

CINEMATIC METAL TITAN

FILENAME	DESCRIPTION
CTDS BRAAM AGGRESSIVE Eat This.wav	BRUTAL HORN Low-frequency sawtooth-like waveform with downward sweeping. Lowpass filter leading to punchy blast followed by sustained, distorted low tone. Long decay.
CTDS BRAAM AGGRESSIVE In Your Face.wav	BRUTAL HORN Metallic scrape leading to powerful punch. Sustained low, ambient, rattling growl. Medium decay.
CTDS BRAAM AGGRESSIVE Titans Grip.wav	BRUTAL HORN Powerful low-frequency, raspy, distorted, warping tones. Fluctuation resonance. Ambient. Medium decay.
CTDS BRAAM AGGRESSIVE Wave Of Destruction.wav	BRUTAL HORN Low suck leading to powerful, bassy punch, thud. Sustaining low frequency with rattling, raspy and distorted overtones. Medium decay.
CTDS BRAAM SOFT Call For War.wav	MASSIVE HORN Deep punch, thud with raspy tuba-like groan. Long decay.
CTDS BRAAM SOFT Earth Shaker.wav	MASSIVE HORN Low sine tone diving lower and quickly evolving into deep and raspy, tuba-like groan. Long decay.
CTDS BRAAM SOFT Mean Machine.wav	MASSIVE HORN Dissonant mid tones opening deep, raspy groan. Medium decay.
CTDS BRAAM SOFT Wake And Shake.wav	MASSIVE HORN Strong low thud, blast and sustaining deep, low tone with distorted overtones. Medium decay.
CTDS CINEMATIC HIT AGGRESSIVE Guillotine.wav	BRUTAL IMPACT Reversed powerful blast leading to forward hit. Powerful low punch and metal clang. Medium-fast decay.
CTDS CINEMATIC HIT AGGRESSIVE Junk Trunk.wav	BRUTAL IMPACT Rumble, rattle, sliding leading to powerful punching blast. Rumbling and distorted lows with metallic clang. Medium-fast decay.
CTDS CINEMATIC HIT AGGRESSIVE Martyr.wav	BRUTAL IMPACT Low, massive scrape, squeak leading to powerful punching blast with metallic clang. Long reverberant tail.
CTDS CINEMATIC HIT AGGRESSIVE Safe House.wav	BRUTAL IMPACT Dense distorted clattering leading to power blast with massive low punch. Medium-fast decay.
CTDS CINEMATIC HIT AGGRESSIVE Seismic Stutter.wav	BRUTAL IMPACT Jittery, reversed metallic transient leading into powerful low, changing blast. Medium reverb tail.
CTDS CINEMATIC HIT AGGRESSIVE Shocking Signal.wav	BRUTAL IMPACT Powerful, punchy, full-spectrum blast. Medium-fast decay with medium reverb tail.
CTDS CINEMATIC HIT AGGRESSIVE Shut The Front Door.wav	BRUTAL IMPACT Fast, downward sweeping, screaming pitch leading to powerful thud with metallic clang and punch. Medium reverb tail.
CTDS CINEMATIC HIT AGGRESSIVE Taken.wav	BRUTAL IMPACT Low sucking sound leading to massive low blast with metallic clang. Medium decay.
CTDS CINEMATIC HIT BOOM Black Box.wav	SUB IMPACT Tight low punch, blast. Ambient mid-frequency rattle with attenuated highs. Medium-long decay.
CTDS CINEMATIC HIT BOOM Judgement.wav	SUB IMPACT Massive low, ambient hit. Metallic clang resonating. Medium-long decay.
CTDS CINEMATIC HIT BOOM Last Call.wav	SUB IMPACT Massive low, ambient hit. Mid-frequency metallic clang resonating. Medium-long decay.
CTDS CINEMATIC HIT BOOM Last Hour.wav	SUB IMPACT Deep, powerful, ambient punch with bell-like clang. Medium-long decay.
CTDS CINEMATIC HIT BOOM Nope Dope.wav	SUB IMPACT Ambient, powerful thud with low snap. Medium-long decay.
CTDS CINEMATIC HIT BOOM Seize The Day.wav	SUB IMPACT Ambient low punch, crack and low-mid tubular, metallic resonance. Medium-long decay.
CTDS CINEMATIC HIT BOOM Thrust.wav	SUB IMPACT Low ambient blast. Rumble and dark bell-like resonance. Medium-long decay.
CTDS CINEMATIC HIT BOOM Thumper.wav	SUB IMPACT Powerful, muffled blast, hit. Upper frequencies fading quickly. Medium decay.
CTDS CINEMATIC HIT BOOM Train Wreck.wav	SUB IMPACT Huge ambient punch, blast. Metallic squeak, groan. Medium-long decay.
