short whoosh with soft shatter like tail. Quick tapping with deep and short whoosh with soft shatter like tail. Quick tapping with deep and short whoosh with soft shatter like tail. Quick tapping with deep and short whoosh with soft shatter like tail. Quick tapping with deep and short whoosh with soft shatter like tail. Quick tapping with deep and short whoosh with soft shatter like tail. Quick tapping with deep and short whoosh with soft shatter like tail. Quick tapping with deep and short whoosh with soft shatter like tail. Quick tapping with deep and short whoosh with soft and fluttering likes tail. WHSH_WHOOSH LIGHT-Hidden Treasure_B00M_CXDS.wav WHSH_WHOOSH LIGHT-Tipm Gust_B00M_CXDS.wav WHSH_WHOOSH LIGHT-Spirit Flux_B00M_CXDS_G.wav WHSH_WHOOSH LIGHT-Spirit Flux_B00M_CXDS_G.wav WHSH_WHOOSH LIGHT-Spirit Flux_B00M_CXDS.wav WHSH_WHOOSH LIGHT-Spirit Flux_B00M_CXDS.wav WHSH_WHOOSH LIGHT-Train Soft screech like sound. WHSH_WHOOSH LIGHT-Train Spotter_B00M_CXDS_G.wav WHSH_WHOOSH LIGHT-Train Spotter_B00M_CXDS_G.wav WHSH_WHOOSH LIGHT-Train Spotter_B00M_CXDS_G.wav WHSH_WHOOSH LIGHT-Train Spotter_B00M_CXDS_G.wav WHSH_WHOOSH LIGHT-Train Spotter_B00M_CXDS_A#.wav WHSH_WHOOSH NEUTRAL-Train Spotter_B00M_CXDS_A#.wav WHSH_WHOOSH NEUTRAL-Train Spirit Silke Silke WHSH_WHOOSH NEUTRAL-Granular Wave_B00M_CXDS.wav | sound with warder, B00M_CXDS.wav wavering whoods. Ouick and short whoods with deep hiss both whoods with serench like serench like sound. WHSH_WHOOSH LIGHT-Angelic Organ_B00M_CXDS_G#.wav WHSH_WHOOSH LIGHT-Angelic Organ_B00M_CXDS_G#.wav WHSH_WHOOSH LIGHT-Angelic Organ_B00M_CXDS_G#.wav WHSH_WHOOSH LIGHT-Ghory wavering whoosh with serench like serench | sound with winder_BOOM_CXDS.wav invader_BOOM_CXDS.wav invader_BOOM_CXDS.wav invader_BOOM_CXDS.wav invader_BOOM_CXDS.wav invader_BOOM_CXDS.cir.wav invader_BOOM_CXDS.wav invader_BOOM_CXDS.wav invader_BOOM_CXDS.wav invader_BOOM_CXDS.wav invader_BOOM_CXDS.wav invader_BOOM_CXDS.wav invader_BOOM_CXDS.cir.wav | winder_BOM_CXDS wav like clement. Wilst_WIOOSH DARK-War wave_BOOM_CXDS_CW wav like clement. Melodic window winder_BOM_CXDS_CW wav like clement. Melodic window winder_BOM_CXDS_CW wav like clement. Melodic window wind | winder, Bridge (1904) CXIS wave from the control of |

| WHSH_WHOOSH NEUTRAL- Gritty Bulk_B00M_CXDS.wav | short, and fluttering whiz like sound. | WHSH_WHOOSH NEUTRAL- Gritty Bulk_B00M_CXDS.wav | WHSH_WHOOSH NEUTRAL- Gritty Bulk_B00M_CXDS.wav | Cinematic Expressions Designed | WHOOSH NEUTRAL | 0 | 0 |
|---|---|---|---|---|-------------------|---|---|
| WHSH_WHOOSH NEUTRAL-Inbound_B00M_CXDS.wav | Deep whiz like sound with flutter. | WHSH_WHOOSH NEUTRAL-Inbound_B00M_CXDS.wav | WHSH_WHOOSH NEUTRAL- Inbound_B00M_CXDS.wav | Cinematic Expressions Designed | WHOOSH NEUTRAL | 0 | 0 |
| WHSH_WHOOSH NEUTRAL- Incoming_B00M_CXDS.wav | Deep whiz like sound with soft flutter. | WHSH_WHOOSH NEUTRAL-Incoming_B00M_CXDS.wav | WHSH_WHOOSH NEUTRAL-Incoming_B00M_CXDS.wav | Cinematic Expressions Designed | WHOOSH NEUTRAL | 0 | 0 |
| WHSH_WHOOSH NEUTRAL- Move_B00M_CXDS_G#.wav | Quick and short whoosh with screech like sound. | WHSH_WHOOSH NEUTRAL- Move_B00M_CXDS_G#.wav | WHSH_WHOOSH NEUTRAL- Move_B00M_CXDS_G#.wav | Cinematic Expressions Designed | WHOOSH NEUTRAL | 0 | 0 |
| WHSH_WHOOSH NEUTRAL- Pusher_B00M_CXDS.wav | Short, quick, deep, and wavering whoosh. | WHSH_WHOOSH NEUTRAL- Pusher_B00M_CXDS.wav | WHSH_WHOOSH NEUTRAL- Pusher_B00M_CXDS.wav | Cinematic Expressions Designed | WHOOSH NEUTRAL | 0 | 0 |
| WHSH_WHOOSH NEUTRAL- Ready Steady_B00M_CXDS.wav | Slowly wavering whoosh with hiss like sound. | WHSH_WHOOSH NEUTRAL- Ready Steady_B00M_CXDS.wav | WHSH_WHOOSH NEUTRAL- Ready Steady_B00M_CXDS.wav | Cinematic Expressions Designed | WHOOSH NEUTRAL | 0 | 0 |
| DSGNDron_PROCESSED-Drone Bansuri Flute Formant Modulation_B00M_CXCK.wav | Long, wavering, and revving like sound. | DSGNDron_PROCESSED-Drone Bansuri Flute Formant Modulation_B00M_CXCK.wav | DSGNDron_PROCESSED-Drone Bansuri Flute Formant Modulation_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNDron_PROCESSED-Drone Bell Atonal Chimes_B00M_CXCK.wav | Loud and continuous ringing. | DSGNDron_PROCESSED-Drone Bell Atonal Chimes_B00M_CXCK.wav | DSGNDron_PROCESSED-Drone Bell Atonal Chimes_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNDron_PROCESSED-Drone Bell Atonal Threatening_B00M_CXCK.wav | Loud and continuous ringing with changing intensity. | DSGNDron_PROCESSED-Drone Bell Atonal Threatening_B00M_CXCK.wav | DSGNDron_PROCESSED-Drone Bell Atonal Threatening_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNDron_PROCESSED-Drone Bell Glass_B00M_CXCK.wav | Continuous ringing with changing intensity. | DSGNDron_PROCESSED-Drone Bell Glass_B00M_CXCK.wav | DSGNDron_PROCESSED-Drone Bell Glass_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNDron_PROCESSED-Drone Bell High Scrapes_B00M_CXCK.wav | Continuous and screechy ringing with changing intensity. | DSGNDron_PROCESSED-Drone Bell High Scrapes_B00M_CXCK.wav | DSGNDron_PROCESSED-Drone Bell High Scrapes_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNDron_PROCESSED-Drone Bell Hopeful_B00M_CXCK.wav | Continuous ringing with changing intensity. | DSGNDron_PROCESSED-Drone Bell Hopeful_B00M_CXCK.wav | DSGNDron_PROCESSED-Drone Bell Hopeful_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNDron_PROCESSED-Drone Bell Metallic High_B00M_CXCK.wav | Continuous and screechy ringing with changing intensity. | DSGNDron_PROCESSED-Drone Bell Metallic High_B00M_CXCK.wav | DSGNDron_PROCESSED-Drone Bell Metallic High_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNDron_PROCESSED-Drone Bell Metallic Mysterious_B00M_CXCK.wav | Continuous ringing with changing intensity. | DSGNDron_PROCESSED-Drone Bell Metallic Mysterious_B00M_CXCK.wav | DSGNDron_PROCESSED-Drone Bell Metallic Mysterious_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNDron_PROCESSED-Drone Moving Midrange Scrapes_B00M_CXCK.wav | Short and quick scratch like sounds. | DSGNDron_PROCESSED-Drone Moving Midrange Scrapes_B00M_CXCK.wav | DSGNDron_PROCESSED-Drone Moving Midrange Scrapes_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNDron_PROCESSED-Particles Drum Rattle Drone_B00M_CXCK.wav | Fluttering and whir like sound. | DSGNDron_PROCESSED-Particles Drum Rattle Drone_B00M_CXCK.wav | DSGNDron_PROCESSED-Particles Drum Rattle Drone_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNDron_PROCESSED-Particles Metal Scrape Drone Atonal_B00M_CXCK.wav | Heavy, hard, loud, and scratch like sound. | DSGNDron_PROCESSED-Particles Metal Scrape Drone Atonal_B00M_CXCK.wav | DSGNDron_PROCESSED-Particles Metal Scrape Drone Atonal_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |

| DSGNDron_PROCESSED-Reverse Bell Drone_C_B00M_CXCK.wav | Loud, continuous, and wavering ringing. | DSGNDron_PROCESSED-Reverse Bell Drone_C_B00M_CXCK.wav | DSGNDron_PROCESSED-Reverse Bell Drone_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
|--|--|--|--|---|-----------|---|---|
| DSGNDron_PROCESSED-Saz Texture Drone_B_B00M_CXCK.wav | Deep, hard, and wavering ringing. | DSGNDron_PROCESSED-Saz Texture Drone_B_B00M_CXCK.wav | DSGNDron_PROCESSED-Saz Texture Drone_B_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNDron_PROCESSED- Trombone Drone_B00M_CXCK.wav | Deep, heavy, and whir like sound. | DSGNDron_PROCESSED- Trombone Drone_B00M_CXCK.wav | DSGNDron_PROCESSED- Trombone Drone_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNErie_PROCESSED-Blast Tonal Distorted Ominous_B_B00M_CXCK.wav | Deep, slow, and ring like sound with feedback. | DSGNErie_PROCESSED-Blast Tonal Distorted Ominous_B_B00M_CXCK.wav | DSGNErie_PROCESSED-Blast Tonal Distorted Ominous_B_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNErie_PROCESSED- Feedback Tonal Screams_B00M_CXCK.wav | Screechy and whir like sounds. | DSGNErie_PROCESSED- Feedback Tonal Screams_B00M_CXCK.wav | DSGNErie_PROCESSED- Feedback Tonal Screams_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Alarm Blast High_A#_B00M_CXCK.wav | Loud and ring like sound. | DSGNMisc_PROCESSED-Alarm Blast High_A#_B00M_CXCK.wav | DSGNMisc_PROCESSED-Alarm Blast High_A#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMise_PROCESSED-Braam Crunchy Alarm_D#_B00M_CXCK.wav | Soft ring like sound with deep and quick taps. | DSGNMisc_PROCESSED-Braam Crunchy Alarm_D#_B00M_CXCK.wav | DSGNMisc_PROCESSED-Braam Crunchy Alarm_D#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Brass Grain Braam_B00M_CXCK.wav | Deep and fluttering sound with decreasing intensity. | DSGNMisc_PROCESSED-Brass Grain Braam_B00M_CXCK.wav | DSGNMise_PROCESSED-Brass Grain Braam_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMise_PROCESSED-Brass Grain Wobble_B00M_CXCK.wav | Deep and fluttering sound with changing intensity. | DSGNMisc_PROCESSED-Brass Grain Wobble_B00M_CXCK.wav | DSGNMisc_PROCESSED-Brass Grain Wobble_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMise_PROCESSED-Cello Bowed Formant Wobble_B00M_CXCK.wav | Fluttering and scratch like sound with changing intensity. | DSGNMisc_PROCESSED-Cello Bowed Formant Wobble_B00M_CXCK.wav | DSGNMisc_PROCESSED-Cello Bowed Formant Wobble_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMise_PROCESSED-Cello Bowed Midrange Modulation_B00M_CXCK.wav | Fluttering and deep sound with changing intensity. | DSGNMisc_PROCESSED-Cello Bowed Midrange Modulation_B00M_CXCK.wav | DSGNMisc_PROCESSED-Cello Bowed Midrange Modulation_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMise_PROCESSED-Cello Bowed Tonal Modulation_B00M_CXCK.wav | Deep, long, and scratch like sound with changing intensity. | DSGNMisc_PROCESSED-Cello Bowed Tonal Modulation_B00M_CXCK.wav | DSGNMisc_PROCESSED-Cello Bowed Tonal Modulation_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Cello Distorted Dive Bomb Gnarly_B00M_CXCK.wav | Loud and buzz like sound with decreasing intensity. | DSGNMisc_PROCESSED-Cello Distorted Dive Bomb Gnarly_B00M_CXCK.wav | DSGNMisc_PROCESSED-Cello Distorted Dive Bomb Gnarly_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Cello Distorted Dive Bomb Tonal Wide_B00M_CXCK.wav | Loud and buzz like sound with decreasing intensity. | DSGNMisc_PROCESSED-Cello Distorted Dive Bomb Tonal Wide_B00M_CXCK.wav | DSGNMisc_PROCESSED-Cello Distorted Dive Bomb Tonal Wide_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Cello Distorted Scrapes Behind Bridge Pitch_B00M_CXCK.wav | Long and deep scratch like sound. | DSGNMisc_PROCESSED-Cello Distorted Scrapes Behind Bridge Pitch_B00M_CXCK.wav | DSGNMisc_PROCESSED-Cello Distorted Scrapes Behind Bridge Pitch_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMise_PROCESSED- Digeridoo Distorted Braam_E_B00M_CXCK.wav | Deep, long, and buzz like sound. | DSGNMise_PROCESSED- Digeridoo Distorted Braam_E_B00M_CXCK.wav | DSGNMisc_PROCESSED- Digeridoo Distorted Braam_E_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |

| DSGNMisc_PROCESSED-Duduk Granular Movement Pitch_B00M_CXCK.wav | Short and deep whir like sounds. | DSGNMisc_PROCESSED-Duduk Granular Movement Pitch_B00M_CXCK.wav | DSGNMisc_PROCESSED-Duduk Granular Movement Pitch_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
|--|---|--|--|---|-----------|---|---|
| DSGNMise_PROCESSED-Grain Texture Vowel_B00M_CXCK.wav | Quick and short taps with changing intensity. | DSGNMise_PROCESSED-Grain Texture Vowel_B00M_CXCK.wav | DSGNMise_PROCESSED-Grain Texture Vowel_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Metal Grain Ping Tremolo_B00M_CXCK.wav | High pitched, screechy, and tap like sounds. | DSGNMisc_PROCESSED-Metal Grain Ping Tremolo_B00M_CXCK.wav | DSGNMisc_PROCESSED-Metal Grain Ping Tremolo_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Particles Drum Bouncing Ball_B00M_CXCK.wav | Muted rattle like sound. | DSGNMisc_PROCESSED-Particles Drum Bouncing Ball_B00M_CXCK.wav | DSGNMisc_PROCESSED-Particles Drum Bouncing Ball_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Particles Metal Dense Whispers Chanting_B00M_CXCK.wav | Long, slow, and scratch like sound. | DSGNMisc_PROCESSED-Particles Metal Dense Whispers Chanting_B00M_CXCK.wav | DSGNMisc_PROCESSED-Particles Metal Dense Whispers Chanting_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Particles Metal Grunt Flyby_B00M_CXCK.wav | Quick, short, and scrape like sounds. | DSGNMisc_PROCESSED-Particles Metal Grunt Flyby_B00M_CXCK.wav | DSGNMisc_PROCESSED-Particles Metal Grunt Flyby_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Particles Metal Scrape Bells_B00M_CXCK.wav | Screechy, wavering, and ring like sound. | DSGNMisc_PROCESSED-Particles Metal Scrape Bells_B00M_CXCK.wav | DSGNMisc_PROCESSED-Particles Metal Scrape Bells_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Particles Metal Scream Panic Crowd_B00M_CXCK.wav | Loud, Hard, wavering, and whir like sound. | DSGNMisc_PROCESSED-Particles Metal Scream Panic Crowd_B00M_CXCK.wav | DSGNMisc_PROCESSED-Particles Metal Scream Panic Crowd_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Ping Filter Wobble High Freq_B00M_CXCK.wav | Quick and laser like shots with feedback. | DSGNMisc_PROCESSED-Ping Filter Wobble High Freq_B00M_CXCK.wav | DSGNMisc_PROCESSED-Ping Filter Wobble High Freq_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Ping Glass Distorted Phase Shift_B00M_CXCK.wav | Single loud and screech like sound. | DSGNMisc_PROCESSED-Ping Glass Distorted Phase Shift_B00M_CXCK.wav | DSGNMisc_PROCESSED-Ping Glass Distorted Phase Shift_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Ping Glass Grain Impact_B00M_CXCK.wav | Single loud, screechy, and ring like sound. | DSGNMisc_PROCESSED-Ping Glass Grain Impact_B00M_CXCK.wav | DSGNMisc_PROCESSED-Ping Glass Grain Impact_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Ping Glass Vowel_B00M_CXCK.wav | Single loud and ring like sound. | DSGNMisc_PROCESSED-Ping Glass Vowel_B00M_CXCK.wav | DSGNMisc_PROCESSED-Ping Glass Vowel_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Ping Metal Ring Out_B00M_CXCK.wav | Single metallic strike and strong ringing with feedback. | DSGNMisc_PROCESSED-Ping Metal Ring Out_B00M_CXCK.wav | DSGNMisc_PROCESSED-Ping Metal Ring Out_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Ping Piercing Bell Shimmer_C#_B00M_CXCK.wav | High pitched and screechy ringing. | DSGNMisc_PROCESSED-Ping Piercing Bell Shimmer_C#_B00M_CXCK.wav | DSGNMisc_PROCESSED-Ping Piercing Bell Shimmer_C#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Ping Ringmod Filter Drum_B00M_CXCK.wav | High pitched, short, and screechy ringing. | DSGNMisc_PROCESSED-Ping Ringmod Filter Drum_B00M_CXCK.wav | DSGNMisc_PROCESSED-Ping Ringmod Filter Drum_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Ping Ultrasonic Cricket_B00M_CXCK.wav | Single loud and piercing chirp. | DSGNMisc_PROCESSED-Ping Ultrasonic Cricket_B00M_CXCK.wav | DSGNMisc_PROCESSED-Ping Ultrasonic Cricket_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |

