

# CINEMATIC MOTION

| FILENAME   | DESCRIPTION   |
|--|---|
| AEROJet_ORGANIC-Plane By Deep Resonance Filtered_B00M_CMCK.wav               | Turbine aircraft flying by. Smooth, noisy with tonal element.   |
| AEROJet_ORGANIC-Plane By Long Slow_B00M_CMCK.wav                             | Slow and long pass by of a turbine aircraft. Smooth and noisy with long and slow tonal whooshes.                              |
| AEROJet_ORGANIC-Plane By Short Fast Modulated_B00M_CMCK.wav                  | Short and fast pass by of a turbine aircraft. Short, sharp and noisy with tonal elements.                                     |
| AEROJet_ORGANIC-Plane By Short Fast Phasey_B00M_CMCK.wav                     | Short and fast pass by of a turbine aircraft. Short, sharp and noisy with rapid tonal swish element.                          |
| AEROJet_ORGANIC-Plane By Tonal Fast_B00M_CMCK.wav                            | Short and rapid pass by of a turbine aircraft. Fast, sharp and noisy with rapid tonal swish element.                          |
| AIRSuck_ORGANIC-Hoover Air Movement High Whistle_B00M_CMCK.wav               | Vacuum cleaner sucking in air with fluttering material and some tonal whirring.   |
| AIRSuck_ORGANIC-Hoover Balloon Friction Incoming Short Tonal_B00M_CMCK.wav   | Vacuum cleaner sucking in air with a balloon friction. Short, whining and tonal.  |
| AIRSuck_ORGANIC-Hoover Balloon Friction Low Long_B00M_CMCK.wav               | Vacuum cleaner sucking in air with a balloon friction. Low, sporadic and long.  |
| AIRSuck_ORGANIC-Hoover Balloon Friction Low Short_B00M_CMCK.wav              | Short and low friction of a vacuum cleaner sucking in the air with a balloon.   |
| AIRSuck_ORGANIC-Hoover Balloon Friction Low Stutter_B00M_CMCK.wav            | Stuttering inflation of a balloon with some friction and low end.   |
| AIRSuck_ORGANIC-Hoover Balloon Friction Riser Long Tonal_B00M_CMCK.wav       | Slow and gradually rising friction of a balloon with tonal and hissing elements.  |
| AIRSuck_ORGANIC-Hoover Balloon Short Stutter_B00M_CMCK.wav                   | Air from the balloon coming out in short and stuttering whooshes.   |
| AIRSuck_ORGANIC-Hoover Fast By_B00M_CMCK.wav                                 | Vacuum cleaner fast and wispy, short whooshes.  |
| AIRSuck_ORGANIC-Hoover Fast Stutter_B00M_CMCK.wav                            | Vacuum cleaner fast and stuttering, short whooshes.   |
| AIRSuck_ORGANIC-Hoover Friction Umbrella Nylon Low Long_B00M_CMCK.wav        | Vacuum cleaner suction friction with umbrella nylon material, long. Constant movement with much low end.                      |
| AIRSuck_ORGANIC-Hoover Friction Umbrella Nylon Low Short_B00M_CMCK.wav       | Vacuum cleaner suction friction with umbrella nylon material, short. Constant movement with much low end.                     |
| AIRSuck_ORGANIC-Hoover Impact By Double_B00M_CMCK.wav                        | Vacuum cleaner fast double impact whooshes.   |
| AIRSuck_ORGANIC-Hoover Impact By Triple_B00M_CMCK.wav                        | Vacuum cleaner fast triple impact whooshes.   |
| AIRSuck_ORGANIC-Hoover Impact By_B00M_CMCK.wav                               | Vacuum cleaner fast and airy impact.  |
| AIRSuck_ORGANIC-Hoover Phasey_B00M_CMCK.wav                                  | Vacuum cleaner gradual and hissing whooshes with some friction.   |
| AIRSuck_ORGANIC-Hoover Polythene Friction Constant Low_B00M_CMCK.wav         | Vacuum cleaner suction friction with polythene material. Constant movement with much low end.                                 |
| AIRSuck_ORGANIC-Hoover Polythene Friction Constant Tonal Whine_B00M_CMCK.wav | Vacuum cleaner suction friction with polythene material. Constant movement with sporadic tonal whines and much low end.       |
| AIRSuck_ORGANIC-Hoover Polythene Friction Constant_B00M_CMCK.wav             | Vacuum cleaner suction friction with polythene material. Constant movement with high sizzling and hissing elements on top.    |
| AIRSuck_ORGANIC-Hoover Polythene Friction Impact Rustle_B00M_CMCK.wav        | Vacuum cleaner impact friction with polythene material. Quick rustling impact with high sizzling and hissing elements on top. |
| AIRSuck_ORGANIC-Hoover Stutter_B00M_CMCK.wav                                 | Vacuum cleaner gradual stuttering whooshes.   |
| AIRSuck_ORGANIC-Hoover Tonal Scrape By Long_B00M_CMCK.wav                    | Vacuum cleaner scraping by with hissing tonal elements on top, long.  |
| AIRSuck_ORGANIC-Hoover Tonal Scrape By Short_B00M_CMCK.wav                   | Vacuum cleaner scraping by with hissing tonal elements on top, short.   |
| CLOTHFlp_ORGANIC-Impact Leather Glove Back Forth High_B00M_CMCK.wav          | Whooshing impact of leather gloves being flapped back and forth, higher pitched.  |
| CLOTHFlp_ORGANIC-Impact Leather Glove Back Forth_B00M_CMCK.wav               | Whooshing impact of leather gloves being flapped back and forth.  |
| CLOTHFlp_ORGANIC-Impact Leather Glove Fast Multiple_B00M_CMCK.wav            | Fast, whooshing impact of leather gloves being flapped back and forth, multiple times.  |
| CLOTHFlp_ORGANIC-Impact Leather Glove Fast_B00M_CMCK.wav                     | Fast, whooshing impact of leather gloves being flapped back and forth.  |
| CLOTHFlp_ORGANIC-Leather Impact Short Rustle_B00M_CMCK.wav                   | Short, rustling whoosh impact of a leather textile.   |
| CLOTHFlp_ORGANIC-Swing Curtains Flap Heavy_B00M_CMCK.wav                     | Fast flapping of textile. Solid leather material.   |

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| CLOTHFlp_ORGANIC-Swing Leather Flag Bys_B00M_CMCK.wav                          | Fast swinging of a textile. Solid leather material.  |
| CLOTHFlp_ORGANIC-Swing Leather Strips_B00M_CMCK.wav                            | Fast swinging of a leather strips textile.   |
| CLOTHFlp_ORGANIC-Swing Rubber Gloves_B00M_CMCK.wav                             | Quick swinging of rubber gloves.   |
| CLOTHFlp_ORGANIC-Swing Wind Sock_B00M_CMCK.wav                                 | Quick swinging of socks. Fast and rigid swing of a textile.  |
| CLOTHFlp_ZAP-Long Impact Drag_B00M_CMCK.wav                                    | Long dragging of a textile elements with high friction elements on top.  |
| CLOTHFlp_ZAP-Short Drag_B00M_CMCK.wav  | Short dragging of a textile elements with high friction and sizzling elements on top.                                  |
| CLOTHFlp_ZAP-Short Impact Drag_B00M_CMCK.wav                                   | Short dragging of a textile elements with high friction elements on top.   |
| CLOTHMvmt_ORGANIC-Leather Rustle Short Squeak_B00M_CMCK.wav                    | Whooshing sound of a leather textile rustling with additional short flapping squeaks.                                  |
| DSGNDist_ORGANIC-Scrape Toolbox Texture Tonal Long_B00M_CMCK.wav               | Heavily processed with wobbling and sizzling elements, long.   |
| DSGNDist_ORGANIC-Scrape Toolbox Texture Tonal Short_B00M_CMCK.wav              | Heavily processed with wobbling and sizzling tonal elements, short.  |
| DSGNDist_SYNTH DISTORTED-Noise Drag Harsh Resonant Filter_B00M_CMCK.wav        | Heavily distorted, noisy whoosh with high sizzling and searing elements on top.  |
| DSGNDist_SYNTH DISTORTED-Noise Drag Plastic_B00M_CMCK.wav                      | Distorted and noisy whoosh of plastic being dragged by.  |
| DSGNDist_SYNTH DISTORTED-Noise Earth Texture_B00M_CMCK.wav                     | Rumbling and noisy whoosh texture. Crumbling texture with lots of low end.   |
| DSGNDist_SYNTH DISTORTED-Noise Harsh_B00M_CMCK.wav                             | Heavily distorted and harsh whooshing noise texture.   |
| DSGNDist_SYNTH DISTORTED-Noise Lowpass Filter Modulated_B00M_CMCK.wav          | Distorted and filtered noise whoosh with lot of low end.   |
| DSGNDist_SYNTH DISTORTED-Noise Rock Texture_B00M_CMCK.wav                      | Rumbling and noisy whoosh texture. Crumbling texture with lots of low end.   |
| DSGNDist_SYNTH DISTORTED-Noise White_B00M_CMCK.wav                             | Quick and noisy whoosh. Rapid swiping like motion.   |
| DSGNDist_TRANSITION-Texture Crack Transient_B00M_CMCK.wav                      | Heavily distorted, crackling and rumbling texture.   |
| DSGNDist_TRANSITION-Texture Crackling Scrape Hard_B00M_CMCK.wav                | Heavily distorted, crackling and scraping texture with a hard intensity.   |
| DSGNDist_TRANSITION-Texture Crackling Scrape Soft_B00M_CMCK.wav                | Heavily distorted, crackling and scraping texture with a soft intensity.   |
| DSGNDist_TRANSITION-Texture Gritty Scrape_B00M_CMCK.wav                        | Heavily distorted, scraping texture with high sizzling elements on top.  |
| DSGNDist_TRANSITION-Texture Organic Noise Scrape_B00M_CMCK.wav                 | Distorted, scraping noise texture. Swipe like motion with additional friction.   |
| DSGNDist_TRANSITION-Texture Vegetable Crumble_B00M_CMCK.wav                    | Heavily distorted and harsh whooshing noise texture. Crumbling and rumbling friction.                                  |
| DSGNDist_SYNTH-Noise Crunchy Distorted_B00M_CMCK.wav                           | Heavily processed and noisy whooshes. Mid length distorted whooshes with crunchy texture.                              |
| DSGNDist_SYNTH-Rocket Aggressive Passby Flange_B00M_CMCK.wav                   | Short and quick pass by of a rocket. High sizzling and flanging elements on top with much low end.                     |
| DSGNDist_TRANSITION-Dive Soft Modulated Low_B00M_CMCK.wav                      | Deep modulating with filter movement in tail.  |
| DSGNDist_TRANSITION-Granular Filter Movement High Freq Transient_B00M_CMCK.wav | Sporadic movement of a granular filter in high frequencies. Rapid sizzling and warping elements quickly moving around. |
| DSGNDist_TRANSITION-Granular Filter Movement_B00M_CMCK.wav                     | Sporadic movement of a granular filter. Rapid sizzling and warping elements quickly moving around.                     |
| DSGNDist_TRANSITION-Impact Bubbling Filter Modulation_B00M_CMCK.wav            | Short bubbling impact with additional filter modulation.   |
| DSGNDist_TRANSITION-Impact Granular Crumble_B00M_CMCK.wav                      | Wobbling granular impact with crumbling and crunchy elements.  |
| DSGNDist_TRANSITION-Impact Phasing Explosion_B00M_CMCK.wav                     | Muddy and quick explosion with phasing elements. Sharp with lots of low end.   |
| DSGNDist_TRANSITION-Impact Rock Explosion_B00M_CMCK.wav                        | Rumbling, rocky and heavily processed explosion. Lots of low end rumbling with distorted elements on top.              |
| DSGNDist_TRANSITION-Impact Solid Tight Short Heavy_B00M_CMCK.wav               | Short and tight sustained impact with lots of low end as well as warping and sizzling elements on top.                 |

