

CINEMATIC EXPRESSIONS

FILENAME	DESCRIPTION
DSGNDron_PROCESSED-Drone Bansuri Flute Formant Modulation_B00M_CXCK.wav	Long, wavering, and revving like sound.
DSGNDron_PROCESSED-Drone Bell Atonal Chimes_B00M_CXCK.wav	Loud and continuous ringing.
DSGNDron_PROCESSED-Drone Bell Atonal Threatening_B00M_CXCK.wav	Loud and continuous ringing with changing intensity.
DSGNDron_PROCESSED-Drone Bell Glass_B00M_CXCK.wav	Continuous ringing with changing intensity.
DSGNDron_PROCESSED-Drone Bell High Scrapes_B00M_CXCK.wav	Continuous and screechy ringing with changing intensity.
DSGNDron_PROCESSED-Drone Bell Hopeful_B00M_CXCK.wav	Continuous ringing with changing intensity.
DSGNDron_PROCESSED-Drone Bell Metallic High_B00M_CXCK.wav	Continuous and screechy ringing with changing intensity.
DSGNDron_PROCESSED-Drone Bell Metallic Mysterious_B00M_CXCK.wav	Continuous ringing with changing intensity.
DSGNDron_PROCESSED-Drone Moving Midrange Scrapes_B00M_CXCK.wav	Short and quick scratch like sounds.
DSGNDron_PROCESSED-Particles Drum Rattle Drone_B00M_CXCK.wav	Fluttering and whirl like sound.
DSGNDron_PROCESSED-Particles Metal Scrape Drone Atonal_B00M_CXCK.wav	Heavy, hard, loud, and scratch like sound.
DSGNDron_PROCESSED-Reverse Bell Drone_C_B00M_CXCK.wav	Loud, continuous, and wavering ringing.
DSGNDron_PROCESSED-Saz Texture Drone_B_B00M_CXCK.wav	Deep, hard, and wavering ringing.
DSGNDron_PROCESSED-Trombone Drone_B00M_CXCK.wav	Deep, heavy, and whirl like sound.
DSGNErie_PROCESSED-Blast Tonal Distorted Ominous_B_B00M_CXCK.wav	Deep, slow, and ring like sound with feedback.
DSGNErie_PROCESSED-Feedback Tonal Screams_B00M_CXCK.wav	Screechy and whirl like sounds.
DSGNMisc_PROCESSED-Alarm Blast High_A#_B00M_CXCK.wav	Loud and ring like sound.
DSGNMisc_PROCESSED-Braam Crunchy Alarm_D#_B00M_CXCK.wav	Soft ring like sound with deep and quick taps.
DSGNMisc_PROCESSED-Brass Grain Braam_B00M_CXCK.wav	Deep and fluttering sound with decreasing intensity.
DSGNMisc_PROCESSED-Brass Grain Wobble_B00M_CXCK.wav	Deep and fluttering sound with changing intensity.
DSGNMisc_PROCESSED-Cello Bowed Formant Wobble_B00M_CXCK.wav	Fluttering and scratch like sound with changing intensity.
DSGNMisc_PROCESSED-Cello Bowed Midrange Modulation_B00M_CXCK.wav	Fluttering and deep sound with changing intensity.
DSGNMisc_PROCESSED-Cello Bowed Tonal Modulation_B00M_CXCK.wav	Deep, long, and scratch like sound with changing intensity.
DSGNMisc_PROCESSED-Cello Distorted Dive Bomb Gnarly_B00M_CXCK.wav	Loud and buzz like sound with decreasing intensity.
DSGNMisc_PROCESSED-Cello Distorted Dive Bomb Tonal Wide_B00M_CXCK.wav	Loud and buzz like sound with decreasing intensity.
DSGNMisc_PROCESSED-Cello Distorted Scrapes Behind Bridge	Long and deep scratch like sound.
DSGNMisc_PROCESSED-Digeridoo Distorted Braam_E_B00M_CXCK.wav	Deep, long, and buzz like sound.
DSGNMisc_PROCESSED-Duduk Granular Movement Pitch_B00M_CXCK.wav	Short and deep whirl like sounds.
DSGNMisc_PROCESSED-Grain Texture Vowel_B00M_CXCK.wav	Quick and short taps with changing intensity.
DSGNMisc_PROCESSED-Metal Grain Ping Tremolo_B00M_CXCK.wav	High pitched, screechy, and tap like sounds.
DSGNMisc_PROCESSED-Particles Drum Bouncing Ball_B00M_CXCK.wav	Muted rattle like sound.

CINEMATIC EXPRESSIONS

FILENAME	DESCRIPTION
DSGNMisc_PROCESSED-Particles Metal Dense Whispers	Long, slow, and scratch like sound.
DSGNMisc_PROCESSED-Particles Metal Grunt Flyby_B00M_CXCK.wav	Quick, short, and scrape like sounds.
DSGNMisc_PROCESSED-Particles Metal Scrape Bells_B00M_CXCK.wav	Screechy, wavering, and ring like sound.
DSGNMisc_PROCESSED-Particles Metal Scream Panic Crowd_B00M_CXCK.wav	Loud, Hard, wavering, and whirl like sound.
DSGNMisc_PROCESSED-Ping Filter Wobble High Freq_B00M_CXCK.wav	Quick and laser like shots with feedback.
DSGNMisc_PROCESSED-Ping Glass Distorted Phase Shift_B00M_CXCK.wav	Single loud and screech like sound.
DSGNMisc_PROCESSED-Ping Glass Grain Impact_B00M_CXCK.wav	Single loud, screechy, and ring like sound.
DSGNMisc_PROCESSED-Ping Glass Vowel_B00M_CXCK.wav	Single loud and ring like sound.
DSGNMisc_PROCESSED-Ping Metal Ring Out_B00M_CXCK.wav	Single metallic strike and strong ringing with feedback.
DSGNMisc_PROCESSED-Ping Piercing Bell Shimmer_C#_B00M_CXCK.wav	High pitched and screechy ringing.
DSGNMisc_PROCESSED-Ping Ringmod Filter Drum_B00M_CXCK.wav	High pitched, short, and screechy ringing.
DSGNMisc_PROCESSED-Ping Ultrasonic Cricket_B00M_CXCK.wav	Single loud and piercing chirp.
DSGNMisc_PROCESSED-Rub Metal Tank_B00M_CXCK.wav	Deep, wavering, hard, and whirl like sound.
DSGNMisc_PROCESSED-Rub Metal Tub_B00M_CXCK.wav	Deep, quick, wavering, and whirl like sound.
DSGNMisc_PROCESSED-String Strike Downwards_B00M_CXCK.wav	Single laser shot like sound with decreasing intensity.
DSGNMisc_PROCESSED-Tail Dark Choir_B00M_CXCK.wav	Long, continuous, and metallic scratch like sound.
DSGNMisc_PROCESSED-Tail High Shimmer_B00M_CXCK.wav	Long, continuous, and metallic scrape like sound.
DSGNMisc_PROCESSED-Texture Digital Soundscape_B00M_CXCK.wav	Deep, hard, and whirl like sound.
DSGNMisc_PROCESSED-Texture Grain Wood_B00M_CXCK.wav	Deep, scratchy, and whirl like sound.
DSGNMisc_PROCESSED-Texture High Shimmer_B00M_CXCK.wav	High pitched, screechy, and whoosh like sound.
DSGNMisc_PROCESSED-Texture Light Shimmer Double_B00M_CXCK.wav	High pitched, screechy, and whoosh like sounds.
DSGNMisc_PROCESSED-Texture Light Tonal Magic Shimmer	Long, high pitched, screechy, and whoosh like sound.
DSGNMisc_PROCESSED-Texture Light Tonal Magic Slow_B00M_CXCK.wav	Long, slow, and screechy whoosh.
DSGNStngr_PROCESSED-Rub On Drum_B00M_CXCK.wav	Quick, wavering, and whirl like sound.
DSGNSynth_PROCESSED-Blast Piercing Foghorn_B00M_CXCK.wav	Wavering ringing with changing intensity.
DSGNSynth_PROCESSED-Braam Electronic War Horn_B00M_CXCK.wav	Slightly wavering sound of an electronic horn.
DSGNSynth_PROCESSED-Movement Granular Distorted_G_B00M_CXCK.wav	Deep, wavering, whirl like sound.
DSGNSynth_PROCESSED-Tonal Buzzing Resonant Swarm_B00M_CXCK.wav	Wavering and screechy buzzing, with decreasing intensity.
DSGNSynth_SYNTH-Big Strings Organic Sound_C_B00M_CXCK.wav	Loud and scratchy sound with feedback.
DSGNSynth_SYNTH-Blast Warp Fast Short_B00M_CXCK.wav	Loud, quick, and distorted taps.
DSGNSynth_SYNTH-Braam Classic Modulated_A_B00M_CXCK.wav	Loud, quick, and harsh taps.