| DSGNMise_PROCESSED-Rub Metal Tank_B00M_CXCK.wav | Deep, wavering, hard, and whir like sound. | DSGNMisc_PROCESSED-Rub Metal Tank_B00M_CXCK.wav | DSGNMise_PROCESSED-Rub Metal Tank_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
|---|--|---|---|---|-----------|---|---|
| DSGNMise_PROCESSED-Rub Metal Tub_B00M_CXCK.wav | Deep, quick, wavering, and whir like sound. | DSGNMisc_PROCESSED-Rub Metal Tub_B00M_CXCK.wav | DSGNMise_PROCESSED-Rub Metal Tub_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-String Strike Downwards_B00M_CXCK.wav | Single laser shot like sound with decreasing intensity. | DSGNMisc_PROCESSED-String Strike Downwards_B00M_CXCK.wav | DSGNMise_PROCESSED-String Strike Downwards_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Tail Dark Choir_B00M_CXCK.wav | Long, continuous, and metallic scratch like sound. | DSGNMisc_PROCESSED-Tail Dark Choir_B00M_CXCK.wav | DSGNMisc_PROCESSED-Tail Dark Choir_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Tail High Shimmer_B00M_CXCK.wav | Long, continuous, and metallic scrape like sound. | DSGNMisc_PROCESSED-Tail High Shimmer_B00M_CXCK.wav | DSGNMisc_PROCESSED-Tail High Shimmer_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Texture Digital Soundscape_B00M_CXCK.wav | Deep, hard, and whir like sound. | DSGNMisc_PROCESSED-Texture Digital Soundscape_B00M_CXCK.wav | DSGNMisc_PROCESSED-Texture Digital Soundscape_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Texture Grain Wood_B00M_CXCK.wav | Deep, scratchy, and whir like sound. | DSGNMisc_PROCESSED-Texture Grain Wood_B00M_CXCK.wav | DSGNMisc_PROCESSED-Texture Grain Wood_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Texture High Shimmer_B00M_CXCK.wav | High pitched, screechy, and whoosh like sound. | DSGNMisc_PROCESSED-Texture High Shimmer_B00M_CXCK.wav | DSGNMisc_PROCESSED-Texture High Shimmer_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Texture Light Shimmer Double_B00M_CXCK.wav | High pitched, screechy, and whoosh like sounds. | DSGNMisc_PROCESSED-Texture Light Shimmer Double_B00M_CXCK.wav | DSGNMisc_PROCESSED-Texture Light Shimmer Double_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMise_PROCESSED-Texture Light Tonal Magic Shimmer Continuous_B00M_CXCK.wav | Long, high pitched, screechy, and whoosh like sound. | DSGNMisc_PROCESSED-Texture Light Tonal Magic Shimmer Continuous_B00M_CXCK.wav | DSGNMisc_PROCESSED-Texture Light Tonal Magic Shimmer Continuous_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNMisc_PROCESSED-Texture Light Tonal Magic Slow_B00M_CXCK.wav | Long, slow, and screechy whoosh. | DSGNMisc_PROCESSED-Texture Light Tonal Magic Slow_B00M_CXCK.wav | DSGNMisc_PROCESSED-Texture Light Tonal Magic Slow_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNStngr_PROCESSED-Rub On Drum_B00M_CXCK.wav | Quick, wavering, and whir like sound. | DSGNStngr_PROCESSED-Rub On Drum_B00M_CXCK.wav | DSGNStngr_PROCESSED-Rub On Drum_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNSynth_PROCESSED-Blast Piercing Foghorn_B00M_CXCK.wav | Wavering ringing with changing intensity. | DSGNSynth_PROCESSED-Blast Piercing Foghorn_B00M_CXCK.wav | DSGNSynth_PROCESSED-Blast Piercing Foghorn_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNSynth_PROCESSED-Braam Electronic War Horn_B00M_CXCK.wav | Slightly wavering sound of an electronic horn. | DSGNSynth_PROCESSED-Braam Electronic War Horn_B00M_CXCK.wav | DSGNSynth_PROCESSED-Braam Electronic War Horn_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNSynth_PROCESSED- Movement Granular Distorted_G_B00M_CXCK.wav | Deep, wavering, whir like sound. | DSGNSynth_PROCESSED- Movement Granular Distorted_G_B00M_CXCK.wav | DSGNSynth_PROCESSED- Movement Granular Distorted_G_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNSynth_PROCESSED-Tonal Buzzing Resonant Swarm_B00M_CXCK.wav | Wavering and screechy buzzing, with decreasing intensity. | DSGNSynth_PROCESSED-Tonal Buzzing Resonant Swarm_B00M_CXCK.wav | DSGNSynth_PROCESSED-Tonal Buzzing Resonant Swarm_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |

| DSGNSynth_SYNTH-Big Strings Organic Sound_C_B00M_CXCK.wav | Loud and scratchy sound with feedback. | DSGNSynth_SYNTH-Big Strings Organic Sound_C_B00M_CXCK.wav | DSGNSynth_SYNTH-Big Strings Organic Sound_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
|--|--|--|--|---|-------|---|---|
| DSGNSynth_SYNTH-Blast Warp Fast Short_B00M_CXCK.wav | Loud, quick, and distorted taps. | DSGNSynth_SYNTH-Blast Warp Fast Short_B00M_CXCK.wav | DSGNSynth_SYNTH-Blast Warp Fast Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
| DSGNSynth_SYNTH-Braam Classic Modulated_A_B00M_CXCK.wav | Loud, quick, and harsh taps. | DSGNSynth_SYNTH-Braam Classic Modulated_A_B00M_CXCK.wav | DSGNSynth_SYNTH-Braam Classic Modulated_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
| DSGNSynth_SYNTH-Braam Digital Evolve_C_B00M_CXCK.wav | Loud, quick, and harsh taps, with changing intensity. | DSGNSynth_SYNTH-Braam Digital Evolve_C_B00M_CXCK.wav | DSGNSynth_SYNTH-Braam Digital Evolve_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
| DSGNSynth_SYNTH-Braam Gritty Modulated_C_B00M_CXCK.wav | Loud, quick, and harsh taps. | DSGNSynth_SYNTH-Braam Gritty Modulated_C_B00M_CXCK.wav | DSGNSynth_SYNTH-Braam Gritty Modulated_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
| DSGNSynth_SYNTH-Braam Growl_A_B00M_CXCK.wav | Loud, quick, and harsh taps, with feedback. | DSGNSynth_SYNTH-Braam Growl_A_B00M_CXCK.wav | DSGNSynth_SYNTH-Braam Growl_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
| DSGNSynth_SYNTH-Braam Soft Brass Scan Filter_C_B00M_CXCK.wav | Loud, wavering, screechy, and whoosh like sound. | DSGNSynth_SYNTH-Braam Soft Brass Scan Filter_C_B00M_CXCK.wav | DSGNSynth_SYNTH-Braam Soft Brass Scan Filter_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
| DSGNSynth_SYNTH-Pad Atonal Choppy High_A_B00M_CXCK.wav | Loud, continuous, and piercing ringing. | DSGNSynth_SYNTH-Pad Atonal Choppy High_A_B00M_CXCK.wav | DSGNSynth_SYNTH-Pad Atonal Choppy High_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
| DSGNSynth_SYNTH-Pad Chord Light Movement Mid_A_B00M_CXCK.wav | Stable, continuous, and mid tone ringing. | DSGNSynth_SYNTH-Pad Chord Light Movement Mid_A_B00M_CXCK.wav | DSGNSynth_SYNTH-Pad Chord Light Movement Mid_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
| DSGNSynth_SYNTH-Pad Clear Granular Movement High_A_B00M_CXCK.wav | Stable, continuous, and high tone ringing. | DSGNSynth_SYNTH-Pad Clear Granular Movement High_A_B00M_CXCK.wav | DSGNSynth_SYNTH-Pad Clear Granular Movement High_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
| DSGNSynth_SYNTH-Pad Crystal Granular Reverberant High_A_B00M_CXCK.wav | Continuous and screechy ringing with feedback. | DSGNSynth_SYNTH-Pad Crystal Granular Reverberant High_A_B00M_CXCK.wav | DSGNSynth_SYNTH-Pad Crystal Granular Reverberant High_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
| DSGNSynth_SYNTH-Pad Distorted Piercing Modulated High_A_B00M_CXCK.wav | Continuous, high pitched, and screechy ringing with feedback. | DSGNSynth_SYNTH-Pad Distorted Piercing Modulated High_A_B00M_CXCK.wav | DSGNSynth_SYNTH-Pad Distorted Piercing Modulated High_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
| DSGNSynth_SYNTH-Pad Glassy Crystal Granular Modulated High_A_B00M_CXCK.wav | Continuous and screechy ringing with feedback. | DSGNSynth_SYNTH-Pad Glassy Crystal Granular Modulated High_A_B00M_CXCK.wav | DSGNSynth_SYNTH-Pad Glassy Crystal Granular Modulated High_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
| DSGNSynth_SYNTH-Pad Gritty Distorted Low_A_B00M_CXCK.wav | Continuous, wavering, whiz like sound in low register. | DSGNSynth_SYNTH-Pad Gritty Distorted Low_A_B00M_CXCK.wav | DSGNSynth_SYNTH-Pad Gritty Distorted Low_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
| DSGNSynth_SYNTH-Pad Growly Low_A_B00M_CXCK.wav | Continuous, long, deep, and whiz like sound. | DSGNSynth_SYNTH-Pad Growly Low_A_B00M_CXCK.wav | DSGNSynth_SYNTH-Pad Growly Low_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
| DSGNSynth_SYNTH-Pad Noisy Distortion Low_A_B00M_CXCK.wav | Continuous, wavering, deep, harsh, and whiz like sound. | DSGNSynth_SYNTH-Pad Noisy Distortion Low_A_B00M_CXCK.wav | DSGNSynth_SYNTH-Pad Noisy Distortion Low_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |

| DSGNSynth_SYNTH-Pad Organic Noise Clicks Alien Talk_B00M_CXCK.wav | Quick and soft taps with changing intensity. | DSGNSynth_SYNTH-Pad Organic Noise Clicks Alien Talk_B00M_CXCK.wav | DSGNSynth_SYNTH-Pad Organic Noise Clicks Alien Talk_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
|--|--|--|--|---|-----------|---|---|
| DSGNSynth_SYNTH-Pad Piercing Modulated Metallic High_A_B00M_CXCK.wav | Long, screechy, and wavering whoosh. | DSGNSynth_SYNTH-Pad Piercing Modulated Metallic High_A_B00M_CXCK.wav | DSGNSynth_SYNTH-Pad Piercing Modulated Metallic High_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
| DSGNSynth_SYNTH-Pad Raw Gritty Choppy Growl Modulated Low_A_B00M_CXCK.wav | Deep and quick taps with changing intensity. | DSGNSynth_SYNTH-Pad Raw Gritty Choppy Growl Modulated Low_A_B00M_CXCK.wav | DSGNSynth_SYNTH-Pad Raw Gritty Choppy Growl Modulated Low_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
| DSGNSynth_SYNTH-Pad Tonal Noise Scream Distorted_E_B00M_CXCK.wav | Loud and piercing ringing with changing intensity. | DSGNSynth_SYNTH-Pad Tonal Noise Scream Distorted_E_B00M_CXCK.wav | DSGNSynth_SYNTH-Pad Tonal Noise Scream Distorted_E_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
| DSGNSynth_SYNTH-Pad Wavefold Movement High_B00M_CXCK.wav | Loud, high pitched, wavering, and piercing ringing. | DSGNSynth_SYNTH-Pad Wavefold Movement High_B00M_CXCK.wav | DSGNSynth_SYNTH-Pad Wavefold Movement High_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
| DSGNSynth_SYNTH-Texture Grain Modulation_B00M_CXCK.wav | Deep and distorted taps, with changing speed and intensity. | DSGNSynth_SYNTH-Texture Grain Modulation_B00M_CXCK.wav | DSGNSynth_SYNTH-Texture Grain Modulation_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
| DSGNSynth_SYNTH-Tonal Midrange Sunset_F#_B00M_CXCK.wav | High pitched, soft, and ring like sound. | DSGNSynth_SYNTH-Tonal Midrange Sunset_F#_B00M_CXCK.wav | DSGNSynth_SYNTH-Tonal Midrange Sunset_F#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
| DSGNTonl_PROCESSED-Bowed Metal Sheet In Tub_A_B00M_CXCK.wav | Harsh and screech like sound with feedback. | DSGNTonl_PROCESSED-Bowed Metal Sheet In Tub_A_B00M_CXCK.wav | DSGNTonl_PROCESSED-Bowed Metal Sheet In Tub_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNTonl_PROCESSED-Flute Bamboo_G Maj_B00M_CXCK.wav | Deep and ring like sound with decreasing intensity. | DSGNTonl_PROCESSED-Flute Bamboo_G Maj_B00M_CXCK.wav | DSGNTonl_PROCESSED-Flute Bamboo_G Maj_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNTonl_PROCESSED-Flute Wave_A#_B00M_CXCK.wav | Long and scratch like sound with changing intensity. | DSGNTonl_PROCESSED-Flute Wave_A#_B00M_CXCK.wav | DSGNTonl_PROCESSED-Flute Wave_A#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNTonl_PROCESSED-High Frequency Shimmer Scream_B00M_CXCK.wav | High pitched and screech like sound. | DSGNTonl_PROCESSED-High Frequency Shimmer Scream_B00M_CXCK.wav | DSGNTonl_PROCESSED-High Frequency Shimmer Scream_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNTonl_PROCESSED-Pad Distorted Modulation Particles Low Rattle_B00M_CXCK.wav | Deep and buzz like sound with flutter and changing intensity. | DSGNTonl_PROCESSED-Pad Distorted Modulation Particles Low Rattle_B00M_CXCK.wav | DSGNTonl_PROCESSED-Pad Distorted Modulation Particles Low Rattle_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNTonl_PROCESSED-Pad Distorted Modulation Particles Space Mid_D#_B00M_CXCK.wav | Deep, loud, and buzz like sound with changing intensity. | DSGNTonl_PROCESSED-Pad Distorted Modulation Particles Space Mid_D#_B00M_CXCK.wav | DSGNTonl_PROCESSED-Pad Distorted Modulation Particles Space Mid_D#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNTonl_PROCESSED-Pad Distorted Modulation Particles_B00M_CXCK.wav | Deep and buzz like sound with changing intensity. | DSGNTonl_PROCESSED-Pad Distorted Modulation Particles_B00M_CXCK.wav | DSGNTonl_PROCESSED-Pad Distorted Modulation Particles_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNTonl_PROCESSED-Pad Distorted Modulation Wide Space_B00M_CXCK.wav | Deep and buzz like sound with changing intensity. | DSGNTonl_PROCESSED-Pad Distorted Modulation Wide Space_B00M_CXCK.wav | DSGNTonl_PROCESSED-Pad Distorted Modulation Wide Space_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |

| DSGNTonl_PROCESSED-Pad Distorted Pitch Modulation Particles_B00M_CXCK.wav | Deep and buzz like whooshes with changing intensity. | DSGNTonl_PROCESSED-Pad Distorted Pitch Modulation Particles_B00M_CXCK.wav | DSGNTonl_PROCESSED-Pad Distorted Pitch Modulation Particles_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
|---|---|---|---|---|-----------|---|---|
| DSGNTonl_PROCESSED-Particles Brass Ensemble Braam_D#_B00M_CXCK.wav | Deep, long, and scratchy ring like sound. | DSGNTonl_PROCESSED-Particles Brass Ensemble Braam_D#_B00M_CXCK.wav | DSGNTonl_PROCESSED-Particles Brass Ensemble Braam_D#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNTonl_PROCESSED-Particles Drum Chanting_D#_B00M_CXCK.wav | Deep, continuous, and whir like sound. | DSGNTonl_PROCESSED-Particles Drum Chanting_D#_B00M_CXCK.wav | DSGNTonl_PROCESSED-Particles Drum Chanting_D#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNTonl_PROCESSED-Particles Flute Bamboo_D_B00M_CXCK.wav | Wavering and ring like sound. | DSGNTonl_PROCESSED-Particles Flute Bamboo_D_B00M_CXCK.wav | DSGNTonl_PROCESSED-Particles Flute Bamboo_D_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNTonl_PROCESSED-Particles Flute Flutter Tongue_C_B00M_CXCK.wav | Wavering, continuous, and scratch like sound. | DSGNTonl_PROCESSED-Particles Flute Flutter Tongue_C_B00M_CXCK.wav | DSGNTonl_PROCESSED-Particles Flute Flutter Tongue_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNTonl_PROCESSED-Particles Flute Transverse Airy_C_B00M_CXCK.wav | Wavering, scratchy, and whir like sound. | DSGNTonl_PROCESSED-Particles Flute Transverse Airy_C_B00M_CXCK.wav | DSGNTonl_PROCESSED-Particles Flute Transverse Airy_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNTonl_PROCESSED-Particles Sitar Saz_D_B00M_CXCK.wav | Deep, hard, and ring like sound. | DSGNTonl_PROCESSED-Particles Sitar Saz_D_B00M_CXCK.wav | DSGNTonl_PROCESSED-Particles Sitar Saz_D_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNTonl_PROCESSED-Particles Wood Box_B_B00M_CXCK.wav | Deep, wavering, and whir like sound. | DSGNTonl_PROCESSED-Particles Wood Box_B_B00M_CXCK.wav | DSGNTonl_PROCESSED-Particles Wood Box_B_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNTonl_PROCESSED-Ping High Screech Low End_B00M_CXCK.wav | Single deep and laser shot like sound. | DSGNTonl_PROCESSED-Ping High Screech Low End_B00M_CXCK.wav | DSGNTonl_PROCESSED-Ping High Screech Low End_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNTonl_PROCESSED-Ping Scary Bells Atonal_B00M_CXCK.wav | Screechy, wavering, and ringing sound. | DSGNTonl_PROCESSED-Ping Scary Bells Atonal_B00M_CXCK.wav | DSGNTonl_PROCESSED-Ping Scary Bells Atonal_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNTonl_PROCESSED-Rub Metal Cable Duct On Drum Whoosh_G#_B00M_CXCK.wav | Hard whoosh like sound with decreasing intensity. | DSGNTonl_PROCESSED-Rub Metal Cable Duct On Drum Whoosh_G#_B00M_CXCK.wav | DSGNTonl_PROCESSED-Rub Metal Cable Duct On Drum Whoosh_G#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNTonl_PROCESSED-Screech Movement High_D#_B00M_CXCK.wav | Single long, loud, and piercing ringing. | DSGNTonl_PROCESSED-Screech Movement High_D#_B00M_CXCK.wav | DSGNTonl_PROCESSED-Screech Movement High_D#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNTonl_PROCESSED-Screech Movement Texture Fall_B00M_CXCK.wav | Single hard, long, loud, and buzz like sound. | DSGNTonl_PROCESSED-Screech Movement Texture Fall_B00M_CXCK.wav | DSGNTonl_PROCESSED-Screech Movement Texture Fall_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| DSGNTonl_SYNTH-Screechy Ping Tonal_D_B00M_CXCK.wav | Loud, screechy, and wavering whoosh. | DSGNTonl_SYNTH-Screechy Ping Tonal_D_B00M_CXCK.wav | DSGNTonl_SYNTH-Screechy Ping Tonal_D_B00M_CXCK.wav | Cinematic Expressions Construction Kit | SYNTH | 0 | 0 |
| GLASFric_FRICTION-Rub Metal Box Rattle_B00M_CXCK.wav | Deep, quiet, and hard flutter. | GLASFric_FRICTION-Rub Metal Box Rattle_B00M_CXCK.wav | GLASFric_FRICTION-Rub Metal Box Rattle_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| METLFric_FRICTION-Metal Scrape Blade On Container Wobble_B00M_CXCK.wav | Fluttering and scratch like sound with changing intensity. | METLFric_FRICTION-Metal Scrape Blade On Container Wobble_B00M_CXCK.wav | METLFric_FRICTION-Metal Scrape Blade On Container Wobble_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| METLFric_FRICTION-Metal Scrape Blade On Container_B00M_CXCK.wav | Fluttering sound with changing intensity. | METLFric_FRICTION-Metal Scrape Blade On Container_B00M_CXCK.wav | METLFric_FRICTION-Metal Scrape Blade On Container_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |

