MUTATE ORGANIC

FILENAME	DESCRIPTION
AIRBrst_LIFEFORM PROP-Jelly Air Burst Small Creature_B00M_MOCK.wav	Small critter's vociferations.
AIRBrst_LIFEFORM PROP-Jelly Air Burst_B00M_MOCK.wav	Harsh, shrill, choked scream or hiss.
CREAAqua_LIFEFORM VOCAL-Processed Underwater Screams High Downwards_B00M_MOCK.wav	Howl of underwater beast undergoing heavy modulations.
CREAAqua_LIFEFORM VOCAL-Underwater Hydrophone Screams Punch Groan Aggressive_B00M_MOCK.wav	Howl of beast already drowning and is seriously struggling for air.
CREAAqua_LIFEFORM VOCAL-Underwater Hydrophone Screams Punch Groan_B00M_MOCK.wav	Howl of beast already drowning and has already become weak from oxygen deprivation.
CREAAqua_LIFEFORM VOCAL-Underwater Hydrophone Screams_B00M_MOCK.wav	Howl of beast that is on verge of drowning and begins to drown.
CREASrce_LIFEFORM PROP-Morph Plunger Vocal Aggressive_B00M_MOCK.wav	Processed plunger fixing clog forcefully. Slurping and gargling.
CREASrce_LIFEFORM PROP-Morph Processed Plunger Vocal Long_B00M_MOCK.wav	Processed plunger fixing clog in long sequence. Slurping and gargling.
CREASrce_LIFEFORM PROP-Morph Processed Plunger Vocal Short_B00M_MOCK.wav	Processed plunger fixing clog in short sequence. Slurping and gargling.
CREASrce_LIFEFORM PROP-Processed Gore Vocal Transformation Movement Constant_B00M_MOCK.wav	Hideous voice from the abyss, as if the voice's producer is fighting against drowning.
CREASrce_LIFEFORM PROP-Processed Liquid Chicken Vocalization_B00M_MOCK.wav	Animal quickly gulps up water.
CREASrce_LIFEFORM PROP-Slime Duck Whistle Large Aggressive Medium_B00M_MOCK.wav	Duck struggling to quack and weak from exhaustion.
CREASrce_LIFEFORM PROP-Slime Duck Whistle Large Aggressive Short_B00M_MOCK.wav	Duck feebly quacking.
CREASrce_LIFEFORM PROP-Slime Duck Whistle Large Bubbly_B00M_MOCK.wav	Duck quacking through water. Motor like.
CREASrce_LIFEFORM PROP-Slime Duck Whistle Large Rising Inflate_B00M_MOCK.wav	Morphed duck quacking as if slowed down.
CREASrce_LIFEFORM PROP-Slime Duck Whistle Thin Guttural Calls_B00M_MOCK.wav	Morphed duck quacking. Airy and underwater.