CTDS CINEMATIC HIT CLEAN Anvil.wav	NORMAL IMPACT Metallic scrape leading to powerful ambient punch, clang. Medium-long decay.
CTDS CINEMATIC HIT CLEAN Door Locker.wav	NORMAL IMPACT Low sucking sound leading to massive low blast with metallic clang. Medium-long decay.

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CTDS CINEMATIC HIT CLEAN Frank The Tank.wav	NORMAL IMPACT Mid sucking sound leading to massive low punch, thud with metallic clang. Medium decay.
CTDS CINEMATIC HIT CLEAN Gate Crasher.wav	NORMAL IMPACT Massive ambient punch and powerful metallic clang. Medium-long decay.
CTDS CINEMATIC HIT CLEAN Iron Titan.wav	NORMAL IMPACT Hard, ambient metallic clang and low, resonating thud. Medium-long decay.
CTDS CINEMATIC HIT CLEAN Juggernaut.wav	NORMAL IMPACT Rattle leading to hard, ambient metallic clang and low, resonating thud. Medium-long decay.
CTDS CINEMATIC HIT CLEAN Metal Head.wav	NORMAL IMPACT Scrape leading to ambient metallic clang and low, resonating thud. Prominent low-mid resonance. Medium-long decay.
CTDS CINEMATIC HIT CLEAN Steel Whip.wav	NORMAL IMPACT Reversed upper-mid frequency clang leading to ambient metallic clang and low, resonating thud. Medium-long decay.
CTDS CINEMATIC HIT PROCESSED Cataract.wav	EFFECTED IMPACT Reversed metallic clang leading to massive hit. Low, resonant thud, squeaks and squawks, shrill, siren-like tone. Medium-fast decay with medium reverb tail.
CTDS CINEMATIC HIT PROCESSED Dystopia.wav	EFFECTED IMPACT Crunchy, crushing metallic clang and low blast. Trembling, distorted low tone. Medium-long decay.
CTDS CINEMATIC HIT PROCESSED Filter Cell.wav	EFFECTED IMPACT Filtered mid tone leading to ambient clang and metallic rattle followed by low thud, thump and droning bass tone. Long decay.
CTDS CINEMATIC HIT PROCESSED Neon Punch.wav	EFFECTED IMPACT Ambient metallic scrape leading to powerful low punch and shrill, shrieking and sustaining, dissonant mid tones. Medium decay.
CTDS CINEMATIC HIT PROCESSED Shockwave.wav	EFFECTED IMPACT Reversed metallic clang leading to massive hit. Low, resonant thud, stuttering distorted mid tone and squeaks. Medium-long decay.
CTDS CINEMATIC HIT PROCESSED Stranger Things.wav	EFFECTED IMPACT Ambient metallic scrape leading to powerful low punch and shrill, shrieking and sustaining, dissonant mid tones. Medium decay.
CTDS CINEMATIC HIT PROCESSED Trapped.wav	EFFECTED IMPACT Ambient, muffled metallic scrape leading to low blast. Medium-long decay.
CTDS CINEMATIC HIT TONAL Classified.wav	EFFECTED IMPACT Scrape leading to ambient metallic clang and low, resonating thud. Prominent mid resonance. Medium-long decay.
CTDS CINEMATIC HIT TONAL Dominator.wav	EFFECTED IMPACT Ambient low punch, crack and low-mid tubular, metallic resonance. Medium-long decay.
CTDS CINEMATIC HIT TONAL Dragon Glass.wav	EFFECTED IMPACT Groan, howl leading to powerful ambient punch and metallic clang. Medium decay.
CTDS CINEMATIC HIT TONAL Hammerhead.wav	EFFECTED IMPACT Groan, howl leading to powerful ambient punch and metallic clang. Medium decay.
CTDS CINEMATIC HIT TONAL Hans Shimmer.wav	EFFECTED IMPACT Powerful, punchy ambient thud. Mid resonance with fluttering, agitated upper-mid clang. Medium-long decay.
CTDS CINEMATIC HIT TONAL Pole Dancer.wav	EFFECTED IMPACT Ambient low punch with dissonant mid, metallic resonance. Medium-long decay.
CTDS CINEMATIC HIT TONAL Star Dust.wav	EFFECTED IMPACT Reversed metallic clang leading to massive low blast and metallic clang. Upper-mid sustaining clang tone. Medium-long decay.
CTDS CINEMATIC HIT TONAL Tone Hammer.wav	EFFECTED IMPACT Powerful, ambient low blast, thud. Strong metallic clang and sustaining low end. Medium-long decay.
