Modern Day SFX - file list

Sound designer / recordist Joel Steudler

air_pump_01

air_pump_02

air_pump_03

air_pump_LOOP

bag_chips_rustle_01

bag_chips_rustle_02

bag_paper_rustle_01

bag_paper_rustle_02

bag_plastic_rustle_01

bag_plastic_rustle_02

bag_plastic_rustle_03

bang fist on table 01

bang_fist_on_table_02

bang_fist_on_table_03

beep_01

beep_alarm_clock

bell_sleigh_01

bell_sleigh_02

bell_small_01

bell_small_02

bell_small_03

birds_LOOP_01

birds_LOOP_02

birds_LOOP_03

birds_LOOP_04

bird_call_01

bird_call_02

bird_single_01

bird_single_02

bird_single_03

blinds_raise_01

blinds_raise_02

book_close_01

book_close_02

book_close_03

book_open_01

book_open_02

book_page_turn_01

book_page_turn_02

box_cardboard_cut_open_01

box_cardboard_cut_open_02

box_cardboard_cut_open_03

box_cardboard_open_01

box_cardboard_open_02

box_cardboard_open_03

button_beep_01

button_beep_02

button_click_01

button_click_02

button_click_03

button_pop_01

button pop 02

button_switch_01

button_switch_02

buzz_fluorescent_light

camera_flash_powerup

camera_shutter_old_01

camera_shutter_old_02

camera_shutter_old_03

cap_medium_open

cap_screw_open

cap_small_open

cards deal x7

cards_deck_tap

cards_shuffle_01

cards shuffle 02

cards shuffle 03

cards_shuffle_bridge_01

cards_shuffle_bridge_02

cards_shuffle_bridge_03

card_single_flip_01

card_single_flip_02

card_single_flip_03

card_single_flip_04

chair_creak_01

chair_creak_02

chair creak 03

chair wheeled rolling 01

chair_wheeled_rolling_02

cicadas_LOOP_01

cicadas_LOOP_02

clothes_on_01

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clothes_pants_on_01
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clothes_pants_on_02

clothes_shirt_on_01

clothes_shirt_on_02

cloth rustle 01

cloth rustle 02

cloth_rustle_03

cloth_rustle_04

cloth_rustle_05

coins_jingle_01

coins_jingle_02

coins_jingle_03

coins jingle 04

coin_single_fall_01

coin_single_fall_02

computer_instant_message_alert_01

computer_instant_message_alert_02

computer_instant_message_alert_03

computer_OS_exit_01

computer_OS_exit_02

computer_OS_welcome_01

computer_OS_welcome_02

computer_OS_welcome_03

computer startup 01

computer_typing_01

computer_typing_02

computer_typing_03

cooking_frying_sizzle_LOOP

cooking_microwave

cooking_oven_burner_ignite

cooking_oven_door_close

cooking_pans_01

cooking_pans_02

cooking_pans_03

cooking_pans_04

cooking_pan_stirring_sauce_01

cooking_pan_stirring_sauce_02

cooking_pan_stirring_sauce_03

cooking_pan_stirring_sauce_LOOP

cooking_silverware_clanks_01

cooking_silverware_clanks_02

cooking_silverware_clanks_03

cooking_silverware_clanks_04

cooking_silverware_on_plate

cooking_spray_oil

cooking_spray_oil_S

cooking_toaster_springs

cooking_water_boiling_LOOP

curtains_open_01

curtains_open_02

dice_roll_01

dice_roll_02

dice_roll_03

dice_shake_01

dog_bark_01

dog_bark_02

dog_bark_small_01

dog_bark_small_02

dog_bark_small_03

dog_pant_01

dog_pant_02

dog_sniff

dog_snort

door_cabinet_01

door_cabinet_02

door_cabinet_03

door cabinet metal 01

door_cabinet_squeak_01

door_cabinet_squeak_02

door_close_01

door_close_02

door_close_03

door_close_04

door_creak_01

door_creak_02

door_creak_03

door_creak_04

door_hatch_01

door_knock_01

door_knock_02

door_lock_01

door_lock_02

door_lock_03

door_lock_04

door_metal_01

door_metal_02

door_open_01

door_open_02

door_sliding

drawer_close_01

drawer_close_02

drawer close 03

drawer_close_04

drawer_close_05

drawer_close_hard

drawer_metal

drawer_open_01

drawer_open_02

drawer_open_03

drawer_open_04

drawer_open_05

drawer_silverware_close

drawer_silverware_open

drawer_squeaky_handle

drawer_wooden

DVD_player_tray_close

DVD_player_tray_open

fan_LOOP_01

fan_on_off

filename.txt

fire_firepalce_LOOP_01

flamethrower_LOOP_01

flute_overblown

food cereal pour 01

food_cereal_pour_02

food_chewing_LOOP

food_chips_crunch_01

food_chips_crunch_02

food_chips_crunch_x3_01

food_chips_crunch_x3_02

food_egg_shell

food_icemaker_01

food_soda_open_01

food_soda_open_02

food soda open 03

footsteps_outdoor_boots

footsteps_outdoor_boots_on_wood

footsteps_shoes_fast_01

footsteps_shoes_on_wood_01

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footsteps_shoes_on_wood_02
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footsteps_snow_01