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| DSGNDist_TRANSITION-Impact Solid Tight Short_B00M_CMCK.wav    | Short and tight, heavy impact with lots of low end as well as warping and sizzling elements on top.                        |
| DSGNDist_TRANSITION-Impact Sub Explosion_B00M_CMCK.wav        | Muddy and rumbling explosions with a lot of low end and ending with reverberating decay.                                   |
| DSGNDist_TRANSITION-Impact Thunderstruck_B00M_CMCK.wav        | Heavily processed thundery impact with lots of low end rumbling and friction.  |
| DSGNDist_TRANSITION-Impact Wide Rumbles_B00M_CMCK.wav         | Low end rumbling elements impact with high sizzling and piercing elements on top.  |
| DSGNDist_TRANSITION-Modulation Distortion Short_B00M_CMCK.wav | Complex and modulated short whoosh elements with high piercing and tight warping elements on top. Heavily distorted.       |
| DSGNDist_TRANSITION-Modulation Distortion_B00M_CMCK.wav       | Complex and modulated whoosh elements with high piercing and warping elements on top. Heavily distorted.                   |
| DSGNDist_TRANSITION-Swipe Soft Modulated_B00M_CMCK.wav        | Soft and wide modulated swipe ending with a reverberating decay.   |
| DSGNDist_TRANSITION-Texture Granular Cracks_B00M_CMCK.wav     | Heavily processed with cracking and sizzling elements.   |
| DSGNMisc_SYNTH-Air Sizzle High_B00M_CMCK.wav                  | Processed, whoosh noise with high and airy sizzling element on top.  |
| DSGNMisc_SYNTH-Airy Clean_B00M_CMCK.wav                       | Airy and thin whoosh. Whizzing and piercing.   |
| DSGNMisc_SYNTH-Airy Flutter High_B00M_CMCK.wav                | Airy and fluttering high end whoosh. Whizzing and sharp.   |
| DSGNMisc_SYNTH-Airy Long_B00M_CMCK.wav                        | Airy and light whoosh bys, long.   |
| DSGNMisc_SYNTH-Airy Short_B00M_CMCK.wav                       | Airy and light whoosh bys, short.  |
| DSGNMisc_SYNTH-Airy Stutter_B00M_CMCK.wav                     | Airy and thin stuttering whoosh. Light and piercing.   |
| DSGNMisc_SYNTH-Bubble Low Fast Dense_B00M_CMCK.wav            | Bubbly with high piercing elements. Very fast movement.  |
| DSGNMisc_SYNTH-Bubble Low Slow Dense_B00M_CMCK.wav            | Bubbly with high piercing elements, slow movement.   |
| DSGNMisc_SYNTH-Complex Modulated_B00M_CMCK.wav                | Modulated and complex whooshes with additional warping and sizzling elements on top.                                       |
| DSGNMisc_SYNTH-Drippy Molecules Fast_B00M_CMCK.wav            | Filtered and liquidy rapid whooshes with additional rumbling elements.   |
| DSGNMisc_SYNTH-Drippy Molecules Slow_B00M_CMCK.wav            | Filtered and liquidy slow whooshes with additional rumbling elements.  |
| DSGNMisc_SYNTH-Fast Process_B00M_CMCK.wav                     | Processed, quick and whipping whoosh.  |
| DSGNMisc_SYNTH-Filter Bubbles Heavy Fast_B00M_CMCK.wav        | Bubbly with heavy piercing elements. Very quick movement.  |
| DSGNMisc_SYNTH-Filter Bubbles Heavy Slow_B00M_CMCK.wav        | Bubbly with heavy piercing elements and additional warping elements. Very slow movement.                                   |
| DSGNMisc_SYNTH-Flutter Flange High Impact_B00M_CMCK.wav       | Fluttering and whooshing high impact.  |
| DSGNMisc_SYNTH-Flutter Flange High_B00M_CMCK.wav              | Processed, fluttering whoosh with high flanging elements on top.   |
| DSGNMisc_SYNTH-Flutter Flange Medium_B00M_CMCK.wav            | Processed, fluttering whoosh with medium flanging elements on top.   |
| DSGNMisc_SYNTH-Flutter Flange Slow_B00M_CMCK.wav              | Processed, fluttering whoosh with slow flanging elements.  |
| DSGNMisc_SYNTH-Grainy Doppler_B00M_CMCK.wav                   | Heavily processed and harsh muted whoosh with granular and phasing elements on top, and ending with a reverberating decay. |
| DSGNMisc_SYNTH-Grainy Short_B00M_CMCK.wav                     | Noisy and raspy rapid whoosh bys, short.   |
| DSGNMisc_SYNTH-Gritty Phasey_B00M_CMCK.wav                    | Heavily processed and harsh whoosh with granular and phasing elements on top, and ending with a reverberating decay.       |
| DSGNMisc_SYNTH-Gritty Scrapes_B00M_CMCK.wav                   | Processed, slide by whoosh. Noisy with friction.   |
| DSGNMisc_SYNTH-Harsh Noise_B00M_CMCK.wav                      | Processed, harsh whoosh by noise. Sharp and rapid.   |
| DSGNMisc_SYNTH-High Noise Trails Sparky_B00M_CMCK.wav         | Quick and noisy whoosh. Sizzling and sparkling.  |
| DSGNMisc_SYNTH-Impact Solid Crumble_B00M_CMCK.wav             | Short and quick, low impact. Crumbling and warping.  |

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| FILENAME  | DESCRIPTION   |
|---|---|
| DSGNMisc_SYNTH-Impact Sweetener Low Crunchy Thump Flutter_B00M_CMCK.wav           | Processed, low impact. Crumbling and fluttering.                                      |
| DSGNMisc_SYNTH-Impact Sweetener Synthetic Explosive Distortion Hard_B00M_CMCK.wav | Processed, digital impact with a hard intensity. Distorted and synthetic.             |
| DSGNMisc_SYNTH-Impact Sweetener Synthetic Explosive Distortion Soft_B00M_CMCK.wav | Processed, digital impact with a soft intensity. Distorted and synthetic.             |
| DSGNMisc_SYNTH-Impact Sweetener Synthetic Flutter Long Tail_B00M_CMCK.wav         | Long tail end of a synthetic impact. Wobbling and fluttering.                         |
| DSGNMisc_SYNTH-Impact Sweetener Synthetic Flutter Short Tail_B00M_CMCK.wav        | Short tail end of a synthetic impact. Wobbling and fluttering.                        |
| DSGNMisc_SYNTH-Impact Sweetener Synthetic Flutter_B00M_CMCK.wav                   | Processed, whipping impact. Zapping and fluttering.                                   |
| DSGNMisc_SYNTH-Impact Sweetener Synthetic Grainy Short_B00M_CMCK.wav              | Processed, noisy impact. Heavily distorted and granular.                              |
| DSGNMisc_SYNTH-Impact Sweetener Synthetic Gritty Phasey_B00M_CMCK.wav             | Processed, harsh impact. Sizzling and phasing.  |
| DSGNMisc_SYNTH-Impact Sweetener Synthetic Low Hard_B00M_CMCK.wav                  | Processed, low impact with a hard intensity. Short and piercing.                      |
| DSGNMisc_SYNTH-Impact Sweetener Synthetic Low Soft Descending_B00M_CMCK.wav       | Processed, low impact with a soft intensity, descending movement. Short and piercing. |
| DSGNMisc_SYNTH-Impact Sweetener Synthetic Low Soft_B00M_CMCK.wav                  | Processed, low impact with a soft intensity. Short and piercing.                      |
| DSGNMisc_SYNTH-Impact Sweetener Synthetic Phasey Short_B00M_CMCK.wav              | Processed, harsh impact with high sizzling and phasing elements on top, short.        |
| DSGNMisc_SYNTH-Impact Sweetener Synthetic Phasey_B00M_CMCK.wav                    | Processed, harsh impact with high sizzling and phasing elements on top.               |
| DSGNMisc_SYNTH-Impact Sweetener Synthetic Speedy Energy Short_B00M_CMCK.wav       | Processed, quick energy impact, soft.   |
| DSGNMisc_SYNTH-Crunchy Thump Flutter High Fast_B00M_CMCK.wav                      | Processed, high whoosh, fast. Crumbling and fluttering.                               |
| DSGNMisc_SYNTH-Crunchy Thump Flutter High Slow_B00M_CMCK.wav                      | Processed, high whoosh, slow. Crumbling and fluttering.                               |
| DSGNMisc_SYNTH-Crunchy Thump Flutter_B00M_CMCK.wav                                | Processed, low whoosh, slow. Crumbling and fluttering.                                |
| DSGNMisc_SYNTH-Modulated By Long_B00M_CMCK.wav                                    | Modulated and harsh whoosh bys, long.   |
| DSGNMisc_SYNTH-Modulated By Short_B00M_CMCK.wav                                   | Modulated and harsh whoosh bys. Short and quick.                                      |
| DSGNMisc_SYNTH-Multi Fluctuating_B00M_CMCK.wav                                    | Processed, fluctuating whoosh multiple times.   |
| DSGNMisc_SYNTH-Multi Low_B00M_CMCK.wav  | Processed, low whoosh multiple times.   |
| DSGNMisc_SYNTH-Multi_B00M_CMCK.wav  | Processed, whipping whoosh. Thin and warping.   |
| DSGNMisc_SYNTH-Noise Processed Simple Fast_B00M_CMCK.wav                          | Processed, simple whoosh noise, quick.  |
| DSGNMisc_SYNTH-Noise Processed Simple Slow_B00M_CMCK.wav                          | Processed, simple whoosh noise, slow.   |
| DSGNMisc_SYNTH-Particle Whipping Fast_B00M_CMCK.wav                               | Processed, whipping rapid whoosh. Fluttering and Flapping.                            |
| DSGNMisc_SYNTH-Particle Whipping Slow_B00M_CMCK.wav                               | Processed, whipping slow whoosh. Fluttering and Flapping.                             |
| DSGNMisc_SYNTH-Phasey Short_B00M_CMCK.wav   | Rough and quick whooshes, short.  |
| DSGNMisc_SYNTH-Reverse Tonal Bubble Zaps_B00M_CMCK.wav                            | Bubbly noise texture movement, with additional tonal zaps on top.                     |
| DSGNMisc_SYNTH-Soft_B00M_CMCK.wav   | Processed, whipping and warping whoosh with a soft intensity.                         |
| DSGNMisc_SYNTH-Speedy Energy Airy_B00M_CMCK.wav                                   | Airy and rapid whoosh by. Thin and sparkling.   |
| DSGNMisc_SYNTH-Speedy Energy Flutter Low_B00M_CMCK.wav                            | Rapid and fluttering low whoosh by.   |
| DSGNMisc_SYNTH-Speedy Energy Flutter_B00M_CMCK.wav                                | Rapid and fluttering whoosh by. Whizzing and sharp.                                   |
| DSGNMisc_SYNTH-Speedy Energy Long_B00M_CMCK.wav                                   | Quick and harsh fluttering whoosh bys, long.  |