CTDS METAL IMPACT AGGRESSIVE Excalibur.wav	BRUTAL HIT Scraping, clanking leading to low, powerful ambient thud. Clang with warped, grainy mids. Medium decay.
CTDS METAL IMPACT AGGRESSIVE Get Over Here.wav	BRUTAL HIT Rattle, squeak, sucking sound into hard low hit and powerful clang. Resonating upper mid tone. Medium-fast decay.
CTDS METAL IMPACT AGGRESSIVE Iron Curtain.wav	BRUTAL HIT Low, metallic rumble leading to clanging blast. Medium-fast decay.
CTDS METAL IMPACT AGGRESSIVE Iron Punch.wav	BRUTAL HIT Scrape, rattling lead into massive clanging thud. Low rumble. Medium-fast decay.
CTDS METAL IMPACT AGGRESSIVE Nail Bomb.wav	BRUTAL HIT Scraping, sucking sound leading to ambient punch, hit with upper mid metallic screech, shriek. Medium-fast decay.
CTDS METAL IMPACT AGGRESSIVE Thank.wav	BRUTAL HIT Distorted low blast with bell-like clang. Medium-fast decay.

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CTDS METAL IMPACT CLEAN Armor Closed.wav	NORMAL HIT Low rumble and rattle strong low thud with clanging and rattling. Medium-fast decay.
CTDS METAL IMPACT CLEAN Deadlock.wav	NORMAL HIT Low rumble and rattle strong low thud with clang. Medium-fast decay.
CTDS METAL IMPACT CLEAN Fist Of Steel.wav	NORMAL HIT Low rumble and rattle strong low thud with clanging and rattling. Medium-fast decay.
CTDS METAL IMPACT CLEAN Kaching.wav	NORMAL HIT Low rumble and rattle strong low thud with clang. Medium-fast decay.
CTDS METAL IMPACT CLEAN Shutter.wav	NORMAL HIT Low punch, rumble followed by metallic click, clang. Medium-fast decay.
CTDS METAL IMPACT CLEAN Steel Panther.wav	NORMAL HIT Low and powerful, ambient thud. Clang with warped, grainy mids. Medium decay.
CTDS METAL IMPACT SLAM Deep Matter.wav	BANG HIT Reversed transient, sucking sound into crunchy blast, clang. Medium decay.
CTDS METAL IMPACT SLAM Drop It Hot.wav	BANG HIT Reversed attack with staggered transients, Low blast and ambient metallic clang.
CTDS METAL IMPACT SLAM Heavens Door.wav	BANG HIT Sharp clang and ambient low blast. Sustaining lows. Medium decay.
CTDS METAL IMPACT SLAM Metal Drums.wav	BANG HIT Ambient, punchy blast with tight rattle, clang. Medium decay.
CTDS METAL IMPACT SLAM No Entry.wav	BANG HIT Violent, shattering blast. crushing distorted. Medium-fast decay.
CTDS METAL IMPACT SLAM Universal.wav	BANG HIT Crushing, punchy low blast. Sustained low-end rumble. Medium-long decay.
CTDS METAL IMPACT SOFT Contain It.wav	MODERATE HIT Violent, shattering blast. crushing distorted. Slight rattle. Medium-fast decay.
CTDS METAL IMPACT SOFT Dead End.wav	MODERATE HIT Ambient low blast. Whipping tone. Low rumble. Medium decay.
CTDS METAL IMPACT SOFT Docked.wav	MODERATE HIT Low ambient blast. Filtered metallic rattle. Damped. Medium-fast decay.
CTDS METAL IMPACT SOFT Lead Balloon.wav	MODERATE HIT Scrape leading to ambient metallic clang and low, resonating thud. Medium decay.
CTDS METAL IMPACT SOFT Stamp.wav	MODERATE HIT Ambient blast, clang and rattling. Medium decay.
CTDS METAL IMPACT SOFT Waveminer.wav	MODERATE HIT Ambient thud and strong metallic clang. Medium decay.
CTDS METAL IMPACT TONAL Cow Burst.wav	CLANG HIT Muffled click, tapping leading to ambient thud and strong metallic clang. Medium decay.
CTDS METAL IMPACT TONAL Gate Of Alcatraz.wav	CLANG HIT Scrape leading to ambient metallic clang and low, resonating thud. Medium decay.
CTDS METAL IMPACT TONAL Hammer Of The Gods.wav	CLANG HIT Low ambient thud. strong metallic clang. Sustaining low-end rumble. Medium decay.
CTDS METAL IMPACT TONAL Hammerfall.wav	CLANG HIT Powerful crunch, thud. Bell-like clang. Sustaining, resonant low and mid tones. Medium-long decay.
