

CINEMATIC TRAILERS

SOUND EFFECTS LIST

Powerful Impacts, Hits, Risers & Trailer Sound Effects



TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
AMBUdwtr_Underwater atmosphere 2_GFXS_CT.wav	0:07	48kHz 24-bit	AMBIENCE	UNDERWATER
AMBUdwtr_Underwater atmosphere_GFXS_CT.wav	0:17	48kHz 24-bit	AMBIENCE	UNDERWATER
COMAv_8mm projector running 2_GFXS_CT.wav	0:06	48kHz 24-bit	COMMUNICATIONS	AUDIO VISUAL
COMAv_8mm projector running 3_GFXS_CT.wav	0:09	48kHz 24-bit	COMMUNICATIONS	AUDIO VISUAL
COMAv_8mm projector running 4_GFXS_CT.wav	0:07	48kHz 24-bit	COMMUNICATIONS	AUDIO VISUAL
COMAv_8mm projector running_GFXS_CT.wav	0:06	48kHz 24-bit	COMMUNICATIONS	AUDIO VISUAL
DIRTDust_Falling dirt debris and dust 2_GFXS_CT.wav	0:01	48kHz 24-bit	DIRT & SAND	DUST
DIRTDust_Falling dirt debris and dust 3_GFXS_CT.wav	0:02	48kHz 24-bit	DIRT & SAND	DUST
DIRTDust_Falling dirt debris and dust 4_GFXS_CT.wav	0:02	48kHz 24-bit	DIRT & SAND	DUST
DIRTDust_Falling dirt debris and dust_GFXS_CT.wav	0:02	48kHz 24-bit	DIRT & SAND	DUST
DSGNErie_Deep low frequency pulsating drone 2_GFXS_CT.wav	0:06	48kHz 24-bit	DESIGNED	EERIE
DSGNErie_Deep low frequency pulsating drone_GFXS_CT.wav	0:06	48kHz 24-bit	DESIGNED	EERIE
DSGNErie_Drone low frequency vibrating_GFXS_CT.wav	0:05	48kHz 24-bit	DESIGNED	EERIE
DSGNErie_Eerie music box suspense horror loop 2_GFXS_CT.wav	0:14	48kHz 24-bit	DESIGNED	EERIE
DSGNErie_Eerie music box suspense horror loop 3_GFXS_CT.wav	0:14	48kHz 24-bit	DESIGNED	EERIE
DSGNErie_Eerie music box suspense horror loop_GFXS_CT.wav	0:14	48kHz 24-bit	DESIGNED	EERIE
DSGNErie_Horror music box distortion loop 2_GFXS_CT.wav	0:19	48kHz 24-bit	DESIGNED	EERIE
DSGNErie_Horror music box distortion loop_GFXS_CT.wav	0:09	48kHz 24-bit	DESIGNED	EERIE
DSGNErie_Sinister suspense atmosphere_GFXS_CT.wav	0:07	48kHz 24-bit	DESIGNED	EERIE
DSGNMisc_Cinematic vinyl rewind 2_GFXS_CT.wav	0:03	48kHz 24-bit	DESIGNED	MISC
DSGNMisc_Cinematic vinyl rewind 3_GFXS_CT.wav	0:03	48kHz 24-bit	DESIGNED	MISC