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| DSGNMisc_SYNTH-Speedy Energy Short_B00M_CMCK.wav                                | Rapid, whizzing whoosh bys, short.  |
| DSGNMisc_SYNTH-Textured Particle Low_B00M_CMCK.wav                              | Heavily processed, noisy whoosh texture. Rumbling and flapping with lot of low end.   |
| DSGNMisc_SYNTH-Tonal Screech Soft_B00M_CMCK.wav                                 | Processed, tonal whooshing screeches with a soft intensity. Thin and airy.  |
| DSGNMisc_SYNTH-Trailers Sand Fire High_B00M_CMCK.wav                            | Thin and muted whooshes with sizzling and sparkling elements on top.  |
| DSGNMisc_SYNTH-Tremolated Flutter_B00M_CMCK.wav                                 | Processed, fluttering low whooshes. Rumbling and trembling.   |
| DSGNMisc_SYNTH-Whip Swing High Thump_B00M_CMCK.wav                              | Processed, thin whoosh. Whipping and fluttering.  |
| DSGNMisc_SYNTH-Whip Swing Sequence_B00M_CMCK.wav                                | Processed, thin whoosh swinging sequence. Whipping and fluttering.  |
| DSGNMisc_SYNTH-Whip Swing Slow_B00M_CMCK.wav                                    | Processed, thin whoosh at a slow speed swinging. Whipping and fluttering.   |
| DSGNMisc_SYNTH-Whip Swing_B00M_CMCK.wav   | Processed, thin whoosh swings. Whipping and fluttering.   |
| DSGNMisc_TEXTURE-Gritty Format Filter_B00M_CMCK.wav                             | Continuous elements moving and stuttering. Hollow and slightly tonal.   |
| DSGNMisc_TEXTURE-Gritty Growly Dry Mid Range Constant_B00M_CMCK.wav             | Continuous growling elements moving constantly and stuttering. Dry and slightly tonal in mid range.                                   |
| DSGNMisc_TEXTURE-Gritty Growly Modulated Liquid Low Constant_B00M_CMCK.wav      | Continuous rumbling elements moving constantly and stuttering. Modulated and heavily distorted low, liquidy rumbling.                 |
| DSGNMisc_TEXTURE-Gritty Growly Modulated Movement Liquid Constant_B00M_CMCK.wav | Continuous rumbling and stuttering elements movement. Modulated and heavily distorted, liquidy rumbling.                              |
| DSGNMisc_TEXTURE-Gritty Solid Stone_B00M_CMCK.wav                               | Continuous rumbling elements moving and stuttering. Continuous and sporadic noise texture movement.                                   |
| DSGNMisc_TEXTURE-Movement Bubble Low_B00M_CMCK.wav                              | Continuous bubbling with high piercing elements, movement.  |
| DSGNMisc_TEXTURE-Movement Distorted Creature_B00M_CMCK.wav                      | Constant stuttering elements moving sporadically. Heavily distorted with spontaneous eerie warping's.                                 |
| DSGNMisc_TEXTURE-Movement Drippy Molecules_B00M_CMCK.wav                        | Muted stuttering elements continuous movement with wet and piercing elements on top.  |
| DSGNMisc_TEXTURE-Movement Energy Stream_B00M_CMCK.wav                           | Continuous stuttering and warping elements. Sounds like a medium intensity constant stream in a tunnel.                               |
| DSGNMisc_TEXTURE-Movement Liquid Choppy_B00M_CMCK.wav                           | Continuous elements moving and stuttering. Heavily distorted choppy and piercing texture, constant movement.                          |
| DSGNMisc_TEXTURE-Movement Liquid Mass_B00M_CMCK.wav                             | Continuous elements warping and stuttering. Heavily distorted choppy and wobbly texture, constant movement.                           |
| DSGNMisc_TEXTURE-Movement Modulated Stream_B00M_CMCK.wav                        | Continuous stuttering and whooshing elements. Sounds like a calm constant stream in a tunnel.   |
| DSGNMisc_TEXTURE-Movement Phasy Noise Dense_B00M_CMCK.wav                       | Continuous modulated elements moving and phasing around. Muted and dense noise texture with sporadic phasing elements.                |
| DSGNMisc_TEXTURE-Movement Phasy Noise_B00M_CMCK.wav                             | Continuous elements moving and phasing around. Muted noise texture with sporadic phasing elements.                                    |
| DSGNMisc_TEXTURE-Movement Soft Base Layer_B00M_CMCK.wav                         | Continuous elements moving and stuttering softly. Muted base layer noise texture.   |
| DSGNMisc_TEXTURE-Noisey Zaps_B00M_CMCK.wav                                      | Continuous elements moving and zapping around. Heavily processed zapping noise texture.   |
| DSGNMisc_TEXTURE-Tail Movement Modulated Low_B00M_CMCK.wav                      | Tail end of a continuously moving and stuttering modulated noise texture. Heavily processed with lots of low end as well as rumbling. |
| DSGNMisc_TEXTURE-Particles Bull Roarer Slices Constant_B00M_CMCK.wav            | Swirling and frictioning bull roarer noise texture. Steady swinging movement.   |
| DSGNMisc_TEXTURE-Particles Bull Whip Constant_B00M_CMCK.wav                     | Swirling and whipping bull whip noise texture. Steady swinging movement.  |
| DSGNMisc_TEXTURE-Particles Crunchy Constant_B00M_CMCK.wav                       | Constantly fluttering and swirling noise texture.   |
| DSGNMisc_TEXTURE-Particles Gritty Air Scrape Constant_B00M_CMCK.wav             | Constantly scraping and whooshing noise texture.  |
| DSGNMisc_TEXTURE-Particles Tonal Whip Bys Constant_B00M_CMCK.wav                | Constantly swirling and whipping texture with additional tonal elements on top.   |
| DSGNMisc_TEXTURE-Ventilation Hose Zaps Texture_B00M_CMCK.wav                    | Continuous harsh elements moving and zapping around. Heavily processed zapping noise texture.   |
| DSGNMisc_TRANSITION-Creature Slime Morph_B00M_CMCK.wav                          | Low frequency whooshing and rumbling movement with high sizzling and frictioning elements on top.                                     |

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|---|---|
| DSGNMisc_TRANSITION-Granular Plastic Bag Fast_B00M_CMCK.wav           | Low frequency rumbling and raspy movement texture at a fast speed.  |
| DSGNMisc_TRANSITION-Granular Plastic Bag Slow_B00M_CMCK.wav           | Low frequency rumbling and raspy movement texture at a slow speed.  |
| DSGNMisc_TRANSITION-Granular Tonal Texture_B00M_CMCK.wav              | Harsh and raspy tonal texture. Granular rumbling in the low end.  |
| DSGNMisc_TRANSITION-Impact Bubbles_B00M_CMCK.wav                      | Processed, bubbly low impact. Wobbling and harsh.   |
| DSGNMisc_TRANSITION-Impact Phasing Cannon_B00M_CMCK.wav               | Low impact with high sizzling and warping elements on top.  |
| DSGNMisc_TRANSITION-Impact Rock_B00M_CMCK.wav                         | Piercing low impact followed by rumbling and ending with a reverberating decay.                               |
| DSGNMisc_TRANSITION-Metal Drag Tonal Liquid Morph_B00M_CMCK.wav       | Metallic, tonal swish with additional tonal elements on top.  |
| DSGNMisc_TRANSITION-Mysterious Granular Filter Movement_B00M_CMCK.wav | Eerie and filtered granular noise texture movement. Friction and rumbling in the low end.                     |
| DSGNMisc_TRANSITION-Noise Texture_B00M_CMCK.wav                       | Harsh, descending noise texture movement.   |
| DSGNMisc_TRANSITION-Rock Crumble Morph_B00M_CMCK.wav                  | Noise texture crumbling movement with high sizzling elements on top.  |
| DSGNMisc_TRANSITION-Rock Scrape Morph_B00M_CMCK.wav                   | Short noise texture movement friction with high sizzling elements on top.                                     |
| DSGNMisc_TRANSITION-Roll Metal Bubble_B00M_CMCK.wav                   | Bubbly and metallic rolling movement transition. Electric with tonal elements.                                |
| DSGNMisc_TRANSITION-Umbrella Metal Roll Morph_B00M_CMCK.wav           | Fluttering and rumbling metallic roll movement with sizzling elements on top.                                 |
| DSGNMisc_TRANSITION-Umbrella Morph Fast Hollow_B00M_CMCK.wav          | Hollow and fluttering quick whoosh movement.  |
| DSGNMisc_TRANSITION-Umbrella Morph_B00M_CMCK.wav                      | Slow fluttering and warping swish bys.  |
| DSGNMisc_ZAP-Fast Impact Heavy Weight_B00M_CMCK.wav                   | Quick and heavy zapping impact.   |
| DSGNMisc_ZAP-Fast Impact Liquid Dive_B00M_CMCK.wav                    | Quick and liquidy low zapping impact with a short decay.  |
| DSGNMisc_ZAP-Fast Impact Mid Range Whip_B00M_CMCK.wav                 | Piercing and zapping quick impact in a mid range.   |
| DSGNMisc_ZAP-Fast Impact Modulated Burst_B00M_CMCK.wav                | Quick and modulated burst impact. Zapping with a lot of low end.  |
| DSGNMisc_ZAP-Fast Impact Resonant Sustain_B00M_CMCK.wav               | Quick and zapping, resonant impact with small sustain.  |
| DSGNMisc_ZAP-Fast Impact Round Energy_B00M_CMCK.wav                   | Warping and zapping impact with some rumbling.  |
| METLFric_ORGANIC-Drag Suitcase Metal Drill_B00M_CMCK.wav              | Long and slow movement of metal on a suitcase. Typical, zipper like element.                                  |
| METLFric_ORGANIC-Drag Suitcase Metal Plate Fast_B00M_CMCK.wav         | Short and fast movement of metal drill tip on a suitcase in mid range. Typical, zipper like friction element. |
| METLFric_ORGANIC-Drag Suitcase Metal Plate Long_B00M_CMCK.wav         | Short and fast movement of metal on suitcase. Typical, zipper like element.                                   |
| METLFric_ORGANIC-Drag Suitcase Metal Slow_B00M_CMCK.wav               | Slow movement of metal on a suitcase in mid range. Typical, zipper like friction element.                     |
| METLFric_ORGANIC-Drag Table Metal Nozzle Fast_B00M_CMCK.wav           | Movement of a metallic nozzle being dragged on a table at a fast speed.                                       |
| METLFric_ORGANIC-Drag Table Metal Nozzle Resonant Fast_B00M_CMCK.wav  | Movement of a metallic nozzle being dragged on a table at a fast speed and some resonance.                    |
| METLFric_ORGANIC-Drag Table Metal Nozzle Resonant Slow_B00M_CMCK.wav  | Movement of a metallic nozzle being dragged on a table at a fast speed and some resonance.                    |
| METLFric_ORGANIC-Drag Table Metal Nozzle Sharp Fast_B00M_CMCK.wav     | Movement of a metallic nozzle being dragged on a table at a fast speed. Thin and sharp.                       |
| METLFric_ORGANIC-Drag Table Metal Nozzle Sharp Slow_B00M_CMCK.wav     | Movement of a metallic nozzle being dragged on a table at a slow speed. Thin and sharp.                       |
| METLFric_ORGANIC-Drag Table Metal Nozzle Slow_B00M_CMCK.wav           | Movement of a metallic nozzle being dragged on a table at a slow speed.                                       |
| METLFric_ORGANIC-Drag Table Metal Plate With Holes Fast_B00M_CMCK.wav | Metallic plate with holes in it being dragged on a table at a fast speed. Soft metallic friction.             |
| METLFric_ORGANIC-Drag Table Metal Plate With Holes Slow_B00M_CMCK.wav | Metallic plate with holes in it being dragged on a table at a slow speed. Soft metallic friction.             |

