

GFX SOUNDS STUDIOS

FOLEY FX

SOUND TRACKLIST

BRING YOUR EVERYDAY SCENES TO LIFE

CINEMATIC FOLEY • EVERYDAY MOTION • PRODUCTION-READY SFX



| TITLE                                                         | DURATION | FORMAT       | UCS CATEGORY | UCS SUBCATEGORY |
|---------------------------------------------------------------|----------|--------------|--------------|-----------------|
| DOORMetl_Door unlocking with keys jingling_GFX_FFX.wav        | 0:01     | 48kHz 24-bit | DOORS        | METAL           |
| DOORMetl_Metal door closing, soft impact_GFX_FFX.wav          | 0:01     | 48kHz 24-bit | DOORS        | METAL           |
| DOORMetl_Metal door slamming shut_GFX_FFX.wav                 | 0:01     | 48kHz 24-bit | DOORS        | METAL           |
| DOORMetl_Metal door, unlocking, opening_GFX_FFX.wav           | 0:01     | 48kHz 24-bit | DOORS        | METAL           |
| DOORMetl_Metal sliding door, opening or closing_GFX_FFX.wav   | 0:01     | 48kHz 24-bit | DOORS        | METAL           |
| DOORWood_Door, slow squeaking, opening or closing_GFX_FFX.wav | 0:02     | 48kHz 24-bit | DOORS        | WOOD            |
| DOORWood_Home wooden door closing_GFX_FFX.wav                 | 0:01     | 48kHz 24-bit | DOORS        | WOOD            |
| DOORWood_Home wooden door opening_GFX_FFX.wav                 | 0:01     | 48kHz 24-bit | DOORS        | WOOD            |
| DOORWood_Knocking a door hard_GFX_FFX.wav                     | 0:01     | 48kHz 24-bit | DOORS        | WOOD            |
| DOORWood_Knocking on door, soft, multiple_GFX_FFX.wav         | 0:01     | 48kHz 24-bit | DOORS        | WOOD            |
| DOORWood_Wooden door slamming_GFX_FFX.wav                     | 0:01     | 48kHz 24-bit | DOORS        | WOOD            |
| FEETHmn_Footsteps, running on dirt_GFX_FFX.wav                | 0:01     | 48kHz 24-bit | FOOTSTEPS    | HUMAN           |
| FEETHmn_Footsteps, running on dry leaves_GFX_FFX.wav          | 0:02     | 48kHz 24-bit | FOOTSTEPS    | HUMAN           |
| FEETHmn_Footsteps, running on gravel_GFX_FFX.wav              | 0:08     | 48kHz 24-bit | FOOTSTEPS    | HUMAN           |
| FEETHmn_Footsteps, running on wet mud_GFX_FFX.wav             | 0:05     | 48kHz 24-bit | FOOTSTEPS    | HUMAN           |
| FEETHmn_Footsteps, walking and falling on dirt_GFX_FFX.wav    | 0:06     | 48kHz 24-bit | FOOTSTEPS    | HUMAN           |
| FEETHmn_Footsteps, walking on gravel_GFX_FFX.wav              | 0:05     | 48kHz 24-bit | FOOTSTEPS    | HUMAN           |



| TITLE                                                             | DURATION | FORMAT       | UCS CATEGORY | UCS SUBCATEGORY |
|-------------------------------------------------------------------|----------|--------------|--------------|-----------------|
| FEETHmn_Footsteps, walking on wood in casual shoes 2_GFX_FFX.wav  | 0:04     | 48kHz 24-bit | FOOTSTEPS    | HUMAN           |
| FEETHmn_Footsteps, walking on wood in casual shoes_GFX_FFX.wav    | 0:02     | 48kHz 24-bit | FOOTSTEPS    | HUMAN           |
| FEETHmn_Footsteps, walking on wood in dress shoes 2_GFX_FFX.wav   | 0:04     | 48kHz 24-bit | FOOTSTEPS    | HUMAN           |
| FEETHmn_Footsteps, walking on wood in dress shoes 3_GFX_FFX.wav   | 0:11     | 48kHz 24-bit | FOOTSTEPS    | HUMAN           |
| FEETHmn_Footsteps, walking on wood in dress shoes_GFX_FFX.wav     | 0:04     | 48kHz 24-bit | FOOTSTEPS    | HUMAN           |
| FEETHmn_Single footstep in a puddle_GFX_FFX.wav                   | 0:01     | 48kHz 24-bit | FOOTSTEPS    | HUMAN           |