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TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
DSGNMisc_Cinematic vinyl rewind 4_GFXS_CT.wav	0:03	48kHz 24-bit	DESIGNED	MISC
DSGNMisc_Cinematic vinyl rewind_GFXS_CT.wav	0:03	48kHz 24-bit	DESIGNED	MISC
DSGNMisc_Cinematic wood movements 2_GFXS_CT.wav	0:03	48kHz 24-bit	DESIGNED	MISC
DSGNMisc_Cinematic wood movements_GFXS_CT.wav	0:03	48kHz 24-bit	DESIGNED	MISC
DSGNMisc_Inspiring positive text 2_GFXS_CT.wav	0:04	48kHz 24-bit	DESIGNED	MISC
DSGNMisc_Inspiring positive text_GFXS_CT.wav	0:03	48kHz 24-bit	DESIGNED	MISC
DSGNMisc_Time freeze slow motion clock 2_GFXS_CT.wav	0:08	48kHz 24-bit	DESIGNED	MISC
DSGNMisc_Time freeze slow motion clock 3_GFXS_CT.wav	0:05	48kHz 24-bit	DESIGNED	MISC
DSGNMisc_Time freeze slow motion clock 4_GFXS_CT.wav	0:06	48kHz 24-bit	DESIGNED	MISC
DSGNMisc_Time freeze slow motion clock_GFXS_CT.wav	0:06	48kHz 24-bit	DESIGNED	MISC
DSGNMisc_Trailer projector countdown 3s_GFXS_CT.wav	0:04	48kHz 24-bit	DESIGNED	MISC
DSGNMisc_Trailer projector countdown 5s_GFXS_CT.wav	0:05	48kHz 24-bit	DESIGNED	MISC
DSGNMisc_Trailer projector countdown 10s_GFXS_CT.wav	0:09	48kHz 24-bit	DESIGNED	MISC
DSGNMisc_Vinyl scratch 2_GFXS_CT.wav	0:01	48kHz 24-bit	DESIGNED	MISC
DSGNMisc_Vinyl scratch 3_GFXS_CT.wav	0:02	48kHz 24-bit	DESIGNED	MISC
DSGNMisc_Vinyl scratch 4_GFXS_CT.wav	0:01	48kHz 24-bit	DESIGNED	MISC
DSGNMisc_Vinyl scratch_GFXS_CT.wav	0:01	48kHz 24-bit	DESIGNED	MISC
DSGNRise_Cinematic riser cyberpunk_GFXS_CT.wav	0:11	48kHz 24-bit	DESIGNED	RISER
DSGNRise_Cinematic riser futuristic_GFXS_CT.wav	0:14	48kHz 24-bit	DESIGNED	RISER
DSGNRise_Cinematic riser heartbeat_GFXS_CT.wav	0:09	48kHz 24-bit	DESIGNED	RISER
DSGNRise_Cinematic riser tribal_GFXS_CT.wav	0:14	48kHz 24-bit	DESIGNED	RISER
DSGNRise_Cinematic string riser 2_GFXS_CT.wav	0:10	48kHz 24-bit	DESIGNED	RISER
DSGNRise_Cinematic string riser 3_GFXS_CT.wav	0:11	48kHz 24-bit	DESIGNED	RISER
DSGNRise_Cinematic string riser 4_GFXS_CT.wav	0:05	48kHz 24-bit	DESIGNED	RISER
DSGNRise_Cinematic string riser_GFXS_CT.wav	0:07	48kHz 24-bit	DESIGNED	RISER
DSGNRise_Cinematic tension build up 2_GFXS_CT.wav	0:07	48kHz 24-bit	DESIGNED	RISER
DSGNRise_Cinematic tension build up 3_GFXS_CT.wav	0:02	48kHz 24-bit	DESIGNED	RISER
DSGNRise_Cinematic tension build up 4_GFXS_CT.wav	0:12	48kHz 24-bit	DESIGNED	RISER
DSGNRise_Cinematic tension build up 5_GFXS_CT.wav	0:11	48kHz 24-bit	DESIGNED	RISER
DSGNRise_Cinematic tension build up_GFXS_CT.wav	0:04	48kHz 24-bit	DESIGNED	RISER
DSGNStngr_Cinematic trailer hit 2_GFXS_CT.wav	0:09	48kHz 24-bit	DESIGNED	STINGER
DSGNStngr_Cinematic trailer hit 3_GFXS_CT.wav	0:06	48kHz 24-bit	DESIGNED	STINGER
DSGNStngr_Cinematic trailer hit 4_GFXS_CT.wav	0:06	48kHz 24-bit	DESIGNED	STINGER
DSGNStngr_Cinematic trailer hit_GFXS_CT.wav	0:07	48kHz 24-bit	DESIGNED	STINGER

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TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
DSGNStngr_Epic cinematic impact 2_GFXS_CT.wav	0:09	48kHz 24-bit	DESIGNED	STINGER
DSGNStngr_Epic cinematic impact 3_GFXS_CT.wav	0:14	48kHz 24-bit	DESIGNED	STINGER
DSGNStngr_Epic cinematic impact 4_GFXS_CT.wav	0:08	48kHz 24-bit	DESIGNED	STINGER
DSGNStngr_Epic cinematic impact_GFXS_CT.wav	0:17	48kHz 24-bit	DESIGNED	STINGER
DSGNStngr_Sudden Impact 2_GFXS_CT.wav	0:05	48kHz 24-bit	DESIGNED	STINGER
DSGNStngr_Sudden Impact 3_GFXS_CT.wav	0:04	48kHz 24-bit	DESIGNED	STINGER
DSGNStngr_Sudden Impact 4_GFXS_CT.wav	0:06	48kHz 24-bit	DESIGNED	STINGER
DSGNStngr_Sudden Impact 5_GFXS_CT.wav	0:02	48kHz 24-bit	DESIGNED	STINGER
DSGNStngr_Sudden Impact 6_GFXS_CT.wav	0:05	48kHz 24-bit	DESIGNED	STINGER
DSGNStngr_Sudden Impact_GFXS_CT.wav	0:06	48kHz 24-bit	DESIGNED	STINGER
DSGNWhsh_Cinematic ice freezing transition 2_GFXS_CT.wav	0:02	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Cinematic ice freezing transition 3_GFXS_CT.wav	0:03	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Cinematic ice freezing transition 4_GFXS_CT.wav	0:08	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Cinematic ice freezing transition_GFXS_CT.wav	0:05	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Cinematic underwater whoosh 2_GFXS_CT.wav	0:02	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Cinematic underwater whoosh_GFXS_CT.wav	0:03	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Cinematic water transition 2_GFXS_CT.wav	0:05	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Cinematic water transition 3_GFXS_CT.wav	0:09	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Cinematic water transition_GFXS_CT.wav	0:04	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Cinematic water transiton 4_GFXS_CT.wav	0:04	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Dystopian cinematic transition 2_GFXS_CT.wav	0:04	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Dystopian cinematic transition 3_GFXS_CT.wav	0:02	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Dystopian cinematic transition_GFXS_CT.wav	0:03	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Futuristic trailer transition 2_GFXS_CT.wav	0:09	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Futuristic trailer transition 3_GFXS_CT.wav	0:05	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Futuristic trailer transition 4_GFXS_CT.wav	0:04	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Futuristic trailer transition_GFXS_CT.wav	0:06	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Intense powerful whoosh transition 2_GFXS_CT.wav	0:05	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Intense powerful whoosh transition 3_GFXS_CT.wav	0:07	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Intense powerful whoosh transition 4_GFXS_CT.wav	0:04	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Intense powerful whoosh transition_GFXS_CT.wav	0:06	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Lo fi transition low passer by whoosh 2_GFXS_CT.wav	0:03	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Lo fi transition low passer by whoosh 3_GFXS_CT.wav	0:03	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Lo fi transition low passer by whoosh_GFXS_CT.wav	0:02	48kHz 24-bit	DESIGNED	WHOOSH