# CINEMATIC MOTION

| FILENAME  | DESCRIPTION  |
|---|--|
| METLFric_ORGANIC-Drag Table Metal Sheet Fast_B00M_CMCK.wav              | A sheet of metal being dragged on a table at a fast speed. Reverberating and thin.                             |
| METLFric_ORGANIC-Drag Table Metal Sheet Slow_B00M_CMCK.wav              | A sheet of metal being dragged on a table at a slow speed. Reverberating and thin.                             |
| METLFric_ORGANIC-Drag Table Metal Shield Fast_B00M_CMCK.wav             | Metallic shield being dragged on a table rapidly. Muted metallic friction.                                     |
| METLFric_ORGANIC-Drag Table Metal Shield Slow_B00M_CMCK.wav             | Metallic shield being dragged on a table slowly. Muted metallic friction.                                      |
| METLMvmt_ORGANIC-Roll Suitcase Metal Bar Fast_B00M_CMCK.wav             | Short and fast rolling movement of metal bar on a suitcase. Low swish like element.                            |
| METLMvmt_ORGANIC-Roll Suitcase Metal Bar Slow_B00M_CMCK.wav             | Slow rolling movement of metal bar on a suitcase. Low swish like element.                                      |
| METLMvmt_ORGANIC-Roll Table Metal Drill Fast_B00M_CMCK.wav              | Short and fast rolling movement of metal drill tip on a table.   |
| METLMvmt_ORGANIC-Roll Table Metal Drill Slow_B00M_CMCK.wav              | Slow rolling movement of metal drill tip on a table.   |
| OBJTape_ORGANIC-Gaffa Tape Rip Stutter_B00M_CMCK.wav                    | Fast ripping off duct tape with a lot of high end.   |
| OBJTape_ORGANIC-Gaffa Tape Rip Tonal Short_B00M_CMCK.wav                | Short and fast tonal ripping off duct tape with a lot of high end.   |
| OBJTape_ORGANIC-Gaffa Tape Rip Tonal_B00M_CMCK.wav                      | Fast and tonal ripping off duct tape with a lot of high end.   |
| OBJTape_ORGANIC-Tape Tear Tonal Short_B00M_CMCK.wav                     | Short and fast tonal ripping off duct tape with a lot of high end.   |
| OBJTape_ORGANIC-Tape Tear Tonal Very Short_B00M_CMCK.wav                | Very short and fast tonal ripping off duct tape.   |
| PAPRFltr_ORGANIC-Swing Cardboard Paper Bys_B00M_CMCK.wav                | Cardboard paper being swung by. Airy and soft impact.  |
| PAPRFric_ORGANIC-Cardboard Scrape High Short_B00M_CMCK.wav              | Short and fast scraping of a cardboard in high range.  |
| PAPRFric_ORGANIC-Cardboard Scrape Low Short Double_B00M_CMCK.wav        | Short and fast scraping of a cardboard in low range, double.   |
| PAPRFric_ORGANIC-Cardboard Scrape Low Short Stutter_B00M_CMCK.wav       | Short and stuttering scraping of a cardboard in low range.   |
| PAPRFric_ORGANIC-Cardboard Scrape Low Short_B00M_CMCK.wav               | Short and fast scraping of a cardboard in low range.   |
| PAPRFric_ORGANIC-Cardboard Tear Long Ascending_B00M_CMCK.wav            | Long, ascending tearing of a cardboard.  |
| PAPRFric_ORGANIC-Cardboard Tear Short_B00M_CMCK.wav                     | Short and fast tearing of a cardboard.   |
| PLASFric_ORGANIC-Drag Parquet Plastic Toolbox Closed Fast_B00M_CMCK.wav | Quick sliding with a subtle noisy and slightly tonal elements.   |
| PLASFric_ORGANIC-Drag Parquet Plastic Toolbox Open Fast_B00M_CMCK.wav   | Quick and short sliding of an open plastic toolbox on parquet with a subtle noisy and slightly tonal elements. |
| PLASFric_ORGANIC-Drag Parquet Plastic Toolbox_B00M_CMCK.wav             | Slow sliding of a plastic toolbox on parquet with a subtle noisy and slightly tonal elements.                  |
| PLASFric_ORGANIC-Drag Parquet Suitcase Flat Fast_B00M_CMCK.wav          | Quick and short sliding of a suitcase on parquet with a subtle noisy and slightly tonal elements.              |
| PLASFric_ORGANIC-Drag Parquet Suitcase Flat Slow_B00M_CMCK.wav          | Slow sliding of a suitcase on parquet with a subtle noisy and slightly tonal elements.                         |
| PLASFric_ORGANIC-Drag Parquet Suitcase Side Fast_B00M_CMCK.wav          | Quick and short sliding of a suitcase on its side with a subtle noisy and slightly tonal elements.             |
| PLASFric_ORGANIC-Drag Parquet Suitcase Side Slow_B00M_CMCK.wav          | Slow sliding of a suitcase on its side with a subtle noisy and slightly tonal elements.                        |
| PLASFric_ORGANIC-Drag Table VentilatiHose_B00M_CMCK.wav                 | Sliding of a ventilation hose on the table with a subtle noisy and slightly tonal elements, long.              |
| PLASFric_ORGANIC-Scrape Plastic Toolbox Fast_B00M_CMCK.wav              | Quick and short scraping of a plastic toolbox. Low ascending whoosh.   |
| PLASFric_ORGANIC-Scrape Plastic Toolbox Slow_B00M_CMCK.wav              | Slow scraping of a plastic toolbox. Low and muted whoosh.  |
| PLASMvmt_ORGANIC-Polythene Impact Short Rustle_B00M_CMCK.wav            | Short and rustling of a plastic bag impact.  |
| PLASMvmt_ORGANIC-Polythene Long Rustle_B00M_CMCK.wav                    | Long and rustling of a plastic bag impact.   |
| SWSH_ORGANIC-Swing Whistle Tonal Light_B00M_CMCK.wav                    | Short and quick tonal swish swing. Whistling and light.  |

# CINEMATIC MOTION

| FILENAME  | DESCRIPTION   |
|---|---|
| WEAPWhip_ORGANIC-Bull Whip Crack_B00M_CMCK.wav                    | Heavy whiplash leading into banging impact.   |
| WEAPWhip_ORGANIC-Bull Whip Swing_B00M_CMCK.wav                    | Medium whiplash leading into banging impact.  |
| WHSW_ORGANIC-Bowed Growl Fast_B00M_CMCK.wav                       | Quick and short growling whoosh with some tonal elements.                                       |
| WHSW_ORGANIC-Bowed Lever Fast_B00M_CMCK.wav                       | Quick and short whoosh bys with some tonal elements. Like vehicles zooming by.                  |
| WHSW_ORGANIC-Bowed Lever Slow_B00M_CMCK.wav                       | Slow whoosh bys with some tonal elements. Like roaring vehicles passing by.                     |
| WHSW_ORGANIC-Bowed Screech Fast_B00M_CMCK.wav                     | Quick and screeching whoosh bys with some tonal elements. Like vehicles zooming by.             |
| WHSW_ORGANIC-Bowed Screech Slow_B00M_CMCK.wav                     | Slow and screeching whoosh bys with some wobbling and tonal elements. Like vehicles passing by. |
| WHSW_ORGANIC-Distorted High Frequency_B00M_CMCK.wav               | Metallic, fast movement. Frictioning and sliding.   |
| WHSW_ORGANIC-Distorted Low Frequency Rubber_B00M_CMCK.wav         | Wobbling and fluttering low whoosh. Back and forth rubber like wiggling.                        |
| WHSW_ORGANIC-Distorted Passby Fast_B00M_CMCK.wav                  | Distorted and quick whoosh pass bys. With some searing and sizzling elements on top.            |
| WHSW_ORGANIC-Distorted Passby Slow_B00M_CMCK.wav                  | Distorted and slow whoosh pass bys. With some sizzling and noisy elements on top.               |
| WHSW_ORGANIC-Distorted Scrape Incoming_B00M_CMCK.wav              | Heavily distorted, quick and scraping whoosh bys.   |
| WHSW_ORGANIC-Distorted Scrape Modulated_B00M_CMCK.wav             | Heavily distorted, scraping and modulated whoosh bys. With lots of high searing and sizzling.   |
| WHSW_ORGANIC-Distorted Scrape_B00M_CMCK.wav                       | Heavily distorted, scraping and crumbling whoosh bys.   |
| WHSW_ORGANIC-Drive By Fast Whip Bassy_B00M_CMCK.wav               | Roaring and fast pass by of vehicle. Lots of low end.   |
| WHSW_ORGANIC-Drive By Fast Whip Road Noise Filtered_B00M_CMCK.wav | Filtered and fast pass by of a roaring vehicle.   |
| WHSW_ORGANIC-Drive By Fast Whip Stutter_B00M_CMCK.wav             | Quick and short stuttering pass by of vehicle.  |
| WHSW_ORGANIC-Drive By Fast Whip Tonal_B00M_CMCK.wav               | Quick and short tonal pass by of vehicle.   |
| WHSW_ORGANIC-Drive By Slow Whip_B00M_CMCK.wav                     | Slow and whooshing pass by of vehicle.  |
| WHSW_ORGANIC-Granular Leaves Bundle Fast_B00M_CMCK.wav            | Quick and low whooshes with some searing and sizzling elements on top.                          |
| WHSW_ORGANIC-Granular Leaves Bundle Scrape Fast_B00M_CMCK.wav     | Quick and fiery whooshes with some searing and sizzling elements on top.                        |
| WHSW_ORGANIC-Granular Leaves Bundle Scrape Slow_B00M_CMCK.wav     | Slow and fiery whooshes with some searing and sizzling elements on top.                         |
| WHSW_ORGANIC-Granular Leaves Bundle Slow_B00M_CMCK.wav            | Slow and low whooshes with some searing and sizzling elements on top.                           |
| WHSW_ORGANIC-Harsh Hollow Scrape Fast_B00M_CMCK.wav               | Harsh and hollow quick whooshes with some swirling and tonal elements on top.                   |
| WHSW_ORGANIC-Harsh Hollow Scrape Slow_B00M_CMCK.wav               | Harsh and hollow slow whooshes with some swirling and tonal elements on top.                    |
| WHSW_ORGANIC-Metal Screamer High Fast_B00M_CMCK.wav               | Tail end of a modulated low whoosh impact with some rumbling and high warping elements on top.  |
| WHSW_ORGANIC-Metal Screamer High_B00M_CMCK.wav                    | Metallic, rapid movement. With frictioning and screeching in the high end.                      |
| WHSW_ORGANIC-Metal Screamer Modulated_B00M_CMCK.wav               | Metallic movement, with frictioning and screeching in the high end.                             |
| WHSW_ORGANIC-Noise Filter Metal Resonance_B00M_CMCK.wav           | Metallic and modulated whoosh movement, with frictioning and screeching in the high end.        |
| WHSW_ORGANIC-Noise Morph Filter Modulation Fast_B00M_CMCK.wav     | Metallic, rapid whoosh pass by. Whooshing followed by a quick and short swish.                  |
| WHSW_ORGANIC-Noise Morph Filter Modulation Slow_B00M_CMCK.wav     | Quick and filtered pass by whooshes. Noisy with additional modulation.                          |
| WHSW_ORGANIC-Noise Scrape Distorted Fast_B00M_CMCK.wav            | Slow and filtered pass by whooshes. Noisy with additional modulation and sizzling on top.       |
| WHSW_ORGANIC-Noise Scrape Distorted Slow_B00M_CMCK.wav            | Quick and noisy pass by whooshes with distorted swirling elements.                              |