CINEMATIC EXPRESSIONS

FILENAME	DESCRIPTION
DSGNSynth_SYNTH-Braam Digital Evolve_C_B00M_CXCK.wav	Loud, quick, and harsh taps, with changing intensity.
DSGNSynth_SYNTH-Braam Gritty Modulated_C_B00M_CXCK.wav	Loud, quick, and harsh taps.
DSGNSynth_SYNTH-Braam Growl_A_B00M_CXCK.wav	Loud, quick, and harsh taps, with feedback.
DSGNSynth_SYNTH-Braam Soft Brass Scan Filter_C_B00M_CXCK.wav	Loud, wavering, screechy, and whoosh like sound.
DSGNSynth_SYNTH-Pad Atonal Choppy High_A_B00M_CXCK.wav	Loud, continuous, and piercing ringing.
DSGNSynth_SYNTH-Pad Chord Light Movement Mid_A_B00M_CXCK.wav	Stable, continuous, and mid tone ringing.
DSGNSynth_SYNTH-Pad Clear Granular Movement High_A_B00M_CXCK.wav	Stable, continuous, and high tone ringing.
DSGNSynth_SYNTH-Pad Crystal Granular Reverberant High_A_B00M_CXCK.wav	Continuous and screechy ringing with feedback.
DSGNSynth_SYNTH-Pad Distorted Piercing Modulated High_A_B00M_CXCK.wav	Continuous, high pitched, and screechy ringing with feedback.
DSGNSynth_SYNTH-Pad Glassy Crystal Granular Modulated	Continuous and screechy ringing with feedback.
DSGNSynth_SYNTH-Pad Gritty Distorted Low_A_B00M_CXCK.wav	Continuous, wavering, whiz like sound in low register.
DSGNSynth_SYNTH-Pad Growly Low_A_B00M_CXCK.wav	Continuous, long, deep, and whiz like sound.
DSGNSynth_SYNTH-Pad Noisy Distortion Low_A_B00M_CXCK.wav	Continuous, wavering, deep, harsh, and whiz like sound.
DSGNSynth_SYNTH-Pad Organic Noise Clicks Alien Talk_B00M_CXCK.wav	Quick and soft taps with changing intensity.
DSGNSynth_SYNTH-Pad Piercing Modulated Metallic High_A_B00M_CXCK.wav	Long, screechy, and wavering whoosh.
DSGNSynth_SYNTH-Pad Raw Gritty Choppy Growl Modulated	Deep and quick taps with changing intensity.
DSGNSynth_SYNTH-Pad Tonal Noise Scream Distorted_E_B00M_CXCK.wav	Loud and piercing ringing with changing intensity.
DSGNSynth_SYNTH-Pad Wavefold Movement High_B00M_CXCK.wav	Loud, high pitched, wavering, and piercing ringing.
DSGNSynth_SYNTH-Texture Grain Modulation_B00M_CXCK.wav	Deep and distorted taps, with changing speed and intensity.
DSGNSynth_SYNTH-Tonal Midrange Sunset_F#_B00M_CXCK.wav	High pitched, soft, and ring like sound.
DSGNTonl_PROCESSED-Bowed Metal Sheet In Tub_A_B00M_CXCK.wav	Harsh and screech like sound with feedback.
DSGNTonl_PROCESSED-Flute Bamboo_G Maj_B00M_CXCK.wav	Deep and ring like sound with decreasing intensity.
DSGNTonl_PROCESSED-Flute Wave_A#_B00M_CXCK.wav	Long and scratch like sound with changing intensity.
DSGNTonl_PROCESSED-High Frequency Shimmer Scream_B00M_CXCK.wav	High pitched and screech like sound.
DSGNTonl_PROCESSED-Pad Distorted Modulation Particles Low	Deep and buzz like sound with flutter and changing intensity.
DSGNTonl_PROCESSED-Pad Distorted Modulation Particles Space	Deep, loud, and buzz like sound with changing intensity.
DSGNTonl_PROCESSED-Pad Distorted Modulation Particles_B00M_CXCK.wav	Deep and buzz like sound with changing intensity.
DSGNTonl_PROCESSED-Pad Distorted Modulation Wide Space_B00M_CXCK.wav	Deep and buzz like sound with changing intensity.
DSGNTonl_PROCESSED-Pad Distorted Pitch Modulation Particles_B00M_CXCK.wav	Deep and buzz like whooshes with changing intensity.
DSGNTonl_PROCESSED-Particles Brass Ensemble Braam_D#_B00M_CXCK.wav	Deep, long, and scratchy ring like sound.
DSGNTonl_PROCESSED-Particles Drum Chanting_D#_B00M_CXCK.wav	Deep, continuous, and whir like sound.

CINEMATIC EXPRESSIONS

FILENAME	DESCRIPTION
DSGNTonI_PROCESSED-Particles Flute Bamboo_D_B00M_CXCK.wav	Wavering and ring like sound.
DSGNTonI_PROCESSED-Particles Flute Flutter Tongue_C_B00M_CXCK.wav	Wavering, continuous, and scratch like sound.
DSGNTonI_PROCESSED-Particles Flute Transverse Airy_C_B00M_CXCK.wav	Wavering, scratchy, and whir like sound.
DSGNTonI_PROCESSED-Particles Sitar Saz_D_B00M_CXCK.wav	Deep, hard, and ring like sound.
DSGNTonI_PROCESSED-Particles Wood Box_B_B00M_CXCK.wav	Deep, wavering, and whir like sound.
DSGNTonI_PROCESSED-Ping High Screech Low End_B00M_CXCK.wav	Single deep and laser shot like sound.
DSGNTonI_PROCESSED-Ping Scary Bells Atonal_B00M_CXCK.wav	Screechy, wavering, and ringing sound.
DSGNTonI_PROCESSED-Rub Metal Cable Duct On Drum	Hard whoosh like sound with decreasing intensity.
DSGNTonI_PROCESSED-Screech Movement High_D#_B00M_CXCK.wav	Single long, loud, and piercing ringing.
DSGNTonI_PROCESSED-Screech Movement Texture Fall_B00M_CXCK.wav	Single hard, long, loud, and buzz like sound.
DSGNTonI_SYNTH-Screechy Ping Tonal_D_B00M_CXCK.wav	Loud, screechy, and wavering whoosh.
GLASFric_FRICTION-Rub Metal Box Rattle_B00M_CXCK.wav	Deep, quiet, and hard flutter.
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_B00M_CXCK.wav	Fluttering sound with changing intensity.
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	Hard and slow scratch with feedback.
METLFric_FRICTION-Metal Scrape Ring Out_B00M_CXCK.wav	Quick scratch with feedback.
METLFric_FRICTION-Metal Scrape Saw Blade On Metal Container_B00M_CXCK.wav	Slow and hard scratch with feedback.
METLFric_FRICTION-Metal Scrape Shield Tonal Ring Out_B00M_CXCK.wav	Quick scratch with strong feedback.
METLFric_FRICTION-Metal Scrape Tonal Ring Out Steel Pole_B00M_CXCK.wav	Quick scratch with strong feedback.
METLFric_FRICTION-Metal Squeak Metal Shield Saw Blade_B00M_CXCK.wav	Slow and loud scratch with feedback.
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 Short_B00M_CXCK.wav	Quick and loud scratch with screech and feedback.
METLFric_FRICTION-Metal Water Bottle Groan Short_G#_B00M_CXCK.wav	Softly trembling and short sound.
METLFric_FRICTION-Metal Water Bottle Groan_G#_B00M_CXCK.wav	Softly trembling and long sound.
METLFric_FRICTION-Rub Drum_B00M_CXCK.wav	Deep, quiet, and soft flutter.
METLFric_FRICTION-Rub Metal Pitch Drop_B00M_CXCK.wav	Deep and hard flutter with decreasing intensity.
METLFric_FRICTION-Rub Metal Plate Rattle On Drum_B00M_CXCK.wav	Deep and fluttering screech.
METLFric_FRICTION-Rub Metal Shield On Tank_B00M_CXCK.wav	Deep, soft, and fluttering screech with feedback.
METLFric_FRICTION-Rub Metal Tank Constant_B00M_CXCK.wav	Deep, soft, long, and fluttering screech with feedback.
METLFric_FRICTION-Rub Metal Tank Low_B00M_CXCK.wav	Deep and softly fluttering sound in low register.