| METLFric_FRICTION-Metal Scrape Rattle On Metal Container Fast_B00M_CXCK.wav | Hard and quick scratch with feedback. | METLFric_FRICTION-Metal Scrape Rattle On Metal Container Fast_B00M_CXCK.wav | METLFric_FRICTION-Metal Scrape Rattle On Metal Container Fast_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
|---|---|---|---|---|----------|---|---|
| METLFric_FRICTION-Metal Scrape Rattle On Metal Container Slow_B00M_CXCK.wav | Hard and slow scratch with feedback. | METLFric_FRICTION-Metal Scrape Rattle On Metal Container Slow_B00M_CXCK.wav | METLFric_FRICTION-Metal Scrape Rattle On Metal Container Slow_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| METLFric_FRICTION-Metal Scrape Ring Out_B00M_CXCK.wav | Quick scratch with feedback. | METLFric_FRICTION-Metal Scrape Ring Out_B00M_CXCK.wav | METLFric_FRICTION-Metal Scrape Ring Out_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| METLFric_FRICTION-Metal Scrape Saw Blade On Metal Container_B00M_CXCK.wav | Slow and hard scratch with feedback. | METLFric_FRICTION-Metal Scrape Saw Blade On Metal Container_B00M_CXCK.wav | METLFric_FRICTION-Metal Scrape Saw Blade On Metal Container_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| METLFric_FRICTION-Metal Scrape Shield Tonal Ring Out_B00M_CXCK.wav | Quick scratch with strong feedback. | METLFric_FRICTION-Metal Scrape Shield Tonal Ring Out_B00M_CXCK.wav | METLFric_FRICTION-Metal Scrape Shield Tonal Ring Out_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| METLFric_FRICTION-Metal Scrape Tonal Ring Out Steel Pole_B00M_CXCK.wav | Quick scratch with strong feedback. | METLFric_FRICTION-Metal Scrape Tonal Ring Out Steel Pole_B00M_CXCK.wav | METLFric_FRICTION-Metal Scrape Tonal Ring Out Steel Pole_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| METLFric_FRICTION-Metal Squeak Metal Shield Saw Blade_B00M_CXCK.wav | Slow and loud scratch with feedback. | METLFric_FRICTION-Metal Squeak Metal Shield Saw Blade_B00M_CXCK.wav | METLFric_FRICTION-Metal Squeak Metal Shield Saw Blade_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| METLFric_FRICTION-Metal Squeal Oven Sheet Saw Blade Long_B00M_CXCK.wav | Slow and loud scratch with screech and feedback. | METLFric_FRICTION-Metal Squeal Oven Sheet Saw Blade Long_B00M_CXCK.wav | METLFric_FRICTION-Metal Squeal Oven Sheet Saw Blade Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| METLFric_FRICTION-Metal Squeal Oven Sheet Saw Blade Short_B00M_CXCK.wav | Quick and loud scratch with screech and feedback. | METLFric_FRICTION-Metal Squeal Oven Sheet Saw Blade Short_B00M_CXCK.wav | METLFric_FRICTION-Metal Squeal Oven Sheet Saw Blade Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| METLFric_FRICTION-Metal Water Bottle Groan Short_G#_B00M_CXCK.wav | Softly trembling and short sound. | METLFric_FRICTION-Metal Water Bottle Groan Short_G#_B00M_CXCK.wav | METLFric_FRICTION-Metal Water Bottle Groan Short_G#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| METLFric_FRICTION-Metal Water Bottle Groan_G#_B00M_CXCK.wav | Softly trembling and long sound. | METLFric_FRICTION-Metal Water Bottle Groan_G#_B00M_CXCK.wav | METLFric_FRICTION-Metal Water Bottle Groan_G#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| METLFric_FRICTION-Rub Drum_B00M_CXCK.wav | Deep, quiet, and soft flutter. | METLFric_FRICTION-Rub Drum_B00M_CXCK.wav | METLFric_FRICTION-Rub Drum_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| METLFric_FRICTION-Rub Metal Pitch Drop_B00M_CXCK.wav | Deep and hard flutter with decreasing intensity. | METLFric_FRICTION-Rub Metal Pitch Drop_B00M_CXCK.wav | METLFric_FRICTION-Rub Metal Pitch Drop_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| METLFric_FRICTION-Rub Metal Plate Rattle On Drum_B00M_CXCK.wav | Deep and fluttering screech. | METLFric_FRICTION-Rub Metal Plate Rattle On Drum_B00M_CXCK.wav | METLFric_FRICTION-Rub Metal Plate Rattle On Drum_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| METLFric_FRICTION-Rub Metal Shield On Tank_B00M_CXCK.wav | Deep, soft, and fluttering screech with feedback. | METLFric_FRICTION-Rub Metal Shield On Tank_B00M_CXCK.wav | METLFric_FRICTION-Rub Metal Shield On Tank_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| METLFric_FRICTION-Rub Metal Tank Constant_B00M_CXCK.wav | Deep, soft, long, and fluttering screech with feedback. | METLFric_FRICTION-Rub Metal Tank Constant_B00M_CXCK.wav | METLFric_FRICTION-Rub Metal Tank Constant_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| METLFric_FRICTION-Rub Metal Tank Low_B00M_CXCK.wav | Deep and softly fluttering sound in low register. | METLFric_FRICTION-Rub Metal Tank Low_B00M_CXCK.wav | METLFric_FRICTION-Rub Metal Tank Low_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |

| METLFric_FRICTION-Rub Metal Tub_B00M_CXCK.wav | Deep and fluttering sound in low register. | METLFric_FRICTION-Rub Metal Tub_B00M_CXCK.wav | METLFric_FRICTION-Rub Metal Tub_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
|--|--|--|--|---|-----------|---|---|
| METLImpt_RINGOUT-Metal Ping Garden Fork On Cooking Pot Overtones_B00M_CXCK.wav | Hard and metallic clang with feedback. | METLImpt_RINGOUT-Metal Ping Garden Fork On Cooking Pot Overtones_B00M_CXCK.wav | METLImpt_RINGOUT-Metal Ping Garden Fork On Cooking Pot Overtones_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| METLImpt_RINGOUT-Metal Ping Steel Pole On Cooking Pot_B00M_CXCK.wav | Hard and metallic clang with feedback. | METLImpt_RINGOUT-Metal Ping Steel Pole On Cooking Pot_B00M_CXCK.wav | METLImpt_RINGOUT-Metal Ping Steel Pole On Cooking Pot_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| METLMvmt_RINGOUT-Metal Roll On Metal Container Whoosh Like_B00M_CXCK.wav | Hard and deep scratch with feedback. | METLMvmt_RINGOUT-Metal Roll On Metal Container Whoosh Like_B00M_CXCK.wav | METLMvmt_RINGOUT-Metal Roll On Metal Container Whoosh Like_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| METLTonl_PROCESSED-Metal Scrape Tonal Ring Out_B00M_CXCK.wav | Deep and metallic scratch like sound with feedback. | METLTonl_PROCESSED-Metal Scrape Tonal Ring Out_B00M_CXCK.wav | METLTonl_PROCESSED-Metal Scrape Tonal Ring Out_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| METLTonl_STROKED-Metal Bowed Cable Duct High Tone Long_B_B00M_CXCK.wav | Long and screechy sound with feedback. | METLTonl_STROKED-Metal Bowed Cable Duct High Tone Long_B_B00M_CXCK.wav | METLTonl_STROKED-Metal Bowed Cable Duct High Tone Long_B_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| METLTonl_STROKED-Metal Bowed Cable Duct Long_C_B00M_CXCK.wav | Slow and screechy sound with feedback. | METLTonl_STROKED-Metal Bowed Cable Duct Long_C_B00M_CXCK.wav | METLTonl_STROKED-Metal Bowed Cable Duct Long_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| METLTonl_STROKED-Metal Bowed Cable Duct Short_F_B00M_CXCK.wav | Short and screechy sound with feedback. | METLTonl_STROKED-Metal Bowed Cable Duct Short_F_B00M_CXCK.wav | METLTonl_STROKED-Metal Bowed Cable Duct Short_F_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| METLTonl_STROKED-Metal Bowed Oven Sheet Dark_B_B00M_CXCK.wav | Long, deep, and screechy sound with feedback. | METLTonl_STROKED-Metal Bowed Oven Sheet Dark_B_B00M_CXCK.wav | METLTonl_STROKED-Metal Bowed Oven Sheet Dark_B_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| METLTonl_STROKED-Metal Bowed Oven Sheet Short Atonal_B00M_CXCK.wav | Short and screechy sound with feedback. | METLTonl_STROKED-Metal Bowed Oven Sheet Short Atonal_B00M_CXCK.wav | METLTonl_STROKED-Metal Bowed Oven Sheet Short Atonal_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| METLTonl_STROKED-Metal Bowed Oven Sheet Short High_C_B00M_CXCK.wav | Quick and screechy sound in high register with feedback. | METLTonl_STROKED-Metal Bowed Oven Sheet Short High_C_B00M_CXCK.wav | METLTonl_STROKED-Metal Bowed Oven Sheet Short High_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| METLTonl_STROKED-Metal Bowed Oven Sheet Short Low_F#_B00M_CXCK.wav | Quick and screechy sound in low register with feedback. | METLTonl_STROKED-Metal Bowed Oven Sheet Short Low_F#_B00M_CXCK.wav | METLTonl_STROKED-Metal Bowed Oven Sheet Short Low_F#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| METLTonl_STROKED-Metal Bowed Oven Sheet Short_B_B00M_CXCK.wav | Quick and screechy sound with feedback. | METLTonl_STROKED-Metal Bowed Oven Sheet Short_B_B00M_CXCK.wav | METLTonl_STROKED-Metal Bowed Oven Sheet Short_B_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| METLTonl_STROKED-Metal Bowed Oven Sheet Short_F_B00M_CXCK.wav | Quick and screechy sound with feedback. | METLTonl_STROKED-Metal Bowed Oven Sheet Short_F_B00M_CXCK.wav | METLTonl_STROKED-Metal Bowed Oven Sheet Short_F_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| METLTonl_STROKED-Metal Bowed Shield Long_A_B00M_CXCK.wav | Slow and screechy sound with feedback. | METLTonl_STROKED-Metal Bowed Shield Long_A_B00M_CXCK.wav | METLTonl_STROKED-Metal Bowed Shield Long_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| METLTonl_STROKED-Metal Bowed Shield Long_G_B00M_CXCK.wav | Slow and screechy sound with feedback. | METLTonl_STROKED-Metal Bowed Shield Long_G_B00M_CXCK.wav | METLTonl_STROKED-Metal Bowed Shield Long_G_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| METLTonl_STROKED-Metal Bowed Shield Short High_B_B00M_CXCK.wav | Quick and screechy sound in high register with feedback. | METLTonl_STROKED-Metal Bowed Shield Short High_B_B00M_CXCK.wav | METLTonl_STROKED-Metal Bowed Shield Short High_B_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |

| METLTonl_STROKED-Metal Bowed Shield Short Low_B_B00M_CXCK.wav | Quick and screechy sound in low register with feedback. | METLTonl_STROKED-Metal Bowed Shield Short Low_B_B00M_CXCK.wav | METLTonl_STROKED-Metal Bowed Shield Short Low_B_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
|--|---|--|--|---|------------|---|---|
| METLTonl_STROKED-Metal Scrape Saw Blade On Oven Sheet_B00M_CXCK.wav | Slow, deep, and hard scratch with feedback. | METLTonl_STROKED-Metal Scrape Saw Blade On Oven Sheet_B00M_CXCK.wav | METLTonl_STROKED-Metal Scrape Saw Blade On Oven Sheet_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCBrass_INSTRUMENT- Baritone Horn Sustain Flutter Tongue_B_B00M_CXCK.wav | Single fluttering note is played and held. | MUSCBrass_INSTRUMENT- Baritone Horn Sustain Flutter Tongue_B_B00M_CXCK.wav | MUSCBrass_INSTRUMENT- Baritone Horn Sustain Flutter Tongue_B_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCBrass_INSTRUMENT- Baritone Horn Sustain_B_B00M_CXCK.wav | Single note is played and held. | MUSCBrass_INSTRUMENT- Baritone Horn Sustain_B_B00M_CXCK.wav | MUSCBrass_INSTRUMENT- Baritone Horn Sustain_B_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCBrass_INSTRUMENT- Baritone Horn Sustain_C_B00M_CXCK.wav | Single low note is played and held. | MUSCBrass_INSTRUMENT- Baritone Horn Sustain_C_B00M_CXCK.wav | MUSCBrass_INSTRUMENT- Baritone Horn Sustain_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCBrass_INSTRUMENT- Baritone Horn Swell Flutter Pedal Tone_B00M_CXCK.wav | Single fluttering note is played with changing intensity. | MUSCBrass_INSTRUMENT- Baritone Horn Swell Flutter Pedal Tone_B00M_CXCK.wav | MUSCBrass_INSTRUMENT- Baritone Horn Swell Flutter Pedal Tone_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCBrass_INSTRUMENT- Baritone Horn Swell Flutter Tongue_B_B00M_CXCK.wav | Single fluttering note is played with changing intensity. | MUSCBrass_INSTRUMENT- Baritone Horn Swell Flutter Tongue_B_B00M_CXCK.wav | MUSCBrass_INSTRUMENT- Baritone Horn Swell Flutter Tongue_B_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCBrass_INSTRUMENT- Baritone Hom Swell_B_B00M_CXCK.wav | Single note is played and held with increasing intensity. | MUSCBrass_INSTRUMENT- Baritone Horn Swell_B_B00M_CXCK.wav | MUSCBrass_INSTRUMENT- Baritone Horn Swell_B_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCBrass_INSTRUMENT- Baritone Hom Swell_C_B00M_CXCK.wav | Single note is played and held with increasing intensity. | MUSCBrass_INSTRUMENT- Baritone Horn Swell_C_B00M_CXCK.wav | MUSCBrass_INSTRUMENT- Baritone Horn Swell_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCBrass_INSTRUMENT-Baritone Horn Waving_F_B00M_CXCK.wav | Single note is played with changing intensity. | MUSCBrass_INSTRUMENT- Baritone Horn Waving_F_B00M_CXCK.wav | MUSCBrass_INSTRUMENT- Baritone Horn Waving_F_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCBrass_PROCESSED-Brass Braam_G_B00M_CXCK.wav | Deep and ring like sound with quick taps. | MUSCBrass_PROCESSED-Brass Braam_G_B00M_CXCK.wav | MUSCBrass_PROCESSED-Brass Braam_G_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCChim_PROCESSED-Bell High Granular Texture_B00M_CXCK.wav | Loud, rattling, and ring like sound. | MUSCChim_PROCESSED-Bell High Granular Texture_B00M_CXCK.wav | MUSCChim_PROCESSED-Bell High Granular Texture_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCChim_PROCESSED-Chime Tree Granular Texture_B00M_CXCK.wav | Short, high pitched, and ringing sounds. | MUSCChim_PROCESSED-Chime Tree Granular Texture_B00M_CXCK.wav | MUSCChim_PROCESSED-Chime Tree Granular Texture_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_INSTRUMENT- Accordion Bass Cluster Sustain_B00M_CXCK.wav | Several notes played at the same time and held. | MUSCInst_INSTRUMENT- Accordion Bass Cluster Sustain_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Accordion Bass Cluster Sustain_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT- Accordion Bass Cluster Swell_B00M_CXCK.wav | Several notes played at the same time and held with increasing intensity. | MUSCInst_INSTRUMENT- Accordion Bass Cluster Swell_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Accordion Bass Cluster Swell_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |

| MUSCInst_INSTRUMENT- Accordion Bass Sustain_A#_B00M_CXCK.wav | Single note is played and held. | MUSCInst_INSTRUMENT- Accordion Bass Sustain_A#_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Accordion Bass Sustain_A#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
|---|---|---|---|---|------------|---|---|
| MUSCInst_INSTRUMENT- Accordion Bass Swell_A#_B00M_CXCK.wav | Single note is played and held with increasing intensity. | MUSCInst_INSTRUMENT- Accordion Bass Swell_A#_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Accordion Bass Swell_A#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT- Accordion Clavier Cluster Sustain_B00M_CXCK.wav | Several notes played at the same time and held. | MUSCInst_INSTRUMENT- Accordion Clavier Cluster Sustain_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Accordion Clavier Cluster Sustain_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT- Accordion Clavier Cluster Swell_B00M_CXCK.wav | Several notes played at the same time and held with increasing intensity. | MUSCInst_INSTRUMENT- Accordion Clavier Cluster Swell_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Accordion Clavier Cluster Swell_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT- Accordion Clavier Electric Sound_D_B00M_CXCK.wav | Single electric note is played and held. | MUSCInst_INSTRUMENT- Accordion Clavier Electric Sound_D_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Accordion Clavier Electric Sound_D_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT- Accordion Clavier Sustain_G_B00M_CXCK.wav | Single note is played and held. | MUSCInst_INSTRUMENT- Accordion Clavier Sustain_G_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Accordion Clavier Sustain_G_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT- Accordion Clavier Swell_G_B00M_CXCK.wav | Single note is played and held with increasing intensity. | MUSCInst_INSTRUMENT- Accordion Clavier Swell_G_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Accordion Clavier Swell_G_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT-Church Organ Braam Long_B00M_CXCK.wav | Single long note is played and held. | MUSCInst_INSTRUMENT-Church Organ Braam Long_B00M_CXCK.wav | MUSCInst_INSTRUMENT-Church Organ Braam Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT-Church Organ Braam Short_B00M_CXCK.wav | Single note is quickly played. | MUSCInst_INSTRUMENT-Church Organ Braam Short_B00M_CXCK.wav | MUSCInst_INSTRUMENT-Church Organ Braam Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT-Church Organ Braam Very Short_B00M_CXCK.wav | Single note is quickly played. | MUSCInst_INSTRUMENT-Church Organ Braam Very Short_B00M_CXCK.wav | MUSCInst_INSTRUMENT-Church Organ Braam Very Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT-Church Organ Braam_B00M_CXCK.wav | Single long note is played. | MUSCInst_INSTRUMENT-Church Organ Braam_B00M_CXCK.wav | MUSCInst_INSTRUMENT-Church Organ Braam_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT-Church Organ Cluster Chord Long_B00M_CXCK.wav | Several notes are played at the same time at held. | MUSCInst_INSTRUMENT-Church Organ Cluster Chord Long_B00M_CXCK.wav | MUSCInst_INSTRUMENT-Church Organ Cluster Chord Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT-Church Organ Cluster Chord Short_B00M_CXCK.wav | Several notes are quickly played at the same time. | MUSCInst_INSTRUMENT-Church Organ Cluster Chord Short_B00M_CXCK.wav | MUSCInst_INSTRUMENT-Church Organ Cluster Chord Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT-Church Organ Cluster Chord_B00M_CXCK.wav | Several notes are played at the same time. | MUSCInst_INSTRUMENT-Church Organ Cluster Chord_B00M_CXCK.wav | MUSCInst_INSTRUMENT-Church Organ Cluster Chord_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT- Digeridoo Flutter Tongue_E_B00M_CXCK.wav | Soft, somewhat stable, and buzz like sound. | MUSCInst_INSTRUMENT- Digeridoo Flutter Tongue_E_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Digeridoo Flutter Tongue_E_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |

| MUSCInst_INSTRUMENT- Digeridoo Sustain_E_B00M_CXCK.wav | Soft, stable, and buzz like sound. | MUSCInst_INSTRUMENT- Digeridoo Sustain_E_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Digeridoo Sustain_E_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
|--|--|--|--|---|------------|---|---|
| MUSCInst_INSTRUMENT- Digeridoo Waving_E_B00M_CXCK.wav | Soft, unstable, and buzz like sound. | MUSCInst_INSTRUMENT- Digeridoo Waving_E_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Digeridoo Waving_E_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT- Waterphone Bowed And Rotate Rusty_B00M_CXCK.wav | Slow and scratch like sound with strong feedback. | MUSCInst_INSTRUMENT- Waterphone Bowed And Rotate Rusty_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Waterphone Bowed And Rotate Rusty_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT- Waterphone Bowed And Rotate_B00M_CXCK.wav | Slow and scratch like sound with strong feedback. | MUSCInst_INSTRUMENT- Waterphone Bowed And Rotate_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Waterphone Bowed And Rotate_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT- Waterphone Bowed Fast Resonance_B00M_CXCK.wav | Slow and screechy sound with strong feedback. | MUSCInst_INSTRUMENT- Waterphone Bowed Fast Resonance_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Waterphone Bowed Fast Resonance_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT- Waterphone Bowed Resonance_B00M_CXCK.wav | Slow and screechy sound with strong feedback. | MUSCInst_INSTRUMENT- Waterphone Bowed Resonance_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Waterphone Bowed Resonance_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT- Waterphone Bowed Slow Screech_B00M_CXCK.wav | Long and screechy sound with strong feedback. | MUSCInst_INSTRUMENT- Waterphone Bowed Slow Screech_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Waterphone Bowed Slow Screech_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT- Waterphone Bowed Swirl_B00M_CXCK.wav | Long and screechy sound with changing intensity and strong feedback. | MUSCInst_INSTRUMENT- Waterphone Bowed Swirl_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Waterphone Bowed Swirl_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT- Waterphone Bowed Textures_B00M_CXCK.wav | Short and screechy sound with strong feedback. | MUSCInst_INSTRUMENT- Waterphone Bowed Textures_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Waterphone Bowed Textures_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT- Waterphone Fast Scrapes_B00M_CXCK.wav | Short, bumpy, and scratch like sound with strong feedback. | MUSCInst_INSTRUMENT- Waterphone Fast Scrapes_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Waterphone Fast Scrapes_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT- Waterphone Medium Slow Scrape_B00M_CXCK.wav | Slow, bumpy, and scratch like sound with strong feedback. | MUSCInst_INSTRUMENT- Waterphone Medium Slow Scrape_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Waterphone Medium Slow Scrape_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT- Waterphone Quick Scrapes Short_B00M_CXCK.wav | Short, bumpy, and scratch like sound with strong feedback. | MUSCInst_INSTRUMENT- Waterphone Quick Scrapes Short_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Waterphone Quick Scrapes Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT- Waterphone Scrapes Rattles_B00M_CXCK.wav | Quick, bumpy, and scratch like sound with strong feedback. | MUSCInst_INSTRUMENT- Waterphone Scrapes Rattles_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Waterphone Scrapes Rattles_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_INSTRUMENT- Waterphone Short Metallic Screech_B00M_CXCK.wav | Quick and scratch like sound with strong feedback. | MUSCInst_INSTRUMENT- Waterphone Short Metallic Screech_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Waterphone Short Metallic Screech_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |

| MUSCInst_INSTRUMENT- Waterphone Short Screech_B00M_CXCK.wav | Quick, loud, and scratch like sound with strong feedback. | MUSCInst_INSTRUMENT- Waterphone Short Screech_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Waterphone Short Screech_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
|--|--|--|--|---|------------|---|---|
| MUSCInst_INSTRUMENT- Waterphone Short Swells_B00M_CXCK.wav | Slow, loud, and scratch like sound with strong feedback. | MUSCInst_INSTRUMENT- Waterphone Short Swells_B00M_CXCK.wav | MUSCInst_INSTRUMENT- Waterphone Short Swells_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCInst_PROCESSED-Guitar Distorted Harmonics Braam Deep_E_B00M_CXCK.wav | Deep and vibrating sound with changing intensity. | MUSCInst_PROCESSED-Guitar Distorted Harmonics Braam Deep_E_B00M_CXCK.wav | MUSCInst_PROCESSED-Guitar Distorted Harmonics Braam Deep_E_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Guitar Distorted Harmonics Braam Mid_E_B00M_CXCK.wav | Mid tone and vibrating sound with decreasing intensity. | MUSCInst_PROCESSED-Guitar Distorted Harmonics Braam Mid_E_B00M_CXCK.wav | MUSCInst_PROCESSED-Guitar Distorted Harmonics Braam Mid_E_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Guitar Harmonics Distorted Ping Spectral_D#_B00M_CXCK.wav | Loud and buzz like sound with decreasing intensity. | MUSCInst_PROCESSED-Guitar Harmonics Distorted Ping Spectral_D#_B00M_CXCK.wav | MUSCInst_PROCESSED-Guitar Harmonics Distorted Ping Spectral_D#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Guitar Loose Strum Deep Low Tail_B00M_CXCK.wav | Deep, softly trembling, and low tone sound. | MUSCInst_PROCESSED-Guitar Loose Strum Deep Low Tail_B00M_CXCK.wav | MUSCInst_PROCESSED-Guitar Loose Strum Deep Low Tail_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Guitar Texture Atonal Granular Lofi_D#_B00M_CXCK.wav | Fluttering sound with changing intensity and feedback. | MUSCInst_PROCESSED-Guitar Texture Atonal Granular Lofi_D#_B00M_CXCK.wav | MUSCInst_PROCESSED-Guitar Texture Atonal Granular Lofi_D#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Guitar Texture Atonal Granular Scanner_B00M_CXCK.wav | Fluttering sound with changing intensity and feedback. | MUSCInst_PROCESSED-Guitar Texture Atonal Granular Scanner_B00M_CXCK.wav | MUSCInst_PROCESSED-Guitar Texture Atonal Granular Scanner_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Guitar Texture Lose Strum Granular Metal_B00M_CXCK.wav | Deep and fluttering sound with changing intensity and feedback. | MUSCInst_PROCESSED-Guitar Texture Lose Strum Granular Metal_B00M_CXCK.wav | MUSCInst_PROCESSED-Guitar Texture Lose Strum Granular Metal_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Guitar Texture Strum Arp Dull Atonal_B00M_CXCK.wav | Soft and fluttering sound with changing intensity and feedback. | MUSCInst_PROCESSED-Guitar Texture Strum Arp Dull Atonal_B00M_CXCK.wav | MUSCInst_PROCESSED-Guitar Texture Strum Arp Dull Atonal_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Pad Guitar Distorted_E_B00M_CXCK.wav | Long, deep, and buzz like sound. | MUSCInst_PROCESSED-Pad Guitar Distorted_E_B00M_CXCK.wav | MUSCInst_PROCESSED-Pad Guitar Distorted_E_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Pad Guitar Feedback Granular Modulation_E_B00M_CXCK.wav | Long and slow sound with changing intensity. | MUSCInst_PROCESSED-Pad Guitar Feedback Granular Modulation_E_B00M_CXCK.wav | MUSCInst_PROCESSED-Pad Guitar Feedback Granular Modulation_E_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Pad Guitar Feedback Granular Space Wide_B00M_CXCK.wav | Long and ring like sound with changing intensity. | MUSCInst_PROCESSED-Pad Guitar Feedback Granular Space Wide_B00M_CXCK.wav | MUSCInst_PROCESSED-Pad Guitar Feedback Granular Space Wide_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Pad Guitar Feedback High Atonal_B00M_CXCK.wav | Long, bumpy, and ring like sound with changing intensity. | MUSCInst_PROCESSED-Pad Guitar Feedback High Atonal_B00M_CXCK.wav | MUSCInst_PROCESSED-Pad Guitar Feedback High Atonal_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Pad Guitar Feedback High Piercing_B00M_CXCK.wav | Screechy, long, and ring like sound. | MUSCInst_PROCESSED-Pad Guitar Feedback High Piercing_B00M_CXCK.wav | MUSCInst_PROCESSED-Pad Guitar Feedback High Piercing_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |

| MUSCInst_PROCESSED-Pad Guitar Feedback High Siren_B00M_CXCK.wav | Long and ring like sound with changing intensity. | MUSCInst_PROCESSED-Pad Guitar Feedback High Siren_B00M_CXCK.wav | MUSCInst_PROCESSED-Pad Guitar Feedback High Siren_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
|---|---|---|---|---|-----------|---|---|
| MUSCInst_PROCESSED-Pad Guitar Feedback Noisy Harsh Modulated_B00M_CXCK.wav | Screechy and ring like sound with changing intensity. | MUSCInst_PROCESSED-Pad Guitar Feedback Noisy Harsh Modulated_B00M_CXCK.wav | MUSCInst_PROCESSED-Pad Guitar Feedback Noisy Harsh Modulated_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Pad Guitar Feedback Noisy Harsh_B00M_CXCK.wav | Rough, screechy, and ring like sound with changing intensity. | MUSCInst_PROCESSED-Pad Guitar Feedback Noisy Harsh_B00M_CXCK.wav | MUSCInst_PROCESSED-Pad Guitar Feedback Noisy Harsh_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Pad Guitar Granular Modulated Space Wide Movement_E_B00M_CXCK.wav | Screechy, rattling, and ring like sound with changing intensity. | MUSCInst_PROCESSED-Pad Guitar Granular Modulated Space Wide Movement_E_B00M_CXCK.wav | MUSCInst_PROCESSED-Pad Guitar Granular Modulated Space Wide Movement_E_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Pad Guitar Granular Strumming Modulated_E_B00M_CXCK.wav | Rattling and ring like sound with changing intensity. | MUSCInst_PROCESSED-Pad Guitar Granular Strumming Modulated_E_B00M_CXCK.wav | MUSCInst_PROCESSED-Pad Guitar Granular Strumming Modulated_E_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Pad Guitar Growl Deep Distorted_C_B00M_CXCK.wav | Rough and buzz like sound with changing intensity. | MUSCInst_PROCESSED-Pad Guitar Growl Deep Distorted_C_B00M_CXCK.wav | MUSCInst_PROCESSED-Pad Guitar Growl Deep Distorted_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Pad Guitar Growl Granular Evolving_C_B00M_CXCK.wav | Long, rough, and buzz like sound with changing intensity. | MUSCInst_PROCESSED-Pad Guitar Growl Granular Evolving_C_B00M_CXCK.wav | MUSCInst_PROCESSED-Pad Guitar Growl Granular Evolving_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Pad Guitar High Distorted Granular Feedback_C_B00M_CXCK.wav | Rough and screech like sound with changing intensity. | MUSCInst_PROCESSED-Pad Guitar High Distorted Granular Feedback_C_B00M_CXCK.wav | MUSCInst_PROCESSED-Pad Guitar High Distorted Granular Feedback_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Pad Guitar High Granular String_E_B00M_CXCK.wav | Long and ring like sound with changing intensity. | MUSCInst_PROCESSED-Pad Guitar High Granular String_E_B00M_CXCK.wav | MUSCInst_PROCESSED-Pad Guitar High Granular String_E_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Pad Guitar High Octave Arp Granular Cloud Blurred Low_D_B00M_CXCK.wav | Long, slow, wavering, and melodic sound. | MUSCInst_PROCESSED-Pad Guitar High Octave Arp Granular Cloud Blurred Low_D_B00M_CXCK.wav | MUSCInst_PROCESSED-Pad Guitar High Octave Arp Granular Cloud Blurred Low_D_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Pad Guitar High Octave Arp Granular Cloud Blurred_E_B00M_CXCK.wav | Long, slow, and melodic sound in high register. | MUSCInst_PROCESSED-Pad Guitar High Octave Arp Granular Cloud Blurred_E_B00M_CXCK.wav | MUSCInst_PROCESSED-Pad Guitar High Octave Arp Granular Cloud Blurred_E_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Pad Guitar High Octave Arp Granular Cloud_E_B00M_CXCK.wav | Long, slow, and melodic sound with quick taps in high register. | MUSCInst_PROCESSED-Pad Guitar High Octave Arp Granular Cloud_E_B00M_CXCK.wav | MUSCInst_PROCESSED-Pad Guitar High Octave Arp Granular Cloud_E_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Pad Guitar Large Space Granular_E_B00M_CXCK.wav | Long, slow, deep, and buzz like sound. | MUSCInst_PROCESSED-Pad Guitar Large Space Granular_E_B00M_CXCK.wav | MUSCInst_PROCESSED-Pad Guitar Large Space Granular_E_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCInst_PROCESSED-Pad Guitar Octave Arp Clean_B_B00M_CXCK.wav | Quick and melodic taps. | MUSCInst_PROCESSED-Pad Guitar Octave Arp Clean_B_B00M_CXCK.wav | MUSCInst_PROCESSED-Pad Guitar Octave Arp Clean_B_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCMisc_STROKED-Bowed String Box Double Bass String Groan Long_B00M_CXCK.wav | Double low and slow groan is played. | MUSCMise_STROKED-Bowed String Box Double Bass String Groan Long_B00M_CXCK.wav | MUSCMise_STROKED-Bowed String Box Double Bass String Groan Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |

| MUSCMisc_STROKED-Bowed String Box Double Bass String Groan Short Fast_B00M_CXCK.wav | Double low and quick groan is played. | MUSCMisc_STROKED-Bowed String Box Double Bass String Groan Short Fast_B00M_CXCK.wav | MUSCMisc_STROKED-Bowed String Box Double Bass String Groan Short Fast_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
|---|--|---|---|---|------------|---|---|
| MUSCMisc_STROKED-Bowed String Box Double Bass String Groan Short_B00M_CXCK.wav | Double quick groan is played. | MUSCMise_STROKED-Bowed String Box Double Bass String Groan Short_B00M_CXCK.wav | MUSCMise_STROKED-Bowed String Box Double Bass String Groan Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCMisc_STROKED-Bowed String Box Double Bass String Groan_B00M_CXCK.wav | Double low groan is played. | MUSCMisc_STROKED-Bowed String Box Double Bass String Groan_B00M_CXCK.wav | MUSCMisc_STROKED-Bowed String Box Double Bass String Groan_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCMisc_STROKED-Bowed String Box Mandolin String Long_B00M_CXCK.wav | Low, deep, and slow scratch like sound. | MUSCMisc_STROKED-Bowed String Box Mandolin String Long_B00M_CXCK.wav | MUSCMisc_STROKED-Bowed String Box Mandolin String Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCMisc_STROKED-Bowed String Box Mandolin String Modulated_B00M_CXCK.wav | Revving like and deep sound. | MUSCMisc_STROKED-Bowed String Box Mandolin String Modulated_B00M_CXCK.wav | MUSCMisc_STROKED-Bowed String Box Mandolin String Modulated_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCMisc_STROKED-Bowed String Box Mandolin String Short_B00M_CXCK.wav | Deep and quick scratch like sound. | MUSCMisc_STROKED-Bowed String Box Mandolin String Short_B00M_CXCK.wav | MUSCMisc_STROKED-Bowed String Box Mandolin String Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCMisc_STROKED-Bowed String Box Mandolin String Thin Back_B00M_CXCK.wav | Deep and slow scratch like sound. | MUSCMisc_STROKED-Bowed String Box Mandolin String Thin Back_B00M_CXCK.wav | MUSCMisc_STROKED-Bowed String Box Mandolin String Thin Back_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCMisc_STROKED-Bowed String Box Mandolin String Thin Groan Fast_B00M_CXCK.wav | Short and quick scratch like sound. | MUSCMisc_STROKED-Bowed String Box Mandolin String Thin Groan Fast_B00M_CXCK.wav | MUSCMisc_STROKED-Bowed String Box Mandolin String Thin Groan Fast_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCMisc_STROKED-Bowed String Box Mandolin String Thin Groan_B00M_CXCK.wav | Deep and slow scratch like sound. | MUSCMisc_STROKED-Bowed String Box Mandolin String Thin Groan_B00M_CXCK.wav | MUSCMisc_STROKED-Bowed String Box Mandolin String Thin Groan_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCMisc_STROKED-Bowed String Box Mandolin String Thin_B00M_CXCK.wav | Slow revving like sound with changing intensity. | MUSCMisc_STROKED-Bowed String Box Mandolin String Thin_B00M_CXCK.wav | MUSCMisc_STROKED-Bowed String Box Mandolin String Thin_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCMisc_STROKED-Bowed String Box Plastic Mandolin String_B00M_CXCK.wav | Short and quick scratch like sound. | MUSCMise_STROKED-Bowed String Box Plastic Mandolin String_B00M_CXCK.wav | MUSCMise_STROKED-Bowed String Box Plastic Mandolin String_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCPerc_FRICTION-Rub Drum Pitched_B00M_CXCK.wav | Deep, quiet, and soft flutter with feedback. | MUSCPerc_FRICTION-Rub Drum Pitched_B00M_CXCK.wav | MUSCPerc_FRICTION-Rub Drum Pitched_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| MUSCPerc_FRICTION-Rub Wood Box Tonal_B00M_CXCK.wav | Deep and quick scratch like sound. | MUSCPerc_FRICTION-Rub Wood Box Tonal_B00M_CXCK.wav | MUSCPerc_FRICTION-Rub Wood Box Tonal_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| MUSCPerc_INSTRUMENT-Tom Drum Medium Rubber Mallet Scrape Long_B00M_CXCK.wav | Deep, screechy, and ring like sound. | MUSCPerc_INSTRUMENT-Tom Drum Medium Rubber Mallet Scrape Long_B00M_CXCK.wav | MUSCPerc_INSTRUMENT-Tom Drum Medium Rubber Mallet Scrape Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCPerc_INSTRUMENT-Tom Drum Small Large Rubber Mallet Scrape Long_B00M_CXCK.wav | Deep, screechy, wavering, and ring like sound. | MUSCPerc_INSTRUMENT-Tom Drum Small Large Rubber Mallet Scrape Long_B00M_CXCK.wav | MUSCPerc_INSTRUMENT-Tom Drum Small Large Rubber Mallet Scrape Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCPerc_INSTRUMENT-Tom Drum Small Large Rubber Mallet Scrape Short_B00M_CXCK.wav | Quick, deep, screechy, and ring like sound. | MUSCPerc_INSTRUMENT-Tom Drum Small Large Rubber Mallet Scrape Short_B00M_CXCK.wav | MUSCPerc_INSTRUMENT-Tom Drum Small Large Rubber Mallet Scrape Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCPerc_INSTRUMENT-Tom Drum Small Rubber Mallet Scrape Long_B00M_CXCK.wav | Slow, hard, and buzz like sound. | MUSCPerc_INSTRUMENT-Tom Drum Small Rubber Mallet Scrape Long_B00M_CXCK.wav | MUSCPerc_INSTRUMENT-Tom Drum Small Rubber Mallet Scrape Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |

| MUSCPerc_INSTRUMENT-Tom Drum Small Rubber Mallet Scrape Short_B00M_CXCK.wav | Quick, hard, and buzz like sound. | MUSCPerc_INSTRUMENT-Tom Drum Small Rubber Mallet Scrape Short_B00M_CXCK.wav | MUSCPerc_INSTRUMENT-Tom Drum Small Rubber Mallet Scrape Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
|---|--|---|---|---|------------|---|---|
| MUSCPerc_RINGOUT-Cymbal Bowed Scrape_B00M_CXCK.wav | Long and scratch like sound with feedback. | MUSCPerc_RINGOUT-Cymbal Bowed Scrape_B00M_CXCK.wav | MUSCPerc_RINGOUT-Cymbal Bowed Scrape_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPerc_RINGOUT-Cymbal Bowed Slow Groan_B00M_CXCK.wav | Long and screech like sound with feedback. | MUSCPerc_RINGOUT-Cymbal Bowed Slow Groan_B00M_CXCK.wav | MUSCPerc_RINGOUT-Cymbal Bowed Slow Groan_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPerc_RINGOUT-Cymbal Bowed Symbol Short Long Decay_B00M_CXCK.wav | Short and screech like sound with long feedback. | MUSCPerc_RINGOUT-Cymbal Bowed Symbol Short Long Decay_B00M_CXCK.wav | MUSCPerc_RINGOUT-Cymbal Bowed Symbol Short Long Decay_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPerc_RINGOUT-Cymbal Crash Bowed Long_B00M_CXCK.wav | Screech like sound with long feedback. | MUSCPerc_RINGOUT-Cymbal Crash Bowed Long_B00M_CXCK.wav | MUSCPerc_RINGOUT-Cymbal Crash Bowed Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPerc_RINGOUT-Cymbal Crash Bowed Screech_B00M_CXCK.wav | High pitched and creak like sound with feedback. | MUSCPerc_RINGOUT-Cymbal Crash Bowed Screech_B00M_CXCK.wav | MUSCPerc_RINGOUT-Cymbal Crash Bowed Screech_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPerc_RINGOUT-Cymbal Crash Bowed Short_B00M_CXCK.wav | Short and high pitched screech with feedback. | MUSCPerc_RINGOUT-Cymbal Crash Bowed Short_B00M_CXCK.wav | MUSCPerc_RINGOUT-Cymbal Crash Bowed Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPerc_RINGOUT-Cymbal Dampened Bow High Fast_B00M_CXCK.wav | Quick and high pitched screech with feedback. | MUSCPerc_RINGOUT-Cymbal Dampened Bow High Fast_B00M_CXCK.wav | MUSCPerc_RINGOUT-Cymbal Dampened Bow High Fast_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPerc_RINGOUT-Cymbal Dampened Long Bow_B00M_CXCK.wav | Long screech with feedback. | MUSCPerc_RINGOUT-Cymbal Dampened Long Bow_B00M_CXCK.wav | MUSCPerc_RINGOUT-Cymbal Dampened Long Bow_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPerc_RINGOUT-Cymbal Rubber Mallet Short_B00M_CXCK.wav | Short and soft screech. | MUSCPerc_RINGOUT-Cymbal Rubber Mallet Short_B00M_CXCK.wav | MUSCPerc_RINGOUT-Cymbal Rubber Mallet Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPerc_RINGOUT-Cymbal Rubber Mallet Slow Rises_B00M_CXCK.wav | Soft screech with long feedback. | MUSCPerc_RINGOUT-Cymbal Rubber Mallet Slow Rises_B00M_CXCK.wav | MUSCPerc_RINGOUT-Cymbal Rubber Mallet Slow Rises_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPerc_RINGOUT-Cymbal Scrape Long_B00M_CXCK.wav | Slow scratch with feedback. | MUSCPerc_RINGOUT-Cymbal Scrape Long_B00M_CXCK.wav | MUSCPerc_RINGOUT-Cymbal Scrape Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPerc_RINGOUT-Cymbal Scrape Short_B00M_CXCK.wav | Quick scratch with feedback. | MUSCPerc_RINGOUT-Cymbal Scrape Short_B00M_CXCK.wav | MUSCPerc_RINGOUT-Cymbal Scrape Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPerc_RINGOUT-Cymbal Scrape Small_B00M_CXCK.wav | Buzzing scratch with feedback. | MUSCPerc_RINGOUT-Cymbal Scrape Small_B00M_CXCK.wav | MUSCPerc_RINGOUT-Cymbal Scrape Small_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPerc_RINGOUT-Cymbal Thin Crash Bowed Fast_B00M_CXCK.wav | Quick strike with feedback. | MUSCPerc_RINGOUT-Cymbal Thin Crash Bowed Fast_B00M_CXCK.wav | MUSCPerc_RINGOUT-Cymbal Thin Crash Bowed Fast_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPerc_RINGOUT-Cymbal Thin Crash Bowed Long_B00M_CXCK.wav | Slow strike with feedback. | MUSCPerc_RINGOUT-Cymbal Thin Crash Bowed Long_B00M_CXCK.wav | MUSCPerc_RINGOUT-Cymbal Thin Crash Bowed Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPerc_RINGOUT-Cymbal Thin Crash Bowed Metallic Long_B00M_CXCK.wav | Slow strike with long feedback. | MUSCPerc_RINGOUT-Cymbal Thin Crash Bowed Metallic Long_B00M_CXCK.wav | MUSCPerc_RINGOUT-Cymbal Thin Crash Bowed Metallic Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |

