Gregor Quendel - Cinematic Sound Effects - Free Selection - Metadata

Filename	Time	Format	Channels	Description
Gregor Quendel - Designed Atmospheres - Harmonic - 008 - IV.wav	2:33	96 24	2	sci-fi, cinematic, atmosphere, ambience, drone, pad, designed, radio, signal, noise, static, frequency, interference, harmonic
Gregor Quendel - Designed Atmospheres - Harmonic - 015.wav	0:50	96 24	2	sci-fi, cinematic, atmosphere, ambience, drone, pad, designed, radio, signal, noise, static, frequency, interference, harmonic
Gregor Quendel - Designed Atmospheres - Harmonic - 018.wav	1:06	96 24	2	sci-fi, cinematic, atmosphere, ambience, drone, pad, designed, radio, signal, noise, static, frequency, interference, harmonic
Gregor Quendel - Designed Atmospheres - Sub - 003 - III.wav	1:14	96 24	2	sci-fi, cinematic, atmosphere, ambience, drone, pad, designed, radio, signal, noise, static, frequency, interference, hum, sub
Gregor Quendel - Designed Atmospheres - Wind - 001 - II.wav	0:51	96 24	2	sci-fi, cinematic, atmosphere, ambience, drone, pad, designed, radio, signal, noise, static, frequency, interference, wind
Gregor Quendel - Designed Circuits - Ambience Burst 01.wav	0:07	96 24	2	Electric, electricity, electromagnetic, circuits, cinematic, designed, radio, signal, noise, static, sci-fi, buzz, hum, frequency, interference, power, swoosh, whoosh, ambience, dark, burst, hum
Gregor Quendel - Designed Circuits - Ambience Interference 03.wav	0:11	96 24	2	Electric, electricity, electromagnetic, circuits, cinematic, designed, radio, signal, noise, static, sci-fi, buzz, hum, frequency, interference, power, swoosh, whoosh, ambience, tonal
Gregor Quendel - Designed Circuits - Hum 06.wav	0:09	96 24	2	Electric, electricity, electromagnetic, circuits, cinematic, designed, radio, signal, noise, static, sci-fi, buzz, hum, frequency, interference, power, swoosh, whoosh, tonal pressure
Gregor Quendel - Designed Circuits - Interference 18.wav	0:13	96 24	2	Electric, electricity, electromagnetic, circuits, cinematic, designed, radio, signal, noise, static, sci-fi, buzz, hum, frequency, interference, power, swoosh, whoosh, drone, noise
Gregor Quendel - Designed Circuits - Sfx 24.wav	0:06	96 24	2	Electric, electricity, electromagnetic, circuits, cinematic, designed, radio, signal, noise, static, sci-fi, buzz, hum, frequency, interference, power, swoosh, whoosh, sfx, servo, filtered
Gregor Quendel - Designed Fire - Impacts - Complex 04.wav	0:03	96 24	2	Fire, flame, cinematic, designed, sci-fi, evolving, complex, spectral, swoosh, whoosh, burst, impact, hit, kick, punch, ignition, spraying, sizzling, ripples, rumbling, low, sub
Gregor Quendel - Designed Fire - Short - Swoosh Burst Sizzling 01.wav	0:02	96 24	2	Fire, flame, cinematic, designed, sci-fi, evolving, complex, spectral, swoosh, whoosh, burst, spraying, sizzling, ripples, rumbling, low, sub, wind
Gregor Quendel - Designed Fire - Swooshes - Burst Evolving 19.wav	0:05	96 24	2	Fire, flame, cinematic, designed, sci-fi, evolving, complex, spectral, swoosh, whoosh, burst, spraying, sizzling, ripples, rumbling, low, sub
Gregor Quendel - Designed Fire - Textures - Glitch Ripples.wav	0:11	96 24	2	Fire, flame, cinematic, designed, sci-fi, evolving, complex, spectral, swoosh, whoosh, burst, spraying, sizzling, ripples, rumbling, low, sub, glitch, ripples
Gregor Quendel - Designed Fire - Winds - Swoosh 04.wav	0:10	96 24	2	Fire, flame, cinematic, designed, sci-fi, evolving, complex, spectral, swoosh, whoosh, burst, spraying, sizzling, ripples, rumbling, low, sub, texture
Gregor Quendel - Designed Ice - Sequences 01.wav	0:07	96 24	2	Ice, winter, snow, cold, freezing, frozen, cinematic, designed, sci-fi, futuristic, cracking, creaking, breaking, texture, sequence, granular, element, alien, insect
Gregor Quendel - Designed Ice - Sequences 02.wav	0:10	96 24	2	Ice, winter, snow, cold, freezing, frozen, cinematic, designed, sci-fi, futuristic, cracking, creaking, breaking, texture, sequence, granular, element, cracks, filtered
Gregor Quendel - Designed Ice - Sequences 15.wav	0:15	96 24	2	Ice, winter, snow, cold, freezing, frozen, cinematic, designed, sci-fi, futuristic, cracking, creaking, breaking, texture, sequence, granular, element, burst