MUTATE
ORGANIC

FILENAME	DESCRIPTION
CREASrce_LIFEFORM PROP-Slime Duck Whistle Thin Long Screech_B00M_MOCK.wav	Shrill, harsh duck shrieks.
CREASrce_LIFEFORM PROP-Slime Duck Whistle Thin Rising Inflate Long_B00M_MOCK.wav	Duck quack, processed like morphed motor in long sequence.
CREASrce_LIFEFORM PROP-Slime Duck Whistle Thin Rising Inflate Medium_B00M_MOCK.wav	Duck quack, processed like morphed motor in medium length sequence.
CREASrce_LIFEFORM PROP-Slime Duck Whistle Thin Rising Inflate Short_B00M_MOCK.wav	Duck quack, processed like morphed motor in short sequence.
CREASrce_LIFEFORM PROP-Slime Duck Whistle Thin Tonal Bubbles_B00M_MOCK.wav	Duck quack, processed like morphed motor underwater.
CREASrce_LIFEFORM PROP-Slime Duck Whistle Thin_B00M_MOCK.wav	Combination of duck's quack with horse's neigh.
CREASrce_LIFEFORM PROP-Slime Hose Talking_B00M_MOCK.wav	Animal slobbers, grunts and squeaks.
CREASrce_LIFEFORM PROP-Slime Snorkel Talking Dry_B00M_MOCK.wav	Incredibly tired animal yawning.
CREASrce_LIFEFORM PROP-Slime Snorkel Talking Wet Bubbly_B00M_MOCK.wav	Incredibly tired animal yawning with mild congestion.
CREASrce_LIFEFORM PROP-Slime Suction Oil Bottle Long_B00M_MOCK.wav	Slime sucked through oil bottle, producing harsh, low screech. Long duration.
CREASrce_LIFEFORM PROP-Slime Tiny Whistle Chirping Agitated_B00M_MOCK.wav	Angry bird chirps frantically.
CREASrce_LIFEFORM PROP-Slime Tiny Whistle Chirping_B00M_MOCK.wav	Bird chirps with low motor like rumble.
CREASrce_LIFEFORM PROP-Slime Whistle Fox High Long Death Scream_B00M_MOCK.wav	Loud, piercing ululations of animal, rising and falling in pitch chaotically with strange warbles.
CREASrce_LIFEFORM PROP-Slime Whistle Fox Short Playful Bubbly_B00M_MOCK.wav	Fox whistles producing shriek which rises and falls in pitch.
CREASrce_LIFEFORM PROP-Slime Whistle Fox Tonal_B00M_MOCK.wav	Ululation of animal with fast rising pitch in glissando fashion and fast falling pitch.
CREASrce_LIFEFORM PROP-Slime Whistle Small Straight_B00M_MOCK.wav	Shriek of small animal with fluctuations in pitch and airy.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
CREASrce_LIFEFORM PROP-Violin Bow Back Side Cardboard Box Constant_B00M_MOCK.wav	Violin bows back side of cardboard box continually. Mixture of hiss and scrape.
CREASrce_LIFEFORM VOCAL-Mouth Wet Movements Constant_B00M_MOCK.wav	Movements of mouth, like chaotic slurping through straw continuously.
CREASrce_LIFEFORM VOCAL-Mouth Wet Movements Long_B00M_MOCK.wav	Movements of mouth, like animal slobbering and eating food aggressively.
CREASrce_LIFEFORM VOCAL-Mouth Wet Vocalization Constant_B00M_MOCK.wav	Constant mouth vocalisations, like cartoon character on the loose, on the move continuously.
CREASrce_LIFEFORM VOCAL-Mouth Wet Vocalization Long_B00M_MOCK.wav	Mouth vocalisations, like cartoon character on the loose, moving in long sequences then stops.
CREASrce_LIFEFORM VOCAL-Processed Creature Gargle Impacts_B00M_MOCK.wav	Gnarl of beast, with slight laser discharges, underwater.
DIRTCrsh_EARTH PROCESSED-Rock Debris Crack Constant_B00M_MOCK.wav	Dirt and rocks fall continuously, breaking off of slope.
DIRTCrsh_EARTH PROCESSED-Rock Debris Large Constant_B00M_MOCK.wav	Large amount of dirt falls continuously, scraping against ground.
DIRTImpt_IMPACT PROCESSED DRY-Earth Gravel Tail_B00M_MOCK.wav	Dense object crashes into earth, spraying dirt particles around.
DIRTImpt_IMPACT PROCESSED WET-Earth Filter Modulation_B00M_MOCK.wav	Piece of rock breaks off and rolls. Modulated, similar to distant gunfire.
DIRTImpt_IMPACT-Hand In Gravel_B00M_MOCK.wav	Hand hitting gravel, similar to clap against surface.
DIRTMvmt_EARTH RAW-Foot Scrape Drag Dirt Slow Fast_B00M_MOCK.wav	Foot dragged quickly through dirt, producing sharp scrape.
DIRTMvmt_EARTH RAW-Foot Scrape Drag Dirt Slow_B00M_MOCK.wav	Foot dragged slowly through dirt, producing long, extended scrape.
DSGNMisc_DRY PROCESSED-Celery Crunchy Texture Constant Dense_B00M_MOCK.wav	As if a metal object in a mixer is slowly and constantly moving around large quantity of celery. Processed.
DSGNMisc_DRY PROCESSED-Celery Crunchy Texture Single_B00M_MOCK.wav	As if a metal object in a mixer is slowly moving around smaller quantity of celery. Processed.
DSGNMisc_DRY PROCESSED-Celery Mush Texture Downwards Attack_B00M_MOCK.wav	Metal object or hand put through large quantity of celery in downwards motion. Processed.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
DSGNMisc_DRY PROCESSED-Celery Mush Texture Downwards High Long_B00M_MOCK.wav	Hand moved through large quantity of celery slowly. Processed, crunchy and sometimes squeaky.
DSGNMisc_DRY PROCESSED-Celery Mush Texture Downwards High Short_B00M_MOCK.wav	Processed celery, as if someone is putting their hand through it aggressively but more metallic and denser.
DSGNMisc_DRY PROCESSED-Celery Mush Texture Downwards_B00M_MOCK.wav	Processed celery, as if someone is putting their hand through it in one consistent motion but more metallic and denser.
DSGNMisc_DRY PROCESSED-Cellophane Movements Low Constant_B00M_MOCK.wav	Hand moved aggressively through cellophane in long sequence. Crunchy and squeaky.
DSGNMisc_DRY PROCESSED-Cellophane Movements Single High Pitch Long_B00M_MOCK.wav	Hand moved through cellophane, producing consistent high pitch, in long sequence.
DSGNMisc_DRY PROCESSED-Cellophane Movements Single High Pitch Short_B00M_MOCK.wav	Hand moved through cellophane, producing consistent high pitch, in short sequence.
DSGNMisc_DRY PROCESSED-Cellophane Movements Single Low Pitch_B00M_MOCK.wav	Hand moved through cellophane, producing low pitch and rub of friction.
DSGNMisc_DRY PROCESSED-Cellophane Movements Squeaky Constant_B00M_MOCK.wav	Hand moved through cellophane, producing dense, continuous squeaks in long sequence.
DSGNMisc_DRY PROCESSED-Cellophane Ripping Low Pitch_B00M_MOCK.wav	Cellophane ripped and processed, producing dense, rumbly low pitch.
DSGNMisc_DRY PROCESSED-Crunchy Vocal Whoosh Short_B00M_MOCK.wav	Low pitched, muffled roar with enough intensity to move surrounding objects.
DSGNMisc_DRY PROCESSED-Morph Impact Crunches_B00M_MOCK.wav	Object dropped into group of rocks. Slight crunch as rocks spread.
DSGNMisc_DRY PROCESSED-Plastic Beach Ball Texture Downwards_B00M_MOCK.wav	Beach ball thrown forcefully downwards onto plastic. Crunch of crumbling plastic and sometimes light thud.
DSGNMisc_DRY PROCESSED-Texture Particle Bumps_B00M_MOCK.wav	Laser pulses fired in small groups. Many thuds on impact.
DSGNMisc_IMPACT PROCESSED DRY-Noise Crumble_B00M_MOCK.wav	Expulsion of futuristic weapon against gate or force field.
DSGNMisc_IMPACT PROCESSED DRY-Noise High_B00M_MOCK.wav	Expulsion of futuristic weapon against gate or force field with sharp impact.
DSGNMisc_IMPACT PROCESSED DRY-Organic Texture_B00M_MOCK.wav	Bits and pieces of ice break as object collides strongly with it.

MUTATE
ORGANIC

FILENAME	DESCRIPTION
DSGNMisc_IMPACT PROCESSED WET-Digital Click Impact_B00M_MOCK.wav	Click of scifi weapon with thud and bubbling.
DSGNMisc_IMPACT PROCESSED WET-Processed Foam Hits_B00M_MOCK.wav	Light discharge of futuristic weapon collides with foam.
DSGNMisc_IMPACT PROCESSED WET-Processed Gargle Hit_B00M_MOCK.wav	High tech weapon produces short gargles as discharge.
DSGNMisc_IMPACT PROCESSED WET-Processed Slime Hit_B00M_MOCK.wav	Two or three particles softly discharged from futuristic weapon.
DSGNMisc_IMPACT-Bone Breaking_B00M_MOCK.wav	Bone broken on pile of bones. Modulated impact.
DSGNMisc_IMPACT-Creature Growl Modulation_B00M_MOCK.wav	Large creature growls with grumble heavily modulated.
DSGNMisc_IMPACT-Creature Vocal_B00M_MOCK.wav	Loud impact followed by gnarl of large beast.
DSGNMisc_IMPACT-Crunch Skin Impact_B00M_MOCK.wav	Large stone impacts forcefully with ground and slightly rolls with slight hiss.
DSGNMisc_IMPACT-Crunch Wet Impact_B00M_MOCK.wav	Large rock crashes into small pool of water.
DSGNMisc_IMPACT-Distorted Crunch Thud_B00M_MOCK.wav	Slow rumble which slowly spreads and dissipates.
DSGNMisc_IMPACT-Earth Like Crumble_B00M_MOCK.wav	Rock crashes sharply into ground, as if hitting against metallic fence.
DSGNMisc_IMPACT-Filter Modulation_B00M_MOCK.wav	Loud expulsion or blast of dense, low pitch. Sharp thud on impact.
DSGNMisc_IMPACT-Tonal Knocks_B00M_MOCK.wav	Harmonically dense pulse discharged against solid object stopped firmly upon impact or with short recoil.
DSGNMisc_IMPACT-Wet Crumble Texture_B00M_MOCK.wav	Quick, airy whoosh of many particles.
DSGNMisc_LIFEFORM VOCAL-Organic Bubble Clicks Short_B00M_MOCK.wav	Processed bubble with bird like clicks in short sequence.
DSGNMisc_LIFEFORM VOCAL-Organic Bubble Clicks_B00M_MOCK.wav	Processed bubble with bird like clicks.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
DSGNMisc_WET PROCESSED-Digital Organic Click Complex_B00M_MOCK.wav	Low underwater rumble follow by light discharge of high tech weapon. Thump with electrical tail.
DSGNMisc_WET PROCESSED-Digital Organic Click Constant_B00M_MOCK.wav	Rocks falling incessantly, slightly modulated and grainy.
DSGNMisc_WET PROCESSED-Digital Organic Click Small_B00M_MOCK.wav	Rocks falling in short sequence, slightly modulated and grainy.
DSGNMisc_WET PROCESSED-Little Pepper Particles Skin Constant_B00M_MOCK.wav	Skin of small pepper particles, like rocks falling and slowly rolling down hill endlessly.
DSGNMisc_WET PROCESSED-Little Pepper Particles Skin Fast Constant_B00M_MOCK.wav	Skin of small pepper particles, like rocks falling and quickly rolling down hill endlessly.
DSGNMisc_WET PROCESSED-Low Frequency Embryo Texture Constant_B00M_MOCK.wav	Rocks shift position underwater. Muffled and bassy.
DSGNMisc_WET PROCESSED-Low Organic Movement Texture Constant_B00M_MOCK.wav	Low, distant thunderstorm building momentum. Windy.
DSGNMisc_WET PROCESSED-Low Pepper Particles Constant_B00M_MOCK.wav	Large pepper particles, like large boulders roll extremely slowly down hill with occasional scrapes.
DSGNMisc_WET PROCESSED-Morph Bell Pepper Complex_B00M_MOCK.wav	Bell pepper rolling. Morphed, as if large rock is rolling down slope and comes quickly to halt. Some squeaks.
DSGNMisc_WET PROCESSED-Morph Bell Pepper Sequence_B00M_MOCK.wav	Bell pepper rolling. Morphed, as if large rock is rolling down slope and comes slowly to halt.
DSGNMisc_WET PROCESSED-Morph Bell Pepper_B00M_MOCK.wav	Bell pepper rolling. Morphed, as if large rock is rolling down slope and comes quickly to halt.
DSGNMisc_WET PROCESSED-Morph Grapefruit_B00M_MOCK.wav	Grapefruit slowly crushed. Processed, with juices slowly seeping out.
DSGNMisc_WET PROCESSED-Morph Juicy Crunch Complex Sequence_B00M_MOCK.wav	As if rock rolls down slope but with added crunch.
DSGNMisc_WET PROCESSED-Morph Juicy Crunch_B00M_MOCK.wav	As if rock rolls down slope in short sequence but with added, light crunch.
DSGNMisc_WET PROCESSED-Morph Liquid Pasta Texture_B00M_MOCK.wav	Pasta moved around, as if small group of rocks slide down small slope.
DSGNMisc_WET PROCESSED-Morph Liquid Vocal_B00M_MOCK.wav	Beast chomping on food recklessly and chaotically.