CINEMATIC EXPRESSIONS

FILENAME	DESCRIPTION
METLFric_FRICTION-Rub Metal Tub_B00M_CXCK.wav	Deep and fluttering sound in low register.
METLImpt_RINGOUT-Metal Ping Garden Fork On Cooking Pot	Hard and metallic clang with feedback.
METLImpt_RINGOUT-Metal Ping Steel Pole On Cooking Pot_B00M_CXCK.wav	Hard and metallic clang with feedback.
METLMvmt_RINGOUT-Metal Roll On Metal Container Whoosh	Hard and deep scratch with feedback.
METLTonL_PROCESSED-Metal Scrape Tonal Ring Out_B00M_CXCK.wav	Deep and metallic scratch like sound with feedback.
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 Long_C_B00M_CXCK.wav	Slow and screechy sound with feedback.
METLTonL_STROKED-Metal Bowed Cable Duct Short_F_B00M_CXCK.wav	Short and screechy sound with feedback.
METLTonL_STROKED-Metal Bowed Oven Sheet Dark_B_B00M_CXCK.wav	Long, deep, and screechy sound with feedback.
METLTonL_STROKED-Metal Bowed Oven Sheet Short Atonal_B00M_CXCK.wav	Short and screechy sound with feedback.
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 Low_F#_B00M_CXCK.wav	Quick and screechy sound in low register with feedback.
METLTonL_STROKED-Metal Bowed Oven Sheet Short_B_B00M_CXCK.wav	Quick and screechy sound with feedback.
METLTonL_STROKED-Metal Bowed Oven Sheet Short_F_B00M_CXCK.wav	Quick and screechy sound with feedback.
METLTonL_STROKED-Metal Bowed Shield Long_A_B00M_CXCK.wav	Slow and screechy sound with feedback.
METLTonL_STROKED-Metal Bowed Shield Long_G_B00M_CXCK.wav	Slow and screechy sound with feedback.
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 Low_B_B00M_CXCK.wav	Quick and screechy sound in low register with feedback.
METLTonL_STROKED-Metal Scrape Saw Blade On Oven Sheet_B00M_CXCK.wav	Slow, deep, and hard scratch with feedback.
MUSCBrass_INSTRUMENT-Baritone Horn Sustain Flutter	Single fluttering note is played and held.
MUSCBrass_INSTRUMENT-Baritone Horn Sustain_B_B00M_CXCK.wav	Single note is played and held.
MUSCBrass_INSTRUMENT-Baritone Horn Sustain_C_B00M_CXCK.wav	Single low note is played and held.
MUSCBrass_INSTRUMENT-Baritone Horn Swell Flutter Pedal	Single fluttering note is played with changing intensity.
MUSCBrass_INSTRUMENT-Baritone Horn Swell Flutter Tongue_B_B00M_CXCK.wav	Single fluttering note is played with changing intensity.
MUSCBrass_INSTRUMENT-Baritone Horn Swell_B_B00M_CXCK.wav	Single note is played and held with increasing intensity.
MUSCBrass_INSTRUMENT-Baritone Horn Swell_C_B00M_CXCK.wav	Single note is played and held with increasing intensity.
MUSCBrass_INSTRUMENT-Baritone Horn Waving_F_B00M_CXCK.wav	Single note is played with changing intensity.
MUSCBrass_PROCESSED-Brass Braam_G_B00M_CXCK.wav	Deep and ring like sound with quick taps.
MUSCChim_PROCESSED-Bell High Granular Texture_B00M_CXCK.wav	Loud, rattling, and ring like sound.
MUSCChim_PROCESSED-Chime Tree Granular Texture_B00M_CXCK.wav	Short, high pitched, and ringing sounds.
MUSCInst_INSTRUMENT-Accordion Bass Cluster Sustain_B00M_CXCK.wav	Several notes played at the same time and held.

CINEMATIC EXPRESSIONS

FILENAME	DESCRIPTION
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 Sustain_A#_B00M_CXCK.wav	Single note is played and held.
MUSCInst_INSTRUMENT-Accordion Bass Swell_A#_B00M_CXCK.wav	Single note is played and held with increasing intensity.
MUSCInst_INSTRUMENT-Accordion Clavier Cluster Sustain_B00M_CXCK.wav	Several notes played at the same time and held.
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 Electric Sound_D_B00M_CXCK.wav	Single electric note is played and held.
MUSCInst_INSTRUMENT-Accordion Clavier Sustain_G_B00M_CXCK.wav	Single note is played and held.
MUSCInst_INSTRUMENT-Accordion Clavier Swell_G_B00M_CXCK.wav	Single note is played and held with increasing intensity.
MUSCInst_INSTRUMENT-Church Organ Braam Long_B00M_CXCK.wav	Single long note is played and held.
MUSCInst_INSTRUMENT-Church Organ Braam Short_B00M_CXCK.wav	Single note is quickly played.
MUSCInst_INSTRUMENT-Church Organ Braam Very Short_B00M_CXCK.wav	Single note is quickly played.
MUSCInst_INSTRUMENT-Church Organ Braam_B00M_CXCK.wav	Single long note is played.
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 Short_B00M_CXCK.wav	Several notes are quickly played at the same time.
MUSCInst_INSTRUMENT-Church Organ Cluster Chord_B00M_CXCK.wav	Several notes are played at the same time.
MUSCInst_INSTRUMENT-Digeridoo Flutter Tongue_E_B00M_CXCK.wav	Soft, somewhat stable, and buzz like sound.
MUSCInst_INSTRUMENT-Digeridoo Sustain_E_B00M_CXCK.wav	Soft, stable, and buzz like sound.
MUSCInst_INSTRUMENT-Digeridoo Waving_E_B00M_CXCK.wav	Soft, unstable, and buzz like sound.
MUSCInst_INSTRUMENT-Waterphone Bowed And Rotate Rusty_B00M_CXCK.wav	Slow and scratch like sound with strong feedback.
MUSCInst_INSTRUMENT-Waterphone Bowed And Rotate_B00M_CXCK.wav	Slow and scratch like sound with strong feedback.
MUSCInst_INSTRUMENT-Waterphone Bowed Fast Resonance_B00M_CXCK.wav	Slow and screechy sound with strong feedback.
MUSCInst_INSTRUMENT-Waterphone Bowed Resonance_B00M_CXCK.wav	Slow and screechy sound with strong feedback.
MUSCInst_INSTRUMENT-Waterphone Bowed Slow Screech_B00M_CXCK.wav	Long and screechy sound with strong feedback.
MUSCInst_INSTRUMENT-Waterphone Bowed Swirl_B00M_CXCK.wav	Long and screechy sound with changing intensity and strong feedback.
MUSCInst_INSTRUMENT-Waterphone Bowed Textures_B00M_CXCK.wav	Short and screechy sound with strong feedback.
MUSCInst_INSTRUMENT-Waterphone Fast Scrapes_B00M_CXCK.wav	Short, bumpy, and scratch like sound with strong feedback.
MUSCInst_INSTRUMENT-Waterphone Medium Slow Scrape_B00M_CXCK.wav	Slow, bumpy, and scratch like sound with strong feedback.
MUSCInst_INSTRUMENT-Waterphone Quick Scrapes Short_B00M_CXCK.wav	Short, bumpy, and scratch like sound with strong feedback.
MUSCInst_INSTRUMENT-Waterphone Scrapes Rattles_B00M_CXCK.wav	Quick, bumpy, and scratch like sound with strong feedback.
MUSCInst_INSTRUMENT-Waterphone Short Metallic Screech_B00M_CXCK.wav	Quick and scratch like sound with strong feedback.
MUSCInst_INSTRUMENT-Waterphone Short Screech_B00M_CXCK.wav	Quick, loud, and scratch like sound with strong feedback.

CINEMATIC EXPRESSIONS

FILENAME	DESCRIPTION
MUSCInst_INSTRUMENT-Waterphone Short Swells_B00M_CXCK.wav	Slow, loud, and scratch like sound with strong feedback.
MUSCInst_PROCESSED-Guitar Distorted Harmonics Braam	Deep and vibrating sound with changing intensity.
MUSCInst_PROCESSED-Guitar Distorted Harmonics Braam Mid_E_B00M_CXCK.wav	Mid tone and vibrating sound with decreasing intensity.
MUSCInst_PROCESSED-Guitar Harmonics Distorted Ping	Loud and buzz like sound with decreasing intensity.
MUSCInst_PROCESSED-Guitar Loose Strum Deep Low Tail_B00M_CXCK.wav	Deep, softly trembling, and low tone sound.
MUSCInst_PROCESSED-Guitar Texture Atonal Granular Lofi_D#_B00M_CXCK.wav	Fluttering sound with changing intensity and feedback.
MUSCInst_PROCESSED-Guitar Texture Atonal Granular Scanner_B00M_CXCK.wav	Fluttering sound with changing intensity and feedback.
MUSCInst_PROCESSED-Guitar Texture Lose Strum Granular	Deep and fluttering sound with changing intensity and feedback.
MUSCInst_PROCESSED-Guitar Texture Strum Arp Dull Atonal_B00M_CXCK.wav	Soft and fluttering sound with changing intensity and feedback.
MUSCInst_PROCESSED-Pad Guitar Distorted_E_B00M_CXCK.wav	Long, deep, and buzz like sound.
MUSCInst_PROCESSED-Pad Guitar Feedback Granular	Long and slow sound with changing intensity.
MUSCInst_PROCESSED-Pad Guitar Feedback Granular Space	Long and ring like sound with changing intensity.
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 Piercing_B00M_CXCK.wav	Screechy, long, and ring like sound.
MUSCInst_PROCESSED-Pad Guitar Feedback High Siren_B00M_CXCK.wav	Long and ring like sound with changing intensity.
MUSCInst_PROCESSED-Pad Guitar Feedback Noisy Harsh	Screechy and ring like sound with changing intensity.
MUSCInst_PROCESSED-Pad Guitar Feedback Noisy Harsh_B00M_CXCK.wav	Rough, screechy, and ring like sound with changing intensity.
MUSCInst_PROCESSED-Pad Guitar Granular Modulated Space Wide	Screechy, rattling, and ring like sound with changing intensity.
MUSCInst_PROCESSED-Pad Guitar Granular Strumming	Rattling and ring like sound with changing intensity.
MUSCInst_PROCESSED-Pad Guitar Growl Deep Distorted_C_B00M_CXCK.wav	Rough and buzz like sound with changing intensity.
MUSCInst_PROCESSED-Pad Guitar Growl Granular Evolving_C_B00M_CXCK.wav	Long, rough, and buzz like sound with changing intensity.
MUSCInst_PROCESSED-Pad Guitar High Distorted Granular	Rough and screech like sound with changing intensity.
MUSCInst_PROCESSED-Pad Guitar High Granular String_E_B00M_CXCK.wav	Long and ring like sound with changing intensity.
MUSCInst_PROCESSED-Pad Guitar High Octave Arp Granular Cloud Blurred	Long, slow, wavering, and melodic sound.
MUSCInst_PROCESSED-Pad Guitar High Octave Arp Granular Cloud	Long, slow, and melodic sound in high register.
MUSCInst_PROCESSED-Pad Guitar High Octave Arp Granular	Long, slow, and melodic sound with quick taps in high register.
MUSCInst_PROCESSED-Pad Guitar Large Space Granular_E_B00M_CXCK.wav	Long, slow, deep, and buzz like sound.
MUSCInst_PROCESSED-Pad Guitar Octave Arp Clean_B_B00M_CXCK.wav	Quick and melodic taps.
MUSCMisc_STROKED-Bowed String Box Double Bass String Groan	Double low and slow groan is played.
MUSCMisc_STROKED-Bowed String Box Double Bass String Groan Short	Double low and quick groan is played.
MUSCMisc_STROKED-Bowed String Box Double Bass String Groan	Double quick groan is played.