| FEETHmn_Single footstep on a hardwood floor, high_GFX_FFX.wav     | 0:01     | 48kHz 24-bit | FOOTSTEPS    | HUMAN           |
| FEETHmn_Single footstep on dirt and leaves_GFX_FFX.wav            | 0:01     | 48kHz 24-bit | FOOTSTEPS    | HUMAN           |
| FEETHmn_Single footstep on gravel_GFX_FFX.wav                     | 0:01     | 48kHz 24-bit | FOOTSTEPS    | HUMAN           |
| FEETHmn_Single footstep on leaves_GFX_FFX.wav                     | 0:01     | 48kHz 24-bit | FOOTSTEPS    | HUMAN           |
| FEETHmn_Woman in high heels walking on wooden floor 2_GFX_FFX.wav | 0:06     | 48kHz 24-bit | FOOTSTEPS    | HUMAN           |
| FEETHmn_Woman in high heels walking on wooden floor_GFX_FFX.wav   | 0:05     | 48kHz 24-bit | FOOTSTEPS    | HUMAN           |
| FGHTBf_Human body fall on carpet wood floor_GFX_FFX.wav           | 0:01     | 48kHz 24-bit | FIGHT        | BODYFALL        |
| FGHTBf_Human body fall on concrete 2_GFX_FFX.wav                  | 0:01     | 48kHz 24-bit | FIGHT        | BODYFALL        |
| FGHTBf_Human body fall on concrete_GFX_FFX.wav                    | 0:01     | 48kHz 24-bit | FIGHT        | BODYFALL        |
| FGHTBf_Human body fall on dirt grass 2_GFX_FFX.wav                | 0:01     | 48kHz 24-bit | FIGHT        | BODYFALL        |
| FGHTBf_Human body fall on dirt grass_GFX_FFX.wav                  | 0:01     | 48kHz 24-bit | FIGHT        | BODYFALL        |
| FGHTImpt_Body impact, baseball bat_GFX_FFX.wav                    | 0:01     | 48kHz 24-bit | FIGHT        | IMPACT          |
| FGHTImpt_Body Impact, head hit 2_GFX_FFX.wav                      | 0:01     | 48kHz 24-bit | FIGHT        | IMPACT          |
| FGHTImpt_Body Impact, head hit_GFX_FFX.wav                        | 0:01     | 48kHz 24-bit | FIGHT        | IMPACT          |
| FGHTImpt_Body slam against surface 2_GFX_FFX.wav                  | 0:01     | 48kHz 24-bit | FIGHT        | IMPACT          |
| FGHTImpt_Body slam against surface 3_GFX_FFX.wav                  | 0:01     | 48kHz 24-bit | FIGHT        | IMPACT          |
| FGHTImpt_Body slam against surface_GFX_FFX.wav                    | 0:01     | 48kHz 24-bit | FIGHT        | IMPACT          |
| FGHTImpt_Heavy body hit 2_GFX_FFX.wav                             | 0:01     | 48kHz 24-bit | FIGHT        | IMPACT          |
| FGHTImpt_Heavy body hit_GFX_FFX.wav                               | 0:01     | 48kHz 24-bit | FIGHT        | IMPACT          |
| FGHTImpt_Human body slam against wood door_GFX_FFX.wav            | 0:01     | 48kHz 24-bit | FIGHT        | IMPACT          |
| FOLYCith_Bag, polyester, zipping open, fast_GFX_FFX.wav           | 0:01     | 48kHz 24-bit | FOLEY        | CLOTH           |
| FOLYCith_Bag, polyester, zipping open, slow_GFX_FFX.wav           | 0:01     | 48kHz 24-bit | FOLEY        | CLOTH           |
| FOLYCith_Baggy pants, zipper opening or closing_GFX_FFX.wav       | 0:01     | 48kHz 24-bit | FOLEY        | CLOTH           |
| FOLYCith_Boot drop on solid surface, carpet 2_GFX_FFX.wav         | 0:01     | 48kHz 24-bit | FOLEY        | CLOTH           |
| FOLYCith_Boot drop on solid surface, carpet_GFX_FFX.wav           | 0:01     | 48kHz 24-bit | FOLEY        | CLOTH           |
| FOLYCith_Clothes dropped on the floor 2_GFX_FFX.wav               | 0:01     | 48kHz 24-bit | FOLEY        | CLOTH           |
| FOLYCith_Clothes dropped on the floor 3_GFX_FFX.wav               | 0:01     | 48kHz 24-bit | FOLEY        | CLOTH           |



| TITLE                                                              | DURATION | FORMAT       | UCS CATEGORY | UCS SUBCATEGORY |