footsteps_snow_02

footsteps_soft_fast

footsteps_stair_ascent_creaky

footsteps_water_01

footsteps_water_02

glass_break_01

glass_break_02

glass_break_03

glass_break_04

glass_break_05

glass_ping

gong_01

gong_02

gong_03

helicopter_LOOP_01

jackhammer_01

jackhammer_02

jackhammer_03

keys_01

keys_02

keys_03

knife scrape 01

knife_scrape_02

knife_scrape_03

knife_scrape_04

lawnmower LOOP 01

lawnmower_LOOP_02

liquid_slosh_01

liquid_slosh_02

liquid_slosh_03

metal_clunk_01

metal_clunk_02

metal_hit_01

metal_hit_02

metal_hit_03

metal_hit_04

metal_hit_05

metal_hit_06

metal_rusty_squeak_01

metal_rusty_squeak_02

metal_rusty_squeak_03

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metal_rusty_squeak_04
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metal_rusty_squeak_05

metal_small_drop_01

metal_small_drop_02

motor_electric_small_01

motor electric small 02

motor_electric_small_03

motor_electric_small_04

motor electric small LOOP

motor_gasoline_powered_LOOP

motor_powerdown_long

motor_washing_machine_LOOP_01

motor_washing_machine_LOOP_02

motor_washing_machine_LOOP_03

paper_crumple_01

paper_crumple_02

paper_money_bills_flip_x7

paper_money_bill_flip

paper_page_turn_01

paper_page_turn_02

paper_page_turn_03

paper_page_turn_04

paper_shuffle_01

paper_shuffle_02

paper_tear_01

paper_tear_02

paper_tear_03

paper_tear_04

paper_tear_05

plastic_squeak_01

plastic_squeak_02

plastic_squeak_03

radio_static_01

radio_static_02

radio_static_03

radio_static_04

razor_01

razor_02

scissors_snips_x4

scissors_snips_x8

scissors_snip_01

scissors_snip_02

scrape_stone_01

- scrape_stone_02
- scrape_wood_01
- scrape_wood_02
- scrape_wood_03
- soap_hand_washing_01
- soap_hand_washing_02
- spray_aerosol_shake_01
- spray_aerosol_shake_02
- spray_aerosol_spray_01
- spray_aerosol_spray_02
- spray_aerosol_spray_03
- spray_cleanser_01
- spray_cleanser_02
- spray_cleanser_03
- spray_hand_pump_small
- spring_01
- spring_02
- squishy_thing_01
- squishy_thing_02
- squishy_thing_03
- squishy_thing_04
- squishy_thing_05
- squishy_thing_06
- squishy_thing_07
- squishy_thing_08
- squishy_thing_09
- squishy_thing_10
- stapler open
- stapler_staple_01
- stapler_staple_02
- stapler_staple_03
- tape_duct_pulloff_01
- tape_duct_pulloff_02
- tape_duct_pulloff_03
- tape_duct_pulloff_04
- tape_duct_pulloff_05
- tape_duct_rip_01
- tape_duct_rip_02
- tape_duct_rip_03
- tape_duct_rip_04
- tape_scotch_pulloff_01
- tape_scotch_pulloff_02
- tape_scotch_pull_rip

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tape_scotch_rip
telephone_cellular_ring_01
telephone_cellular_ring_02
telephone_cellular_vibrate
telephone_dial_tone_LOOP
telephone_number_disconnected_tone
telephone_out_of_service
telephone_ringing_01
telephone_ringing_02
telephone_ringing_03
thud_01
thud_02
thud_03
thud_04
thud_05
thud_06
thud_07
thud_08
thud_09
tissue_pulled_from_box
toilet_flush_01
toilet_flush_02
tool_drill
tool_drill_02
tool_hammer_01
tool_hammer_02
tool_hammer_03
tool_hammer_x7
tool_hedgeclipper
tool_jigsaw
tool_powersaw_01
tool_powersaw_02
tool_powersaw_LOOP
tool_saw_01
tool_saw_02
tool_saw_03
tool_saw_LOOP_01
tool_saw_LOOP_02
tool_staplegun
toothbrush_brushing_teeth_01
toothbrush_brushing_teeth_02
VCR_tape_eject
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VCR_tape_insert

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VCR_tape_out_of_sleeve
VCR tape rewind LOOP
vehicle_construction_backup_beep_LOOP
vehicle_door_lock_01
vehicle_door_open_01
vehicle door shut 01
vehicle_door_shut_02
vehicle_door_shut_03
vehicle_door_shut_04
vehicle_door_shut_05
vehicle_engine_idle_LOOP_01
vehicle_engine_idle_LOOP_02
vehicle_engine_rev_01
vehicle_ignition_01
vehicle_ignition_02
vehicle_tree_shredder
vehicle tree shredder LOOP
vehicle_turn_signal_01
vehicle_van_hatch_01
vehicle_van_hatch_02
vehicle_van_hatch_03
water_drain_01
water_drain_02
water drain 03
water_drain_LOOP
water_faucet_01
water faucet 02
water faucet 03
water_faucet_LOOP_01
water_faucet_LOOP_02
water faucet old leaky
water_faucet_quiet_01
water_glass_filling_up
water_glass_filling_up_02
water_glass_filling_up_03
water_movement_01
water_movement_02
water_poured_out_01
water poured out 02
water_shake
water_sink_filling
water_washing_machine_fill-up_LOOP
weather_rainfall
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wood_break_01

wood_break_02

wood_break_03

wood_break_drop_01

wood_break_drop_02

wood_break_drop_03

wood_break_drop_04

wood_break_drop_05

wood_break_drop_06

wood_creak_01

wood_creak_02

wood_creak_03

wood_snap_01

writing_inkpen_01

writing_pencil_01

writing_pencil_02

writing_pencil_03

writing_pencil_eraser_01

writing_pencil_eraser_02

writing_quill_pen_01

writing_quill_pen_02

zipper_01

zipper_02

zipper_03

zipper_04