CINEMATIC EXPRESSIONS

FILENAME	DESCRIPTION
MUSCMisc_STROKED-Bowed String Box Double Bass String	Double low groan is played.
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	Reving like and deep sound.
MUSCMisc_STROKED-Bowed String Box Mandolin String Short_B00M_CXCK.wav	Deep and quick scratch like sound.
MUSCMisc_STROKED-Bowed String Box Mandolin String Thin	Deep and slow scratch like sound.
MUSCMisc_STROKED-Bowed String Box Mandolin String Thin Groan	Short and quick scratch like sound.
MUSCMisc_STROKED-Bowed String Box Mandolin String Thin	Deep and slow scratch like sound.
MUSCMisc_STROKED-Bowed String Box Mandolin String Thin_B00M_CXCK.wav	Slow revving like sound with changing intensity.
MUSCMisc_STROKED-Bowed String Box Plastic Mandolin String_B00M_CXCK.wav	Short and quick scratch like sound.
MUSCPerc_FRICTION-Rub Drum Pitched_B00M_CXCK.wav	Deep, quiet, and soft flutter with feedback.
MUSCPerc_FRICTION-Rub Wood Box Tonal_B00M_CXCK.wav	Deep and quick scratch like sound.
MUSCPerc_INSTRUMENT-Tom Drum Medium Rubber Mallet Scrape	Deep, screechy, and ring like sound.
MUSCPerc_INSTRUMENT-Tom Drum Small Large Rubber Mallet Scrape	Deep, screechy, wavering, and ring like sound.
MUSCPerc_INSTRUMENT-Tom Drum Small Large Rubber Mallet Scrape	Quick, deep, screechy, and ring like sound.
MUSCPerc_INSTRUMENT-Tom Drum Small Rubber Mallet Scrape	Slow, hard, and buzz like sound.
MUSCPerc_INSTRUMENT-Tom Drum Small Rubber Mallet Scrape	Quick, hard, and buzz like sound.
MUSCPerc_RINGOUT-Cymbal Bowed Scrape_B00M_CXCK.wav	Long and scratch like sound with feedback.
MUSCPerc_RINGOUT-Cymbal Bowed Slow Groan_B00M_CXCK.wav	Long and screech like sound with feedback.
MUSCPerc_RINGOUT-Cymbal Bowed Symbol Short Long Decay_B00M_CXCK.wav	Short and screech like sound with long feedback.
MUSCPerc_RINGOUT-Cymbal Crash Bowed Long_B00M_CXCK.wav	Screech like sound with long feedback.
MUSCPerc_RINGOUT-Cymbal Crash Bowed Screech_B00M_CXCK.wav	High pitched and creak like sound with feedback.
MUSCPerc_RINGOUT-Cymbal Crash Bowed Short_B00M_CXCK.wav	Short and high pitched screech with feedback.
MUSCPerc_RINGOUT-Cymbal Dampened Bow High Fast_B00M_CXCK.wav	Quick and high pitched screech with feedback.
MUSCPerc_RINGOUT-Cymbal Dampened Long Bow_B00M_CXCK.wav	Long screech with feedback.
MUSCPerc_RINGOUT-Cymbal Rubber Mallet Short_B00M_CXCK.wav	Short and soft screech.
MUSCPerc_RINGOUT-Cymbal Rubber Mallet Slow Rises_B00M_CXCK.wav	Soft screech with long feedback.
MUSCPerc_RINGOUT-Cymbal Scrape Long_B00M_CXCK.wav	Slow scratch with feedback.
MUSCPerc_RINGOUT-Cymbal Scrape Short_B00M_CXCK.wav	Quick scratch with feedback.
MUSCPerc_RINGOUT-Cymbal Scrape Small_B00M_CXCK.wav	Buzzing scratch with feedback.
MUSCPerc_RINGOUT-Cymbal Thin Crash Bowed Fast_B00M_CXCK.wav	Quick strike with feedback.
MUSCPerc_RINGOUT-Cymbal Thin Crash Bowed Long_B00M_CXCK.wav	Slow strike with feedback.

C I N E M A T I C E X P R E S S I O N S

FILENAME	DESCRIPTION
MUSCPerc_RINGOUT-Cymbal Thin Crash Bowed Metallic Long_B00M_CXCK.wav	Slow strike with long feedback.
MUSCPerc_RINGOUT-Cymbal Thin Crash Bowed_B00M_CXCK.wav	Slow strike with feedback.
MUSCPerc_RINGOUT-Cymbal Thin Crash Low Bowed_B00M_CXCK.wav	Quick strike with feedback.
MUSCPerc_RINGOUT-Gong Bowed Resonant Groan_B00M_CXCK.wav	Long groan is played with feedback.
MUSCPerc_RINGOUT-Gong Bowed Resonant Hard_B00M_CXCK.wav	Long groan is played with strong feedback.
MUSCPerc_RINGOUT-Gong Bowed Rusty Resonance_B00M_CXCK.wav	Unstable and screechy sound with feedback.
MUSCPerc_RINGOUT-Gong Hard Hits Rubber Mallet_B00M_CXCK.wav	Soft and vibrating sound with feedback.
MUSCPerc_RINGOUT-Gong Hit Ring Out Long_B00M_CXCK.wav	Soft, long, and vibrating sound with feedback.
MUSCPerc_RINGOUT-Gong Hits Low Soft_B00M_CXCK.wav	Soft and trembling vibration with feedback.
MUSCPerc_RINGOUT-Gong Hits Rubber Mallet Hard_B00M_CXCK.wav	Hard strike is producing vibration with feedback.
MUSCPerc_RINGOUT-Gong Hits Small Hard Ring Out_B00M_CXCK.wav	Hard strike is producing vibration with feedback.
MUSCPerc_RINGOUT-Gong Hits Small Slow Ring Out_B00M_CXCK.wav	Soft and long vibration with feedback.
MUSCPerc_RINGOUT-Gong Hits Solid Slow Low Ring Out_B00M_CXCK.wav	Soft, stable, and long vibration with feedback.
MUSCPerc_RINGOUT-Gong Large Rubber Mallet Rub_B00M_CXCK.wav	Soft and long vibration with feedback.
MUSCPerc_RINGOUT-Gong Rubber Mallet Faster_B00M_CXCK.wav	Soft and vibrating sound with feedback.
MUSCPerc_RINGOUT-Gong Rubber Mallet Resonant Rub Long_B00M_CXCK.wav	Long and vibrating sound with feedback.
MUSCPerc_RINGOUT-Gong Small Rubber Mallet Rubs_B00M_CXCK.wav	Long and vibrating sound with feedback.
MUSCPerc_STROKED-Lions Roar Bowed Cloth Long Texture_B00M_CXCK.wav	Screechy and buzz like sound with feedback.
MUSCPerc_STROKED-Lions Roar Bowed Cloth Short Texture_B00M_CXCK.wav	Short, screechy, and buzz like sound with feedback.
MUSCPerc_STROKED-Lions Roar Bowed Medium Slow_B00M_CXCK.wav	Slow, bumpy, and scratch like sound.
MUSCPerc_STROKED-Lions Roar Bowed Texture Short_B00M_CXCK.wav	Short, bumpy, and scratch like sound.
MUSCPerc_STROKED-Lions Roar Fast Short Texture_B00M_CXCK.wav	Short and buzz like sound.
MUSCPerc_STROKED-Lions Roar Long Textures_B00M_CXCK.wav	Slow and buzz like sound.
MUSCPerc_STROKED-Lions Roar Low Groan Long Slow_B00M_CXCK.wav	Slow and deep buzz like sound.
MUSCPerc_STROKED-Lions Roar Low Groan Long_B00M_CXCK.wav	Slow and hard buzz like sound.
MUSCPerc_STROKED-Lions Roar Low Groan Medium Slow_B00M_CXCK.wav	Slow and hard buzz like sound.
MUSCPerc_STROKED-Lions Roar Low Groan Short_B00M_CXCK.wav	Quick and hard buzz like sound.
MUSCPerc_STROKED-Lions Roar Low Groan Slow Short_B00M_CXCK.wav	Quick and deep buzz like sound.
MUSCPerc_STROKED-Lions Roar Medium Groan Short_B00M_CXCK.wav	Quick and rough buzz like sound.
MUSCPerc_STROKED-Lions Roar Medium Groan_B00M_CXCK.wav	Quick and deep buzz like sound.
MUSCPerc_STROKED-Lions Roar Slow Low Long_B00M_CXCK.wav	Slow and rough buzz like sound.
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_B00M_CXCK.wav	Short and screechy sound with changing intensity.