|--------------------------------------------------------------------|----------|--------------|--------------|-----------------|
| FOLYCltH_Clothes dropped on the floor_GFX_FFX.wav                  | 0:01     | 48kHz 24-bit | FOLEY        | CLOTH           |
| FOLYCltH_Clothes, jacket, running movements 2_GFX_FFX.wav          | 0:03     | 48kHz 24-bit | FOLEY        | CLOTH           |
| FOLYCltH_Clothes, jacket, running movements_GFX_FFX.wav            | 0:03     | 48kHz 24-bit | FOLEY        | CLOTH           |
| FOLYCltH_Clothes, pants, fast walking movements 2_GFX_FFX.wav      | 0:08     | 48kHz 24-bit | FOLEY        | CLOTH           |
| FOLYCltH_Clothes, pants, fast walking movements_GFX_FFX.wav        | 0:04     | 48kHz 24-bit | FOLEY        | CLOTH           |
| FOLYCltH_Wear a metal belt 2_GFX_FFX.wav                           | 0:02     | 48kHz 24-bit | FOLEY        | CLOTH           |
| FOLYCltH_Wear a metal belt 3_GFX_FFX.wav                           | 0:01     | 48kHz 24-bit | FOLEY        | CLOTH           |
| FOLYCltH_Wear a metal belt_GFX_FFX.wav                             | 0:01     | 48kHz 24-bit | FOLEY        | CLOTH           |
| FOODIngr_Cabbage squeak 2_GFX_FFX.wav                              | 0:04     | 48kHz 24-bit | FOOD & DRINK | INGREDIENTS     |
| FOODIngr_Cabbage squeak_GFX_FFX.wav                                | 0:01     | 48kHz 24-bit | FOOD & DRINK | INGREDIENTS     |
| GLASBrk_Broken glass impact, hard hit 2_GFX_FFX.wav                | 0:02     | 48kHz 24-bit | GLASS        | BREAK           |
| GLASBrk_Broken glass impact, hard hit 3_GFX_FFX.wav                | 0:01     | 48kHz 24-bit | GLASS        | BREAK           |
| GLASBrk_Broken glass impact, hard hit 4_GFX_FFX.wav                | 0:01     | 48kHz 24-bit | GLASS        | BREAK           |
| GLASBrk_Broken glass impact, hard hit_GFX_FFX.wav                  | 0:01     | 48kHz 24-bit | GLASS        | BREAK           |
| GLASBrk_Glass breaking small 2_GFX_FFX.wav                         | 0:01     | 48kHz 24-bit | GLASS        | BREAK           |
| GLASBrk_Glass breaking small 3_GFX_FFX.wav                         | 0:01     | 48kHz 24-bit | GLASS        | BREAK           |
| GLASBrk_Glass breaking, small_GFX_FFX.wav                          | 0:01     | 48kHz 24-bit | GLASS        | BREAK           |
| GLASBrk_Glass jar smash into plastic bin_GFX_FFX.wav               | 0:01     | 48kHz 24-bit | GLASS        | BREAK           |
| GLASBrk_Pieces of broken glass drop down onto ground 2_GFX_FFX.wav | 0:01     | 48kHz 24-bit | GLASS        | BREAK           |
| GLASBrk_Pieces of broken glass drop down onto ground_GFX_FFX.wav   | 0:01     | 48kHz 24-bit | GLASS        | BREAK           |
| GOREBone_Arm or leg bone breaking 2_GFX_FFX.wav                    | 0:01     | 48kHz 24-bit | GORE         | BONE            |
| GOREBone_Arm or leg bone breaking_GFX_FFX.wav                      | 0:01     | 48kHz 24-bit | GORE         | BONE            |
| GOREBone_Body part or joint breaking 2_GFX_FFX.wav                 | 0:01     | 48kHz 24-bit | GORE         | BONE            |
| GOREBone_Body part or joint breaking_GFX_FFX.wav                   | 0:01     | 48kHz 24-bit | GORE         | BONE            |
| GOREBone_Heavy body impact, bone cracking 2_GFX_FFX.wav            | 0:01     | 48kHz 24-bit | GORE         | BONE            |
| GOREBone_Heavy body impact, bone cracking_GFX_FFX.wav              | 0:01     | 48kHz 24-bit | GORE         | BONE            |
