LITTLE AUTOMOBILES
sound sample library

The sample pack is a complete package that is intended to be a simple solution to racing games audio in a wide variaty of gameplay scenarios from rally simulation to the demolition derby genre. It features multiple engine and foley sounds, each of them designed to fit diverse implementation methods like RPM layering or looping acceleration.

Description
The lib contains 4 diferent types of audio sampled from european cars, each with 2 types of engine modeling system, drive-by, foley and interior sounds with the addition of designed turbo and nitros samples. It's an easy to setup, multiple use sample pack that gets the auto racing or sim game sound right with little effort

Engine Sounds
There are two types of samples for engine audio systems: recorded audio of acceleration from 0 to max and seamless loops of constant RPM within stationary and moving conditions (static and steady) thus allowing flexibility for integration.
RPM values for engine drive stay within theese range 0-1000 (idle) 1000 - 2500 (low) 3000-4000 (med) 4000 to 6500 or max (high)
Provided in the pack are air release sounds designed for turbo-charged fited engines

Foley
Interior recordings such as ignitions, door open and close, floor pedals, gear changing, signal light indicators and horn are included.
Drive-by exterior samples for each auto model can be found inside the pack

Designed Sounds
Audio that can be used for boosting events (think nitros oxide) has been designed and included in the sample library to be used at your leisure.

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