# CINEMATIC MOTION

| FILENAME   | DESCRIPTION  |
|--|--|
| WHSN_ORGANIC-Noise Spectral Modulation Fast_B00M_CMCK.wav          | Slow and noisy pass by whooshes with distorted swirling elements.                              |
| WHSN_ORGANIC-Noise Spectral Modulation Slow_B00M_CMCK.wav          | Rapid and noisy pass by whooshes with high sizzling and warping shimmer elements.              |
| WHSN_ORGANIC-Pegtop Arena Spin Fast High_B00M_CMCK.wav             | Slow and noisy pass by whooshes with high sizzling and warping elements.                       |
| WHSN_ORGANIC-Pegtop Arena Spin Fast Low_B00M_CMCK.wav              | Spinning and fluttering, quick pass by whooshes.   |
| WHSN_ORGANIC-Pegtop Arena Spin Slow High_B00M_CMCK.wav             | Spinning and fluttering, slow pass by whooshes.  |
| WHSN_ORGANIC-Pegtop Arena Spin Slow Low_B00M_CMCK.wav              | Throttling and fluttering, quick pass by whooshes. With lots of low end.                       |
| WHSN_ORGANIC-Rockscrape Distorted Fast_B00M_CMCK.wav               | Throttling and fluttering, slow pass by whooshes. With lots of low end.                        |
| WHSN_ORGANIC-Rockscrape Distorted Slow_B00M_CMCK.wav               | Large and heavy, quick pass by whooshes. Like a large celestial body passing by.               |
| WHSN_ORGANIC-Scrape Fast Modulated_B00M_CMCK.wav                   | Large and heavy, slow pass by whooshes. Like a large celestial body passing by.                |
| WHSN_ORGANIC-Scrape Metal Doppler Tonal_B00M_CMCK.wav              | Fluttering and scraping pass by whooshes with additional growling and warping elements on top. |
| WHSN_ORGANIC-Scrape Slow Modulated_B00M_CMCK.wav                   | Metallic, pass by whooshes with additional scraping tonal elements.                            |
| WHSN_ORGANIC-Snap Fabric Blanket_B00M_CMCK.wav                     | Blanket being flapped with a snap followed by some rustling.                                   |
| WHSN_ORGANIC-Snap Fabric Coat_B00M_CMCK.wav                        | Coat being flapped with a snap followed by some rustling.                                      |
| WHSN_ORGANIC-Snap Fabric_B00M_CMCK.wav                             | Slow and modulated pass by whooshes with additional swirling and fluttering on top.            |
| WHSN_ORGANIC-Snap Leather Bag Small_B00M_CMCK.wav                  | Long flapping with a snap of a small leather bag.  |
| WHSN_ORGANIC-Snap Leather Blanket Long_B00M_CMCK.wav               | Short flapping with a snap of a small leather bag.   |
| WHSN_ORGANIC-Snap Leather Blanket Short_B00M_CMCK.wav              | Long flapping with a snap and some rustling of a leather blanket.                              |
| WHSN_ORGANIC-Snap Leather Jacket Long_B00M_CMCK.wav                | Short flapping with a snap and of a leather blanket.   |
| WHSN_ORGANIC-Snap Leather Jacket Short_B00M_CMCK.wav               | Long flapping with a snap and some rustling of a leather jacket.                               |
| WHSN_ORGANIC-Snap Leather Thin_B00M_CMCK.wav                       | Flapping with a snap of a thin leather material with a hard intensity.                         |
| WHSN_ORGANIC-Snap Nylon Blanket Transient_B00M_CMCK.wav            | Flapping with a snap of a thin leather material.   |
| WHSN_ORGANIC-Snap Nylon Cover Short_B00M_CMCK.wav                  | Flapping with a snap of a nylon material blanket.  |
| WHSN_ORGANIC-Snap Nylon Cover Hard_B00M_CMCK.wav                   | Quick and short snapping of a nylon material bed cover with a soft intensity.                  |
| WHSN_ORGANIC-Swing Bull Roarer Construction Fast Alt_B00M_CMCK.wav | Quick and short snapping of a nylon material bed cover.  |
| WHSN_ORGANIC-Swing Bull Roarer Construction Fast_B00M_CMCK.wav     | Rapid swing by whooshes with some tonal elements on top.                                       |
| WHSN_ORGANIC-Swing Bull Roarer Construction_B00M_CMCK.wav          | Quick swing by whooshes with some tonal elements on top.                                       |
| WHSN_ORGANIC-Swing Bull Roarer Medium Complex_B00M_CMCK.wav        | Quick swing by whooshes with some tonal fluttering elements on top.                            |
| WHSN_ORGANIC-Swing Bull Roarer Medium Slow_B00M_CMCK.wav           | Medium sized bull roarer sophisticated swing bys with some crackling and low end.              |
| WHSN_ORGANIC-Swing Bull Roarer Medium_B00M_CMCK.wav                | Medium sized bull roarer single and slow swing bys with some crackling and low end.            |
| WHSN_ORGANIC-Swing Bull Roarer_B00M_CMCK.wav                       | Bull roarer single and thin swing bys with high tonal elements.                                |
| WHSN_ORGANIC-Swing Metal Funnel Tonal Aggressive_B00M_CMCK.wav     | Bull roarer single swing bys with tonal elements and some low end.                             |
| WHSN_ORGANIC-Swing Metal Funnel Tonal_B00M_CMCK.wav                | Aggressive and tonal swings of a metal funnel. Swirling and whizzing.                          |
| WHSN_ORGANIC-Swing Plastic Flag Constant_B00M_CMCK.wav             | Rattling and swirling of plastic balls with high frictioning elements on top.                  |

# CINEMATIC MOTION

| FILENAME   | DESCRIPTION  |
|--|--|
| WHSW_ORGANIC-Swing Plastic Flag Fast_B00M_CMCK.wav             | Constant flapping and swirling of plastic flag with high rustling elements on top.   |
| WHSW_ORGANIC-Swing Plastic Flag_B00M_CMCK.wav                  | Quick flapping of plastic flag with high rustling elements on top.   |
| WHSW_ORGANIC-Swing Thunder Tube Constant_B00M_CMCK.wav         | Flapping and swirling of plastic flag with high rustling elements on top.  |
| WHSW_ORGANIC-Swing Thunder Tube Tonal Whistle_B00M_CMCK.wav    | Thin and hollow swirling elements with additional piercing elements on top. Steady swinging movement.                      |
| WHSW_ORGANIC-Swing Thunder Tube Tonal_B00M_CMCK.wav            | Hollow and tonal whistling swing bys.  |
| WHSW_ORGANIC-Swing Wooden Frame Half Sail_B00M_CMCK.wav        | Frictioning and noisy pass by whooshes, alternative.   |
| WHSW_ORGANIC-Wind Base Airwave Incoming_B00M_CMCK.wav          | Intense, gusting and swirling wind whooshes blowing inwards.   |
| WHSW_ORGANIC-Wind Base Airwave Long_B00M_CMCK.wav              | Long gusting and swirling wind whooshes.   |
| WHSW_ORGANIC-Wind Base Airwave Medium_B00M_CMCK.wav            | Medium gusting and swirling wind whooshes.   |
| WHSW_ORGANIC-Wind Base Airwave Short Resonant_B00M_CMCK.wav    | Short gusting and swirling wind whooshes.  |
| WHSW_ORGANIC-Wind Base Airwave Short_B00M_CMCK.wav             | Short gusting and swirling wind whooshes with additional resonance.  |
| WHSW_ORGANIC-Wind Base Blow Fast_B00M_CMCK.wav                 | Rapid pass by whooshes of a blowing wind.  |
| WHSW_ORGANIC-Wind Base Blow Short_B00M_CMCK.wav                | Short pass by whooshes of a blowing wind.  |
| WHSW_ORGANIC-Wind Base Blow Sustain_B00M_CMCK.wav              | Sustained pass by whooshes of a blowing wind.  |
| WHSW_ORGANIC-Wind Base Fast Incoming Sharp_B00M_CMCK.wav       | Rapid and sharp whooshes of a wind blowing inwards.  |
| WHSW_ORGANIC-Wind Base Fast Incoming_B00M_CMCK.wav             | Rapid whooshes of a wind blowing inwards.  |
| WHSW_ORGANIC-Wind Base Fast Sharp_B00M_CMCK.wav                | Rapid and sharp whooshes of a wind blowing.  |
| WHSW_ORGANIC-Wind Base Fast_B00M_CMCK.wav                      | Rapid whooshes of a wind blowing.  |
| WHSW_ORGANIC-Wind Base Gust Long_B00M_CMCK.wav                 | Massive gust of wind whooshing by, long.   |
| WHSW_ORGANIC-Wind Base High Gust Long_B00M_CMCK.wav            | Massive gust of wind whooshing by in a high-end range, long.   |
| WHSW_ORGANIC-Wind Base High Medium Fast_B00M_CMCK.wav          | Rapid gust of wind whooshing by in a high-end range, medium.   |
| WHSW_ORGANIC-Wind Base High Short_B00M_CMCK.wav                | Rapid gust of wind whooshing by in a high-end range, short   |
| WHSW_ORGANIC-Wind Base High Swipe Medium Fast_B00M_CMCK.wav    | Rapid gust of wind swiping by in a high-end range, medium.   |
| WHSW_ORGANIC-Wind Base High Swipe Short_B00M_CMCK.wav          | Rapid gust of wind swiping by in a high-end range, short.  |
| WHSW_ORGANIC-Wind Base Noise Low Long_B00M_CMCK.wav            | Long whooshes of a noisy wind blowing in a low-end range.  |
| WHSW_ORGANIC-Wind Base Noise Low Medium_B00M_CMCK.wav          | Medium whooshes of a noisy wind blowing in a low-end range.  |
| WHSW_ORGANIC-Wind Base Noise Low Subtle Incoming_B00M_CMCK.wav | Subtle whooshes of a noisy wind blowing inwards.   |
| WHSW_ORGANIC-Wind Base Noise Low Subtle Short_B00M_CMCK.wav    | Subtle whooshes of a noisy wind blowing, short.  |
| WHSW_ORGANIC-Wind Base Noise Low Subtle_B00M_CMCK.wav          | Subtle whooshes of a noisy wind blowing.   |
| WHSW_ORGANIC-Wind Gust Long_B00M_CMCK.wav                      | Long whooshes of a wind gusts. Steady whooshes with a subtle build up followed by a pass by swish and short decaying tail. |
| WHSW_ORGANIC-Wind Short_B00M_CMCK.wav                          | Short and rapid whooshes of a wind blowing.  |
| WHSW_ORGANIC-Wind_B00M_CMCK.wav                                | Generic and fast wind whooshes.  |
| WHSW_SYNTH TONAL-Clicky Speedy_B00M_CMCK.wav                   | Quick, growling and tonal pass by whooshes.  |