CINEMATIC EXPRESSIONS

FILENAME	DESCRIPTION
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 Thin Fast_B00M_CXCK.wav	Short scratch with changing intensity.
MUSCStr_FRICTION-Rub String Box Mandolin String Thin_B00M_CXCK.wav	Long scratch with decreasing intensity.
MUSCStr_FRICTION-Rub String Box Mandolin String_B00M_CXCK.wav	Deep screech with decreasing intensity.
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_B00M_CXCK.wav	Short scratch with changing intensity.
MUSCStr_INSTRUMENT-Bouzouki Ball Bouncing On Strings_B00M_CXCK.wav	Several quick notes are played at increasing speed.
MUSCStr_INSTRUMENT-Bouzouki Bowed Bridge Back Side_B00M_CXCK.wav	Long scrape like sound with feedback.
MUSCStr_INSTRUMENT-Bouzouki Bowed Bridge Tremolo_B00M_CXCK.wav	Wavering ringing and screeching.
MUSCStr_INSTRUMENT-Bouzouki Bowed Bridge_B00M_CXCK.wav	Ringing with screeching and feedback.
MUSCStr_INSTRUMENT-Bouzouki Bowed Sustain Chord_A_B00M_CXCK.wav	Single chord is played and held.
MUSCStr_INSTRUMENT-Bouzouki Bowed Sustain String_A_B00M_CXCK.wav	Single note is played and held.
MUSCStr_INSTRUMENT-Bouzouki Bowed Sustain String_D_B00M_CXCK.wav	Single note is played and held.
MUSCStr_INSTRUMENT-Bouzouki Bowed Tremolo Long_A_B00M_CXCK.wav	Wavering note is played with feedback.
MUSCStr_INSTRUMENT-Bouzouki Bowed Tremolo Long_D_B00M_CXCK.wav	Wavering note is played with feedback.
MUSCStr_INSTRUMENT-Bouzouki Bowed Tremolo_A_B00M_CXCK.wav	Wavering note is played with feedback.
MUSCStr_INSTRUMENT-Bouzouki Hammering_A_B00M_CXCK.wav	Single note is roughly played over and over again.
MUSCStr_INSTRUMENT-Bouzouki Hammering_D_B00M_CXCK.wav	Single note is roughly played over and over again.
MUSCStr_INSTRUMENT-Bouzouki Impact Bell Atonal_B00M_CXCK.wav	Metallic hit with short and atonal ringing.
MUSCStr_INSTRUMENT-Bouzouki Picked Behind Bridge	Several quick and ascending notes played.
MUSCStr_INSTRUMENT-Bouzouki Picked Behind Bridge	Several quick and descending notes played.
MUSCStr_INSTRUMENT-Bouzouki Picked Behind Nut_B00M_CXCK.wav	Several short and quick notes played.
MUSCStr_INSTRUMENT-Bouzouki Picked String_A_B00M_CXCK.wav	Single note is played and held.
MUSCStr_INSTRUMENT-Bouzouki Pizzicato Ping_F_B00M_CXCK.wav	Single high note is played and held.
MUSCStr_INSTRUMENT-Bouzouki Strum Chord_A_B00M_CXCK.wav	Single chord is played and held.
MUSCStr_INSTRUMENT-Cello Ball Bouncing_B00M_CXCK.wav	Tapping on a string over and over again in quick motion.
MUSCStr_INSTRUMENT-Cello Bending Divebomb Long_C_B00M_CXCK.wav	Single note is played, slowly descending in tone.
MUSCStr_INSTRUMENT-Cello Bending Divebomb Wide Range_B00M_CXCK.wav	Single note is played, roughly descending in tone.
MUSCStr_INSTRUMENT-Cello Bending Divebomb_C_B00M_CXCK.wav	Single note is played, descending in tone.
MUSCStr_INSTRUMENT-Cello Bow Back Bounce On C String Pitch	Tapping on a single string repeatedly, with changing tone.
MUSCStr_INSTRUMENT-Cello Bow Back Bounce On D String Pitch	Tapping on a single string repeatedly, with changing tone.
MUSCStr_INSTRUMENT-Cello Bow Back Bounce On D String_B00M_CXCK.wav	Quickly tapping on a single string repeatedly.
MUSCStr_INSTRUMENT-Cello Bow Scrape Above Saddle_B00M_CXCK.wav	Loud and slow screech like sound.

CINEMATIC EXPRESSIONS

FILENAME	DESCRIPTION
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 Tune Down Long_B00M_CXCK.wav	Low note is played, slowly descending in tone.
MUSCStr_INSTRUMENT-Cello Bowed Tune Down Short_B00M_CXCK.wav	Low note is played, quickly descending in tone.
MUSCStr_INSTRUMENT-Cello Col Legno_D_B00M_CXCK.wav	Single short note is roughly played.
MUSCStr_INSTRUMENT-Cello Dive Bomb_C#_C_B00M_CXCK.wav	Single note is played, changing in tone.
MUSCStr_INSTRUMENT-Cello Flageolet Creak D String_D_B00M_CXCK.wav	Slow and rough screech like sound.
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 E String_E_B00M_CXCK.wav	Single string is played with changing intensity.
MUSCStr_INSTRUMENT-Cello Sul Ponticello Tremolo Behind	Scratching a string back and forth in quick motions.
MUSCStr_INSTRUMENT-Cello Sul Ponticello Tremolo C_C_B00M_CXCK.wav	Scratching a string back and forth a changing speed.
MUSCStr_INSTRUMENT-Cello Sustain C_C_B00M_CXCK.wav	Single long note is played and held.
MUSCStr_INSTRUMENT-Cello Sustain Hybrid Tone Behind Bridge_B00M_CXCK.wav	Fluttering tone is played, with feedback.
MUSCStr_INSTRUMENT-Cello Sustain Overtone Behind Bridge_B00M_CXCK.wav	Fluttering tone is played with changing intensity.
MUSCStr_INSTRUMENT-Er Hu Bowed Sustain Tremolo_C_B00M_CXCK.wav	Soft and fluttering sound with decreasing intensity.
MUSCStr_INSTRUMENT-Er Hu Bowed Sustain_C_B00M_CXCK.wav	Soft and screech like sound.
MUSCStr_INSTRUMENT-Er Hu Rise Long Tremolo_B00M_CXCK.wav	Soft and fluttering sound with increasing intensity.
MUSCStr_INSTRUMENT-Er Hu Rise Long_B00M_CXCK.wav	Soft and screech like sound with increasing intensity.
MUSCStr_INSTRUMENT-Er Hu Rise Short Tremolo_B00M_CXCK.wav	Soft, quick, and fluttering sound with increasing intensity.
MUSCStr_INSTRUMENT-Er Hu Rise Short_B00M_CXCK.wav	Soft, quick, and screech like sound with increasing intensity.
MUSCStr_INSTRUMENT-Hurdy Gurdy Detuned Melody String Creepy Harmonic	Loud and screechy sound with changing intensity.
MUSCStr_INSTRUMENT-Hurdy Gurdy Detuned String	Deep and screechy sound with decreasing intensity.
MUSCStr_INSTRUMENT-Hurdy Gurdy Drone String Soft Sustain	Deep and screechy sound with increasing intensity.
MUSCStr_INSTRUMENT-Hurdy Gurdy Drone String Sustained Note Wobble	Deep, screechy, unstable, and fluttering note is played.
MUSCStr_INSTRUMENT-Hurdy Gurdy Drone String Sustained Note	Deep, screechy, and fluttering note is played.
MUSCStr_INSTRUMENT-Hurdy Gurdy Drone String Sustained	Deep and screechy note is played and held.
MUSCStr_INSTRUMENT-Hurdy Gurdy Drone Strings Medium	Deep and screechy sound is played and held.
MUSCStr_INSTRUMENT-Hurdy Gurdy Drone Strings Rise_C D_B00M_CXCK.wav	Long and screechy sound is played.
MUSCStr_INSTRUMENT-Hurdy Gurdy Drone Strings Static Long_C	Long and screechy sound is played.
MUSCStr_INSTRUMENT-Hurdy Gurdy Drone Strings Static Short_C	Short and screechy sound is played.
MUSCStr_INSTRUMENT-Hurdy Gurdy Melody String Continuous Harmonic	Loud and screechy sound with changing intensity.
MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Ascending Minor	Loud, slow, and screechy sound.
MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Descending Melody Trumpet	Loud and screechy sound with changing intensity.
MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Descending Minor	Loud, slow, and screechy sound.