CTDS METAL IMPACT TONAL Powerbar.wav	CLANG HIT Scrape, rattling leading to ambient metallic clang and low, resonating thud. Medium-fast decay.
CTDS METAL IMPACT TONAL Rock Solid.wav	CLANG HIT Low ambient thud. strong metallic clang. Sustaining low-end rumble. Medium-fast decay.
CTDS SCREECH AGGRESSIVE Dungeon Keeper.wav	BRUTAL SCRAPE Sustained, ambient mid-frequency shriek, squeak. Medium-long decay.
CTDS SCREECH AGGRESSIVE Freddy Is Back.wav	BRUTAL SCRAPE Powerful low punch, shrieking, dissonant mid tones and sustaining, ambient low-mid roar. Medium-long decay.
CTDS SCREECH AGGRESSIVE Heads Up.wav	BRUTAL SCRAPE Loud squeak leading to powerful, ambient low punch. Dissonant sustaining mid tones with low rumble. Medium-long decay.

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CTDS SCREECH AGGRESSIVE Piercing Shock.wav	BRUTAL SCRAPE Ambient low-mid groans, shrill squeak over low rumble. Medium-long decay.
CTDS SCREECH AGGRESSIVE Throat Cutter.wav	BRUTAL SCRAPE Ambient, metallic creak, squeak with strong low rumble and muffle cymbal wash. Medium-long decay.
CTDS SCREECH AGGRESSIVE Tinnitus.wav	BRUTAL SCRAPE Piercing squeak and low thud turning to ambient rumble in mid groan. Medium-long decay.
CTDS STINGER AGGRESSIVE Birth Of A Banshee.wav	BRUTAL TRANSITION Ambient low rumble and metallic scrape, shrieking. Warped groans. Low thump, thud. Medium decay.
CTDS STINGER AGGRESSIVE Highway To Hell.wav	BRUTAL TRANSITION Muffled low blast, Reversed metallic clang, scraping and tense, ascending mid tone. Ending with second muffled low thud. Medium reverb tail.
CTDS STINGER AGGRESSIVE Twisted.wav	BRUTAL TRANSITION Reversed metal scrapes. Pitches slowly ascending. Shrill, tense and dissonant. Low rumble creeping in. Abrupt stop with lingering medium reverb tail.
CTDS STINGER AGGRESSIVE Where's Mommy.wav	BRUTAL TRANSITION Ambient low blast and rumble, tense, horn-like rasp and upper mid buzz. Frantic. Ending with low thud and reversed clang. Lingering medium reverb tail.
CTDS STINGER CLEAN Hells Bells.wav	NORMAL TRANSITION Scrape, squeak leading to ambient metallic hit with low thud. Dissonant low-mid resonance. Medium-long decay.
CTDS STINGER CLEAN Hornet.wav	NORMAL TRANSITION Ambient low rumble and reversed metallic screech leading to low thud clang. Medium decay.
CTDS STINGER CLEAN Quicksilver.wav	NORMAL TRANSITION Low ambient rumble, rattling and warped, evolving mid-tone growls
CTDS STINGER CLEAN War Horn.wav	NORMAL TRANSITION Huge ambience. Horn-like low tone. Groaning. Long decay.
CTDS STINGER PROCESSED Call Of Battle.wav	EFFECTED TRANSITION Ambient, trembling low rumble, rattle with distorted, horn-like rasp. Medium decay.
CTDS STINGER PROCESSED Feed Me.wav	EFFECTED TRANSITION Ambient, low resonant wobble interweaving, dissonant, horn-like tones. Howling and groaning. Medium-long decay.
CTDS STINGER PROCESSED Paranormal Activity.wav	EFFECTED TRANSITION Detuned metallic clang and low thud. Shrieks and warped, grainy mid textures. Ending with second metallic thud. Medium-long reverb tail.
CTDS STINGER PROCESSED Siren Songs.wav	EFFECTED TRANSITION Strong, ambient and resonant low rumble. Shrill upper-mid metallic shrieks. Ending with swelling gasp. Medium reverb tail.
CTDS STINGER SOFT Cursed Church.wav	MODERATE TRANSITION Ambient low-mid groan. Rattling and warped. Muffled low thud and mellow, bell-like clang. Medium-long decay.
CTDS STINGER SOFT Land Divided.wav	MODERATE TRANSITION Dissonant mid tones leading to timpani-like low thump. Sustaining low and mid tones. Medium-long decay.
CTDS STINGER SOFT Pathfinder.wav	MODERATE TRANSITION Distorted mid-tone scrape, howling, groaning leading to deep ambient thud and clang. Medium-long decay.
CTDS STINGER SOFT Steeldrum.wav	MODERATE TRANSITION Ambient, dissonant and shrill mid tones with thunderous low thuds. Medium-long decay.