# CINEMATIC MOTION

| FILENAME  | DESCRIPTION  |
|---|--|
| WHSW_SYNTH_TONAL-Descending Fast_B00M_CMCK.wav                      | Quick and descending pass by whooshes with some sizzling and searing elements on top.            |
| WHSW_SYNTH_TONAL-Descending Slow_B00M_CMCK.wav                      | Slow and descending pass by whooshes with some sizzling and searing elements on top.             |
| WHSW_SYNTH_TONAL-Distorted Gritty Mid Range_B00M_CMCK.wav           | Heavily distorted and harsh whooshing in the mid range.  |
| WHSW_SYNTH_TONAL-Drag Metal Blur_B00M_CMCK.wav                      | Processed whooshes of a metal being dragged on. Airy, thin and warping.                          |
| WHSW_SYNTH_TONAL-Flutter Speedy_B00M_CMCK.wav                       | Quick and fluttering pass by whooshes.   |
| WHSW_SYNTH_TONAL-High Piercing Metal Short_B00M_CMCK.wav            | Metallic, short and piercing whooshes in the high-end range.                                     |
| WHSW_SYNTH_TONAL-High Piercing Metal_B00M_CMCK.wav                  | Metallic, tonal and piercing whooshes in the high-end range.                                     |
| WHSW_SYNTH_TONAL-Incoming_B00M_CMCK.wav                             | Soft tonal whooshes in an inwards direction.   |
| WHSW_SYNTH_TONAL-Low Modulated Distortion Choppy Slow_B00M_CMCK.wav | Heavily distorted and modulated, slow whooshes with rumbling and choppy elements.                |
| WHSW_SYNTH_TONAL-Low Modulated Distortion Soft Fast_B00M_CMCK.wav   | Heavily distorted and modulated, quick whooshes with rumbling and choppy elements.               |
| WHSW_SYNTH_TONAL-Metal Tremolo Fast_B00M_CMCK.wav                   | Metallic, fast whoosh with additional tonal and shimmering elements on top.                      |
| WHSW_SYNTH_TONAL-Metal Tremolo Slow_B00M_CMCK.wav                   | Metallic, slow whoosh with additional tonal and shimmering elements on top.                      |
| WHSW_SYNTH_TONAL-Metallic Distorted Fast_B00M_CMCK.wav              | Metallic, fast movement pass by whooshes of medium length. Distorted and piercing.               |
| WHSW_SYNTH_TONAL-Metallic Distorted Heavy Fast_B00M_CMCK.wav        | Metallic, fast movement heavy pass by whooshes of medium length. Distorted and piercing.         |
| WHSW_SYNTH_TONAL-Metallic Distorted Heavy Slow_B00M_CMCK.wav        | Metallic, slow movement heavy pass by whooshes. Distorted and piercing.                          |
| WHSW_SYNTH_TONAL-Metallic Distorted Scrape Slow_B00M_CMCK.wav       | Metallic, slow pass by whooshes. Distorted and piercing.   |
| WHSW_SYNTH_TONAL-Metallic Distorted Scrape Fast_B00M_CMCK.wav       | Metallic, fast movement pass by whooshes of medium length. Distorted and scraping.               |
| WHSW_SYNTH_TONAL-Metallic Distorted Soft Fast_B00M_CMCK.wav         | Metallic, fast pass by whooshes of medium length and a soft intensity. Distorted and piercing.   |
| WHSW_SYNTH_TONAL-Metallic Distorted Soft Slow_B00M_CMCK.wav         | Metallic, slow pass by whooshes with a soft intensity. Distorted and piercing.                   |
| WHSW_SYNTH_TONAL-Metallic Resonance_B00M_CMCK.wav                   | Metallic, fast movement of tonal whooshes.   |
| WHSW_SYNTH_TONAL-Noise High Tonal Chorus Modulation_B00M_CMCK.wav   | Modulated and tonal noise whooshes in the high-end range with additional chorus element.         |
| WHSW_SYNTH_TONAL-Organic Mass Complex Long_B00M_CMCK.wav            | Complex and long whooshes with some rumbling and crumbling elements.                             |
| WHSW_SYNTH_TONAL-Organic Mass Complex Short_B00M_CMCK.wav           | Complex and short whooshes with some rumbling and crumbling elements.                            |
| WHSW_SYNTH_TONAL-Scrape Toolbox Beefy Bubble_B00M_CMCK.wav          | Tonal, thick and scrapping pass by whooshes.   |
| WHSW_SYNTH_TONAL-Simple Move Flutter_B00M_CMCK.wav                  | Sweeping, fluttering and simple tonal whoosh movement.   |
| WHSW_SYNTH_TONAL-Simple Move_B00M_CMCK.wav                          | Sweeping, wobbling and simple tonal whoosh movement.   |
| WHSW_SYNTH_TONAL-Vocal Speedy_B00M_CMCK.wav                         | Rumbling and fluttering whooshes.  |
| WHSW_SYNTH-Air Ripple Distorted Filter Texture_B00M_CMCK.wav        | Distorted, fluttering and rippling noise texture.  |
| WHSW_SYNTH-Bass Modulated_B00M_CMCK.wav                             | Modulated bassy whooshes with additional swirling and wobbling elements.                         |
| WHSW_SYNTH-Digital Filter Texture Fast_B00M_CMCK.wav                | Filtered, digital noise texture with rapid movement.   |
| WHSW_SYNTH-Digital Filter Texture Slow_B00M_CMCK.wav                | Filtered, digital noise texture with slow movement and additional warping and piercing elements. |
| WHSW_SYNTH-Energy Burst Spark Low Slow_B00M_CMCK.wav                | Slow and sparkling pass by whooshes with additional low fluttering elements.                     |
| WHSW_SYNTH-Filter Crumble_B00M_CMCK.wav                             | Filtered build up whooshes with additional crumbling elements.                                   |

# CINEMATIC MOTION

| FILENAME  | DESCRIPTION   |
|---|---|
| WHSN_SYNTH-Filter Rub Click Fast_B00M_CMCK.wav                    | Filtered and rapid whooshes with some fluttering and tonal elements. With a lot of low end.         |
| WHSN_SYNTH-Filter Rub Click Slow_B00M_CMCK.wav                    | Filtered and slow whooshes with additional fluttering and rumbling elements. With a lot of low end. |
| WHSN_SYNTH-Freqshift Scrape Phasing Fast_B00M_CMCK.wav            | Rapid and scrapping whooshes with additional tonal and phasing elements.                            |
| WHSN_SYNTH-Freqshift Scrape Phasing Slow_B00M_CMCK.wav            | Slow and scrapping whooshes with additional tonal and phasing elements.                             |
| WHSN_SYNTH-Granular Balloon Squeeze Fast_B00M_CMCK.wav            | Quick and heavy pass by whooshes with high sizzling and grinding elements.                          |
| WHSN_SYNTH-Granular Balloon Squeeze Slow_B00M_CMCK.wav            | Slow and heavy pass by whooshes with high frictioning and grinding elements.                        |
| WHSN_SYNTH-Granular Book Pages Fixed Fast_B00M_CMCK.wav           | Quick and granular whooshes with some tonal elements on top.  |
| WHSN_SYNTH-Granular Book Pages Fixed Slow_B00M_CMCK.wav           | Slow and granular whooshes with some tonal elements on top.   |
| WHSN_SYNTH-Granular Book Pages Loose Fast_B00M_CMCK.wav           | Low rumbling, quick whooshes with additional swirling.  |
| WHSN_SYNTH-Granular Book Pages Loose Slow_B00M_CMCK.wav           | Low rumbling, slow whooshes with additional swirling.   |
| WHSN_SYNTH-Granular Metal Fast_B00M_CMCK.wav                      | Metallic, fast movement pass by whooshes. Frictioning and scraping.                                 |
| WHSN_SYNTH-Granular Metal Rattle Fast_B00M_CMCK.wav               | Metallic, fast movement rattling whooshes. Frictioning and warping.                                 |
| WHSN_SYNTH-Granular Metal Rattle Slow_B00M_CMCK.wav               | Metallic, slow movement rattling whooshes. Frictioning and sizzling.                                |
| WHSN_SYNTH-Granular Plastic Toys Fast_B00M_CMCK.wav               | Rapid and granular whooshes with additional piercing and warping elements.                          |
| WHSN_SYNTH-Granular Plastic Toys Slow_B00M_CMCK.wav               | Slow and granular whooshes with additional piercing and warping elements.                           |
| WHSN_SYNTH-Granular Rocks In Wooden Box Closed Fast_B00M_CMCK.wav | Heavily processed, fast movement rumbling whooshes.   |
| WHSN_SYNTH-Granular Rocks In Wooden Box Closed Slow_B00M_CMCK.wav | Heavily processed, slow movement rumbling whooshes.   |
| WHSN_SYNTH-Granular Rocks In Wooden Box Open Fast_B00M_CMCK.wav   | Heavily processed, fast movement rumbling and sparkling whooshes.                                   |
| WHSN_SYNTH-Granular Rocks In Wooden Box Open Slow_B00M_CMCK.wav   | Heavily processed, slow movement rumbling and sparkling whooshes.                                   |
| WHSN_SYNTH-Gritty Filter Modulation Fast_B00M_CMCK.wav            | Filtered, modulated and rapid pass by whooshes with additional tonal elements on top.               |
| WHSN_SYNTH-Gritty Fluid Texture_B00M_CMCK.wav                     | Filtered and fluttering whooshing texture.  |
| WHSN_SYNTH-Gritty Growly Modulated Liquid Low Long_B00M_CMCK.wav  | Modulated, growling and crumbling whooshes with a lot of low-end, long.                             |
| WHSN_SYNTH-Gritty Growly Modulated Liquid Low Short_B00M_CMCK.wav | Modulated, growling and crumbling whooshes with a lot of low-end, short.                            |
| WHSN_SYNTH-Gritty Mass Complex Long_B00M_CMCK.wav                 | Fluttering, frictioning and complex whooshes, long.   |
| WHSN_SYNTH-Gritty Mass Complex Short_B00M_CMCK.wav                | Fluttering, frictioning and complex whooshes, short.  |
| WHSN_SYNTH-Gritty Mass Texture_B00M_CMCK.wav                      | Fluttering and massive whooshing texture, short.  |
| WHSN_SYNTH-Hydrophone Cracks Fast_B00M_CMCK.wav                   | Filtered, crackling and rumbling pass by whooshes at a fast speed.                                  |
| WHSN_SYNTH-Hydrophone Cracks Slow_B00M_CMCK.wav                   | Filtered, crackling and rumbling pass by whooshes at a slow speed.                                  |
| WHSN_SYNTH-Hydrophone Rub Fast_B00M_CMCK.wav                      | Filtered, quick and swirling pass by whooshes with some tonal elements on top.                      |
| WHSN_SYNTH-Hydrophone Rub Slow_B00M_CMCK.wav                      | Filtered, slow and swirling pass by whooshes with some tonal elements on top.                       |
| WHSN_SYNTH-Impact Movement Modulated Phasy_B00M_CMCK.wav          | Modulated low whoosh impact with some rumbling and high warping elements on top.                    |
| WHSN_SYNTH-Liquid Mass Long_B00M_CMCK.wav                         | Fluttering and liquidy whooshes with additional piercing elements, long.                            |
| WHSN_SYNTH-Liquid Mass Short_B00M_CMCK.wav                        | Fluttering and liquidy whooshes with additional piercing elements, short.                           |