| MUSCPere_RINGOUT-Cymbal Thin Crash Bowed_B00M_CXCK.wav | Slow strike with feedback. | MUSCPerc_RINGOUT-Cymbal Thin Crash Bowed_B00M_CXCK.wav | MUSCPerc_RINGOUT-Cymbal Thin Crash Bowed_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
|---|---|---|---|---|---------|---|---|
| MUSCPere_RINGOUT-Cymbal Thin Crash Low Bowed_B00M_CXCK.wav | Quick strike with feedback. | MUSCPerc_RINGOUT-Cymbal Thin Crash Low Bowed_B00M_CXCK.wav | MUSCPerc_RINGOUT-Cymbal Thin Crash Low Bowed_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPerc_RINGOUT-Gong Bowed Resonant Groan_B00M_CXCK.wav | Long groan is played with feedback. | MUSCPerc_RINGOUT-Gong Bowed Resonant Groan_B00M_CXCK.wav | MUSCPerc_RINGOUT-Gong Bowed Resonant Groan_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPerc_RINGOUT-Gong Bowed Resonant Hard_B00M_CXCK.wav | Long groan is played with strong feedback. | MUSCPerc_RINGOUT-Gong Bowed Resonant Hard_B00M_CXCK.wav | MUSCPerc_RINGOUT-Gong Bowed Resonant Hard_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPerc_RINGOUT-Gong Bowed Rusty Resonance_B00M_CXCK.wav | Unstable and screechy sound with feedback. | MUSCPerc_RINGOUT-Gong Bowed Rusty Resonance_B00M_CXCK.wav | MUSCPerc_RINGOUT-Gong Bowed Rusty Resonance_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPerc_RINGOUT-Gong Hard Hits Rubber Mallet_B00M_CXCK.wav | Soft and vibrating sound with feedback. | MUSCPerc_RINGOUT-Gong Hard Hits Rubber Mallet_B00M_CXCK.wav | MUSCPerc_RINGOUT-Gong Hard Hits Rubber Mallet_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPerc_RINGOUT-Gong Hit Ring Out Long_B00M_CXCK.wav | Soft, long, and vibrating sound with feedback. | MUSCPerc_RINGOUT-Gong Hit Ring Out Long_B00M_CXCK.wav | MUSCPerc_RINGOUT-Gong Hit Ring Out Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPere_RINGOUT-Gong Hits Low Soft_B00M_CXCK.wav | Soft and trembling vibration with feedback. | MUSCPerc_RINGOUT-Gong Hits Low Soft_B00M_CXCK.wav | MUSCPerc_RINGOUT-Gong Hits Low Soft_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPere_RINGOUT-Gong Hits Rubber Mallet Hard_B00M_CXCK.wav | Hard strike is producing vibration with feedback. | MUSCPerc_RINGOUT-Gong Hits Rubber Mallet Hard_B00M_CXCK.wav | MUSCPerc_RINGOUT-Gong Hits Rubber Mallet Hard_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPere_RINGOUT-Gong Hits Small Hard Ring Out_B00M_CXCK.wav | Hard strike is producing vibration with feedback. | MUSCPerc_RINGOUT-Gong Hits Small Hard Ring Out_B00M_CXCK.wav | MUSCPerc_RINGOUT-Gong Hits Small Hard Ring Out_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPere_RINGOUT-Gong Hits Small Slow Ring Out_B00M_CXCK.wav | Soft and long vibration with feedback. | MUSCPerc_RINGOUT-Gong Hits Small Slow Ring Out_B00M_CXCK.wav | MUSCPerc_RINGOUT-Gong Hits Small Slow Ring Out_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPere_RINGOUT-Gong Hits Solid Slow Low Ring Out_B00M_CXCK.wav | Soft, stable, and long vibration with feedback. | MUSCPerc_RINGOUT-Gong Hits Solid Slow Low Ring Out_B00M_CXCK.wav | MUSCPerc_RINGOUT-Gong Hits Solid Slow Low Ring Out_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPere_RINGOUT-Gong Large Rubber Mallet Rub_B00M_CXCK.wav | Soft and long vibration with feedback. | MUSCPere_RINGOUT-Gong Large Rubber Mallet Rub_B00M_CXCK.wav | MUSCPerc_RINGOUT-Gong Large Rubber Mallet Rub_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPere_RINGOUT-Gong Rubber Mallet Faster_B00M_CXCK.wav | Soft and vibrating sound with feedback. | MUSCPerc_RINGOUT-Gong Rubber Mallet Faster_B00M_CXCK.wav | MUSCPerc_RINGOUT-Gong Rubber Mallet Faster_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPere_RINGOUT-Gong Rubber Mallet Resonant Rub Long_B00M_CXCK.wav | Long and vibrating sound with feedback. | MUSCPerc_RINGOUT-Gong Rubber Mallet Resonant Rub Long_B00M_CXCK.wav | MUSCPerc_RINGOUT-Gong Rubber Mallet Resonant Rub Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |
| MUSCPere_RINGOUT-Gong Small Rubber Mallet Rubs_B00M_CXCK.wav | Long and vibrating sound with feedback. | MUSCPerc_RINGOUT-Gong Small Rubber Mallet Rubs_B00M_CXCK.wav | MUSCPerc_RINGOUT-Gong Small Rubber Mallet Rubs_B00M_CXCK.wav | Cinematic Expressions Construction Kit | RINGOUT | 0 | 0 |

| MUSCPere_STROKED-Lions Roar Bowed Cloth Long Texture_B00M_CXCK.wav | Screechy and buzz like sound with feedback. | MUSCPerc_STROKED-Lions Roar Bowed Cloth Long Texture_B00M_CXCK.wav | MUSCPerc_STROKED-Lions Roar Bowed Cloth Long Texture_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
|---|---|---|---|---|----------|---|---|
| MUSCPerc_STROKED-Lions Roar Bowed Cloth Short Texture_B00M_CXCK.wav | Short, screechy, and buzz like sound with feedback. | MUSCPerc_STROKED-Lions Roar Bowed Cloth Short Texture_B00M_CXCK.wav | MUSCPerc_STROKED-Lions Roar Bowed Cloth Short Texture_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCPerc_STROKED-Lions Roar Bowed Medium Slow_B00M_CXCK.wav | Slow, bumpy, and scratch like sound. | MUSCPerc_STROKED-Lions Roar Bowed Medium Slow_B00M_CXCK.wav | MUSCPerc_STROKED-Lions Roar Bowed Medium Slow_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCPerc_STROKED-Lions Roar Bowed Texture Short_B00M_CXCK.wav | Short, bumpy, and scratch like sound. | MUSCPerc_STROKED-Lions Roar Bowed Texture Short_B00M_CXCK.wav | MUSCPerc_STROKED-Lions Roar Bowed Texture Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCPerc_STROKED-Lions Roar Fast Short Texture_B00M_CXCK.wav | Short and buzz like sound. | MUSCPerc_STROKED-Lions Roar Fast Short Texture_B00M_CXCK.wav | MUSCPerc_STROKED-Lions Roar Fast Short Texture_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCPerc_STROKED-Lions Roar Long Textures_B00M_CXCK.wav | Slow and buzz like sound. | MUSCPerc_STROKED-Lions Roar Long Textures_B00M_CXCK.wav | MUSCPerc_STROKED-Lions Roar Long Textures_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCPerc_STROKED-Lions Roar Low Groan Long Slow_B00M_CXCK.wav | Slow and deep buzz like sound. | MUSCPerc_STROKED-Lions Roar Low Groan Long Slow_B00M_CXCK.wav | MUSCPerc_STROKED-Lions Roar Low Groan Long Slow_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCPerc_STROKED-Lions Roar Low Groan Long_B00M_CXCK.wav | Slow and hard buzz like sound. | MUSCPerc_STROKED-Lions Roar Low Groan Long_B00M_CXCK.wav | MUSCPerc_STROKED-Lions Roar Low Groan Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCPerc_STROKED-Lions Roar Low Groan Medium Slow_B00M_CXCK.wav | Slow and hard buzz like sound. | MUSCPerc_STROKED-Lions Roar Low Groan Medium Slow_B00M_CXCK.wav | MUSCPerc_STROKED-Lions Roar Low Groan Medium Slow_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCPere_STROKED-Lions Roar Low Groan Short_B00M_CXCK.wav | Quick and hard buzz like sound. | MUSCPerc_STROKED-Lions Roar Low Groan Short_B00M_CXCK.wav | MUSCPerc_STROKED-Lions Roar Low Groan Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCPere_STROKED-Lions Roar Low Groan Slow Short_B00M_CXCK.wav | Quick and deep buzz like sound. | MUSCPerc_STROKED-Lions Roar Low Groan Slow Short_B00M_CXCK.wav | MUSCPerc_STROKED-Lions Roar Low Groan Slow Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCPere_STROKED-Lions Roar Medium Groan Short_B00M_CXCK.wav | Quick and rough buzz like sound. | MUSCPerc_STROKED-Lions Roar Medium Groan Short_B00M_CXCK.wav | MUSCPerc_STROKED-Lions Roar Medium Groan Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCPerc_STROKED-Lions Roar Medium Groan_B00M_CXCK.wav | Quick and deep buzz like sound. | MUSCPerc_STROKED-Lions Roar Medium Groan_B00M_CXCK.wav | MUSCPerc_STROKED-Lions Roar Medium Groan_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCPerc_STROKED-Lions Roar Slow Low Long_B00M_CXCK.wav | Slow and rough buzz like sound. | MUSCPerc_STROKED-Lions Roar Slow Low Long_B00M_CXCK.wav | MUSCPerc_STROKED-Lions Roar Slow Low Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| MUSCStr_FRICTION-Rub String Box Double Bass String Long_B00M_CXCK.wav | Screechy sound with changing intensity. | MUSCStr_FRICTION-Rub String Box Double Bass String Long_B00M_CXCK.wav | MUSCStr_FRICTION-Rub String Box Double Bass String Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| MUSCStr_FRICTION-Rub String Box Double Bass String_B00M_CXCK.wav | Short and screechy sound with changing intensity. | MUSCStr_FRICTION-Rub String Box Double Bass String_B00M_CXCK.wav | MUSCStr_FRICTION-Rub String Box Double Bass String_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| MUSCStr_FRICTION-Rub String Box Mandolin String Short_B00M_CXCK.wav | Short and deep scratch with decreasing intensity. | MUSCStr_FRICTION-Rub String Box Mandolin String Short_B00M_CXCK.wav | MUSCStr_FRICTION-Rub String Box Mandolin String Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |

| MUSCStr_FRICTION-Rub String Box Mandolin String Thin Fast_B00M_CXCK.wav | Short scratch with changing intensity. | MUSCStr_FRICTION-Rub String Box Mandolin String Thin Fast_B00M_CXCK.wav | MUSCStr_FRICTION-Rub String Box Mandolin String Thin Fast_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
|--|---|--|--|---|------------|---|---|
| MUSCStr_FRICTION-Rub String Box Mandolin String Thin_B00M_CXCK.wav | Long scratch with decreasing intensity. | MUSCStr_FRICTION-Rub String Box Mandolin String Thin_B00M_CXCK.wav | MUSCStr_FRICTION-Rub String Box Mandolin String Thin_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| MUSCStr_FRICTION-Rub String Box Mandolin String_B00M_CXCK.wav | Deep screech with decreasing intensity. | MUSCStr_FRICTION-Rub String Box Mandolin String_B00M_CXCK.wav | MUSCStr_FRICTION-Rub String Box Mandolin String_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| MUSCStr_FRICTION-Rub String Box Plastic Mandolin String Thin_B00M_CXCK.wav | Short scratch with decreasing intensity. | MUSCStr_FRICTION-Rub String Box Plastic Mandolin String Thin_B00M_CXCK.wav | MUSCStr_FRICTION-Rub String Box Plastic Mandolin String Thin_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| MUSCStr_FRICTION-Rub String Box Plastic Mandolin String_B00M_CXCK.wav | Short scratch with changing intensity. | MUSCStr_FRICTION-Rub String Box Plastic Mandolin String_B00M_CXCK.wav | MUSCStr_FRICTION-Rub String Box Plastic Mandolin String_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| MUSCStr_INSTRUMENT- Bouzouki Ball Bouncing On Strings_B00M_CXCK.wav | Several quick notes are played at increasing speed. | MUSCStr_INSTRUMENT- Bouzouki Ball Bouncing On Strings_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Bouzouki Ball Bouncing On Strings_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Bouzouki Bowed Bridge Back Side_B00M_CXCK.wav | Long scrape like sound with feedback. | MUSCStr_INSTRUMENT- Bouzouki Bowed Bridge Back Side_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Bouzouki Bowed Bridge Back Side_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Bouzouki Bowed Bridge Tremolo_B00M_CXCK.wav | Wavering ringing and screeching. | MUSCStr_INSTRUMENT- Bouzouki Bowed Bridge Tremolo_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Bouzouki Bowed Bridge Tremolo_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Bouzouki Bowed Bridge_B00M_CXCK.wav | Ringing with screeching and feedback. | MUSCStr_INSTRUMENT- Bouzouki Bowed Bridge_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Bouzouki Bowed Bridge_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Bouzouki Bowed Sustain Chord_A_B00M_CXCK.wav | Single chord is played and held. | MUSCStr_INSTRUMENT- Bouzouki Bowed Sustain Chord_A_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Bouzouki Bowed Sustain Chord_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Bouzouki Bowed Sustain String_A_B00M_CXCK.wav | Single note is played and held. | MUSCStr_INSTRUMENT- Bouzouki Bowed Sustain String_A_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Bouzouki Bowed Sustain String_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Bouzouki Bowed Sustain String_D_B00M_CXCK.wav | Single note is played and held. | MUSCStr_INSTRUMENT- Bouzouki Bowed Sustain String_D_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Bouzouki Bowed Sustain String_D_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Bouzouki Bowed Tremolo Long_A_B00M_CXCK.wav | Wavering note is played with feedback. | MUSCStr_INSTRUMENT- Bouzouki Bowed Tremolo Long_A_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Bouzouki Bowed Tremolo Long_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Bouzouki Bowed Tremolo Long_D_B00M_CXCK.wav | Wavering note is played with feedback. | MUSCStr_INSTRUMENT- Bouzouki Bowed Tremolo Long_D_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Bouzouki Bowed Tremolo Long_D_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Bouzouki Bowed Tremolo_A_B00M_CXCK.wav | Wavering note is played with feedback. | MUSCStr_INSTRUMENT- Bouzouki Bowed Tremolo_A_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Bouzouki Bowed Tremolo_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Bouzouki Hammering_A_B00M_CXCK.wav | Single note is roughly played over and over again. | MUSCStr_INSTRUMENT- Bouzouki Hammering_A_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Bouzouki Hammering_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Bouzouki Hammering_D_B00M_CXCK.wav | Single note is roughly played over and over again. | MUSCStr_INSTRUMENT- Bouzouki Hammering_D_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Bouzouki Hammering_D_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |

| MUSCStr_INSTRUMENT- Bouzouki Impact Bell Atonal_B00M_CXCK.wav | Metallic hit with short and atonal ringing. | MUSCStr_INSTRUMENT- Bouzouki Impact Bell Atonal_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Bouzouki Impact Bell Atonal_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
|---|--|---|---|---|------------|---|---|
| MUSCStr_INSTRUMENT- Bouzouki Picked Behind Bridge Ascending_B00M_CXCK.wav | Several quick and ascending notes played. | MUSCStr_INSTRUMENT- Bouzouki Picked Behind Bridge Ascending_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Bouzouki Picked Behind Bridge Ascending_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Bouzouki Picked Behind Bridge Descending_B00M_CXCK.wav | Several quick and descending notes played. | MUSCStr_INSTRUMENT- Bouzouki Picked Behind Bridge Descending_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Bouzouki Picked Behind Bridge Descending_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Bouzouki Picked Behind Nut_B00M_CXCK.wav | Several short and quick notes played. | MUSCStr_INSTRUMENT- Bouzouki Picked Behind Nut_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Bouzouki Picked Behind Nut_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Bouzouki Picked String_A_B00M_CXCK.wav | Single note is played and held. | MUSCStr_INSTRUMENT- Bouzouki Picked String_A_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Bouzouki Picked String_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Bouzouki Pizzicato Ping_F_B00M_CXCK.wav | Single high note is played and held. | MUSCStr_INSTRUMENT- Bouzouki Pizzicato Ping_F_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Bouzouki Pizzicato Ping_F_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Bouzouki Strum Chord_A_B00M_CXCK.wav | Single chord is played and held. | MUSCStr_INSTRUMENT- Bouzouki Strum Chord_A_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Bouzouki Strum Chord_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Cello Ball Bouncing_B00M_CXCK.wav | Tapping on a string over and over again in quick motion. | MUSCStr_INSTRUMENT-Cello Ball Bouncing_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Cello Ball Bouncing_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Cello Bending Divebomb Long_C_B00M_CXCK.wav | Single note is played, slowly descending in tone. | MUSCStr_INSTRUMENT-Cello Bending Divebomb Long_C_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Cello Bending Divebomb Long_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Cello Bending Divebomb Wide Range_B00M_CXCK.wav | Single note is played, roughly descending in tone. | MUSCStr_INSTRUMENT-Cello Bending Divebomb Wide Range_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Cello Bending Divebomb Wide Range_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Cello Bending Divebomb_C_B00M_CXCK.wav | Single note is played, descending in tone. | MUSCStr_INSTRUMENT-Cello Bending Divebomb_C_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Cello Bending Divebomb_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Cello Bow Back Bounce On C String Pitch Bend_B00M_CXCK.wav | Tapping on a single string repeatedly, with changing tone. | MUSCStr_INSTRUMENT-Cello Bow Back Bounce On C String Pitch Bend_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Cello Bow Back Bounce On C String Pitch Bend_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Cello Bow Back Bounce On D String Pitch Bend_B00M_CXCK.wav | Tapping on a single string repeatedly, with changing tone. | MUSCStr_INSTRUMENT-Cello Bow Back Bounce On D String Pitch Bend_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Cello Bow Back Bounce On D String Pitch Bend_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Cello Bow Back Bounce On D String_B00M_CXCK.wav | Quickly tapping on a single string repeatedly. | MUSCStr_INSTRUMENT-Cello Bow Back Bounce On D String_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Cello Bow Back Bounce On D String_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Cello Bow Scrape Above Saddle_B00M_CXCK.wav | Loud and slow screech like sound. | MUSCStr_INSTRUMENT-Cello Bow Scrape Above Saddle_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Cello Bow Scrape Above Saddle_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |

| MUSCStr_INSTRUMENT-Cello Bowed Low Pitch Cluster Sustain_B00M_CXCK.wav | Several low notes played at the same time and held. | MUSCStr_INSTRUMENT-Cello Bowed Low Pitch Cluster Sustain_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Cello Bowed Low Pitch Cluster Sustain_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
|---|--|---|---|---|------------|---|---|
| MUSCStr_INSTRUMENT-Cello Bowed Tune Down Long_B00M_CXCK.wav | Low note is played, slowly descending in tone. | MUSCStr_INSTRUMENT-Cello Bowed Tune Down Long_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Cello Bowed Tune Down Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Cello Bowed Tune Down Short_B00M_CXCK.wav | Low note is played, quickly descending in tone. | MUSCStr_INSTRUMENT-Cello Bowed Tune Down Short_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Cello Bowed Tune Down Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Cello Col Legno_D_B00M_CXCK.wav | Single short note is roughly played. | MUSCStr_INSTRUMENT-Cello Col Legno_D_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Cello Col Legno_D_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Cello Dive Bomb_C# C_B00M_CXCK.wav | Single note is played, changing in tone. | MUSCStr_INSTRUMENT-Cello Dive Bomb_C# C_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Cello Dive Bomb_C# C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Cello Flageolet Creak D String_D_B00M_CXCK.wav | Slow and rough screech like sound. | MUSCStr_INSTRUMENT-Cello Flageolet Creak D String_D_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Cello Flageolet Creak D String_D_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Cello Flageolet Pitch Bend C String_C_B00M_CXCK.wav | Single string is played with changing intensity. | MUSCStr_INSTRUMENT-Cello Flageolet Pitch Bend C String_C_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Cello Flageolet Pitch Bend C String_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Cello Flageolet Pitch Bend E String_E_B00M_CXCK.wav | Single string is played with changing intensity. | MUSCStr_INSTRUMENT-Cello Flageolet Pitch Bend E String_E_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Cello Flageolet Pitch Bend E String_E_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Cello Sul Ponticello Tremolo Behind Bridge_B00M_CXCK.wav | Scratching a string back and forth in quick motions. | MUSCStr_INSTRUMENT-Cello Sul Ponticello Tremolo Behind Bridge_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Cello Sul Ponticello Tremolo Behind Bridge_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Cello Sul Ponticello Tremolo C_C_B00M_CXCK.wav | Scratching a string back and forth a changing speed. | MUSCStr_INSTRUMENT-Cello Sul Ponticello Tremolo C_C_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Cello Sul Ponticello Tremolo C_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Cello Sustain C_C_B00M_CXCK.wav | Single long note is played and held. | MUSCStr_INSTRUMENT-Cello Sustain C_C_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Cello Sustain C_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Cello Sustain Hybrid Tone Behind Bridge_B00M_CXCK.wav | Fluttering tone is played, with feedback. | MUSCStr_INSTRUMENT-Cello Sustain Hybrid Tone Behind Bridge_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Cello Sustain Hybrid Tone Behind Bridge_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Cello Sustain Overtone Behind Bridge_B00M_CXCK.wav | Fluttering tone is played with changing intensity. | MUSCStr_INSTRUMENT-Cello Sustain Overtone Behind Bridge_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Cello Sustain Overtone Behind Bridge_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Er Hu Bowed Sustain Tremolo_C_B00M_CXCK.wav | Soft and fluttering sound with decreasing intensity. | MUSCStr_INSTRUMENT-Er Hu Bowed Sustain Tremolo_C_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Er Hu Bowed Sustain Tremolo_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Er Hu Bowed Sustain_C_B00M_CXCK.wav | Soft and screech like sound. | MUSCStr_INSTRUMENT-Er Hu Bowed Sustain_C_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Er Hu Bowed Sustain_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Er Hu Rise Long Tremolo_B00M_CXCK.wav | Soft and fluttering sound with increasing intensity. | MUSCStr_INSTRUMENT-Er Hu Rise Long Tremolo_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Er Hu Rise Long Tremolo_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |

| MUSCStr_INSTRUMENT-Er Hu Rise Long_B00M_CXCK.wav | Soft and screech like sound with increasing intensity. | MUSCStr_INSTRUMENT-Er Hu Rise Long_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Er Hu Rise Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
|---|---|---|---|---|------------|---|---|
| MUSCStr_INSTRUMENT-Er Hu Rise Short Tremolo_B00M_CXCK.wav | Soft, quick, and fluttering sound with increasing intensity. | MUSCStr_INSTRUMENT-Er Hu Rise Short Tremolo_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Er Hu Rise Short Tremolo_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Er Hu Rise Short_B00M_CXCK.wav | Soft, quick, and screech like sound with increasing intensity. | MUSCStr_INSTRUMENT-Er Hu Rise Short_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Er Hu Rise Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy Detuned Melody String Creepy Harmonic Screech_B00M_CXCK.wav | Loud and screechy sound with changing intensity. | MUSCStr_INSTRUMENT-Hurdy Gurdy Detuned Melody String Creepy Harmonic Screech_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Detuned Melody String Creepy Harmonic Screech_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy Detuned String Descending_C_B00M_CXCK.wav | Deep and screechy sound with decreasing intensity. | MUSCStr_INSTRUMENT-Hurdy Gurdy Detuned String Descending_C_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Detuned String Descending_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy Drone String Soft Sustain Elevate_B00M_CXCK.wav | Deep and screechy sound with increasing intensity. | MUSCStr_INSTRUMENT-Hurdy Gurdy Drone String Soft Sustain Elevate_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Drone String Soft Sustain Elevate_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy Drone String Sustained Note Wobble Detuned_C_B00M_CXCK.wav | Deep, screechy, unstable, and fluttering note is played. | MUSCStr_INSTRUMENT-Hurdy Gurdy Drone String Sustained Note Wobble Detuned_C_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Drone String Sustained Note Wobble Detuned_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy Drone String Sustained Note Wobble_D_B00M_CXCK.wav | Deep, screechy, and fluttering note is played. | MUSCStr_INSTRUMENT-Hurdy Gurdy Drone String Sustained Note Wobble_D_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Drone String Sustained Note Wobble_D_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy Drone String Sustained Note_B00M_CXCK.wav | Deep and screechy note is played and held. | MUSCStr_INSTRUMENT-Hurdy Gurdy Drone String Sustained Note_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Drone String Sustained Note_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy Drone Strings Medium Sustain_B00M_CXCK.wav | Deep and screechy sound is played and held. | MUSCStr_INSTRUMENT-Hurdy Gurdy Drone Strings Medium Sustain_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Drone Strings Medium Sustain_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy Drone Strings Rise_C D_B00M_CXCK.wav | Long and screechy sound is played. | MUSCStr_INSTRUMENT-Hurdy Gurdy Drone Strings Rise_C D_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Drone Strings Rise_C D_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy Drone Strings Static Long_C G_B00M_CXCK.wav | Long and screechy sound is played. | MUSCStr_INSTRUMENT-Hurdy Gurdy Drone Strings Static Long_C G_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Drone Strings Static Long_C G_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy Drone Strings Static Short_C G_B00M_CXCK.wav | Short and screechy sound is played. | MUSCStr_INSTRUMENT-Hurdy Gurdy Drone Strings Static Short_C G_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Drone Strings Static Short_C G_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy Melody String Continuous Harmonic Major_B00M_CXCK.wav | Loud and screechy sound with changing intensity. | MUSCStr_INSTRUMENT-Hurdy Gurdy Melody String Continuous Harmonic Major_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Melody String Continuous Harmonic Major_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Ascending Minor Slow_G_B00M_CXCK.wav | Loud, slow, and screechy sound. | MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Ascending Minor Slow_G_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Ascending Minor Slow_G_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |

| MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Descending Melody Trumpet String_B00M_CXCK.wav | Loud and screechy sound with changing intensity. | MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Descending Melody Trumpet String_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Descending Melody Trumpet String_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
|---|--|---|---|---|------------|---|---|
| MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Descending Minor Slow_B00M_CXCK.wav | Loud, slow, and screechy sound. | MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Descending Minor Slow_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Descending Minor Slow_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Drone Harmonic Short_B00M_CXCK.wav | Loud phrase is played with stable intensity. | MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Drone Harmonic Short_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Drone Harmonic Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Major Ascending Melodic Slow_B00M_CXCK.wav | Loud, slow, phrase is played with rising tone. | MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Major Ascending Melodic Slow_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Major Ascending Melodic Slow_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Major Ascending Melodic_B00M_CXCK.wav | Loud phrase is played with rising tone. | MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Major Ascending Melodic_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Major Ascending Melodic_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Minor Major Trumpet String_B00M_CXCK.wav | Slow and melodic phrase is played. | MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Minor Major Trumpet String_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Minor Major Trumpet String_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Minor Triple Notes Harmonic_B00M_CXCK.wav | Slow and melodic phrase is played. | MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Minor Triple Notes Harmonic_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Minor Triple Notes Harmonic_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Positive Three Notes_B00M_CXCK.wav | Slow and melodic phrase is played. | MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Positive Three Notes_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Positive Three Notes_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Single Note Harmonic Wobble_B00M_CXCK.wav | Slow and melodic phrase is played, with soft flutter. | MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Single Note Harmonic Wobble_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Single Note Harmonic Wobble_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy Snare Drone Strings Rhythmic Buzz_B00M_CXCK.wav | Slow and buzzing sound with changing intensity. | MUSCStr_INSTRUMENT-Hurdy Gurdy Snare Drone Strings Rhythmic Buzz_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy Snare Drone Strings Rhythmic Buzz_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy String Rub Pitch Fall_B00M_CXCK.wav | Loud and scratch like sound with decreasing intensity. | MUSCStr_INSTRUMENT-Hurdy Gurdy String Rub Pitch Fall_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy String Rub Pitch Fall_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Hurdy Gurdy String Rub Pitch Rise Long Horror_B00M_CXCK.wav | Buzzing sound with increasing intensity. | MUSCStr_INSTRUMENT-Hurdy Gurdy String Rub Pitch Rise Long Horror_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Hurdy Gurdy String Rub Pitch Rise Long Horror_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Kemence Bowed Chord Back And Forth Sustain_C_B00M_CXCK.wav | Chord is played and held. | MUSCStr_INSTRUMENT- Kemence Bowed Chord Back And Forth Sustain_C_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Kemence Bowed Chord Back And Forth Sustain_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Kemence Bowed Chord Descending_B00M_CXCK.wav | Chord is played with fall in tone. | MUSCStr_INSTRUMENT- Kemence Bowed Chord Descending_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Kemence Bowed Chord Descending_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Kemence Bowed Chord Sustain_C_B00M_CXCK.wav | Chord is played and held. | MUSCStr_INSTRUMENT- Kemence Bowed Chord Sustain_C_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Kemence Bowed Chord Sustain_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Kemence Bowed Crescendo Tremolo Rising String C_B00M_CXCK.wav | Quick sound with increasing intensity. | MUSCStr_INSTRUMENT- Kemence Bowed Crescendo Tremolo Rising String C_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Kemence Bowed Crescendo Tremolo Rising String C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Kemence Bowed Crescendo Tremolo Rising_B00M_CXCK.wav | Quick sound with increasing intensity. | MUSCStr_INSTRUMENT- Kemence Bowed Crescendo Tremolo Rising_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Kemence Bowed Crescendo Tremolo Rising_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |

| MUSCStr_INSTRUMENT- Kemence Bowed Sustain Chord_C_B00M_CXCK.wav | Chord is played and held. | MUSCStr_INSTRUMENT- Kemence Bowed Sustain Chord_C_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Kemence Bowed Sustain Chord_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
|--|--|--|--|---|------------|---|---|
| MUSCStr_INSTRUMENT- Kemence Bowed Sustain String_C_B00M_CXCK.wav | Single note is played and held. | MUSCStr_INSTRUMENT- Kemence Bowed Sustain String_C_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Kemence Bowed Sustain String_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Kemence Picked Sustain String_C_B00M_CXCK.wav | Single note is played and held. | MUSCStr_INSTRUMENT- Kemence Picked Sustain String_C_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Kemence Picked Sustain String_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Kemence Ping Behind Nut_B00M_CXCK.wav | Single hard and metallic clang. | MUSCStr_INSTRUMENT- Kemence Ping Behind Nut_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Kemence Ping Behind Nut_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Kemence Ping_C_B00M_CXCK.wav | Single metallic clang like sound. | MUSCStr_INSTRUMENT- Kemence Ping_C_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Kemence Ping_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Kemence Strum Chord Sustain_C_B00M_CXCK.wav | Chord is played and held. | MUSCStr_INSTRUMENT- Kemence Strum Chord Sustain_C_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Kemence Strum Chord Sustain_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Kemence Sul Ponticello_B00M_CXCK.wav | Slow, long, and scratch like sound. | MUSCStr_INSTRUMENT- Kemence Sul Ponticello_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Kemence Sul Ponticello_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT- Kemence_D Maj_B00M_CXCK.wav | Short and scratch like sound. | MUSCStr_INSTRUMENT- Kemence_D Maj_B00M_CXCK.wav | MUSCStr_INSTRUMENT- Kemence_D Maj_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Saz Bowed_D_B00M_CXCK.wav | Screechy and buzz like sound with feedback. | MUSCStr_INSTRUMENT-Saz Bowed_D_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Saz Bowed_D_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Saz String Jar_B00M_CXCK.wav | Loud and metallic strike with ringing and feedback. | MUSCStr_INSTRUMENT-Saz String Jar_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Saz String Jar_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Violin Bowed Chord_G#_B00M_CXCK.wav | Single chord is quickly played. | MUSCStr_INSTRUMENT-Violin Bowed Chord_G#_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Violin Bowed Chord_G#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Violin Bowed Staccato_G D_B00M_CXCK.wav | Single quick and short sound is played. | MUSCStr_INSTRUMENT-Violin Bowed Staccato_G D_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Violin Bowed Staccato_G D_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Violin Bowed String Descending_G# G_B00M_CXCK.wav | Single quick and short note is played, falling in tone. | MUSCStr_INSTRUMENT-Violin Bowed String Descending_G# G_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Violin Bowed String Descending_G# G_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Violin Finger snip Bridge_B00M_CXCK.wav | Single hard tap producing a soft note. | MUSCStr_INSTRUMENT-Violin Finger snip Bridge_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Violin Finger snip Bridge_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Violin Ping Pizzicato_A_B00M_CXCK.wav | Single quick tap producing a harsh note. | MUSCStr_INSTRUMENT-Violin Ping Pizzicato_A_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Violin Ping Pizzicato_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Violin Ping Sul Ponticello_B00M_CXCK.wav | Single short and screech like sound. | MUSCStr_INSTRUMENT-Violin Ping Sul Ponticello_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Violin Ping Sul Ponticello_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Violin Pizzicato Ping_B_B00M_CXCK.wav | Single short and ring like sound. | MUSCStr_INSTRUMENT-Violin Pizzicato Ping_B_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Violin Pizzicato Ping_B_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |

| MUSCStr_INSTRUMENT-Violin Portamento Tremolo E String_B00M_CXCK.wav | Rapid tremolo is played, with increasing intensity. | MUSCStr_INSTRUMENT-Violin Portamento Tremolo E String_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Violin Portamento Tremolo E String_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
|---|---|---|---|---|------------|---|---|
| MUSCStr_INSTRUMENT-Violin Portamento Tremolo G String_B00M_CXCK.wav | Rapid tremolo is played, with increasing intensity. | MUSCStr_INSTRUMENT-Violin Portamento Tremolo G String_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Violin Portamento Tremolo G String_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Violin Staccato_G#_B00M_CXCK.wav | Single and harsh note is played. | MUSCStr_INSTRUMENT-Violin Staccato_G#_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Violin Staccato_G#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Violin String A Creak Portamento_B00M_CXCK.wav | Slow, rough, and scratch like sound. | MUSCStr_INSTRUMENT-Violin String A Creak Portamento_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Violin String A Creak Portamento_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Violin String A Creak Sustain_B00M_CXCK.wav | Slow, long, rough, and scratch like sound. | MUSCStr_INSTRUMENT-Violin String A Creak Sustain_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Violin String A Creak Sustain_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Violin String G Creak Portamento_B00M_CXCK.wav | Slow, rough, and scratch like sound, rising in tone at the end. | MUSCStr_INSTRUMENT-Violin String G Creak Portamento_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Violin String G Creak Portamento_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Violin String G Creak Sustain_B00M_CXCK.wav | Slow, long, rough, and scratch like sound. | MUSCStr_INSTRUMENT-Violin String G Creak Sustain_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Violin String G Creak Sustain_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Violin String Portamento_G D A E_B00M_CXCK.wav | High pitched and creak like sound, rising in tone. | MUSCStr_INSTRUMENT-Violin String Portamento_G D A E_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Violin String Portamento_G D A E_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Violin String Portamento_G_B00M_CXCK.wav | Deep and creak like sound, rising in tone. | MUSCStr_INSTRUMENT-Violin String Portamento_G_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Violin String Portamento_G_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Violin Strum_G D_B00M_CXCK.wav | Single hard tap producing a strong note with feedback. | MUSCStr_INSTRUMENT-Violin Strum_G D_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Violin Strum_G D_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Violin Sul Ponticello Tremolo_A_B00M_CXCK.wav | Quick, harsh, and screechy tremolo. | MUSCStr_INSTRUMENT-Violin Sul Ponticello Tremolo_A_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Violin Sul Ponticello Tremolo_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_INSTRUMENT-Violin Sul Ponticello_A_B00M_CXCK.wav | Long, screechy, and ring like sound. | MUSCStr_INSTRUMENT-Violin Sul Ponticello_A_B00M_CXCK.wav | MUSCStr_INSTRUMENT-Violin Sul Ponticello_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCStr_PROCESSED-Bouzouki Distorted Strum Pitch_D#_B00M_CXCK.wav | Deep and harsh sound with feedback. | MUSCStr_PROCESSED-Bouzouki Distorted Strum Pitch_D#_B00M_CXCK.wav | MUSCStr_PROCESSED-Bouzouki Distorted Strum Pitch_D#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCStr_PROCESSED-Cello Bowed Scrape Drone_F F#_B00M_CXCK.wav | Deep and scratch like sound with changing intensity. | MUSCStr_PROCESSED-Cello Bowed Scrape Drone_F F#_B00M_CXCK.wav | MUSCStr_PROCESSED-Cello Bowed Scrape Drone_F F#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCStr_PROCESSED-Cello Distorted Bowed Sustain Pitch_C_B00M_CXCK.wav | Deep, long, and buzz like sound. | MUSCStr_PROCESSED-Cello Distorted Bowed Sustain Pitch_C_B00M_CXCK.wav | MUSCStr_PROCESSED-Cello Distorted Bowed Sustain Pitch_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCStr_PROCESSED-Cello Distorted Drop Fast_B00M_CXCK.wav | Loud, deep, and buzz like sound. | MUSCStr_PROCESSED-Cello Distorted Drop Fast_B00M_CXCK.wav | MUSCStr_PROCESSED-Cello Distorted Drop Fast_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |

| MUSCStr_PROCESSED-Cello Distorted Drop Slow_B00M_CXCK.wav | Loud, long, deep, and buzz like sound. | MUSCStr_PROCESSED-Cello Distorted Drop Slow_B00M_CXCK.wav | MUSCStr_PROCESSED-Cello Distorted Drop Slow_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
|--|---|--|--|---|------------|---|---|
| MUSCWind_INSTRUMENT- Clarinet Bass Long Sustained Note_G_B00M_CXCK.wav | Single note is played and held. | MUSCWind_INSTRUMENT- Clarinet Bass Long Sustained Note_G_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Bass Long Sustained Note_G_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Bass Short Note Fast_G_B00M_CXCK.wav | Single quick note is played, with changing tone. | MUSCWind_INSTRUMENT- Clarinet Bass Short Note Fast_G_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Bass Short Note Fast_G_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Bass Short Punchy Note Transition_B00M_CXCK.wav | Single quick note is played, followed by other roughly played note. | MUSCWind_INSTRUMENT- Clarinet Bass Short Punchy Note Transition_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Bass Short Punchy Note Transition_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Bass Short Punchy Note_A#_B00M_CXCK.wav | Single quick note is played. | MUSCWind_INSTRUMENT- Clarinet Bass Short Punchy Note_A#_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Bass Short Punchy Note_A#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Bass Single Held Note_A#_B00M_CXCK.wav | Single note is roughly played and held. | MUSCWind_INSTRUMENT- Clarinet Bass Single Held Note_A#_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Bass Single Held Note_A#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Bass Swells_A#_B00M_CXCK.wav | Long sound with increasing and then decreasing intensity. | MUSCWind_INSTRUMENT- Clarinet Bass Swells_A#_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Bass Swells_A#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Bass Tremolo Long_B00M_CXCK.wav | Tremolo is roughly played. | MUSCWind_INSTRUMENT- Clarinet Bass Tremolo Long_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Bass Tremolo Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Bass Tremolo Short Riser_B00M_CXCK.wav | Short tremolo is quickly played. | MUSCWind_INSTRUMENT- Clarinet Bass Tremolo Short Riser_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Bass Tremolo Short Riser_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Bass Tremolo Short_B00M_CXCK.wav | Tremolo is roughly and quickly played. | MUSCWind_INSTRUMENT- Clarinet Bass Tremolo Short_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Bass Tremolo Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Contrabass Blast Aggressive_A#_B00M_CXCK.wav | Single long note is roughly played. | MUSCWind_INSTRUMENT- Clarinet Contrabass Blast Aggressive_A#_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Contrabass Blast Aggressive_A#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Contrabass Different Range Rise And Fall_A#_B00M_CXCK.wav | Single long note is roughly played with changing intensity. | MUSCWind_INSTRUMENT- Clarinet Contrabass Different Range Rise And Fall_A#_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Contrabass Different Range Rise And Fall_A#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Contrabass Flux Soft_B00M_CXCK.wav | Fluttering notes are roughly played. | MUSCWind_INSTRUMENT- Clarinet Contrabass Flux Soft_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Contrabass Flux Soft_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Contrabass High Pitched Warble_B00M_CXCK.wav | Screechy notes are slowly played. | MUSCWind_INSTRUMENT- Clarinet Contrabass High Pitched Warble_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Contrabass High Pitched Warble_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Contrabass Higher Register Swell Medium_A_B00M_CXCK.wav | Long notes are played with changing intensity. | MUSCWind_INSTRUMENT- Clarinet Contrabass Higher Register Swell Medium_A_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Contrabass Higher Register Swell Medium_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Contrabass Higher Register Swell_A_B00M_CXCK.wav | Long notes are played with changing intensity. | MUSCWind_INSTRUMENT- Clarinet Contrabass Higher Register Swell_A_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Contrabass Higher Register Swell_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |

| MUSCWind_INSTRUMENT- Clarinet Contrabass Loud Texture Short_B00M_CXCK.wav | Short and rough note is played. | MUSCWind_INSTRUMENT- Clarinet Contrabass Loud Texture Short_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Contrabass Loud Texture Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
|---|--|---|---|---|------------|---|---|
| MUSCWind_INSTRUMENT- Clarinet Contrabass Loud Texture_B00M_CXCK.wav | Long and rough note is played. | MUSCWind_INSTRUMENT- Clarinet Contrabass Loud Texture_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Contrabass Loud Texture_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Contrabass Low High Tones_B_B00M_CXCK.wav | Long notes are played with changing intensity. | MUSCWind_INSTRUMENT- Clarinet Contrabass Low High Tones_B_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Contrabass Low High Tones_B_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Contrabass Low Medium Tones Short_A_B00M_CXCK.wav | Fluttering and monotonous note is played. | MUSCWind_INSTRUMENT- Clarinet Contrabass Low Medium Tones Short_A_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Contrabass Low Medium Tones Short_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Contrabass Low Medium Tones_A_B00M_CXCK.wav | Fluttering and monotonous note is played. | MUSCWind_INSTRUMENT- Clarinet Contrabass Low Medium Tones_A_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Contrabass Low Medium Tones_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Contrabass Low Pitched Warble_A_B00M_CXCK.wav | Fluttering and monotonous note is played continuously. | MUSCWind_INSTRUMENT- Clarinet Contrabass Low Pitched Warble_A_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Contrabass Low Pitched Warble_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Contrabass Low Swell_A_B00M_CXCK.wav | Fluttering note is played, with increasing and decreasing intensity. | MUSCWind_INSTRUMENT- Clarinet Contrabass Low Swell_A_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Contrabass Low Swell_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Contrabass Medium In and Out Pressure_A_B00M_CXCK.wav | Fluttering note is played, with changing intensity. | MUSCWind_INSTRUMENT- Clarinet Contrabass Medium In and Out Pressure_A_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Contrabass Medium In and Out Pressure_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Contrabass Punchy Short Tone_A_B00M_CXCK.wav | Short and fluttering note is roughly played. | MUSCWind_INSTRUMENT- Clarinet Contrabass Punchy Short Tone_A_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Contrabass Punchy Short Tone_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Contrabass Short Risers_A#_B00M_CXCK.wav | Short and fluttering note is played. | MUSCWind_INSTRUMENT- Clarinet Contrabass Short Risers_A#_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Contrabass Short Risers_A#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Contrabass Shorter Swell_B00M_CXCK.wav | Fluttering note is played, with increasing and decreasing intensity. | MUSCWind_INSTRUMENT- Clarinet Contrabass Shorter Swell_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Contrabass Shorter Swell_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Contrabass Stepped Rise Low_B00M_CXCK.wav | Fluttering note is played, with changing intensity. | MUSCWind_INSTRUMENT- Clarinet Contrabass Stepped Rise Low_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Contrabass Stepped Rise Low_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Contrabass Stepped Rise Short_B00M_CXCK.wav | Short and fluttering note is played, with changing intensity. | MUSCWind_INSTRUMENT- Clarinet Contrabass Stepped Rise Short_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Contrabass Stepped Rise Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Contrabass Stepped Rise_B00M_CXCK.wav | Fluttering note is played, with changing intensity. | MUSCWind_INSTRUMENT- Clarinet Contrabass Stepped Rise_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Contrabass Stepped Rise_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |

| MUSCWind_INSTRUMENT- Clarinet Contrabass Texture Long_B00M_CXCK.wav | Fluttering and high pitched note is played. | MUSCWind_INSTRUMENT- Clarinet Contrabass Texture Long_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Contrabass Texture Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
|--|---|--|--|---|------------|---|---|
| MUSCWind_INSTRUMENT- Clarinet Neck Notes Risers_C_B00M_CXCK.wav | Long and rough note is played. | MUSCWind_INSTRUMENT- Clarinet Neck Notes Risers_C_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Neck Notes Risers_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Single Held Note High_A#_B00M_CXCK.wav | Long and high note is played and held. | MUSCWind_INSTRUMENT- Clarinet Single Held Note High_A#_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Single Held Note High_A#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Single Held Note Low_D_B00M_CXCK.wav | Long and low note is played and held. | MUSCWind_INSTRUMENT- Clarinet Single Held Note Low_D_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Single Held Note Low_D_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Single Note High Screech_B00M_CXCK.wav | Long and rough note is played and held. | MUSCWind_INSTRUMENT- Clarinet Single Note High Screech_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Single Note High Screech_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Single Note Movements_B00M_CXCK.wav | Long and rough note is played. | MUSCWind_INSTRUMENT- Clarinet Single Note Movements_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Single Note Movements_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Single Note Swell Medium_B00M_CXCK.wav | Long and rough note is played, with increasing intensity. | MUSCWind_INSTRUMENT- Clarinet Single Note Swell Medium_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Single Note Swell Medium_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Clarinet Single Note Swell_B00M_CXCK.wav | Long note is played, with increasing intensity. | MUSCWind_INSTRUMENT- Clarinet Single Note Swell_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Clarinet Single Note Swell_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT-Flute Bansuri Overblowing_G_B00M_CXCK.wav | Soft blow with slight screech. | MUSCWind_INSTRUMENT-Flute Bansuri Overblowing_G_B00M_CXCK.wav | MUSCWind_INSTRUMENT-Flute Bansuri Overblowing_G_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT-Flute Bansuri Sustain_G_B00M_CXCK.wav | Soft and somewhat stable note is played and held. | MUSCWind_INSTRUMENT-Flute Bansuri Sustain_G_B00M_CXCK.wav | MUSCWind_INSTRUMENT-Flute Bansuri Sustain_G_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT-Flute Bansuri Trill Overblowing_G_B00M_CXCK.wav | Soft and trembling sound is played. | MUSCWind_INSTRUMENT-Flute Bansuri Trill Overblowing_G_B00M_CXCK.wav | MUSCWind_INSTRUMENT-Flute Bansuri Trill Overblowing_G_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT-Flute Duduk Phrase _C# D C# F#_B00M_CXCK.wav | Short and soft phrase is played. | MUSCWind_INSTRUMENT-Flute Duduk Phrase _C# D C# F#_B00M_CXCK.wav | MUSCWind_INSTRUMENT-Flute Duduk Phrase _C# D C# F#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT-Flute Duduk Phrase_F# G# A G# F#_B00M_CXCK.wav | Short and soft phrase is played. | MUSCWind_INSTRUMENT-Flute Duduk Phrase_F# G# A G# F#_B00M_CXCK.wav | MUSCWind_INSTRUMENT-Flute Duduk Phrase_F# G# A G# F#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT-Flute Duduk Sustain_B_B00M_CXCK.wav | Long note is played and held. | MUSCWind_INSTRUMENT-Flute Duduk Sustain_B_B00M_CXCK.wav | MUSCWind_INSTRUMENT-Flute Duduk Sustain_B_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT-Flute Nash Sustain_A#_B00M_CXCK.wav | Long note is played and held. | MUSCWind_INSTRUMENT-Flute Nash Sustain_A#_B00M_CXCK.wav | MUSCWind_INSTRUMENT-Flute Nash Sustain_A#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT-Flute Nash Waving_A#_B00M_CXCK.wav | Slowly trembling note is played. | MUSCWind_INSTRUMENT-Flute Nash Waving_A#_B00M_CXCK.wav | MUSCWind_INSTRUMENT-Flute Nash Waving_A#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT-Flute Nay Overblowing_F_B00M_CXCK.wav | Unstable and screechy note is played. | MUSCWind_INSTRUMENT-Flute Nay Overblowing_F_B00M_CXCK.wav | MUSCWind_INSTRUMENT-Flute Nay Overblowing_F_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |

| MUSCWind_INSTRUMENT-Flute Nay Stutter_F_B00M_CXCK.wav | Trembling and screechy note is played. | MUSCWind_INSTRUMENT-Flute Nay Stutter_F_B00M_CXCK.wav | MUSCWind_INSTRUMENT-Flute Nay Stutter_F_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
|--|--|--|--|---|------------|---|---|
| MUSCWind_INSTRUMENT-Flute Nay Sustain_F_B00M_CXCK.wav | Soft note is played and held. | MUSCWind_INSTRUMENT-Flute Nay Sustain_F_B00M_CXCK.wav | MUSCWind_INSTRUMENT-Flute Nay Sustain_F_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT-Flute Nay Trill Overblowing_F_B00M_CXCK.wav | Trembling, long, and screechy note is played. | MUSCWind_INSTRUMENT-Flute Nay Trill Overblowing_F_B00M_CXCK.wav | MUSCWind_INSTRUMENT-Flute Nay Trill Overblowing_F_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT-Flute Plastic Pipe Sustain Overtones_G_B00M_CXCK.wav | Rough and long note is played. | MUSCWind_INSTRUMENT-Flute Plastic Pipe Sustain Overtones_G_B00M_CXCK.wav | MUSCWind_INSTRUMENT-Flute Plastic Pipe Sustain Overtones_G_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT-Flute Tin Whistle Flutter Tongue_G_B00M_CXCK.wav | Trembling and slightly screechy note is played. | MUSCWind_INSTRUMENT-Flute Tin Whistle Flutter Tongue_G_B00M_CXCK.wav | MUSCWind_INSTRUMENT-Flute Tin Whistle Flutter Tongue_G_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT-Flute Tin Whistle Overblowing_B00M_CXCK.wav | Trembling and screechy note is played. | MUSCWind_INSTRUMENT-Flute Tin Whistle Overblowing_B00M_CXCK.wav | MUSCWind_INSTRUMENT-Flute Tin Whistle Overblowing_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT-Flute Tin Whistle Sustain_G_B00M_CXCK.wav | Soft and trembling note is played. | MUSCWind_INSTRUMENT-Flute Tin Whistle Sustain_G_B00M_CXCK.wav | MUSCWind_INSTRUMENT-Flute Tin Whistle Sustain_G_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT-Flute Zuma Sustain_B_B00M_CXCK.wav | Softly trembling note is played and held. | MUSCWind_INSTRUMENT-Flute Zuma Sustain_B_B00M_CXCK.wav | MUSCWind_INSTRUMENT-Flute Zuma Sustain_B_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Saxophone Aggressive Drone_G G#_B00M_CXCK.wav | Long and harsh note is played. | MUSCWind_INSTRUMENT- Saxophone Aggressive Drone_G G#_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Saxophone Aggressive Drone_G G#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Saxophone Long Aggressive Note Crazy_E_B00M_CXCK.wav | Long, fluttering, and screechy note is played. | MUSCWind_INSTRUMENT- Saxophone Long Aggressive Note Crazy_E_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Saxophone Long Aggressive Note Crazy_E_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Saxophone Medium Random Phrase_B00M_CXCK.wav | Fluttering and screechy phrase is played. | MUSCWind_INSTRUMENT- Saxophone Medium Random Phrase_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Saxophone Medium Random Phrase_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Saxophone Mid Range Sustained Note_B00M_CXCK.wav | Long and harsh note is played and held. | MUSCWind_INSTRUMENT- Saxophone Mid Range Sustained Note_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Saxophone Mid Range Sustained Note_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Saxophone Punchy Single Note Long Low_A_B00M_CXCK.wav | Single note is played in low register and held. | MUSCWind_INSTRUMENT- Saxophone Punchy Single Note Long Low_A_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Saxophone Punchy Single Note Long Low_A_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Saxophone Punchy Single Note Long_D#_B00M_CXCK.wav | Single long and harsh note is played. | MUSCWind_INSTRUMENT- Saxophone Punchy Single Note Long_D#_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Saxophone Punchy Single Note Long_D#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Saxophone Punchy Single Note_A#_B00M_CXCK.wav | Single harsh note is played and held. | MUSCWind_INSTRUMENT- Saxophone Punchy Single Note_A#_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Saxophone Punchy Single Note_A#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Saxophone Single Note Gritty Riser_C_B00M_CXCK.wav | Single fluttering note is played, rising in tone. | MUSCWind_INSTRUMENT- Saxophone Single Note Gritty Riser_C_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Saxophone Single Note Gritty Riser_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |

| MUSCWind_INSTRUMENT- Saxophone Single Note Swell_C_B00M_CXCK.wav | Single harsh and fluttering note is played. | MUSCWind_INSTRUMENT- Saxophone Single Note Swell_C_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Saxophone Single Note Swell_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
|--|--|--|--|---|------------|---|---|
| MUSCWind_INSTRUMENT- Saxophone Single Notes_C_B00M_CXCK.wav | Single harsh and fluttering note is played. | MUSCWind_INSTRUMENT- Saxophone Single Notes_C_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Saxophone Single Notes_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Saxophone Slow Swell Fill_B00M_CXCK.wav | Harsh and fluttering sound, rising in tone. | MUSCWind_INSTRUMENT- Saxophone Slow Swell Fill_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Saxophone Slow Swell Fill_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Saxophone Slow Swell Mid_B00M_CXCK.wav | Loud and screechy sound, rising in tone. | MUSCWind_INSTRUMENT- Saxophone Slow Swell Mid_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Saxophone Slow Swell Mid_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Saxophone Swell Short_A#_B00M_CXCK.wav | Loud, quick, and screechy sound. | MUSCWind_INSTRUMENT- Saxophone Swell Short_A#_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Saxophone Swell Short_A#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Saxophone Tenor Single Note Long_G#_B00M_CXCK.wav | Loud and buzz like sound with stable intensity. | MUSCWind_INSTRUMENT- Saxophone Tenor Single Note Long_G#_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Saxophone Tenor Single Note Long_G#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Saxophone Tenor Slow Swell_G#_B00M_CXCK.wav | Loud and buzz like sound with changing intensity. | MUSCWind_INSTRUMENT- Saxophone Tenor Slow Swell_G#_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Saxophone Tenor Slow Swell_G#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Saxophone Tenor Swell Slow High_A#_B00M_CXCK.wav | High pitched and buzz like sound, with increasing intensity. | MUSCWind_INSTRUMENT- Saxophone Tenor Swell Slow High_A#_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Saxophone Tenor Swell Slow High_A#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_INSTRUMENT- Saxophone Tenor Swell Slow Mid High_F_B00M_CXCK.wav | Loud and buzz like sound with changing intensity. | MUSCWind_INSTRUMENT- Saxophone Tenor Swell Slow Mid High_F_B00M_CXCK.wav | MUSCWind_INSTRUMENT- Saxophone Tenor Swell Slow Mid High_F_B00M_CXCK.wav | Cinematic Expressions Construction Kit | INSTRUMENT | 0 | 0 |
| MUSCWind_PROCESSED-Flute Airy Whoosh_A#_B00M_CXCK.wav | Quick, short, and rough whoosh. | MUSCWind_PROCESSED-Flute Airy Whoosh_A#_B00M_CXCK.wav | MUSCWind_PROCESSED-Flute Airy Whoosh_A#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCWind_PROCESSED-Flute Airy Whoosh_C_B00M_CXCK.wav | Rough whoosh with increasing and then decreasing intensity. | MUSCWind_PROCESSED-Flute Airy Whoosh_C_B00M_CXCK.wav | MUSCWind_PROCESSED-Flute Airy Whoosh_C_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| MUSCWind_PROCESSED-Flute Uplifting Whoosh_D Maj_B00M_CXCK.wav | Short, quick, and high pitched whoosh. | MUSCWind_PROCESSED-Flute Uplifting Whoosh_D Maj_B00M_CXCK.wav | MUSCWind_PROCESSED-Flute Uplifting Whoosh_D Maj_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| PLASFric_STROKED-Bowed Plastic Board Groan Downwards Short_B00M_CXCK.wav | Single groan is played, descending in tone. | PLASFric_STROKED-Bowed Plastic Board Groan Downwards Short_B00M_CXCK.wav | PLASFric_STROKED-Bowed Plastic Board Groan Downwards Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| PLASFric_STROKED-Bowed Plastic Board Groan Pitch Movement_B00M_CXCK.wav | Single groan is played with changing tone. | PLASFric_STROKED-Bowed Plastic Board Groan Pitch Movement_B00M_CXCK.wav | PLASFric_STROKED-Bowed Plastic Board Groan Pitch Movement_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| PLASFric_STROKED-Bowed Plastic Board Groan Rise Short_B00M_CXCK.wav | Single quick groan is played, ascending in tone. | PLASFric_STROKED-Bowed Plastic Board Groan Rise Short_B00M_CXCK.wav | PLASFric_STROKED-Bowed Plastic Board Groan Rise Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| PLASFric_STROKED-Bowed Plastic Board Groan Rise_B00M_CXCK.wav | Single groan is played, ascending in tone. | PLASFric_STROKED-Bowed Plastic Board Groan Rise_B00M_CXCK.wav | PLASFric_STROKED-Bowed Plastic Board Groan Rise_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |

| PLASFric_STROKED-Bowed Plastic Board Groan Short_B00M_CXCK.wav | Single quick groan is played. | PLASFric_STROKED-Bowed Plastic Board Groan Short_B00M_CXCK.wav | PLASFric_STROKED-Bowed Plastic Board Groan Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
|--|---|--|--|---|-----------|---|---|
| PLASFric_STROKED-Bowed Plastic Board Long Groan_B00M_CXCK.wav | Single slow groan is played. | PLASFric_STROKED-Bowed Plastic Board Long Groan_B00M_CXCK.wav | PLASFric_STROKED-Bowed Plastic Board Long Groan_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| PLASFric_STROKED-Daxophone Bowed Plastic High_B00M_CXCK.wav | High pitched and creak like sound. | PLASFric_STROKED-Daxophone Bowed Plastic High_B00M_CXCK.wav | PLASFric_STROKED-Daxophone Bowed Plastic High_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| PLASFric_STROKED-Daxophone Bowed Plastic Long_B00M_CXCK.wav | Slow screech like sound with changing intensity. | PLASFric_STROKED-Daxophone Bowed Plastic Long_B00M_CXCK.wav | PLASFric_STROKED-Daxophone Bowed Plastic Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| PLASFric_STROKED-Daxophone Bowed Plastic Short_B00M_CXCK.wav | Quick and creak like sound with changing intensity. | PLASFric_STROKED-Daxophone Bowed Plastic Short_B00M_CXCK.wav | PLASFric_STROKED-Daxophone Bowed Plastic Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| RUBRFric_FRICTION-Dog Toy Rub Groan Long_D#_B00M_CXCK.wav | Softly fluttering sound in low register. | RUBRFric_FRICTION-Dog Toy Rub Groan Long_D#_B00M_CXCK.wav | RUBRFric_FRICTION-Dog Toy Rub Groan Long_D#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| RUBRFric_FRICTION-Dog Toy Rub Groan Short_B00M_CXCK.wav | Soft, short, and buzz like sound in low register. | RUBRFric_FRICTION-Dog Toy Rub Groan Short_B00M_CXCK.wav | RUBRFric_FRICTION-Dog Toy Rub Groan Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| RUBRFric_FRICTION-Dog Toy Rub Groan Swell_D#_B00M_CXCK.wav | Soft and buzz like sound in low register. | RUBRFric_FRICTION-Dog Toy Rub Groan Swell_D#_B00M_CXCK.wav | RUBRFric_FRICTION-Dog Toy Rub Groan Swell_D#_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| RUBRFric_FRICTION-Dog Toy Rub Groan_B00M_CXCK.wav | Softly fluttering and deep sound in low register. | RUBRFric_FRICTION-Dog Toy Rub Groan_B00M_CXCK.wav | RUBRFric_FRICTION-Dog Toy Rub Groan_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| WHSH_PROCESSED-Whoosh Aggressive Complex Long_B00M_CXCK.wav | Deep, hard, and wavering whoosh. | WHSH_PROCESSED-Whoosh Aggressive Complex Long_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Aggressive Complex Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Aggressive Complex Short_B00M_CXCK.wav | Quick, deep, hard, and wavering whoosh. | WHSH_PROCESSED-Whoosh Aggressive Complex Short_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Aggressive Complex Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Aggressive Growl Long_B00M_CXCK.wav | Quick, rough, and distorted whoosh. | WHSH_PROCESSED-Whoosh Aggressive Growl Long_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Aggressive Growl Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Aggressive Growl Short_B00M_CXCK.wav | Short, quick, rough, and distorted whoosh. | WHSH_PROCESSED-Whoosh Aggressive Growl Short_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Aggressive Growl Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Aggressive Tonal Distorted Low Long_B00M_CXCK.wav | Deep, hard, screechy, and wavering whoosh. | WHSH_PROCESSED-Whoosh Aggressive Tonal Distorted Low Long_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Aggressive Tonal Distorted Low Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Aggressive Tonal Distorted Low Short_B00M_CXCK.wav | Quick, hard, and wavering whoosh. | WHSH_PROCESSED-Whoosh Aggressive Tonal Distorted Low Short_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Aggressive Tonal Distorted Low Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Bass Thump Tremolo_B00M_CXCK.wav | Deep, hard, and stuttering whoosh. | WHSH_PROCESSED-Whoosh Bass Thump Tremolo_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Bass Thump Tremolo_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Bright Filter Modulation_B00M_CXCK.wav | Quick, deep, and heavy whoosh. | WHSH_PROCESSED-Whoosh Bright Filter Modulation_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Bright Filter Modulation_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |

| WHSH_PROCESSED-Whoosh Crunchy Bump Movement_B00M_CXCK.wav | Short, deep, and stuttering whoosh. | WHSH_PROCESSED-Whoosh Crunchy Bump Movement_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Crunchy Bump Movement_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
|--|---|--|--|---|-----------|---|---|
| WHSH_PROCESSED-Whoosh Crunchy Flickers_B00M_CXCK.wav | Short, deep, hard, and stuttering whoosh. | WHSH_PROCESSED-Whoosh Crunchy Flickers_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Crunchy Flickers_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Distorted Noise Phase_B00M_CXCK.wav | Short, deep, and scratchy whoosh. | WHSH_PROCESSED-Whoosh Distorted Noise Phase_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Distorted Noise Phase_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Distortion Clipper_B00M_CXCK.wav | Short, deep, and fluttering whoosh. | WHSH_PROCESSED-Whoosh Distortion Clipper_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Distortion Clipper_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Doppler Snaps_B00M_CXCK.wav | Quick, deep, hard, and stuttering whoosh. | WHSH_PROCESSED-Whoosh Doppler Snaps_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Doppler Snaps_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Drum Groan By_B00M_CXCK.wav | Deep, heavy, screechy, and whir like sound. | WHSH_PROCESSED-Whoosh Drum Groan By_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Drum Groan By_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Filter Texture_B00M_CXCK.wav | Quick, hard, fluttering, and whiz like sound. | WHSH_PROCESSED-Whoosh Filter Texture_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Filter Texture_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Filtered Distorted Short_B00M_CXCK.wav | Rapid, short, and stuttering whoosh. | WHSH_PROCESSED-Whoosh Filtered Distorted Short_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Filtered Distorted Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Firework Scream_B00M_CXCK.wav | High pitched, quick, and screechy whoosh. | WHSH_PROCESSED-Whoosh Firework Scream_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Firework Scream_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Granular Doppler Simple_B00M_CXCK.wav | Rapid, hard, and screechy whoosh. | WHSH_PROCESSED-Whoosh Granular Doppler Simple_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Granular Doppler Simple_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Granular Noise By_B00M_CXCK.wav | Rapid, deep, heavy, and stuttering whoosh. | WHSH_PROCESSED-Whoosh Granular Noise By_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Granular Noise By_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Granular Subtle Movement Reverberant_G_B00M_CXCK.wav | Slow, deep, heavy, and whir like sound with feedback. | WHSH_PROCESSED-Whoosh Granular Subtle Movement Reverberant_G_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Granular Subtle Movement Reverberant_G_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Light Tonal Texture_B00M_CXCK.wav | Rapid, deep, and stuttering whoosh. | WHSH_PROCESSED-Whoosh Light Tonal Texture_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Light Tonal Texture_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Low Rattle Wave Long_B00M_CXCK.wav | Fast, deep, heavy, and rattling whoosh. | WHSH_PROCESSED-Whoosh Low Rattle Wave Long_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Low Rattle Wave Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Low Rattle Wave Short_B00M_CXCK.wav | Short, fast, deep, heavy, and rattling whoosh. | WHSH_PROCESSED-Whoosh Low Rattle Wave Short_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Low Rattle Wave Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Low To Harsh Ending_B00M_CXCK.wav | Quick, deep, heavy, and screechy whoosh. | WHSH_PROCESSED-Whoosh Low To Harsh Ending_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Low To Harsh Ending_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Low Wave Texture_B00M_CXCK.wav | Short, quick, and rough whoosh. | WHSH_PROCESSED-Whoosh Low Wave Texture_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Low Wave Texture_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |

| WHSH_PROCESSED-Whoosh Metal Fire_B00M_CXCK.wav | Quick, deep, fluttering, and heavy whoosh. | WHSH_PROCESSED-Whoosh Metal Fire_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Metal Fire_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
|---|--|---|---|---|-----------|---|---|
| WHSH_PROCESSED-Whoosh Metal Glitter_B00M_CXCK.wav | Quick, deep, and fluttering whoosh. | WHSH_PROCESSED-Whoosh Metal Glitter_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Metal Glitter_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Metal Movement_B00M_CXCK.wav | Quick, heavy, wavering, and whir like sound. | WHSH_PROCESSED-Whoosh Metal Movement_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Metal Movement_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Metal Rattling_B00M_CXCK.wav | Quick, loud, deep, and heavy rattle. | WHSH_PROCESSED-Whoosh Metal Rattling_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Metal Rattling_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Metal Wind_B00M_CXCK.wav | Quick, deep, and wavering whoosh. | WHSH_PROCESSED-Whoosh Metal Wind_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Metal Wind_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Mysterious Water_B00M_CXCK.wav | Rapid, loud, and liquid rattling. | WHSH_PROCESSED-Whoosh Mysterious Water_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Mysterious Water_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Phasing Drop_B00M_CXCK.wav | Rapid, loud, and wavering whoosh. | WHSH_PROCESSED-Whoosh Phasing Drop_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Phasing Drop_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Phasing Metal Wobble_B00M_CXCK.wav | Quick and rattling whoosh with decreasing intensity. | WHSH_PROCESSED-Whoosh Phasing Metal Wobble_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Phasing Metal Wobble_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Plastic Groan Filtered_B00M_CXCK.wav | Quick, deep, loud, and whir like sound. | WHSH_PROCESSED-Whoosh Plastic Groan Filtered_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Plastic Groan Filtered_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Plastic Scrape Groan Doppler_B00M_CXCK.wav | Quick, deep, and rattling whoosh. | WHSH_PROCESSED-Whoosh Plastic Scrape Groan Doppler_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Plastic Scrape Groan Doppler_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Plastic Scrape Groan_B00M_CXCK.wav | Quick, loud, deep, and heavy whoosh. | WHSH_PROCESSED-Whoosh Plastic Scrape Groan_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Plastic Scrape Groan_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Plastic Vibration Huge Groan Movement_B00M_CXCK.wav | Quick, heavy, and rattling whoosh. | WHSH_PROCESSED-Whoosh Plastic Vibration Huge Groan Movement_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Plastic Vibration Huge Groan Movement_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Rising Tremolo_B00M_CXCK.wav | Quick, loud, and wavering whoosh, rising in tone. | WHSH_PROCESSED-Whoosh Rising Tremolo_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Rising Tremolo_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Rub Metal Barrel_B00M_CXCK.wav | Deep, heavy, and whir like sound. | WHSH_PROCESSED-Whoosh Rub Metal Barrel_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Rub Metal Barrel_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Screaming Jet Distortion_B00M_CXCK.wav | Rapid, rough, screechy, and whiz like sound. | WHSH_PROCESSED-Whoosh Screaming Jet Distortion_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Screaming Jet Distortion_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Tonal Aggressive Long_B00M_CXCK.wav | Rapid and screechy whoosh, with decreasing intensity. | WHSH_PROCESSED-Whoosh Tonal Aggressive Long_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Tonal Aggressive Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |

| WHSH_PROCESSED-Whoosh Tonal Aggressive Metallic Sweetener Long_B00M_CXCK.wav | Long, slow, and screechy whoosh. | WHSH_PROCESSED-Whoosh Tonal Aggressive Metallic Sweetener Long_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Tonal Aggressive Metallic Sweetener Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
|---|---|---|--|---|-----------|---|---|
| WHSH_PROCESSED-Whoosh Tonal Aggressive Metallic Sweetener Short_B00M_CXCK.wav | Short, quick, and screechy whoosh. | WHSH_PROCESSED-Whoosh Tonal Aggressive Metallic Sweetener Short_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Tonal Aggressive Metallic Sweetener Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Tonal Aggressive Short_B00M_CXCK.wav | Fast, deep, heavy, and screechy whoosh. | WHSH_PROCESSED-Whoosh Tonal Aggressive Short_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Tonal Aggressive Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Tonal Aggressive Space Engine Long_B00M_CXCK.wav | Long, screechy, and fluttering whoosh. | WHSH_PROCESSED-Whoosh Tonal Aggressive Space Engine Long_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Tonal Aggressive Space Engine Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Tonal Aggressive Space Engine Short_B00M_CXCK.wav | Quick, screechy, and fluttering whoosh. | WHSH_PROCESSED-Whoosh Tonal Aggressive Space Engine Short_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Tonal Aggressive Space Engine Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Tonal Aggressive Whistle Long_B00M_CXCK.wav | Long, fast, and screechy whoosh. | WHSH_PROCESSED-Whoosh Tonal Aggressive Whistle Long_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Tonal Aggressive Whistle Long_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Tonal Aggressive Whistle Short_B00M_CXCK.wav | Short, fast, and screechy whoosh. | WHSH_PROCESSED-Whoosh Tonal Aggressive Whistle Short_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Tonal Aggressive Whistle Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Tonal Downwards Moan_B00M_CXCK.wav | Quick, screechy, and loud whoosh, with decreasing intensity. | WHSH_PROCESSED-Whoosh Tonal Downwards Moan_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Tonal Downwards Moan_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Tonal Grid Descending_B00M_CXCK.wav | Rapid, deep, and heavy whoosh, with decreasing intensity. | WHSH_PROCESSED-Whoosh Tonal Grid Descending_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Tonal Grid Descending_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Tonal Incoming Screamer_B00M_CXCK.wav | Long, slow, and rumbling whoosh. | WHSH_PROCESSED-Whoosh Tonal Incoming Screamer_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Tonal Incoming Screamer_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Tonal Movement By_B00M_CXCK.wav | Slow, deep, heavy, and numbling whoosh. | WHSH_PROCESSED-Whoosh Tonal Movement By_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Tonal Movement By_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Tonal Shimmer Scary_B00M_CXCK.wav | Slow, high pitched, and screechy whoosh. | WHSH_PROCESSED-Whoosh Tonal Shimmer Scary_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Tonal Shimmer Scary_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WHSH_PROCESSED-Whoosh Tonal Upwards Moan Rise_B00M_CXCK.wav | Quick, loud and high pitched whoosh, with increasing intensity. | WHSH_PROCESSED-Whoosh Tonal Upwards Moan Rise_B00M_CXCK.wav | WHSH_PROCESSED-Whoosh Tonal Upwards Moan Rise_B00M_CXCK.wav | Cinematic Expressions Construction Kit | PROCESSED | 0 | 0 |
| WOODFrie_FRICTION-Rub Glass Window_B00M_CXCK.wav | Deep sound with increasing intensity in low register. | WOODFrie_FRICTION-Rub Glass Window_B00M_CXCK.wav | WOODFrie_FRICTION-Rub Glass Window_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| WOODFric_FRICTION-Rub Wood Box Bounce_B00M_CXCK.wav | Deep, quick, and soft taps. | WOODFrie_FRICTION-Rub Wood Box Bounce_B00M_CXCK.wav | WOODFrie_FRICTION-Rub Wood Box Bounce_B00M_CXCK.wav | Cinematic Expressions Construction Kit | FRICTION | 0 | 0 |
| WOODTonl_STROKED- Daxophone Bowed Square Rise Short_B00M_CXCK.wav | Quick and creak like sound with increasing intensity. | WOODTonl_STROKED- Daxophone Bowed Square Rise Short_B00M_CXCK.wav | WOODTonl_STROKED- Daxophone Bowed Square Rise Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |

| WOODTonl_STROKED- Daxophone Bowed Square Scream Downwards_B00M_CXCK.wav | Screech like sound with decreasing intensity. | WOODTonl_STROKED- Daxophone Bowed Square Scream Downwards_B00M_CXCK.wav | WOODTonl_STROKED- Daxophone Bowed Square Scream Downwards_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
|--|---|--|--|---|---------|---|---|
| WOODTonl_STROKED- Daxophone Bowed Square Scream Upwards_B00M_CXCK.wav | Screech like sound with increasing intensity. | WOODTonl_STROKED- Daxophone Bowed Square Scream Upwards_B00M_CXCK.wav | WOODTonl_STROKED- Daxophone Bowed Square Scream Upwards_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| WOODTonl_STROKED- Daxophone Bowed Standard High Downwards Short_B00M_CXCK.wav | Quick and screech like sound with decreasing intensity. | WOODTonl_STROKED- Daxophone Bowed Standard High Downwards Short_B00M_CXCK.wav | WOODTonl_STROKED- Daxophone Bowed Standard High Downwards Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| WOODTonl_STROKED- Daxophone Bowed Standard High Downwards_B00M_CXCK.wav | Screech like sound with decreasing intensity. | WOODTonl_STROKED- Daxophone Bowed Standard High Downwards_B00M_CXCK.wav | WOODTonl_STROKED- Daxophone Bowed Standard High Downwards_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| WOODTonl_STROKED- Daxophone Bowed Standard High Rise_B00M_CXCK.wav | Long and screech like sound with increasing intensity. | WOODTonl_STROKED- Daxophone Bowed Standard High Rise_B00M_CXCK.wav | WOODTonl_STROKED- Daxophone Bowed Standard High Rise_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| WOODTonl_STROKED- Daxophone Bowed Standard High Scream Fall_B00M_CXCK.wav | Screech like sound with decreasing intensity. | WOODTonl_STROKED- Daxophone Bowed Standard High Scream Fall_B00M_CXCK.wav | WOODTonl_STROKED- Daxophone Bowed Standard High Scream Fall_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| WOODTonl_STROKED- Daxophone Bowed Standard High Scream Rise_B00M_CXCK.wav | Screech like sound with increasing intensity. | WOODTonl_STROKED- Daxophone Bowed Standard High Scream Rise_B00M_CXCK.wav | WOODTonl_STROKED- Daxophone Bowed Standard High Scream Rise_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| WOODTonl_STROKED- Daxophone Bowed Standard High Upwards Short_B00M_CXCK.wav | Quick and screech like sound with increasing intensity. | WOODTonl_STROKED- Daxophone Bowed Standard High Upwards Short_B00M_CXCK.wav | WOODTonl_STROKED- Daxophone Bowed Standard High Upwards Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| WOODTonl_STROKED- Daxophone Bowed Standard Medium Modulated_B00M_CXCK.wav | Short, fluttering, and monotonous sound. | WOODTonl_STROKED- Daxophone Bowed Standard Medium Modulated_B00M_CXCK.wav | WOODTonl_STROKED- Daxophone Bowed Standard Medium Modulated_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| WOODTonl_STROKED- Daxophone Bowed Standard Medium Short_B00M_CXCK.wav | Short, mid tone, and screech like sound. | WOODTonl_STROKED- Daxophone Bowed Standard Medium Short_B00M_CXCK.wav | WOODTonl_STROKED- Daxophone Bowed Standard Medium Short_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| WOODTonl_STROKED- Daxophone Bowed Standard Medium Swell_B00M_CXCK.wav | Mid tone and slow screech like sound with flutter. | WOODTonl_STROKED- Daxophone Bowed Standard Medium Swell_B00M_CXCK.wav | WOODTonl_STROKED- Daxophone Bowed Standard Medium Swell_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| WOODTonl_STROKED- Daxophone Bowed Standard Medium_B00M_CXCK.wav | Long, mid tone, and screech like sound. | WOODTonl_STROKED- Daxophone Bowed Standard Medium_B00M_CXCK.wav | WOODTonl_STROKED- Daxophone Bowed Standard Medium_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| WOODTonl_STROKED- Daxophone Bowed Standard Scream Downwards Emotional_B00M_CXCK.wav | Screech like sound with decreasing intensity. | WOODTonl_STROKED- Daxophone Bowed Standard Scream Downwards Emotional_B00M_CXCK.wav | WOODTonl_STROKED- Daxophone Bowed Standard Scream Downwards Emotional_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| WOODTonl_STROKED- Daxophone Bowed Standard Scream Rise_B00M_CXCK.wav | Screech like sound with increasing intensity. | WOODTonl_STROKED- Daxophone Bowed Standard Scream Rise_B00M_CXCK.wav | WOODTonl_STROKED- Daxophone Bowed Standard Scream Rise_B00M_CXCK.wav | Cinematic Expressions Construction Kit | STROKED | 0 | 0 |
| | | | | | | 0 | 0 |