MUTATE ORGANIC

FILENAME	DESCRIPTION
DSGNMisc_WET PROCESSED-Morph Plastic Canister Wobble And Balloon Constant_B00M_MOCK.wav	Plastic canister struck strongly by wind. Morphed and modulated.
DSGNMisc_WET PROCESSED-Morph Watermelon Moves_B00M_MOCK.wav	Movements of watermelon, like large boulder rolling and unearthing other stones around it.
DSGNMisc_WET PROCESSED-Morph Watermelon Whoosh_B00M_MOCK.wav	Whoosh of watermelon, like large object slid quickly along rocky surface and suddenly comes to a halt with dirt and rocks coming up in its wake.
DSGNMisc_WET PROCESSED-Mud Particle Movement Texture Constant_B00M_MOCK.wav	Viscous mud flows endlessly over rocky surface.
DSGNMisc_WET PROCESSED-Organic Skin Explosions_B00M_MOCK.wav	Large group of pebbles crash into mud and dirt.
DSGNMisc_WET PROCESSED-Organic Slime Texture Low_B00M_MOCK.wav	Rocks break off continuously and roll gently down slope. Muffled and low pitched, as if underwater.
DSGNMisc_WET PROCESSED-Organic Slime Texture_B00M_MOCK.wav	Rocks break off continuously and roll gently down slope. Muffled, as if underwater.
DSGNMisc_WET PROCESSED-Slime Bubble Hits_B00M_MOCK.wav	Bubbly particles dispersed quickly.
DSGNMisc_WET PROCESSED-Slime Bubble Movement_B00M_MOCK.wav	Bubbly particles dispersed with thumps and staggered shots.
DSGNMisc_WET PROCESSED-Slime Movement Basic_B00M_MOCK.wav	Steps in mud with crunches and electrical cracks in air.
DSGNMisc_WET PROCESSED-Slime Movement Skinning Constant_B00M_MOCK.wav	Cutting movements, producing sharp crunch endlessly.
DSGNMisc_WET PROCESSED-Slime Movement Skinning_B00M_MOCK.wav	Cutting movements, producing sharp crunch.
DSGNMisc_WET PROCESSED-Slime Movement Transform Constant_B00M_MOCK.wav	Slime oozing down hill, as if group of pebbles were sliding down continuously.
DSGNMisc_WET PROCESSED-Slime Movement Transform Tonal Low Constant_B00M_MOCK.wav	Slime oozing down hill, as if boulder starts to roll but then squeaks crazily and endlessly, like material extremely stretched.
DSGNMisc_WET PROCESSED-Slime Movement Transform Tonal Low_B00M_MOCK.wav	Slime oozing down hill, as if boulder starts to roll but then squeaks crazily, like material extremely stretched.
DSGNMisc_WET PROCESSED-Slime Movement Transform_B00M_MOCK.wav	Rocks collected in jar and lightly shaken.