# CINEMATIC MOTION

| FILENAME   | DESCRIPTION  |
|--|--|
| WHSN_SYNTH-Metal Scrapes Noise Tonal Morph_B00M_CMCK.wav | Metallic, fast movement pass by whooshes with some tonal elements. Frictioning and scraping. |
| WHSN_SYNTH-Metal Wind Fast_B00M_CMCK.wav                 | Metallic, fast movement of a wind whooshes. Piercing and shimmering.                         |
| WHSN_SYNTH-Noisy Cracke Breakup_B00M_CMCK.wav            | Crackling and noisy pass by whooshes.  |
| WHSN_SYNTH-Noisy Crackle_B00M_CMCK.wav                   | Crackling and noisy pass by whooshes with high sizzling elements on top.                     |
| WHSN_SYNTH-Noisy Crunchy Breakup_B00M_CMCK.wav           | Wobbling and growling noise whooshes. Fluttering and swirling.                               |
| WHSN_SYNTH-Noisy Crunchy Flutter_B00M_CMCK.wav           | Fluttering and noisy pass by whooshes.   |
| WHSN_SYNTH-Noisy Crunchy Harsh Slow_B00M_CMCK.wav        | Slow and rough pass by whooshes with lots of additional noise.                               |
| WHSN_SYNTH-Noisy Crunchy Harsh_B00M_CMCK.wav             | Harsh and rough pass by whooshes with lots of additional noise.                              |
| WHSN_SYNTH-Noisy Distorted_B00M_CMCK.wav                 | Heavily distorted, noisy pass by whooshes with additional sizzling and searing on top.       |
| WHSN_SYNTH-Noisy Doppler_B00M_CMCK.wav                   | Processed noisy pass by whooshes with additional phasing.                                    |
| WHSN_SYNTH-Noisy Fast_B00M_CMCK.wav                      | Quick and noisy pass by whooshes, with some low-end.   |
| WHSN_SYNTH-Noisy Gust Fast_B00M_CMCK.wav                 | Rapid and noisy wind gust whooshes.  |
| WHSN_SYNTH-Noisy Gust Modulated_B00M_CMCK.wav            | Modulated and noisy wind gust whooshes.  |
| WHSN_SYNTH-Noisy Gust_B00M_CMCK.wav                      | Short, airy and noisy wind gust whooshes.  |
| WHSN_SYNTH-Noisy High Frequency Modulated_B00M_CMCK.wav  | Modulated, noisy whooshes in the high-end range.   |
| WHSN_SYNTH-Noisy High Frequency_B00M_CMCK.wav            | Noisy whooshes in the high-end range with additional piercing and sizzling elements.         |
| WHSN_SYNTH-Noisy Modulated Doppler_B00M_CMCK.wav         | Modulated and noisy whooshes with additional fluttering and high sizzling elements.          |
| WHSN_SYNTH-Noisy Slow_B00M_CMCK.wav                      | Slow and noisy pass by whooshes.   |
| WHSN_SYNTH-Noisy Speed By Fast_B00M_CMCK.wav             | Quick and noisy, speed by whooshes.  |
| WHSN_SYNTH-Noisy Speed By Slow_B00M_CMCK.wav             | Slow and noisy, speed by whooshes with additional fluttering elements.                       |
| WHSN_SYNTH-Noisy Texture Breakup Fast_B00M_CMCK.wav      | Quick and noisy, whooshing texture with additional fluttering elements.                      |
| WHSN_SYNTH-Noisy Texture Breakup Slow_B00M_CMCK.wav      | Slow and noisy, whooshing texture with additional low swirling elements.                     |
| WHSN_SYNTH-Noisy Texture Flutter Slow_B00M_CMCK.wav      | Fluttering and slow build up whooshes noise texture.   |
| WHSN_SYNTH-Noisy Wind Fast_B00M_CMCK.wav                 | Quick and noisy wind whooshes with some low-end.   |
| WHSN_SYNTH-Noisy Wind Slow_B00M_CMCK.wav                 | Slow and noisy wind whooshes with some low-end.  |
| WHSN_SYNTH-Phasey Bass Fast_B00M_CMCK.wav                | Quick and bassy whooshing with additional sweeping and pushing elements on top.              |
| WHSN_SYNTH-Phasey Bass Slow_B00M_CMCK.wav                | Slow and bassy whooshing with additional sweeping and pushing elements on top.               |
| WHSN_SYNTH-Ringmod Wobble Fast_B00M_CMCK.wav             | Wobbling, stuttering and quick pass by whooshes.   |
| WHSN_SYNTH-Ringmod Wobble Slow_B00M_CMCK.wav             | Wobbling and slow pass by whooshes.  |
| WHSN_SYNTH-Ripple Chopper Fast_B00M_CMCK.wav             | Fluttering and rippling pass by whooshes, rapid.   |
| WHSN_SYNTH-Ripple Chopper Slow_B00M_CMCK.wav             | Rippling and fluttering pass by whooshes of a slow wind gust.                                |
| WHSN_SYNTH-Rock Crumble Fast_B00M_CMCK.wav               | Frictioning and crumbling quick pass by whooshes.  |
| WHSN_SYNTH-Rock Crumble Slow_B00M_CMCK.wav               | Frictioning and crumbling slow pass by whooshes.   |

# CINEMATIC MOTION

| FILENAME  | DESCRIPTION   |
|---|---|
| WHSN_SYNTH-Simple Bass_B00M_CMCK.wav                                | Generic and bassy pass by whooshes with mostly low-end.   |
| WHSN_SYNTH-Solid Crumble Short_B00M_CMCK.wav                        | Short, fluttering and crumbling pass by whooshes with additional friction elements on top.              |
| WHSN_SYNTH-Texture Flutter_B00M_CMCK.wav                            | Short and fluttering pass by whoosh noise textures.   |
| WHSN_SYNTH-Tonal Freqshift Resonance Fast_B00M_CMCK.wav             | Piercing and tonal, frequency shifting pass by whooshes, rapid.   |
| WHSN_SYNTH-Tonal Freqshift Self Resonating Fast_B00M_CMCK.wav       | Piercing, frequency shifting and self resonating rapid pass by whooshes with additional tonal elements. |
| WHSN_SYNTH-Tonal Freqshift Self Resonating Metal Fast_B00M_CMCK.wav | Metallic, piercing and self resonating rapid pass by whooshes with additional tonal elements on top.    |
| WHSN_SYNTH-Tonal Freqshift Self Resonating Metal Slow_B00M_CMCK.wav | Metallic, piercing and self resonating slow pass by whooshes with additional tonal elements on top.     |
| WHSN_SYNTH-Tonal Freqshift Self Resonating Slow_B00M_CMCK.wav       | Piercing, frequency shifting and self resonating slow pass by whooshes with additional tonal elements.  |
| WHSN_SYNTH-Tonal Metal Spectral Morph Fast_B00M_CMCK.wav            | Metallic, piercing and rapid pass by whooshes with additional tonal elements on top.                    |
| WHSN_SYNTH-Tonal Metal Spectral Morph Slow_B00M_CMCK.wav            | Metallic, piercing and slow pass by whooshes with additional tonal elements on top.                     |
| WHSN_SYNTH-Tonal Noise Arrow Fast_B00M_CMCK.wav                     | Tonal and rapid pass by whooshes with additional fluttering at the end.                                 |
| WHSN_SYNTH-Wind Scrapes Morph_B00M_CMCK.wav                         | Processed, scrapping and slightly morphing wind whooshes.   |
| WHSN_ZAP-Beefy Tonal_B00M_CMCK.wav                                  | Tonal zapping with a lot of low end.  |
| WHSN_ZAP-Cotton Stripe Snap_B00M_CMCK.wav                           | Short swish followed by a snapping zap.   |
| WHSN_ZAP-Distortion Lowpass Rumble Impact_B00M_CMCK.wav             | Distorted, rumbling and zapping, low impact.  |
| WHSN_ZAP-Drag Nylon Belt Impact_B00M_CMCK.wav                       | Short and zapping impact whooshes of a nylon belt. Dragging movement.                                   |
| WHSN_ZAP-Drag Nylon Belt Large Snap_B00M_CMCK.wav                   | Zapping and large snapping whooshes of a nylon belt. Dragging movement.                                 |
| WHSN_ZAP-Drag Nylon Belt Short_B00M_CMCK.wav                        | Short and zapping whooshes of a nylon belt. Dragging movement.  |
| WHSN_ZAP-Drag Nylon Belt Snap_B00M_CMCK.wav                         | Zapping and snapping whooshes of a nylon belt. Dragging movement.                                       |
| WHSN_ZAP-Drag Nylon Belt Tonal_B00M_CMCK.wav                        | Zapping and tonal whooshes of a nylon belt. Dragging movement.  |
| WHSN_ZAP-Drag Rope Impact_B00M_CMCK.wav                             | Short and zapping impact whooshes of a rope. Dragging movement.   |
| WHSN_ZAP-Drag Rope Metal Impact_B00M_CMCK.wav                       | Short and zapping whooshes of a rope impacting metal. Dragging movement.                                |
| WHSN_ZAP-Drag Umbrella Cover_B00M_CMCK.wav                          | Zapping whooshes of an umbrella cover being removed. Dragging movement.                                 |
| WHSN_ZAP-Drag Whip Snap_B00M_CMCK.wav                               | Zapping and snapping whooshes of a whip being dragged. Dragging movement.                               |
| WHSN_ZAP-Drag Zip Line_B00M_CMCK.wav                                | Zapping whooshes of a zip line slide. Dragging movement.  |
| WHSN_ZAP-Drag Zipper Snap_B00M_CMCK.wav                             | Zapping whooshes of a zipper with a snap at the end.  |
| WHSN_ZAP-Drippy Molecules Snap Short_B00M_CMCK.wav                  | Short, snappy and liquidy zapping swishes.  |
| WHSN_ZAP-Flutter Aggressive_B00M_CMCK.wav                           | Aggressive, fluttering and tonal whoosh movement with zapping elements.                                 |
| WHSN_ZAP-High Sweetener Metal Scrape_B00M_CMCK.wav                  | Metallic, fast movement. Frictioning and scraping.  |
| WHSN_ZAP-High Sweetener Metallic Glass_B00M_CMCK.wav                | Metallic and glassy fast movement. Frictioning and sparkling.   |
| WHSN_ZAP-High Whining In Metal Drone Out_B00M_CMCK.wav              | Metallic, whining and zapping pass by whooshes in a high-end range, ending with a drone texture.        |
| WHSN_ZAP-Impact Bubble Low_B00M_CMCK.wav                            | Bubbly, low impact whooshes with additional rippling elements.  |
| WHSN_ZAP-Impact Crack_B00M_CMCK.wav                                 | Short zapping whooshes followed by a cracking impact.   |