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TITLE	DURATION	FORMAT	UCS CATEGORY	UCS SUBCATEGORY
DSGNWhsh_Medium powerful whoosh transition 2_GFXS_CT.wav	0:01	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Medium powerful whoosh transition_GFXS_CT.wav	0:01	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Sci fi transition fast whoosh 2_GFXS_CT.wav	0:02	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Sci fi transition fast whoosh 3_GFXS_CT.wav	0:03	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Sci fi transition fast whoosh 4_GFXS_CT.wav	0:02	48kHz 24-bit	DESIGNED	WHOOSH
DSGNWhsh_Sci fi transition fast whoosh_GFXS_CT.wav	0:02	48kHz 24-bit	DESIGNED	WHOOSH
EXPLDsgn_Distant explosion deep low rumble_GFXS_CT.wav	0:16	48kHz 24-bit	EXPLOSIONS	DESIGNED
EXPLDsgn_Explosion close up 2_GFXS_CT.wav	0:02	48kHz 24-bit	EXPLOSIONS	DESIGNED
EXPLDsgn_Explosion close up_GFXS_CT.wav	0:02	48kHz 24-bit	EXPLOSIONS	DESIGNED
EXPLDsgn_Explosion small wooden structure_GFXS_CT.wav	0:03	48kHz 24-bit	EXPLOSIONS	DESIGNED
EXPLDsgn_Explosion with debris_GFXS_CT.wav	0:01	48kHz 24-bit	EXPLOSIONS	DESIGNED
EXPLDsgn_Large explosion with debris falling 2_GFXS_CT.wav	0:06	48kHz 24-bit	EXPLOSIONS	DESIGNED
EXPLDsgn_Large explosion with debris falling_GFXS_CT.wav	0:04	48kHz 24-bit	EXPLOSIONS	DESIGNED
EXPLDsgn_Powerful explosion shockwave 2_GFXS_CT.wav	0:03	48kHz 24-bit	EXPLOSIONS	DESIGNED
EXPLDsgn_Powerful explosion shockwave 3_GFXS_CT.wav	0:03	48kHz 24-bit	EXPLOSIONS	DESIGNED
EXPLDsgn_Powerful explosion shockwave_GFXS_CT.wav	0:03	48kHz 24-bit	EXPLOSIONS	DESIGNED
UIGlitch_Glitch accent 2_GFXS_CinematicTrailers.wav	0:01	48kHz 24-bit	USER INTERFACE	GLITCH
UIGlitch_Glitch accent 3_GFXS_CinematicTrailers.wav	0:01	48kHz 24-bit	USER INTERFACE	GLITCH
UIGlitch_Glitch accent 4_GFXS_CinematicTrailers.wav	0:01	48kHz 24-bit	USER INTERFACE	GLITCH
UIGlitch_Glitch accent_GFXS_CinematicTrailers.wav	0:01	48kHz 24-bit	USER INTERFACE	GLITCH
UIGlitch_Glitch text intro_GFXS_CinematicTrailers.wav	0:02	48kHz 24-bit	USER INTERFACE	GLITCH
UIGlitch_Modulated digital glitch_GFXS_CinematicTrailers.wav	0:01	48kHz 24-bit	USER INTERFACE	GLITCH
UIGlitch_Sci fi glitch 2_GFXS_CinematicTrailers.wav	0:01	48kHz 24-bit	USER INTERFACE	GLITCH
UIGlitch_Sci fi glitch_GFXS_CinematicTrailers.wav	0:01	48kHz 24-bit	USER INTERFACE	GLITCH
UIGlitch_Soft electronic glitch 2_GFXS_CinematicTrailers.wav	0:01	48kHz 24-bit	USER INTERFACE	GLITCH
UIGlitch_Soft electronic glitch_GFXS_CinematicTrailers.wav	0:01	48kHz 24-bit	USER INTERFACE	GLITCH