MUTATE
ORGANIC

FILENAME	DESCRIPTION
DSGNMisc_WET PROCESSED-Spaghetti Texture High_B00M_MOCK.wav	Spaghetti poured into bag. Processed, with light patter and sometimes squeak.
DSGNMisc_WET PROCESSED-Squishes Gut Squeeze Movement Long_B00M_MOCK.wav	Particles bubble, speeding up then slowing down.
DSGNMisc_WET PROCESSED-Squishes Gut Squeeze Movement_B00M_MOCK.wav	Particles bubble and disperse with low thumps in long sequence.
DSGNMisc_WET PROCESSED-Textured Growth Movement Slimy_B00M_MOCK.wav	Particles gather and disperse. Squeaky.
DSGNMisc_WET PROCESSED-Transformation Crunch Movement Texture Constant_B00M_MOCK.wav	Large creature in liquid splashing and grunting like crazy without running out of energy.
DSGNMisc_WET PROCESSED-Transformation Crunch Movement Texture_B00M_MOCK.wav	Large creature in liquid splashing and grunting like crazy in short spurts.
DSGNMisc_WET PROCESSED-Warp Clickers Deep_B00M_MOCK.wav	Warp weapon fired, like rocks coming off a cliff muffled.
DSGNMisc_WET PROCESSED-Warp Clickers_B00M_MOCK.wav	Warp weapon fired, like rocks coming off a cliff morphed.
DSGNMisc_WET PROCESSED-Water Bubble Texture Short Movement_B00M_MOCK.wav	Bubbles fired, with low thumps creating slight ripples.
DSGNMisc_WET PROCESSED-Water Bubble Texture Short_B00M_MOCK.wav	Bubbles fired in short burst and rise to surface.
DSGNMisc_WET PROCESSED-Wheatpaste Wet Texture Movement Soft_B00M_MOCK.wav	Wet wheat paste slides lightly on surface, as if group of rocks are slowly sliding down slope.
DSGNMisc_WET PROCESSED-Wheatpaste Wet Texture Movement_B00M_MOCK.wav	Wet wheat paste slides on surface, as if group of rocks are slowly sliding down slope with slight bubbling.
DSGNSynth_DRY PROCESSED-Low Synth Texture Constant Dense_B00M_MOCK.wav	Low, dense synth, as if firing laser or weapon through space very slowly in long lasting burst. Thump and light rumble.
DSGNSynth_DRY PROCESSED-Low Synth Texture Constant Sparse_B00M_MOCK.wav	Low, dense synth, as if small pulses through space very slowly in long lasting burst. Thump and light rumble.
DSGNSynth_DRY PROCESSED-Synth Organic Crunch Constant_B00M_MOCK.wav	Synth creates constant grainy, low pitched dispersal, similar to slow firing of intergalactic weapon with many thumps.
DSGNSynth_IMPACT-Synth Crunch Distorted Long_B00M_MOCK.wav	Saturated synth blast with electrical, long, wobbly tail.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
DSGNSynth_IMPACT-Synth Crunch Distorted Short_B00M_MOCK.wav	Saturated synth blast. Very dense, quick and sudden.
DSGNSynth_IMPACT-Synth Crunch Long_B00M_MOCK.wav	Particles dispersed and then slowly wither out.
DSGNSynth_IMPACT-Synth Crunch Short_B00M_MOCK.wav	Strong electrical particle fired which very quickly dies out.
DSGNSynth_IMPACT-Synth Liquid Hard_B00M_MOCK.wav	Strong, morphed burst from synth. No or short tail.
DSGNSynth_IMPACT-Synth Liquid Soft_B00M_MOCK.wav	Light, morphed burst from synth. Short tail and rumbles as it decays.
DSGNSynth_IMPACT-Synth Modulation Short_B00M_MOCK.wav	Laser like discharge fired in water which creates ripples after 1 or 2 seconds.
DSGNSynth_IMPACT-Synth Modulation Sustained_B00M_MOCK.wav	Laser like discharged in water which slowly warbles and fades away.
DSGNSynth_IMPACT-Synth Organic Crunch Filter Low Punch_B00M_MOCK.wav	Bassy, quick discharge of particles.
DSGNSynth_IMPACT-Synth Organic Crunch Heavy Low_B00M_MOCK.wav	Bassy, quick discharge of particles. Muffled.
DSGNSynth_IMPACT-Synth Organic Crunch_B00M_MOCK.wav	Bassy discharge of warbling particles.
DSGNSynth_IMPACT-Texture Particle Bumps_B00M_MOCK.wav	Particle discharged and makes many collisions.
DSGNSynth_IMPACT-Wispy Noise Hits_B00M_MOCK.wav	Sharp, high pitched, airy futuristic weapon fired.
FOODCook_DRY RAW-Lettuce Crush Knife Chop_B00M_MOCK.wav	Knife moved slowly through lettuce, initially producing crunch and then cutting through it.
FOODEat_DRY PROCESSED-Monkey Nuts Texture Downwards_B00M_MOCK.wav	Hand moved downwards through peanuts, as if leaves are crumbled.
FOODEat_DRY PROCESSED-Morph Lettuce Crunch Complex Sequence_B00M_MOCK.wav	Lettuce crunched and modulated in long, varying sequences.
FOODEat_DRY PROCESSED-Morph Lettuce Crunch_B00M_MOCK.wav	Lettuce crunched and modulated in short sequences.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
FOODEat_DRY PROCESSED-Morph Stretch Crunch Impact_B00M_MOCK.wav	Big rock falls from cliff and rolls further downhill until coming to halt.
FOODEat_DRY PROCESSED-Morph Stretch Crunch_B00M_MOCK.wav	Big rock rolling down and comes to halt.
FOODMisc_DRY RAW-Banana Skin Twist Crunch_B00M_MOCK.wav	Skin of banana twisted until crunch is produced.
FOODMisc_DRY RAW-Cereals Crushing Single Fast_B00M_MOCK.wav	Cereals quickly crushed, producing light scrapes and crunches.
FOODMisc_DRY RAW-Cereals Crushing Single Slow_B00M_MOCK.wav	Cereals slowly crushed, producing light scrapes and crunches.
FOODMisc_DRY RAW-Cereals Leather Crushing Single Fast_B00M_MOCK.wav	Cereals moved quickly and crushed, producing scrapes.
FOODMisc_DRY RAW-Cereals Leather Crushing Single Slow_B00M_MOCK.wav	Cereals moved slowly and crushed, producing scrapes.
FOODMisc_DRY RAW-Cereals Twisting Single Deep_B00M_MOCK.wav	Cereal strongly turned, producing deep crunch.
FOODMisc_DRY RAW-Cereals Twisting Single Hard_B00M_MOCK.wav	Cereal moved aggressively, producing sharp crunch.
FOODMisc_DRY RAW-Cereals Twisting Single Soft_B00M_MOCK.wav	Cereal moved quickly, producing crunch and scrape.
FOODMisc_DRY RAW-Corn Mix Crushing Single Fast_B00M_MOCK.wav	Pieces of corn mix crushed quickly, like object sliding abrasively across surface.
FOODMisc_DRY RAW-Corn Mix Crushing Single Slow_B00M_MOCK.wav	Pieces of corn mix crushed slowly, like plastic rustling and being slid across surface.
FOODMisc_DRY RAW-Corn Mix Twisting Single_B00M_MOCK.wav	Pieces of corn mix crushed, like object sliding abrasively across surface with crunch at end.
FOODMisc_DRY RAW-Crack Bread Dry In Towel_B00M_MOCK.wav	Crack bread crushed in towel. Many crunches.
FOODMisc_DRY RAW-Crack Crispbread In Hand_B00M_MOCK.wav	Crispbread crunched in hand continuously. Crunches and scrapes.
FOODMisc_DRY RAW-Crack Dry Onions Constant_B00M_MOCK.wav	Dry onions endlessly crushed in hand. Skin rustles and crunches.