CINEMATIC EXPRESSIONS

FILENAME	DESCRIPTION
MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Drone Harmonic	Loud phrase is played with stable intensity.
MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Major Ascending Melodic	Loud, slow, phrase is played with rising tone.
MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Major Ascending	Loud phrase is played with rising tone.
MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Minor Major Trumpet	Slow and melodic phrase is played.
MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Minor Triple Notes	Slow and melodic phrase is played.
MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Positive Three	Slow and melodic phrase is played.
MUSCStr_INSTRUMENT-Hurdy Gurdy Phrases Single Note Harmonic	Slow and melodic phrase is played, with soft flutter.
MUSCStr_INSTRUMENT-Hurdy Gurdy Snare Drone Strings Rhythmic	Slow and buzzing sound with changing intensity.
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 Rise Long	Buzzing sound with increasing intensity.
MUSCStr_INSTRUMENT-Kemence Bowed Chord Back And Forth	Chord is played and held.
MUSCStr_INSTRUMENT-Kemence Bowed Chord Descending_B00M_CXCK.wav	Chord is played with fall in tone.
MUSCStr_INSTRUMENT-Kemence Bowed Chord Sustain_C_B00M_CXCK.wav	Chord is played and held.
MUSCStr_INSTRUMENT-Kemence Bowed Crescendo Tremolo Rising String	Quick sound with increasing intensity.
MUSCStr_INSTRUMENT-Kemence Bowed Crescendo Tremolo	Quick sound with increasing intensity.
MUSCStr_INSTRUMENT-Kemence Bowed Sustain Chord_C_B00M_CXCK.wav	Chord is played and held.
MUSCStr_INSTRUMENT-Kemence Bowed Sustain String_C_B00M_CXCK.wav	Single note is played and held.
MUSCStr_INSTRUMENT-Kemence Picked Sustain String_C_B00M_CXCK.wav	Single note is played and held.
MUSCStr_INSTRUMENT-Kemence Ping Behind Nut_B00M_CXCK.wav	Single hard and metallic clang.
MUSCStr_INSTRUMENT-Kemence Ping_C_B00M_CXCK.wav	Single metallic clang like sound.
MUSCStr_INSTRUMENT-Kemence Strum Chord Sustain_C_B00M_CXCK.wav	Chord is played and held.
MUSCStr_INSTRUMENT-Kemence Sul Ponticello_B00M_CXCK.wav	Slow, long, and scratch like sound.
MUSCStr_INSTRUMENT-Kemence_D Maj_B00M_CXCK.wav	Short and scratch like sound.
MUSCStr_INSTRUMENT-Saz Bowed_D_B00M_CXCK.wav	Screechy and buzz like sound with feedback.
MUSCStr_INSTRUMENT-Saz String Jar_B00M_CXCK.wav	Loud and metallic strike with ringing and feedback.
MUSCStr_INSTRUMENT-Violin Bowed Chord_G#_B00M_CXCK.wav	Single chord is quickly played.
MUSCStr_INSTRUMENT-Violin Bowed Staccato_G D_B00M_CXCK.wav	Single quick and short sound is played.
MUSCStr_INSTRUMENT-Violin Bowed String Descending_G# G_B00M_CXCK.wav	Single quick and short note is played, falling in tone.
MUSCStr_INSTRUMENT-Violin Finger snip Bridge_B00M_CXCK.wav	Single hard tap producing a soft note.
MUSCStr_INSTRUMENT-Violin Ping Pizzicato_A_B00M_CXCK.wav	Single quick tap producing a harsh note.
MUSCStr_INSTRUMENT-Violin Ping Sul Ponticello_B00M_CXCK.wav	Single short and screech like sound.
MUSCStr_INSTRUMENT-Violin Pizzicato Ping_B_B00M_CXCK.wav	Single short and ring like sound.
MUSCStr_INSTRUMENT-Violin Portamento Tremolo E String_B00M_CXCK.wav	Rapid tremolo is played, with increasing intensity.

CINEMATIC EXPRESSIONS

FILENAME	DESCRIPTION
MUSCStr_INSTRUMENT-Violin Portamento Tremolo G String_B00M_CXCK.wav	Rapid tremolo is played, with increasing intensity.
MUSCStr_INSTRUMENT-Violin Staccato_G#_B00M_CXCK.wav	Single and harsh note is played.
MUSCStr_INSTRUMENT-Violin String A Creak Portamento_B00M_CXCK.wav	Slow, rough, and scratch like sound.
MUSCStr_INSTRUMENT-Violin String A Creak Sustain_B00M_CXCK.wav	Slow, long, rough, and scratch like sound.
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 Sustain_B00M_CXCK.wav	Slow, long, rough, and scratch like sound.
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_B00M_CXCK.wav	Deep and creak like sound, rising in tone.
MUSCStr_INSTRUMENT-Violin Strum_G D_B00M_CXCK.wav	Single hard tap producing a strong note with feedback.
MUSCStr_INSTRUMENT-Violin Sul Ponticello Tremolo_A_B00M_CXCK.wav	Quick, harsh, and screechy tremolo.
MUSCStr_INSTRUMENT-Violin Sul Ponticello_A_B00M_CXCK.wav	Long, screechy, and ring like sound.
MUSCStr_PROCESSED-Bouzouki Distorted Strum Pitch_D#_B00M_CXCK.wav	Deep and harsh sound with feedback.
MUSCStr_PROCESSED-Cello Bowed Scrape Drone_F#_B00M_CXCK.wav	Deep and scratch like sound with changing intensity.
MUSCStr_PROCESSED-Cello Distorted Bowed Sustain Pitch_C_B00M_CXCK.wav	Deep, long, and buzz like sound.
MUSCStr_PROCESSED-Cello Distorted Drop Fast_B00M_CXCK.wav	Loud, deep, and buzz like sound.
MUSCStr_PROCESSED-Cello Distorted Drop Slow_B00M_CXCK.wav	Loud, long, deep, and buzz like sound.
MUSCWind_INSTRUMENT-Clarinet Bass Long Sustained Note_G_B00M_CXCK.wav	Single note is played and held.
MUSCWind_INSTRUMENT-Clarinet Bass Short Note Fast_G_B00M_CXCK.wav	Single quick note is played, with changing tone.
MUSCWind_INSTRUMENT-Clarinet Bass Short Punchy Note	Single quick note is played, followed by other roughly played note.
MUSCWind_INSTRUMENT-Clarinet Bass Short Punchy Note_A#_B00M_CXCK.wav	Single quick note is played.
MUSCWind_INSTRUMENT-Clarinet Bass Single Held Note_A#_B00M_CXCK.wav	Single note is roughly played and held.
MUSCWind_INSTRUMENT-Clarinet Bass Swells_A#_B00M_CXCK.wav	Long sound with increasing and then decreasing intensity.
MUSCWind_INSTRUMENT-Clarinet Bass Tremolo Long_B00M_CXCK.wav	Tremolo is roughly played.
MUSCWind_INSTRUMENT-Clarinet Bass Tremolo Short Riser_B00M_CXCK.wav	Short tremolo is quickly played.
MUSCWind_INSTRUMENT-Clarinet Bass Tremolo Short_B00M_CXCK.wav	Tremolo is roughly and quickly played.
MUSCWind_INSTRUMENT-Clarinet Contrabass Blast	Single long note is roughly played.
MUSCWind_INSTRUMENT-Clarinet Contrabass Different Range Rise And	Single long note is roughly played with changing intensity.
MUSCWind_INSTRUMENT-Clarinet Contrabass Flux Soft_B00M_CXCK.wav	Fluttering notes are roughly played.
MUSCWind_INSTRUMENT-Clarinet Contrabass High Pitched	Screechy notes are slowly played.
MUSCWind_INSTRUMENT-Clarinet Contrabass Higher Register Swell	Long notes are played with changing intensity.
MUSCWind_INSTRUMENT-Clarinet Contrabass Higher Register	Long notes are played with changing intensity.
MUSCWind_INSTRUMENT-Clarinet Contrabass Loud Texture	Short and rough note is played.
MUSCWind_INSTRUMENT-Clarinet Contrabass Loud Texture_B00M_CXCK.wav	Long and rough note is played.