# CINEMATIC MOTION

| FILENAME  | DESCRIPTION  |
|---|--|
| WHSW_ZAP-Impact Energy Burst Spark Mid Range Short_B00M_CMCK.wav        | Short, electrical sparking impact in a mid range with additional zapping elements.       |
| WHSW_ZAP-Impact Filter Low Distorted Sweetener_B00M_CMCK.wav            | Distorted and filtered, low impact whooshes with zapping and warping elements on top.    |
| WHSW_ZAP-Impact Filter Low Flanging Heavy Short Sweetener_B00M_CMCK.wav | Short and heavy, low impact whooshes with additional warping and flanging.               |
| WHSW_ZAP-Impact Filter Low Flanging Heavy Sweetener_B00M_CMCK.wav       | Heavy low impact whooshes with additional warping and flanging.                          |
| WHSW_ZAP-Impact Filter Low Plasma Sweetener_B00M_CMCK.wav               | Filtered low impact whooshes with high sizzling and warping.                             |
| WHSW_ZAP-Impact Filter Low Plasma Transient Sweetener_B00M_CMCK.wav     | Short and filtered low impact whooshes with high sizzling and warping.                   |
| WHSW_ZAP-Impact Filter Sweep Sweetener_B00M_CMCK.wav                    | Filtered impact whooshes with high sweeping and warping.                                 |
| WHSW_ZAP-Impact Filter Sweetener_B00M_CMCK.wav                          | Filtered impact whooshes with additional rumbling and warping.                           |
| WHSW_ZAP-Impact Fluid Low_B00M_CMCK.wav                                 | Zapping and liquidy, low impact whooshes.  |
| WHSW_ZAP-Impact Gritty Low_B00M_CMCK.wav                                | Zapping low impact elements with additional fluttering elements at the tail.             |
| WHSW_ZAP-Impact Gritty_B00M_CMCK.wav                                    | Zapping and harsh impact elements with additional fluttering elements at the tail.       |
| WHSW_ZAP-Impact Liquid Bold Short_B00M_CMCK.wav                         | Quick, short and zapping impact with some liquidy elements.                              |
| WHSW_ZAP-Impact Phasy Complex_B00M_CMCK.wav                             | Sophisticated zapping impact with additional phasing elements.                           |
| WHSW_ZAP-Impact Rock Crumble_B00M_CMCK.wav                              | Zapping and crumbling, low impact whooshes.  |
| WHSW_ZAP-Impact Solid Crumble_B00M_CMCK.wav                             | Zapping, crumbling and muted low impact whooshes.  |
| WHSW_ZAP-Impact Tonal Stutter_B00M_CMCK.wav                             | Zapping and stuttering tonal impacts.  |
| WHSW_ZAP-Leather Handling_B00M_CMCK.wav                                 | Distorted and zapping low impact.  |
| WHSW_ZAP-Liquid Mass Short Low Punch_B00M_CMCK.wav                      | Short and liquidy, low-end punch ending with zapping element.                            |
| WHSW_ZAP-Low Mid Sweetener_B00M_CMCK.wav                                | Short whoosh followed by a zapping swish.  |
| WHSW_ZAP-Low Pass High Whistle_B00M_CMCK.wav                            | Rapid and zapping whooshes with piercing and whistling elements on top.                  |
| WHSW_ZAP-Lowpass Rumble_B00M_CMCK.wav                                   | Distorted, zapping and rumbling impact with lots of low end.                             |
| WHSW_ZAP-Metal Drone By_B00M_CMCK.wav                                   | Metallic, fast pass by whooshing movement. Frictioning and piercing.                     |
| WHSW_ZAP-Metallic Distorted Heavy Short Fast_B00M_CMCK.wav              | Metallic, rapid and short movement. With screeching in the high end.                     |
| WHSW_ZAP-Metallic Distorted Short Fast_B00M_CMCK.wav                    | Metallic, rapid and short movement. With screeching in the high end.                     |
| WHSW_ZAP-Metallic Distorted Soft Short Fast_B00M_CMCK.wav               | Metallic, rapid and short movement with a soft intensity and screeching in the high end. |
| WHSW_ZAP-Mid Range Impact_B00M_CMCK.wav                                 | Zapping and whooshing impacts in the mid range.  |
| WHSW_ZAP-Mid Range Saturation_B00M_CMCK.wav                             | Zapping whooshes in the mid range.   |
| WHSW_ZAP-Noise Filter Impact Long_B00M_CMCK.wav                         | Filtered and long noise whooshes with lots of low end and zapping at the end.            |
| WHSW_ZAP-Noise Filter Impact Short_B00M_CMCK.wav                        | Filtered and short noise whooshes with lots of low end and zapping at the end.           |
| WHSW_ZAP-Noise Lowpass Long_B00M_CMCK.wav                               | Short and harsh noise whooshes with lots of low end.                                     |
| WHSW_ZAP-Noise Lowpass Short_B00M_CMCK.wav                              | Short and tight noise whooshes with zapping in the high range.                           |
| WHSW_ZAP-Noise Lowpass_B00M_CMCK.wav                                    | Short noise whooshes with piercing zaps in the high range.                               |
| WHSW_ZAP-Nylon Belt Collide_B00M_CMCK.wav                               | Short and zapping collision whooshes of a nylon belt. Dragging movement.                 |

# CINEMATIC MOTION

| FILENAME   | DESCRIPTION   |
|--|---|
| WHSW_ZAP-Paper Umbrella_B00M_CMCK.wav                    | Zapping and fluttering pass by whooshes with additional eerie elements in the high-end range. |
| WHSW_ZAP-Ripple Chopper_B00M_CMCK.wav                    | Zapping and rippling pass by whooshes with some low-end.                                      |
| WHSW_ZAP-Speedy_B00M_CMCK.wav                            | Quick, soft and zapping pass by whooshes.   |
| WHSW_ZAP-Tire Skid Like_B00M_CMCK.wav                    | Short and screeching whooshes. Like vehicle tires skidding.                                   |
| WHSW_ZAP-Tonal Fluid_B00M_CMCK.wav                       | Short and rapid tonal whooshes with additional zapping elements.                              |
| WHSW_ZAP-Tonal High Hollow_B00M_CMCK.wav                 | Short and quick swishes with additional tonal zapping elements in the high-end range.         |
| WHSW_ZAP-Tonal High Stutter_B00M_CMCK.wav                | Short and stuttering tonal swishes in the high-end range.                                     |
| WHSW_ZAP-Tonal High Whine_B00M_CMCK.wav                  | Short and whining tonal swishes in the high-end range.  |
| WHSW_ZAP-Tonal Metal Whistles_B00M_CMCK.wav              | Short and metallic tonal swishes in the high-end range. Screeching and whistling.             |
| WHSW_ZAP-Tonal Midrange Sweetener Airy_B00M_CMCK.wav     | Short and airy tonal swishes in the mid range with additional piercing elements.              |
| WHSW_ZAP-Tonal Midrange Sweetener Resonant_B00M_CMCK.wav | Short and resonant tonal swishes in the mid range.  |
| WHSW_ZAP-Tonal Midrange Sweetener Short_B00M_CMCK.wav    | Short and tonal swishes in the mid range.   |
| WHSW_ZAP-Tonal Midrange Wind Distortion_B00M_CMCK.wav    | Distorted, tonal wind swishes in the mid range.   |
| WHSW_ZAP-Tonal Midrange_B00M_CMCK.wav                    | Tonal swishes in the mid range with zapping elements.   |
| WHSW_ZAP-Tonal Noise Arrow Fast_B00M_CMCK.wav            | Rapid and short pass by whooshes with some tonal elements and low flutter.                    |
| WHSW_ZAP-Transition Base Low In_B00M_CMCK.wav            | Rumbling and crumbling inwards zaps with lots of low-end.                                     |
| WHSW_ZAP-Transition Base Low Out_B00M_CMCK.wav           | Rumbling and crumbling outwards zaps with lots of low-end.                                    |
| WHSW_ZAP-Transition Soft Sweetener Fast_B00M_CMCK.wav    | Quick and zapping whooshes with a soft intensity.   |
| WHSW_ZAP-Transition Soft Sweetener Slow_B00M_CMCK.wav    | Slow and zapping whooshes with a soft intensity.  |
| WHSW_ZAP-Turbo Whine_B00M_CMCK.wav                       | Whining and zapping rapid whooshes.   |
| WHSW_ZAP-Unfold Chamois Snap_B00M_CMCK.wav               | Snapping and zapping quick whooshes.  |
| WHSW_ZAP-Unfold Nylon Bag Snap Short_B00M_CMCK.wav       | Nylon bag being unfolded with a short and intense snap.                                       |
| WHSW_ZAP-Unfold Nylon Bag Snap_B00M_CMCK.wav             | Nylon bag being unfolded with an intense snap.  |
| WHSW_ZAP-Unfold Nylon Umbrella Snap_B00M_CMCK.wav        | Nylon umbrella being unfolded with an intense snap.   |
| WHSW_ZAP-Watery_B00M_CMCK.wav                            | Liquidy, soft and zapping pass by whooshes.   |
| WHSW_ZAP-Wind Beefy_B00M_CMCK.wav                        | Whooshing zaps of a thick wind blowing.   |
| WHSW_ZAP-Wind Zap_B00M_CMCK.wav                          | Short and quick zapping wind whooshes.  |