10

MUTATE ORGANIC

FILENAME	DESCRIPTION
FOODMisc_DRY RAW-Crack Kohlrabi Leaves Extra Transient_B00M_MOCK.wav	Kohlrabi leaves crunched strongly in hands. Extra strong crunch when broken.
FOODMisc_DRY RAW-Crack Kohlrabi Leaves_B00M_MOCK.wav	Kohlrabi leaves crunched in hands with squeaks, as if stretched.
FOODMisc_DRY RAW-Crack Popcorn In Cotton Bag_B00M_MOCK.wav	Popcorn in cotton bag crushed. Patter and crunches of kernels, as if plastic is rustling.
FOODMisc_DRY RAW-Crack Popcorn In Hand_B00M_MOCK.wav	Popcorn kernels crushed in hand, like paper or aluminum foil being crunched.
FOODMisc_DRY RAW-Creak Corn Starch Cushion Constant_B00M_MOCK.wav	Corn starch against cushion in constant motion. It crunches and lets out air.
FOODMisc_DRY RAW-Creak Corn Starch Cushion_B00M_MOCK.wav	Corn starch against cushion, as if plastic is stretched and rustled.
FOODMisc_DRY RAW-Creaks And Cracks Kohlrabi Leaves Constant_B00M_MOCK.wav	Plastic foil pressed against cardboard producing many squeaks and creaks.
FOODMisc_DRY RAW-Dry Pasta Resonant Movements Single_B00M_MOCK.wav	Pasta moved around, scraping other pasta and hitting walls.
FOODMisc_DRY RAW-Lettuce Cloth Movement Subtle Constant_B00M_MOCK.wav	Lettuce moved around on cloth continuously, producing light rustle and patter, as if stones are stepped on.
FOODMisc_DRY RAW-Lettuce Leaves Rips Crunch Complex_B00M_MOCK.wav	Lettuce leaves ripped slowly apart, producing various crunches.
FOODMisc_DRY RAW-Lettuce Leaves Rips Crunch_B00M_MOCK.wav	Lettuce leaves ripped slowly apart, producing sharp crunches.
FOODMisc_DRY RAW-Lettuce Leaves Twist_B00M_MOCK.wav	Lettuce leaves twisted, producing slow, extended crunches.
FOODMisc_DRY RAW-Monkey Nuts Twisting Single_B00M_MOCK.wav	Peanuts broken open, producing light crunch, as if leaves are rustled.
FOODMisc_DRY RAW-Peanuts Movement Cracks_B00M_MOCK.wav	Peanuts moved around and cracked.
FOODMisc_DRY RAW-Rice Cake Break Crack_B00M_MOCK.wav	Rice cakes broken in half, producing cracks.
FOODMisc_DRY RAW-Rusk Crunch Constant_B00M_MOCK.wav	Rusk biscuits crunched up in continuous sequence.

MUTATE
ORGANIC

FILENAME	DESCRIPTION
FOODMisc_DRY RAW-Rusk Crunch_B00M_MOCK.wav	Rusk biscuits crunched up.
FOODMisc_DRY RAW-Rusk Short_B00M_MOCK.wav	Rusk biscuits crunched up in short sequence.
FOODMisc_DRY RAW-Rustle Corn Pour Dense_B00M_MOCK.wav	Corn poured out of bag and patter against ground.
FOODMisc_DRY RAW-Rustle Corn Pour Spare_B00M_MOCK.wav	Corn poured slowly out of bag, producing light thumps and crunches.
FOODMisc_DRY RAW-Rustle Popcorn Pour In Box_B00M_MOCK.wav	Light patter of popcorn poured into box.
FOODMisc_DRY RAW-Rustle Popcorn Pour Out Of Box_B00M_MOCK.wav	Long patter of popcorn as it is poured out of box, sliding consistently down.
FOODMisc_DRY RAW-Tortilla Chips Crushing Single_B00M_MOCK.wav	Tortilla chips slid and then crushed.
FOODMisc_DRY RAW-Tortilla Chips Leather Crushing Constant_B00M_MOCK.wav	Tortilla chips crushed endlessly.
FOODMisc_DRY RAW-Walnuts Cracking_B00M_MOCK.wav	Walnuts cracked, producing crunches and clicks.
FOODMisc_DRY RAW-Walnuts Debris Movements Single_B00M_MOCK.wav	Walnuts moved around on ground, producing two crunches.
FOODMisc_DRY RAW-Walnuts Debris Movements Slow Constant_B00M_MOCK.wav	Walnuts moved around continuously on ground, producing crunches as debris underneath rustles.
FOODMisc_WET RAW-Banana Mush Mixing Aggressive Constant_B00M_MOCK.wav	Dog eating food desperately, munching away incessantly.
FOODMisc_WET RAW-Banana Mush Mixing Constant_B00M_MOCK.wav	Dog eating food, more relaxed.
FOODMisc_WET RAW-Banana Mush Mixing Subtle Constant_B00M_MOCK.wav	Light mixing in consistent motion, producing crunches.
FOODMisc_WET RAW-Bell Pepper Rips Tears Cave In_B00M_MOCK.wav	Crunch and crack of bell pepper torn apart.
FOODMisc_WET RAW-Bell Pepper Rips Tears_B00M_MOCK.wav	Crunch and crack of bell pepper torn apart.