CINEMATIC EXPRESSIONS

FILENAME	DESCRIPTION
MUSCWind_INSTRUMENT-Clarinet Contrabass Low High	Long notes are played with changing intensity.
MUSCWind_INSTRUMENT-Clarinet Contrabass Low Medium Tones	Fluttering and monotonous note is played.
MUSCWind_INSTRUMENT-Clarinet Contrabass Low Medium	Fluttering and monotonous note is played.
MUSCWind_INSTRUMENT-Clarinet Contrabass Low Pitched	Fluttering and monotonous note is played continuously.
MUSCWind_INSTRUMENT-Clarinet Contrabass Low Swell_A_B00M_CXCK.wav	Fluttering note is played, with increasing and decreasing intensity.
MUSCWind_INSTRUMENT-Clarinet Contrabass Medium In and Out	Fluttering note is played, with changing intensity.
MUSCWind_INSTRUMENT-Clarinet Contrabass Punchy Short	Short and fluttering note is roughly played.
MUSCWind_INSTRUMENT-Clarinet Contrabass Short Risers_A#_B00M_CXCK.wav	Short and fluttering note is played.
MUSCWind_INSTRUMENT-Clarinet Contrabass Shorter Swell_B00M_CXCK.wav	Fluttering note is played, with increasing and decreasing intensity.
MUSCWind_INSTRUMENT-Clarinet Contrabass Stepped Rise Low_B00M_CXCK.wav	Fluttering note is played, with changing intensity.
MUSCWind_INSTRUMENT-Clarinet Contrabass Stepped Rise	Short and fluttering note is played, with changing intensity.
MUSCWind_INSTRUMENT-Clarinet Contrabass Stepped Rise_B00M_CXCK.wav	Fluttering note is played, with changing intensity.
MUSCWind_INSTRUMENT-Clarinet Contrabass Texture Long_B00M_CXCK.wav	Fluttering and high pitched note is played.
MUSCWind_INSTRUMENT-Clarinet Neck Notes Risers_C_B00M_CXCK.wav	Long and rough note is played.
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 Low_D_B00M_CXCK.wav	Long and low note is played and held.
MUSCWind_INSTRUMENT-Clarinet Single Note High Screech_B00M_CXCK.wav	Long and rough note is played and held.
MUSCWind_INSTRUMENT-Clarinet Single Note Movements_B00M_CXCK.wav	Long and rough note is played.
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_B00M_CXCK.wav	Long note is played, with increasing intensity.
MUSCWind_INSTRUMENT-Flute Bansuri Overblowing_G_B00M_CXCK.wav	Soft blow with slight screech.
MUSCWind_INSTRUMENT-Flute Bansuri Sustain_G_B00M_CXCK.wav	Soft and somewhat stable note is played and held.
MUSCWind_INSTRUMENT-Flute Bansuri Trill Overblowing_G_B00M_CXCK.wav	Soft and trembling sound is played.
MUSCWind_INSTRUMENT-Flute Duduk Phrase_C# D C# F#_B00M_CXCK.wav	Short and soft phrase is played.
MUSCWind_INSTRUMENT-Flute Duduk Phrase_F# G# A G# F#_B00M_CXCK.wav	Short and soft phrase is played.
MUSCWind_INSTRUMENT-Flute Duduk Sustain_B_B00M_CXCK.wav	Long note is played and held.
MUSCWind_INSTRUMENT-Flute Nash Sustain_A#_B00M_CXCK.wav	Long note is played and held.
MUSCWind_INSTRUMENT-Flute Nash Waving_A#_B00M_CXCK.wav	Slowly trembling note is played.
MUSCWind_INSTRUMENT-Flute Nay Overblowing_F_B00M_CXCK.wav	Unstable and screechy note is played.
MUSCWind_INSTRUMENT-Flute Nay Stutter_F_B00M_CXCK.wav	Trembling and screechy note is played.
MUSCWind_INSTRUMENT-Flute Nay Sustain_F_B00M_CXCK.wav	Soft note is played and held.
MUSCWind_INSTRUMENT-Flute Nay Trill Overblowing_F_B00M_CXCK.wav	Trembling, long, and screechy note is played.
MUSCWind_INSTRUMENT-Flute Plastic Pipe Sustain Overtones_G_B00M_CXCK.wav	Rough and long note is played.

CINEMATIC EXPRESSIONS

FILENAME	DESCRIPTION
MUSCWind_INSTRUMENT-Flute Tin Whistle Flutter Tongue_G_B00M_CXCK.wav	Trembling and slightly screechy note is played.
MUSCWind_INSTRUMENT-Flute Tin Whistle Overblowing_B00M_CXCK.wav	Trembling and screechy note is played.
MUSCWind_INSTRUMENT-Flute Tin Whistle Sustain_G_B00M_CXCK.wav	Soft and trembling note is played.
MUSCWind_INSTRUMENT-Flute Zurna Sustain_B_B00M_CXCK.wav	Softly trembling note is played and held.
MUSCWind_INSTRUMENT-Saxophone Aggressive Drone_G G#_B00M_CXCK.wav	Long and harsh note is played.
MUSCWind_INSTRUMENT-Saxophone Long Aggressive Note	Long, fluttering, and screechy note is played.
MUSCWind_INSTRUMENT-Saxophone Medium Random Phrase_B00M_CXCK.wav	Fluttering and screechy phrase is played.
MUSCWind_INSTRUMENT-Saxophone Mid Range Sustained Note_B00M_CXCK.wav	Long and harsh note is played and held.
MUSCWind_INSTRUMENT-Saxophone Punchy Single Note Long	Single note is played in low register and held.
MUSCWind_INSTRUMENT-Saxophone Punchy Single Note	Single long and harsh note is played.
MUSCWind_INSTRUMENT-Saxophone Punchy Single Note_A#_B00M_CXCK.wav	Single harsh note is played and held.
MUSCWind_INSTRUMENT-Saxophone Single Note Gritty Riser_C_B00M_CXCK.wav	Single fluttering note is played, rising in tone.
MUSCWind_INSTRUMENT-Saxophone Single Note Swell_C_B00M_CXCK.wav	Single harsh and fluttering note is played.
MUSCWind_INSTRUMENT-Saxophone Single Notes_C_B00M_CXCK.wav	Single harsh and fluttering note is played.
MUSCWind_INSTRUMENT-Saxophone Slow Swell Fill_B00M_CXCK.wav	Harsh and fluttering sound, rising in tone.
MUSCWind_INSTRUMENT-Saxophone Slow Swell Mid_B00M_CXCK.wav	Loud and screechy sound, rising in tone.
MUSCWind_INSTRUMENT-Saxophone Swell Short_A#_B00M_CXCK.wav	Loud, quick, and screechy sound.
MUSCWind_INSTRUMENT-Saxophone Tenor Single Note	Loud and buzz like sound with stable intensity.
MUSCWind_INSTRUMENT-Saxophone Tenor Slow Swell_G#_B00M_CXCK.wav	Loud and buzz like sound with changing intensity.
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 Mid	Loud and buzz like sound with changing intensity.
MUSCWind_PROCESSED-Flute Airy Whoosh_A#_B00M_CXCK.wav	Quick, short, and rough whoosh.
MUSCWind_PROCESSED-Flute Airy Whoosh_C_B00M_CXCK.wav	Rough whoosh with increasing and then decreasing intensity.
MUSCWind_PROCESSED-Flute Uplifting Whoosh_D Maj_B00M_CXCK.wav	Short, quick, and high pitched whoosh.
PLASFric_STROKED-Bowed Plastic Board Groan Downwards	Single groan is played, descending in tone.
PLASFric_STROKED-Bowed Plastic Board Groan Pitch Movement_B00M_CXCK.wav	Single groan is played with changing tone.
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_B00M_CXCK.wav	Single groan is played, ascending in tone.
PLASFric_STROKED-Bowed Plastic Board Groan Short_B00M_CXCK.wav	Single quick groan is played.
PLASFric_STROKED-Bowed Plastic Board Long Groan_B00M_CXCK.wav	Single slow groan is played.
PLASFric_STROKED-Daxophone Bowed Plastic High_B00M_CXCK.wav	High pitched and creak like sound.
PLASFric_STROKED-Daxophone Bowed Plastic Long_B00M_CXCK.wav	Slow screech like sound with changing intensity.
PLASFric_STROKED-Daxophone Bowed Plastic Short_B00M_CXCK.wav	Quick and creak like sound with changing intensity.