| MECHLock_Heavy chain, padlock rattle, metal gate_GFX_FFX.wav       | 0:01     | 48kHz 24-bit | MECHANICAL   | LOCK            |
| MECHLock_Metal padlock set down on surface 2_GFX_FFX.wav           | 0:01     | 48kHz 24-bit | MECHANICAL   | LOCK            |
| MECHLock_Metal padlock set down on surface_GFX_FFX.wav             | 0:01     | 48kHz 24-bit | MECHANICAL   | LOCK            |
| MECHLock_Steel padlock, medium lock, opening 2_GFX_FFX.wav         | 0:01     | 48kHz 24-bit | MECHANICAL   | LOCK            |
| MECHLock_Steel padlock, medium lock, opening_GFX_FFX.wav           | 0:01     | 48kHz 24-bit | MECHANICAL   | LOCK            |
| METLFric_Heavy metal object scrapes on hard ground 2_GFX_FFX.wav   | 0:01     | 48kHz 24-bit | METAL        | FRICTION        |
| METLFric_Heavy metal object scrapes on hard ground_GFX_FFX.wav     | 0:01     | 48kHz 24-bit | METAL        | FRICTION        |



| TITLE                                                       | DURATION | FORMAT       | UCS CATEGORY | UCS SUBCATEGORY |
|-------------------------------------------------------------|----------|--------------|--------------|-----------------|
| METLFric_Metal beer keg, drag and scrape 2_GFX_FFX.wav      | 0:01     | 48kHz 24-bit | METAL        | FRICTION        |
| METLFric_Metal beer keg, drag and scrape_GFX_FFX.wav        | 0:01     | 48kHz 24-bit | METAL        | FRICTION        |
| METLFric_Metal squeaking from movement 2_GFX_FFX.wav        | 0:01     | 48kHz 24-bit | METAL        | FRICTION        |
| METLFric_Metal squeaking from movement 3_GFX_FFX.wav        | 0:02     | 48kHz 24-bit | METAL        | FRICTION        |
| METLFric_Metal squeaking from movement 4_GFX_FFX.wav        | 0:04     | 48kHz 24-bit | METAL        | FRICTION        |
| METLFric_Metal squeaking from movement_GFX_FFX.wav          | 0:02     | 48kHz 24-bit | METAL        | FRICTION        |
| METLImpt_Metal hit and ringing 2_GFX_FFX.wav                | 0:01     | 48kHz 24-bit | METAL        | IMPACT          |
| METLImpt_Metal hit and ringing_GFX_FFX.wav                  | 0:01     | 48kHz 24-bit | METAL        | IMPACT          |
| METLImpt_Metal hit, hard impact 2_GFX_FFX.wav               | 0:06     | 48kHz 24-bit | METAL        | IMPACT          |
| METLImpt_Metal hit, hard impact_GFX_FFX.wav                 | 0:03     | 48kHz 24-bit | METAL        | IMPACT          |
| METLImpt_Metal hit, impact, hollow_GFX_FFX.wav              | 0:01     | 48kHz 24-bit | METAL        | IMPACT          |
| METLImpt_Metal hit, impact, sharp knock_GFX_FFX.wav         | 0:01     | 48kHz 24-bit | METAL        | IMPACT          |
| METLImpt_Metal object falling on hard ground 2_GFX_FFX.wav  | 0:01     | 48kHz 24-bit | METAL        | IMPACT          |
| METLImpt_Metal object falling on hard ground_GFX_FFX.wav    | 0:01     | 48kHz 24-bit | METAL        | IMPACT          |
| METLImpt_Various metal items drop_GFX_FFX.wav               | 0:01     | 48kHz 24-bit | METAL        | IMPACT          |
| OBJBook_Book, flicking through pages 2_GFX_FFX.wav          | 0:02     | 48kHz 24-bit | OBJECTS      | BOOK            |
| OBJBook_Book, flicking through pages_GFX_FFX.wav            | 0:01     | 48kHz 24-bit | OBJECTS      | BOOK            |
| OBJBook_Hardcover book set down 2_GFX_FFX.wav               | 0:01     | 48kHz 24-bit | OBJECTS      | BOOK            |
| OBJBook_Hardcover book set down_GFX_FFX.wav                 | 0:01     | 48kHz 24-bit | OBJECTS      | BOOK            |
| OBJBook_Large book, manual, page turn 2_GFX_FFX.wav         | 0:01     | 48kHz 24-bit | OBJECTS      | BOOK            |