MUTATE
ORGANIC

FILENAME	DESCRIPTION
FOODMisc_WET RAW-Bell Pepper Twists Juicy_B00M_MOCK.wav	Pepper twisted, expelling juices from inside.
FOODMisc_WET RAW-Cucumber Crack Tight_B00M_MOCK.wav	Cucumber chomped on aggressively.
FOODMisc_WET RAW-Cucumber Crack_B00M_MOCK.wav	Cucumber chomped on.
FOODMisc_WET RAW-Grapefruit Squeeze Squelch Movement Long_B00M_MOCK.wav	Grapefruit squeezed aggressively with juices expelled, producing squeaks.
FOODMisc_WET RAW-Grapefruit Squeeze Squelches Soft_B00M_MOCK.wav	Grapefruit squeezed quickly and lightly. Juices seep out.
FOODMisc_WET RAW-Grapefruit Squeeze Squelches_B00M_MOCK.wav	Grapefruit squeezed quickly and aggressively. Juices seep out.
FOODMisc_WET RAW-Paprika Crack Hard_B00M_MOCK.wav	Crunch of pepper ripped apart, like something or someone chomping on it aggressively.
FOODMisc_WET RAW-Paprika Crack_B00M_MOCK.wav	Crunch of pepper ripped apart, like something or someone chomping into it.
FOODMisc_WET RAW-Pasta Dish Soap Rubber Glove Bury Slow_B00M_MOCK.wav	Pasta handled by rubber gloves covered by dish soap with light crunch.
FOODMisc_WET RAW-Pasta Dish Soap Rubber Glove Mix Constant_B00M_MOCK.wav	Pasta handled by rubber gloves covered by dish soap with light crunch continuously, as if gloves are stretched.
FOODMisc_WET RAW-Pasta Dish Soap Rubber Glove Mix_B00M_MOCK.wav	Pasta handled by rubber gloves covered in dish soap and slides.
FOODMisc_WET RAW-Pasta Dish Soap Rubber Glove Movement Slow_B00M_MOCK.wav	Pasta handled by rubber gloves covered in dish soap, scrapes along surface and producing light crunches.
FOODMisc_WET RAW-Pasta Dish Soap Rubber Glove Squeeze Constant_B00M_MOCK.wav	Pasta squeezed by rubber gloves covered in dish soap continuously with squeaks.
FOODMisc_WET RAW-Pasta Dish Soap Rubber Glove Squeeze_B00M_MOCK.wav	Pasta squeezed by rubber gloves covered in dish soap with squeaks.
FOODMisc_WET RAW-Pasta Dish Soap Squeeze Bury Constant_B00M_MOCK.wav	Pasta drenched endlessly in dish soap with crunch.
FOODMisc_WET RAW-Pasta Dish Soap Squeeze Bury Slow_B00M_MOCK.wav	Pasta drenched slowly in dish soap with light crunch.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
FOODMisc_WET RAW-Pasta Muck Hand Squeeze_B00M_MOCK.wav	Pasta crunched in hand with liquidy texture.
FOODMisc_WET RAW-Pasta Squeeze Bury Constant_B00M_MOCK.wav	Pasta squeezed and buried continuously. Wet and liquidy with crunches.
FOODMisc_WET RAW-Pasta Squeeze Bury Fast_B00M_MOCK.wav	Pasta squeezed and buried in short sequence. Distinct crunch.
FOODMisc_WET RAW-Pasta Squeeze Bury_B00M_MOCK.wav	Pasta squeezed and buried. Wet and liquidy with crunches.
FOODMisc_WET RAW-Watermelon Carve Squeezes_B00M_MOCK.wav	Watermelon cut with knife and then squeezed, producing light hiss and crunch.
FOODMisc_WET RAW-Watermelon Cloth Impact Debris Drop_B00M_MOCK.wav	Wet cloth dropped onto surface, plopping down.
FOODMisc_WET RAW-Watermelon Cloth Pickup Debris Drop_B00M_MOCK.wav	Wet cloth used to clean surface, picked up and then dropped, plopping down.
FOODMisc_WET RAW-Watermelon Cloth Plunged Into Debris_B00M_MOCK.wav	Wet cloth shoved into debris, bubbling slightly as water escapes from cloth.
FOODMisc_WET RAW-Watermelon Hydrophone Compressed Air Burst_B00M_MOCK.wav	Compress air expelled, producing bubbles, as if rocks are slowly sliding down slope.
FOODMisc_WET RAW-Watermelon Juice Hydrophone Bubbling Fizzy Constant_B00M_MOCK.wav	Juice squeezed out of watermelon, producing gassy bubbles.
FOODMisc_WET RAW-Watermelon Wet Cloth Squeezes_B00M_MOCK.wav	Cloth twisted and rinsed out. Water particles slowly rain down.
GLASFric_LIFEFORM PROP-Glass Squeak Gritty_B00M_MOCK.wav	Squeak similar to balloon pressed against aggressively with hand without balloon popping.
GLASFric_LIFEFORM PROP-Glass Squeak High_B00M_MOCK.wav	High pitch, harsh squeak of scratch against glass.
GLASFric_LIFEFORM PROP-Glass Squeak Low_B00M_MOCK.wav	Low pitch, harsh squeak of friction against glass.
GLASFric_LIFEFORM PROP-Glass Squeak Scream_B00M_MOCK.wav	High pitch, harsh squeak of scratch against glass, similar to shriek.
GLASFric_LIFEFORM PROP-Glass Squeak Straight Long_B00M_MOCK.wav	High pitch, harsh squeak of scratch against glass, similar to shriek, in long sequence.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
GLASFric_LIFEFORM PROP-Glass Squeak Stutter_B00M_MOCK.wav	Small critter laughing hysterically.
GOREBone_DRY RAW-Pasta Crack Break_B00M_MOCK.wav	Pasta pieces broken, producing various sharp crunches and cracks.
GOREMisc_DRY RAW-Celery Crush Knife Chop_B00M_MOCK.wav	Knife moved slowly through celery, initially producing crunch and then scrape.
GOREMisc_DRY RAW-Celery Crush Rolling Pin_B00M_MOCK.wav	Rolling pin moved over celery, producing sharp crunch.
GOREMisc_DRY RAW-Celery Rubbing Movement Constant_B00M_MOCK.wav	Celery rubbed against surface in continuous motion, producing squeaks and crunches.
GOREMisc_DRY RAW-Celery Snap Simple_B00M_MOCK.wav	Celery snapped very quickly, producing sharp, high pitched crunch.
GOREMisc_DRY RAW-Celery Snap_B00M_MOCK.wav	Celery snapped quickly, producing short, bassy crunch.
GOREMisc_DRY RAW-Celery Stretch Movement Aggressive Constant_B00M_MOCK.wav	Celery moved around forcefully, producing creaks, crunches and occasional squeaks.
GOREMisc_DRY RAW-Celery Stretch Movement Constant_B00M_MOCK.wav	Celery moved around forcefully, producing creaks, crunches and occasional squeaks.
GOREMisc_DRY RAW-Celery Stretch Movement Short_B00M_MOCK.wav	Celery moved around forcefully in short sequence, producing creaks, crunches and occasional squeaks.
GOREMisc_DRY RAW-Celery Twists Complex_B00M_MOCK.wav	Celery twisted and twisted, producing crunches and soft squeaks.
GOREMisc_DRY RAW-Celery Twists Subtle_B00M_MOCK.wav	Celery twisted for short duration, producing crunches and light scrape.
ICEBrk_DRY PROCESSED-Ice Break Texture Constant_B00M_MOCK.wav	Small cubes of ice being dumped on surface continuously.
ICEBrk_DRY PROCESSED-Ice Break Texture_B00M_MOCK.wav	Cubes removed from ice tray but extra plastic like and processed.
ICEBrk_DRY RAW-Celery Crack Break Ice Texture_B00M_MOCK.wav	Celery broken with sharp, ice like crunch.
ICEBrk_DRY RAW-Celery Crack Break Light Ice Texture_B00M_MOCK.wav	Celery broken with ice like crunch.

MUTATE
ORGANIC

FILENAME	DESCRIPTION
ICEBrk_DRY RAW-Celery Rips Ice Texture_B00M_MOCK.wav	Celery broken apart by hand, producing icy scrapes and sometimes squeaks.
ICEImpt_IMPACT-Ice Break_B00M_MOCK.wav	Ice breaks off, like weapon being fired and rock falling down slope and bouncing.
ICEImpt_IMPACT-Ice High Squeeze_B00M_MOCK.wav	Ice crashing loudly onto surface with slightly liquidy tail.
ICEImpt_IMPACT-Ice Texture_B00M_MOCK.wav	Large stone impacts strongly on icy surface.
ICEMisc_DRY PROCESSED-Ice Texture Squeeze Tonal Constant_B00M_MOCK.wav	Cellophane like surface squeezed tightly and incessantly. Processed with many squeaks.
ICEMvmt_DRY PROCESSED-Ice Movement Texture Constant_B00M_MOCK.wav	Large chunk of ice sliding down hill, constantly scraping against surface and occasionally small pieces break off.
ICEMvmt_DRY PROCESSED-Ice Movement Texture_B00M_MOCK.wav	Large chunk of ice sliding down hill, occasionally bouncing with scrapes.
LETHRCreak_DRY RAW-Creak Leather Backpack Constant_B00M_MOCK.wav	Leather backpack scrunched up continuously, producing low squeaks. Tight ball.
LETHRCreak_DRY RAW-Creak Leather Backpack_B00M_MOCK.wav	Leather backpack scrunched up in short sequences, producing low squeaks. Tight ball.
LETHRCreak_DRY RAW-Creak Leather Handbag Constant_B00M_MOCK.wav	Leather handbag scrunched up continuously, producing creaks with occasional hiss.
LETHRCreak_DRY RAW-Creak Leather Handbag_B00M_MOCK.wav	Leather handbag scrunched up in short or long sequences, producing creaks at varying speeds with occasional hiss.
LETHRCreak_DRY RAW-Creak Plastic Canister_B00M_MOCK.wav	Creak of plastic canister, like motor lightly rumbling and then turned off or animal weakly moaning with some vocal fry.
LETHRCreak_DRY RAW-Leather Creak Movement Tonal Hard Constant_B00M_MOCK.wav	Leather moved around continuously, producing distinct creaks, as if stretched tightly.
LETHRCreak_DRY RAW-Leather Creak Movement Tonal Hard Long_B00M_MOCK.wav	Leather moved around in long sequences, producing distinct creaks, as if stretched lightly.
LETHRCreak_DRY RAW-Leather Creak Movement Tonal Hard Short_B00M_MOCK.wav	Leather moved around in short sequences, producing distinct, sharp creaks, as if stretched lightly.
LETHRMisc_DRY RAW-Leather Crunching Single_B00M_MOCK.wav	Leather crunched up in single, short motion.