CINEMATIC EXPRESSIONS

FILENAME	DESCRIPTION
RUBRFric_FRICTION-Dog Toy Rub Groan Long_D#_B00M_CXCK.wav	Softly fluttering sound in low register.
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 Swell_D#_B00M_CXCK.wav	Soft and buzz like sound in low register.
RUBRFric_FRICTION-Dog Toy Rub Groan_B00M_CXCK.wav	Softly fluttering and deep sound in low register.
WSH_PROCESSED-Whoosh Aggressive Complex Long_B00M_CXCK.wav	Deep, hard, and wavering whoosh.
WSH_PROCESSED-Whoosh Aggressive Complex Short_B00M_CXCK.wav	Quick, deep, hard, and wavering whoosh.
WSH_PROCESSED-Whoosh Aggressive Growl Long_B00M_CXCK.wav	Quick, rough, and distorted whoosh.
WSH_PROCESSED-Whoosh Aggressive Growl Short_B00M_CXCK.wav	Short, quick, rough, and distorted whoosh.
WSH_PROCESSED-Whoosh Aggressive Tonal Distorted Low	Deep, hard, screechy, and wavering whoosh.
WSH_PROCESSED-Whoosh Aggressive Tonal Distorted Low	Quick, hard, and wavering whoosh.
WSH_PROCESSED-Whoosh Bass Thump Tremolo_B00M_CXCK.wav	Deep, hard, and stuttering whoosh.
WSH_PROCESSED-Whoosh Bright Filter Modulation_B00M_CXCK.wav	Quick, deep, and heavy whoosh.
WSH_PROCESSED-Whoosh Crunchy Bump Movement_B00M_CXCK.wav	Short, deep, and stuttering whoosh.
WSH_PROCESSED-Whoosh Crunchy Flickers_B00M_CXCK.wav	Short, deep, hard, and stuttering whoosh.
WSH_PROCESSED-Whoosh Distorted Noise Phase_B00M_CXCK.wav	Short, deep, and scratchy whoosh.
WSH_PROCESSED-Whoosh Distortion Clipper_B00M_CXCK.wav	Short, deep, and fluttering whoosh.
WSH_PROCESSED-Whoosh Doppler Snaps_B00M_CXCK.wav	Quick, deep, hard, and stuttering whoosh.
WSH_PROCESSED-Whoosh Drum Groan By_B00M_CXCK.wav	Deep, heavy, screechy, and whir like sound.
WSH_PROCESSED-Whoosh Filter Texture_B00M_CXCK.wav	Quick, hard, fluttering, and whiz like sound.
WSH_PROCESSED-Whoosh Filtered Distorted Short_B00M_CXCK.wav	Rapid, short, and stuttering whoosh.
WSH_PROCESSED-Whoosh Firework Scream_B00M_CXCK.wav	High pitched, quick, and screechy whoosh.
WSH_PROCESSED-Whoosh Granular Doppler Simple_B00M_CXCK.wav	Rapid, hard, and screechy whoosh.
WSH_PROCESSED-Whoosh Granular Noise By_B00M_CXCK.wav	Rapid, deep, heavy, and stuttering whoosh.
WSH_PROCESSED-Whoosh Granular Subtle Movement	Slow, deep, heavy, and whir like sound with feedback.
WSH_PROCESSED-Whoosh Light Tonal Texture_B00M_CXCK.wav	Rapid, deep, and stuttering whoosh.
WSH_PROCESSED-Whoosh Low Rattle Wave Long_B00M_CXCK.wav	Fast, deep, heavy, and rattling whoosh.
WSH_PROCESSED-Whoosh Low Rattle Wave Short_B00M_CXCK.wav	Short, fast, deep, heavy, and rattling whoosh.
WSH_PROCESSED-Whoosh Low To Harsh Ending_B00M_CXCK.wav	Quick, deep, heavy, and screechy whoosh.
WSH_PROCESSED-Whoosh Low Wave Texture_B00M_CXCK.wav	Short, quick, and rough whoosh.
WSH_PROCESSED-Whoosh Metal Fire_B00M_CXCK.wav	Quick, deep, fluttering, and heavy whoosh.
WSH_PROCESSED-Whoosh Metal Glitter_B00M_CXCK.wav	Quick, deep, and fluttering whoosh.
WSH_PROCESSED-Whoosh Metal Movement_B00M_CXCK.wav	Quick, heavy, wavering, and whir like sound.
WSH_PROCESSED-Whoosh Metal Rattling_B00M_CXCK.wav	Quick, loud, deep, and heavy rattle.

CINEMATIC EXPRESSIONS

FILENAME	DESCRIPTION
WHSH_PROCESSED-Whoosh Metal Wind_B00M_CXCK.wav	Quick, deep, and wavering whoosh.
WHSH_PROCESSED-Whoosh Mysterious Water_B00M_CXCK.wav	Rapid, loud, and liquid rattling.
WHSH_PROCESSED-Whoosh Phasing Drop_B00M_CXCK.wav	Rapid, loud, and wavering whoosh.
WHSH_PROCESSED-Whoosh Phasing Metal Wobble_B00M_CXCK.wav	Quick and rattling whoosh with decreasing intensity.
WHSH_PROCESSED-Whoosh Plastic Groan Filtered_B00M_CXCK.wav	Quick, deep, loud, and whirl like sound.
WHSH_PROCESSED-Whoosh Plastic Scrape Groan Doppler_B00M_CXCK.wav	Quick, deep, and rattling whoosh.
WHSH_PROCESSED-Whoosh Plastic Scrape Groan_B00M_CXCK.wav	Quick, loud, deep, and heavy whoosh.
WHSH_PROCESSED-Whoosh Plastic Vibration Huge Groan	Quick, heavy, and rattling whoosh.
WHSH_PROCESSED-Whoosh Rising Tremolo_B00M_CXCK.wav	Quick, loud, and wavering whoosh, rising in tone.
WHSH_PROCESSED-Whoosh Rub Metal Barrel_B00M_CXCK.wav	Deep, heavy, and whirl like sound.
WHSH_PROCESSED-Whoosh Screaming Jet Distortion_B00M_CXCK.wav	Rapid, rough, screechy, and whiz like sound.
WHSH_PROCESSED-Whoosh Tonal Aggressive Long_B00M_CXCK.wav	Rapid and screechy whoosh, with decreasing intensity.
WHSH_PROCESSED-Whoosh Tonal Aggressive Metallic Sweetener	Long, slow, and screechy whoosh.
WHSH_PROCESSED-Whoosh Tonal Aggressive Metallic Sweetener	Short, quick, and screechy whoosh.
WHSH_PROCESSED-Whoosh Tonal Aggressive Short_B00M_CXCK.wav	Fast, deep, heavy, and screechy whoosh.
WHSH_PROCESSED-Whoosh Tonal Aggressive Space Engine	Long, screechy, and fluttering whoosh.
WHSH_PROCESSED-Whoosh Tonal Aggressive Space Engine	Quick, screechy, and fluttering whoosh.
WHSH_PROCESSED-Whoosh Tonal Aggressive Whistle Long_B00M_CXCK.wav	Long, fast, and screechy whoosh.
WHSH_PROCESSED-Whoosh Tonal Aggressive Whistle Short_B00M_CXCK.wav	Short, fast, and screechy whoosh.
WHSH_PROCESSED-Whoosh Tonal Downwards Moan_B00M_CXCK.wav	Quick, screechy, and loud whoosh, with decreasing intensity.
WHSH_PROCESSED-Whoosh Tonal Grid Descending_B00M_CXCK.wav	Rapid, deep, and heavy whoosh, with decreasing intensity.
WHSH_PROCESSED-Whoosh Tonal Incoming Screamer_B00M_CXCK.wav	Long, slow, and rumbling whoosh.
WHSH_PROCESSED-Whoosh Tonal Movement By_B00M_CXCK.wav	Slow, deep, heavy, and rumbling whoosh.
WHSH_PROCESSED-Whoosh Tonal Shimmer Scary_B00M_CXCK.wav	Slow, high pitched, and screechy whoosh.
WHSH_PROCESSED-Whoosh Tonal Upwards Moan Rise_B00M_CXCK.wav	Quick, loud and high pitched whoosh, with increasing intensity.
WOODFric_FRICTION-Rub Glass Window_B00M_CXCK.wav	Deep sound with increasing intensity in low register.
WOODFric_FRICTION-Rub Wood Box Bounce_B00M_CXCK.wav	Deep, quick, and soft taps.
WOODTonL_STROKED-Daxophone Bowed Square Rise Short_B00M_CXCK.wav	Quick and creak like sound with increasing intensity.
WOODTonL_STROKED-Daxophone Bowed Square Scream	Screech like sound with decreasing intensity.
WOODTonL_STROKED-Daxophone Bowed Square Scream	Screech like sound with increasing intensity.
WOODTonL_STROKED-Daxophone Bowed Standard High Downwards	Quick and screech like sound with decreasing intensity.
WOODTonL_STROKED-Daxophone Bowed Standard High	Screech like sound with decreasing intensity.
WOODTonL_STROKED-Daxophone Bowed Standard High Rise_B00M_CXCK.wav	Long and screech like sound with increasing intensity.

CINEMATIC EXPRESSIONS

FILENAME	DESCRIPTION
WOODTonl_STROKED-Daxophone Bowed Standard High Scream	Screech like sound with decreasing intensity.
WOODTonl_STROKED-Daxophone Bowed Standard High Scream	Screech like sound with increasing intensity.
WOODTonl_STROKED-Daxophone Bowed Standard High Upwards	Quick and screech like sound with increasing intensity.
WOODTonl_STROKED-Daxophone Bowed Standard Medium	Short, fluttering, and monotonous sound.
WOODTonl_STROKED-Daxophone Bowed Standard Medium Short_B00M_CXCK.wav	Short, mid tone, and screech like sound.
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_B00M_CXCK.wav	Long, mid tone, and screech like sound.
WOODTonl_STROKED-Daxophone Bowed Standard Scream Downwards	Screech like sound with decreasing intensity.
WOODTonl_STROKED-Daxophone Bowed Standard Scream Rise_B00M_CXCK.wav	Screech like sound with increasing intensity.