| OBJBook_Large book, manual, page turn_GFX_FFX.wav           | 0:01     | 48kHz 24-bit | OBJECTS      | BOOK            |
| OBJBook_Library, put a book back on the shelf 2_GFX_FFX.wav | 0:01     | 48kHz 24-bit | OBJECTS      | BOOK            |
| OBJBook_Library, put a book back on the shelf_GFX_FFX.wav   | 0:01     | 48kHz 24-bit | OBJECTS      | BOOK            |
| OBJBook_Magazine page, single flip 2_GFX_FFX.wav            | 0:01     | 48kHz 24-bit | OBJECTS      | BOOK            |
| OBJBook_Magazine page, single flip_GFX_FFX.wav              | 0:01     | 48kHz 24-bit | OBJECTS      | BOOK            |
| OBJBook_Personal diary page turn 2_GFX_FFX.wav              | 0:01     | 48kHz 24-bit | OBJECTS      | BOOK            |
| OBJBook_Personal diary page turn_GFX_FFX.wav                | 0:01     | 48kHz 24-bit | OBJECTS      | BOOK            |
| OBJBook_Softcover book page turn 2_GFX_FFX.wav              | 0:01     | 48kHz 24-bit | OBJECTS      | BOOK            |
| OBJBook_Softcover book page turn_GFX_FFX.wav                | 0:01     | 48kHz 24-bit | OBJECTS      | BOOK            |
| OBJBook_Turning hardcover book pages 2_GFX_FFX.wav          | 0:08     | 48kHz 24-bit | OBJECTS      | BOOK            |
| OBJBook_Turning hardcover book pages_GFX_FFX.wav            | 0:08     | 48kHz 24-bit | OBJECTS      | BOOK            |
| OBJCoin_Coin picking up from a wooden table_GFX_FFX.wav     | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Coin spinning on wooden floor_GFX_FFX.wav           | 0:04     | 48kHz 24-bit | OBJECTS      | COIN            |



| TITLE                                                        | DURATION | FORMAT       | UCS CATEGORY | UCS SUBCATEGORY |
|--------------------------------------------------------------|----------|--------------|--------------|-----------------|
| OBJCoin_Dropping a coin into a piggy bank 2_GFX_FFX.wav      | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Dropping a coin into a piggy bank_GFX_FFX.wav        | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Four small coins drop on solid surface 2_GFX_FFX.wav | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Four small coins drop on solid surface_GFX_FFX.wav   | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Handling coins, quarters 2_GFX_FFX.wav               | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Handling coins, quarters_GFX_FFX.wav                 | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Single coin dropping on solid surface 2_GFX_FFX.wav  | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Single coin dropping on solid surface 3_GFX_FFX.wav  | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJCoin_Single coin dropping on solid surface_GFX_FFX.wav    | 0:01     | 48kHz 24-bit | OBJECTS      | COIN            |
| OBJKey_Bunch of keys, handling and jingling 2_GFX_FFX.wav    | 0:01     | 48kHz 24-bit | OBJECTS      | KEYS            |
| OBJKey_Bunch of keys, handling and jingling 3_GFX_FFX.wav    | 0:01     | 48kHz 24-bit | OBJECTS      | KEYS            |
| OBJKey_Bunch of keys, handling and jingling_GFX_FFX.wav      | 0:02     | 48kHz 24-bit | OBJECTS      | KEYS            |
| OBJKey_Insert a key into a padlock 2_GFX_FFX.wav             | 0:01     | 48kHz 24-bit | OBJECTS      | KEYS            |
| OBJKey_Insert a key into a padlock_GFX_FFX.wav               | 0:01     | 48kHz 24-bit | OBJECTS      | KEYS            |
| OBJKey_Keys pick up from drawer_GFX_FFX.wav                  | 0:01     | 48kHz 24-bit | OBJECTS      | KEYS            |