MUTATE
ORGANIC

FILENAME	DESCRIPTION
LETHRMvmt_DRY PROCESSED-Leather Movement Constant_B00M_MOCK.wav	Leather moved and stretched consistently. Extremely airy and whooshy with low squeaks.
LIQBubl_LIFEFORM PROP-Slime Pipe Blow Huge Bubble_B00M_MOCK.wav	Tube blown through creating sound ripples on other side.
LIQBubl_LIFEFORM PROP-Slime Pipe Bubble Talking_B00M_MOCK.wav	Motor running and rumbling through water with gnarls and snarls.
LIQBubl_LIFEFORM PROP-Slime Vuvuzela Inflate Huge Bubble_B00M_MOCK.wav	Large beast inhales aggressively or yawns with occasional bubbles.
LIQBubl_LIFEFORM PROP-Slime Whistle Small Modulating Bubbles_B00M_MOCK.wav	Rumbly chirp of robotic like bird.
LIQBubl_LIFEFORM PROP-Whipped Cream Bubble Long_B00M_MOCK.wav	Bubbles blown in whipped cream in long sequence. Airy.
LIQBubl_LIFEFORM PROP-Whipped Cream Bubble_B00M_MOCK.wav	Bubbles blown in whipped cream. Airy.
LIQBubl_WET PROCESSED-Bubble Texture Constant Dense_B00M_MOCK.wav	Constant bubbling, like large pit of water slowly boiling.
LIQBubl_WET PROCESSED-Bubble Texture Constant Sparse_B00M_MOCK.wav	Bubbly discharge of futuristic weapon scattered all over continuously.
LIQBubl_WET PROCESSED-Lava Bubble Texture Whoosh_B00M_MOCK.wav	Fire of futuristic weapon with underwater whoosh, creating small waves.
LIQBubl_WET PROCESSED-Liquid Bubble Short_B00M_MOCK.wav	Short sequence of bubbles speeds by.
LIQBubl_WET RAW-Hydrophone Cola Fizzing Bubbles Constant_B00M_MOCK.wav	Gas of soda produces crackles. Slightly underwater.
LIQBubl_WET RAW-Jelly Compressed Air Burst Constant_B00M_MOCK.wav	Compressed air expelled continuously, producing gurgling jelly.
LIQBubl_WET RAW-Jelly Compressed Air Burst Deep Constant_B00M_MOCK.wav	Compressed air expelled continuously, producing gurgling, similar to motor running in water.
LIQBubl_WET RAW-Jelly Compressed Air Burst Deep_B00M_MOCK.wav	Compressed air expelled in short burst, similar to motor starting and stopping quickly in water.
LIQBubl_WET RAW-Jelly Compressed Air Burst Movement Fast_B00M_MOCK.wav	Compressed air expelled quickly with fast bubbling.

MUTATE
ORGANIC

FILENAME	DESCRIPTION
LIQBubl_WET RAW-Jelly Compressed Air Burst Surface_B00M_MOCK.wav	Compressed air expelled in long burst, like airy discharge from futuristic weapon.
LIQBubl_WET RAW-Jelly Compressed Air Burst_B00M_MOCK.wav	Compressed air expelled in short burst with fast bubbling.
LIQBubl_WET RAW-Jelly Thick Compressed Air Bubbles_B00M_MOCK.wav	Compressed air expelled quickly onto jelly, producing bubbles.
LIQBubl_WET RAW-Jelly Watery Compressed Air Burst Aggressive Long_B00M_MOCK.wav	Compressed air expelled quickly and in long sequence into jelly, creating bubbles.
LIQBubl_WET RAW-Jelly Watery Compressed Air Burst Aggressive_B00M_MOCK.wav	Compressed air expelled quickly into jelly, creating bubbles.
LIQBubl_WET RAW-Jelly Watery Compressed Air Burst Long Bubbles_B00M_MOCK.wav	Compressed air expelled quickly and in long sequence into jelly, creating bubbles.
LIQBubl_WET RAW-Jelly Watery Compressed Air Burst Short_B00M_MOCK.wav	Bubbly burst of compressed air in short sequence. Several bubbles rise to surface.
LIQBubl_WET RAW-Jelly Watery Compressed Air Burst_B00M_MOCK.wav	Bubbly burst of compressed air. Fast bubbles.
LIQBubl_WET RAW-Jelly Watery Straw Bubbles_B00M_MOCK.wav	Air blown through straw producing bubbles.
LIQBubl_WET RAW-Pudding Bubble Bursts_B00M_MOCK.wav	Fast groups of bubbles in pudding from air blown aggressively.
LIQBubl_WET RAW-Pudding Compressed Air Bursts Single Short_B00M_MOCK.wav	Short compressed air bursts fired quickly into custard, producing fast bubbles.
LIQBubl_WET RAW-Pudding Compressed Air Bursts Single Slow_B00M_MOCK.wav	Short compressed air bursts fired slowly into custard, producing large bubbles.
LIQBubl_WET RAW-Tiny Bubbles Emerge Constant_B00M_MOCK.wav	Small bubbles rise continuously from the depths. Airy with light clunks.
LIQImpt_IMPACT PROCESSED WET-Bubbly Chatter_B00M_MOCK.wav	Strong airy, modulated expulsion.
LIQImpt_IMPACT PROCESSED WET-Crunchy Vegetables Underwater_B00M_MOCK.wav	Discharge fired quickly through water and collides with rocky bottom.
LIQImpt_IMPACT PROCESSED WET-Liquid Lava Long_B00M_MOCK.wav	Ripples and small waves created on water and water slowly calms down..