Gregor Quendel - Designed Mecha - Elements - Impact 01.wav	0:02	96 24	2	Mecha, robot, machine, cyborg, android, transformer, engine, gear, cinematic, designed, sci-fi, futuristic, hi-tech, mechanism, power, electric, industrial, impact
Gregor Quendel - Designed Mecha - Elements - Mechanism 01.wav	0:02	96 24	2	Mecha, robot, machine, cyborg, android, transformer, engine, gear, cinematic, designed, sci-fi, futuristic, hi-tech, mechanism, power, electric, industrial, stutter, power down
Gregor Quendel - Designed Mecha - Sequences - Ambience 06.wav	0:20	96 24	2	Mecha, robot, machine, cyborg, android, transformer, engine, gear, cinematic, designed, sci-fi, futuristic, hi-tech, mechanism, power, electric, industrial, ambience, sequence
Gregor Quendel - Designed Mecha - Sequences - Mechanisms 01.wav	0:23	96 24	2	Mecha, robot, machine, cyborg, android, transformer, engine, gear, cinematic, designed, sci-fi, futuristic, hi-tech, mechanism, power, electric, industrial, ambience, mechanics, glitch, sequence
Gregor Quendel - Designed Plastic - Elements - Creaking 04.wav	0:03	96 24	2	Plastic, pvc, designed, granular, spectral, elastic, bending, breaking, splitting, whoosh, swoosh, crinkle, crinkling, sizzle, sizzling, rustle, rustling, creaking, ripping, crumbling
Gregor Quendel - Designed Plastic - Elements - Liquid 17.wav	0:01	96 24	2	Plastic, pvc, designed, granular, spectral, elastic, bending, breaking, splitting, whoosh, swoosh, crinkle, crinkling, sizzle, sizzling, rustle, rustling, liquid, ripping
Gregor Quendel - Designed Plastic - Elements - Ripping 03.wav	0:02	96 24	2	Plastic, pvc, designed, granular, spectral, elastic, bending, breaking, splitting, whoosh, swoosh, crinkle, crinkling, sizzle, sizzling, rustle, rustling, ripping, clicks, medium
Gregor Quendel - Designed Plastic - Elements - Sfx 03.wav	0:01	96 24	2	Plastic, pvc, designed, granular, spectral, elastic, bending, breaking, splitting, whoosh, swoosh, crinkle, crinkling, sizzle, sizzling, rustle, rustling, sfx, insect, clicks
Gregor Quendel - Designed Rocks - Elements 09.wav	0:04	96 24	2	Rocks, stones, rupture, debris, canyon, designed, sci-fi, cracking, crumbling, breaking, texture, ambience, nature, impact, granular
Gregor Quendel - Designed Rocks - Sequences 02.wav	0:21	96 24	2	Rocks, stones, rupture, debris, canyon, designed, sci-fi, cracking, crumbling, breaking, texture, ambience, nature, impact
Gregor Quendel - Designed Rocks - Sequences 24.wav	0:18	96 24	2	Rocks, stones, rupture, debris, canyon, designed, sci-fi, cracking, crumbling, breaking, texture, ambience, nature, impact, texture, underwater
Gregor Quendel - Designed Sci-Fi - AlienChime.wav	0:33	96 24	2	ALIENCHIME - Harmonic, Chaotic Glitch, Bells, Static Noise, Mid-Low Pitched (x1)
Gregor Quendel - Designed Sci-Fi - Aquapur_10.wav	0:03	96 24	2	AQUAPUR_10 - Stuttering Digital Grumbles and Static (x1)
Gregor Quendel - Designed Sci-Fi - Bowl_Cybin_02.wav	0:35	96 24	2	BOWL_CYBIN_02 - Shimmery Reverberant Pad with Bassy Swells, Mid-Low Pitched (x1)
Gregor Quendel - Designed Sci-Fi - Circuits_Error_RobotSpeech.wav	0:12	96 24	2	CIRCUITS_ERROR_ROBOTSPEECH - Chaotic Clicking and Tones, Mid Pitched (x1)
Gregor Quendel - Designed Sci-Fi - Counter_02.wav	0:36	96 24	2	COUNTER_02 - Metalic Crackling Scrapes, Mid Pitched (x1)
Gregor Quendel - Designed Sci-Fi - Gourd_Scramble.wav	0:03	96 24	2	SCRAMBLE (B) - Digital Drum Hit with Long Tonal Hold, Gritty Low Pitched Rumble (x1)
Gregor Quendel - Designed Sci-Fi - MusicOfTheSpheres_PrettyScape.wav	0:16	96 24	2	MUSICOFTHESPHERES_PRETTYSCAPE - Atmospheric, Singing Bells, Harmonic, Musical, Tonal, Glitching, Reverberant, Mid Pitched (x1)
Gregor Quendel - Designed Sci-Fi - Noids_Korvax_01.wav	0:02	96 24	2	NOIDS_KORVAX_01 - Airy, Hissing Texture, with Soft Bassy Plunks, Mid-High Pitched (x1)
Gregor Quendel - Designed Sci-Fi - Science_07.wav	0:01	96 24	2	SCIENCE_07 - Digital Clicking with UI Cancel, Negitive (x1)
Gregor Quendel - Designed Sci-Fi - SolarWind_01.wav	0:15	96 24	2	SOLARWIND_01 - Staticy Airy Tone Transitioning to Noise, Mid Pitched (x1)
Gregor Quendel - Designed Sci-Fi - Subcycle.wav	0:57	96 24	2	SUBCYCLE - Low Pulsing Swells, Low Pitched (x1)
Gregor Quendel - Designed Sci-Fi - Summon_01.wav	0:03	96 24	2	SUMMON_01 - Warbly Muted Tone with Rythmic Stutters (x1)
Gregor Quendel - Designed Sci-Fi - Tuner_Chaoswhip_02.wav	0:01	96 24	2	TUNER_CHAOSWHIP_02 - Three Buzzing Resonant Pulses (x1)