| OBJKey_Keys pick up from table_GFX_FFX.wav                   | 0:01     | 48kHz 24-bit | OBJECTS      | KEYS            |
| OBJKey_Keys put in lock and opening_GFX_FFX.wav              | 0:01     | 48kHz 24-bit | OBJECTS      | KEYS            |
| OBJMisc_American dollars, banknotes handling 2_GFX_FFX.wav   | 0:04     | 48kHz 24-bit | OBJECTS      | MISC            |
| OBJMisc_American dollars, banknotes handling_GFX_FFX.wav     | 0:02     | 48kHz 24-bit | OBJECTS      | MISC            |
| OBJMisc_Banknotes count out into hand 2_GFX_FFX.wav          | 0:01     | 48kHz 24-bit | OBJECTS      | MISC            |
| OBJMisc_Banknotes count out into hand_GFX_FFX.wav            | 0:01     | 48kHz 24-bit | OBJECTS      | MISC            |
| OBJMisc_Cash, banknote counter machine_GFX_FFX.wav           | 0:03     | 48kHz 24-bit | OBJECTS      | MISC            |
| PAPRHndl_Hand crushing a paper bag 2_GFX_FFX.wav             | 0:01     | 48kHz 24-bit | PAPER        | HANDLE          |
| PAPRHndl_Hand crushing a paper bag_GFX_FFX.wav               | 0:01     | 48kHz 24-bit | PAPER        | HANDLE          |
| PAPRHndl_Paper rustling 2_GFX_FFX.wav                        | 0:05     | 48kHz 24-bit | PAPER        | HANDLE          |
| PAPRHndl_Paper rustling_GFX_FFX.wav                          | 0:04     | 48kHz 24-bit | PAPER        | HANDLE          |
| PAPRHndl_Sheet of paper crumpled 2_GFX_FFX.wav               | 0:03     | 48kHz 24-bit | PAPER        | HANDLE          |
| PAPRHndl_Sheet of paper crumpled_GFX_FFX.wav                 | 0:01     | 48kHz 24-bit | PAPER        | HANDLE          |
| PAPRRip_Blunt scissors cut thick paper 2_GFX_FFX.wav         | 0:03     | 48kHz 24-bit | PAPER        | RIP             |
| PAPRRip_Blunt scissors cut thick paper_GFX_FFX.wav           | 0:02     | 48kHz 24-bit | PAPER        | RIP             |
| PAPRRip_Bond paper tearing 2_GFX_FFX.wav                     | 0:01     | 48kHz 24-bit | PAPER        | RIP             |
| PAPRRip_Bond paper tearing 3_GFX_FFX.wav                     | 0:01     | 48kHz 24-bit | PAPER        | RIP             |
| PAPRRip_Bond paper tearing_GFX_FFX.wav                       | 0:01     | 48kHz 24-bit | PAPER        | RIP             |



| TITLE                                                   | DURATION | FORMAT       | UCS CATEGORY | UCS SUBCATEGORY |
|---------------------------------------------------------|----------|--------------|--------------|-----------------|
| PAPRRip_Paper ripping, quick 2_GFX_FFX.wav              | 0:01     | 48kHz 24-bit | PAPER        | RIP             |
| PAPRRip_Paper ripping, quick_GFX_FFX.wav                | 0:01     | 48kHz 24-bit | PAPER        | RIP             |
| PAPRRip_Scissors cutting paper 2_GFX_FFX.wav            | 0:02     | 48kHz 24-bit | PAPER        | RIP             |
| PAPRRip_Scissors cutting paper_GFX_FFX.wav              | 0:02     | 48kHz 24-bit | PAPER        | RIP             |
| PLASFric_Plastic crush 2_GFX_FFX.wav                    | 0:01     | 48kHz 24-bit | PLASTIC      | FRICTION        |
| PLASFric_Plastic crush 3_GFX_FFX.wav                    | 0:01     | 48kHz 24-bit | PLASTIC      | FRICTION        |
| PLASFric_Plastic crush 4_GFX_FFX.wav                    | 0:02     | 48kHz 24-bit | PLASTIC      | FRICTION        |
| PLASFric_Plastic crush 5_GFX_FFX.wav                    | 0:06     | 48kHz 24-bit | PLASTIC      | FRICTION        |
| PLASFric_Plastic crush 6_GFX_FFX.wav                    | 0:02     | 48kHz 24-bit | PLASTIC      | FRICTION        |
| PLASFric_Plastic crush_GFX_FFX.wav                      | 0:01     | 48kHz 24-bit | PLASTIC      | FRICTION        |
| SWSH_Fast swish, whip, bamboo stick 2_GFX_FFX.wav       | 0:01     | 48kHz 24-bit | SWOOSHES     | SWISH           |
| SWSH_Fast swish, whip, bamboo stick 3_GFX_FFX.wav       | 0:01     | 48kHz 24-bit | SWOOSHES     | SWISH           |
| SWSH_Fast swish, whip, bamboo stick_GFX_FFX.wav         | 0:01     | 48kHz 24-bit | SWOOSHES     | SWISH           |
| SWSH_Rope swish, fast whipping 2_GFX_FFX.wav            | 0:01     | 48kHz 24-bit | SWOOSHES     | SWISH           |
| SWSH_Rope swish, fast whipping 3_GFX_FFX.wav            | 0:01     | 48kHz 24-bit | SWOOSHES     | SWISH           |
| SWSH_Rope swish, fast whipping_GFX_FFX.wav              | 0:01     | 48kHz 24-bit | SWOOSHES     | SWISH           |
| SWSH_Single whip, wooden stick 2_GFX_FFX.wav            | 0:03     | 48kHz 24-bit | SWOOSHES     | SWISH           |
| SWSH_Single whip, wooden stick_GFX_FFX.wav              | 0:01     | 48kHz 24-bit | SWOOSHES     | SWISH           |
| SWSH_Whip swish, quick 2_GFX_FFX.wav                    | 0:01     | 48kHz 24-bit | SWOOSHES     | SWISH           |
| SWSH_Whip swish, quick_GFX_FFX.wav                      | 0:01     | 48kHz 24-bit | SWOOSHES     | SWISH           |
| VEHCar_Squeaky wheels 2_GFX_FFX.wav                     | 0:01     | 48kHz 24-bit | VEHICLES     | CAR             |
| VEHCar_Squeaky wheels_GFX_FFX.wav                       | 0:01     | 48kHz 24-bit | VEHICLES     | CAR             |
| WHSH_Fast whoosh, metal crowbar 2_GFX_FFX.wav           | 0:01     | 48kHz 24-bit | SWOOSHES     | WHOOSH          |
| WHSH_Fast whoosh, metal crowbar 3_GFX_FFX.wav           | 0:01     | 48kHz 24-bit | SWOOSHES     | WHOOSH          |
| WHSH_Fast whoosh, metal crowbar_GFX_FFX.wav             | 0:01     | 48kHz 24-bit | SWOOSHES     | WHOOSH          |
| WNDWKnck_Knocking hard on glass window pane_GFX_FFX.wav | 0:01     | 48kHz 24-bit | WINDOWS      | KNOCK           |
| WNDWKnck_Knocking on window pane 2_GFX_FFX.wav          | 0:01     | 48kHz 24-bit | WINDOWS      | KNOCK           |
| WNDWKnck_Knocking on window pane_GFX_FFX.wav            | 0:01     | 48kHz 24-bit | WINDOWS      | KNOCK           |
| WNDWMetl_Big sliding window closing_GFX_FFX.wav         | 0:02     | 48kHz 24-bit | WINDOWS      | METAL           |
| WNDWMetl_Big sliding window opening_GFX_FFX.wav         | 0:01     | 48kHz 24-bit | WINDOWS      | METAL           |
| WNDWMetl_Sliding metal window_GFX_FFX.wav               | 0:01     | 48kHz 24-bit | WINDOWS      | METAL           |
| WNDWMetl_Window pane shaking in frame 2_GFX_FFX.wav     | 0:01     | 48kHz 24-bit | WINDOWS      | METAL           |
| WNDWMetl_Window pane shaking in frame_GFX_FFX.wav       | 0:01     | 48kHz 24-bit | WINDOWS      | METAL           |



| TITLE                                                                   | DURATION | FORMAT       | UCS CATEGORY | UCS SUBCATEGORY |
|-------------------------------------------------------------------------|----------|--------------|--------------|-----------------|
| WNDWMisc_Glass window, cleaning 2_GFX_FFX.wav                           | 0:01     | 48kHz 24-bit | WINDOWS      | MISC            |
| WNDWMisc_Glass window, cleaning_GFX_FFX.wav                             | 0:01     | 48kHz 24-bit | WINDOWS      | MISC            |
| WNDWMisc_Window being hit by random object 2_GFX_FFX.wav                | 0:01     | 48kHz 24-bit | WINDOWS      | MISC            |
| WNDWMisc_Window being hit by random object_GFX_FFX.wav                  | 0:01     | 48kHz 24-bit | WINDOWS      | MISC            |
| WOODFric_Door squeaking 2_GFX_FFX.wav                                   | 0:03     | 48kHz 24-bit | WOOD         | FRICTION        |
| WOODFric_Door squeaking 3_GFX_FFX.wav                                   | 0:02     | 48kHz 24-bit | WOOD         | FRICTION        |
| WOODFric_Door squeaking 4_GFX_FFX.wav                                   | 0:01     | 48kHz 24-bit | WOOD         | FRICTION        |
| WOODFric_Door squeaking 5_GFX_FFX.wav                                   | 0:01     | 48kHz 24-bit | WOOD         | FRICTION        |
| WOODFric_Door squeaking_GFX_FFX.wav                                     | 0:02     | 48kHz 24-bit | WOOD         | FRICTION        |
| WOODFric_Shoes squeak on wooden floor 2_GFX_FFX.wav                     | 0:01     | 48kHz 24-bit | WOOD         | FRICTION        |
| WOODFric_Shoes squeak on wooden floor 3_GFX_FFX.wav                     | 0:01     | 48kHz 24-bit | WOOD         | FRICTION        |
| WOODFric_Shoes squeak on wooden floor_GFX_FFX.wav                       | 0:01     | 48kHz 24-bit | WOOD         | FRICTION        |
| WOODFric_Squeaking wood, opening of a box 2_GFX_FFX.wav                 | 0:01     | 48kHz 24-bit | WOOD         | FRICTION        |
| WOODFric_Squeaking wood, opening of a box_GFX_FFX.wav                   | 0:01     | 48kHz 24-bit | WOOD         | FRICTION        |
| WOODImpt_Ball Peen hammer hitting wood surface_GFX_FFX.wav              | 0:02     | 48kHz 24-bit | WOOD         | IMPACT          |
| WOODImpt_Wood panel, impact 2_GFX_FFX.wav                               | 0:01     | 48kHz 24-bit | WOOD         | IMPACT          |
| WOODImpt_Wood panel, impact_GFX_FFX.wav                                 | 0:01     | 48kHz 24-bit | WOOD         | IMPACT          |
| WOODImpt_Wooden shelf, multiple small impacts 2_GFX_FFX.wav             | 0:07     | 48kHz 24-bit | WOOD         | IMPACT          |
| WOODImpt_Wooden shelf, multiple small impacts_GFX_FFX.wav               | 0:02     | 48kHz 24-bit | WOOD         | IMPACT          |
| WOODMisc_Small wooden blocks set down 2_GFX_FFX.wav                     | 0:01     | 48kHz 24-bit | WOOD         | MISC            |
| WOODMisc_Small wooden blocks set down 3_GFX_FFX.wav                     | 0:01     | 48kHz 24-bit | WOOD         | MISC            |
| WOODMisc_Small wooden blocks set down_GFX_FFX.wav                       | 0:01     | 48kHz 24-bit | WOOD         | MISC            |
| WOODMvmt_Heavy wooden object, putting down on the ground_GFX_FFX.wav    | 0:01     | 48kHz 24-bit | WOOD         | MOVEMENT        |
| WOODMvmt_Heavy wooden object, putting down on the grouund 2_GFX_FFX.wav | 0:01     | 48kHz 24-bit | WOOD         | MOVEMENT        |
| WOODMvmt_Moving wooden heavy object 2_GFX_FFX.wav                       | 0:02     | 48kHz 24-bit | WOOD         | MOVEMENT        |
| WOODMvmt_Moving wooden heavy object 3_GFX_FFX.wav                       | 0:01     | 48kHz 24-bit | WOOD         | MOVEMENT        |
| WOODMvmt_Moving wooden heavy object_GFX_FFX.wav                         | 0:01     | 48kHz 24-bit | WOOD         | MOVEMENT        |
| WOODMvmt_Squeaky bed, constant movement_GFX_FFX.wav                     | 0:07     | 48kHz 24-bit | WOOD         | MOVEMENT        |
| WOODMvmt_Squeaky bed, wood, movement 2_GFX_FFX.wav                      | 0:02     | 48kHz 24-bit | WOOD         | MOVEMENT        |
| WOODMvmt_Squeaky bed, wood, movement_GFX_FFX.wav                        | 0:01     | 48kHz 24-bit | WOOD         | MOVEMENT        |