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
LIQImpt_IMPACT PROCESSED WET-Liquid Lava Short_B00M_MOCK.wav	Ripples and small waves created on water and water quickly calms down.
LIQImpt_IMPACT PROCESSED WET-Liquid Long Tail_B00M_MOCK.wav	Small object lightly collides with liquid, producing sharp, icy, slow ripples.
LIQImpt_IMPACT PROCESSED WET-Liquid Short Tail_B00M_MOCK.wav	Small object lightly collides with liquid, producing sharp, icy, fast ripples.
LIQImpt_IMPACT PROCESSED WET-Liquid Texture_B00M_MOCK.wav	Like airy recoil of shotgun fired.
LIQImpt_IMPACT PROCESSED WET-Slap Vegetable Tail_B00M_MOCK.wav	Vegetables smacked hard with hand.
LIQImpt_IMPACT PROCESSED WET-Slime Splash Modulation Tail_B00M_MOCK.wav	Underwater discharge causes ripples and splash.
LIQImpt_IMPACT PROCESSED WET-Slime Water Splash_B00M_MOCK.wav	Underwater discharge causes splash and slowly comes to rest.
LIQImpt_IMPACT PROCESSED WET-Splash Squishy_B00M_MOCK.wav	Quick, dense splash with thump on impact.
LIQImpt_IMPACT PROCESSED WET-Tentacles_B00M_MOCK.wav	Surface of ocean floor struck by limbs of underwater animal.
LIQImpt_IMPACT-Lava Bubble Eruption_B00M_MOCK.wav	Bubbles erupt in short, muffled bursts.
LIQImpt_IMPACT-Liquid Pasta Impact Morph_B00M_MOCK.wav	Ground of small rocks begin to fall down slope.
LIQImpt_IMPACT-Low Thump_B00M_MOCK.wav	Low thump. Electrical, akin to quiet thunder.
LIQImpt_IMPACT-Slime Mixed With Tape_B00M_MOCK.wav	Rock intensely impacts with ground, like crunch of tape.
LIQImpt_IMPACT-Slime Throw Tight_B00M_MOCK.wav	Small object thrown at ground and lightly crunches.
LIQImpt_IMPACT-Slime Throw Wobbly_B00M_MOCK.wav	Small object thrown at ground and lightly bounces and crunches.
LIQImpt_IMPACT-Wet Texture_B00M_MOCK.wav	Sharp thud of weapon blast hitting ocean floor.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
LIQImpt_WET PROCESSED-Mud Impacts Texture_B00M_MOCK.wav	Multiple steps in liquid, with liquid splashed around.
LIQImpt_WET PROCESSED-Mud Wet Texture Short_B00M_MOCK.wav	One or several steps in mud and rocks, with the foot being dragged through mud sometimes.
LIQImpt_WET RAW-Slime Glue Foam Impact Slap_B00M_MOCK.wav	Foam slapped, producing soft thud.
LIQImpt_WET RAW-Slime Glue Foam Impact Squeeze_B00M_MOCK.wav	Foam squeezed, producing thump.
LIQImpt_WET RAW-Wet Cloth Impacts_B00M_MOCK.wav	Water cloth thrown at surface. Density of cloth with water creates light thump.
LIQMisc_IMPACT-Wet Slime Blast_B00M_MOCK.wav	Discharge of weapon similar to processed burp.
LIQMisc_LIFEFORM PROP-Slime Blow Shower Gel Tube Long_B00M_MOCK.wav	Slime blown through tube in long sequence, like distorted angry duck.
LIQMisc_LIFEFORM PROP-Slime Blow Shower Gel Tube Short_B00M_MOCK.wav	Slime blown through tube in short sequence, like distorted angry duck.
LIQMisc_LIFEFORM PROP-Slime Blowing Constant Into Slime With Movement_B00M_MOCK.wav	Slime blown through straw with slight duck quacks and gargles and snarls.
LIQMisc_LIFEFORM PROP-Slime Screech Tiny_B00M_MOCK.wav	Slimes squeaks, like friction of violin bow producing soft screech.
LIQMisc_LIFEFORM PROP-Slime Screech_B00M_MOCK.wav	Slimes squeaks, like friction of violin bow producing screech.
LIQMisc_LIFEFORM PROP-Slime Suction Growl_B00M_MOCK.wav	Slime sucked through tube producing slight snarl.
LIQMisc_LIFEFORM PROP-Slime Suction Oil Bottle Short_B00M_MOCK.wav	Slime sucked through oil bottle, producing harsh, low screech. Short duration.
LIQMisc_LIFEFORM PROP-Slime Suction Shower Gel Tube_B00M_MOCK.wav	Slime sucked through shower gel tube, producing light screech.
LIQMisc_LIFEFORM PROP-Slime Vuvuzela Growl Nasty_B00M_MOCK.wav	Bubbly gnarl with occasional modulations. Airy.
LIQMisc_WET PROCESSED-Banana Mush Texture Downwards High_B00M_MOCK.wav	Slop or sludge rolling down hill of rocks. High pitch.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
LIQMisc_WET PROCESSED-Banana Mush Texture Downwards_B00M_MOCK.wav	Slop or sludge rolling down hill of rocks. Low pitched. Modulated.
LIQMisc_WET PROCESSED-Liquid Chicken Sauce Texture Constant_B00M_MOCK.wav	Chicken sauce leaked continuously out with breathing of animal.
LIQMisc_WET PROCESSED-Liquid Texture Moves_B00M_MOCK.wav	Large section of rocks shift position underwater.
LIQMisc_WET PROCESSED-Raw Chicken Texture Downwards High_B00M_MOCK.wav	Chicken splashing water and vocalizing. Slightly grainy.
LIQMisc_WET PROCESSED-Raw Chicken Texture Downwards_B00M_MOCK.wav	Chicken dunks head in water and drinks small amount while water drips down on head. Morphed snarl.
LIQMisc_WET RAW-Jelly Movement Sloppy Bury Single_B00M_MOCK.wav	Movements of hand through jelly, like object soaked in water, pressed and released.
LIQMisc_WET RAW-Jelly Movement Sloppy Single_B00M_MOCK.wav	Jelly slapped around, producing light splash.
LIQMisc_WET RAW-Raw Chicken Bury Single Aggressive_B00M_MOCK.wav	Chicken sticks beak in ground quickly to bury object with slight plop.
LIQMisc_WET RAW-Raw Chicken Bury Single Long_B00M_MOCK.wav	Chicken sticks beak in ground and slowly brings it through dirt with vocalization.
LIQMisc_WET RAW-Raw Chicken Bury Single Short_B00M_MOCK.wav	Chicken sticks beak in ground quickly to bury object with vocalization.
LIQMisc_WET RAW-Slime Glue Foam Grab Double_B00M_MOCK.wav	Foam grabbed and moved over.
LIQMisc_WET RAW-Slime Glue Foam Grab_B00M_MOCK.wav	Foam picked up with light slide.
LIQMisc_WET RAW-Slime Glue Foam Squeeze Pick Up_B00M_MOCK.wav	Foam grabbed in hand and lifted. Slight crank.
LIQMisc_WET RAW-Slime Glue Foam Squeeze Single Hand_B00M_MOCK.wav	Foam squeezed quickly in hand, producing slight crunch, like mechanism of toy moved back and forth.
LIQMisc_WET RAW-Slime Glue Foam Squeeze Stretch_B00M_MOCK.wav	Foam stretched in hand, producing light squeak.
LIQMisc_WET RAW-Wet Cloth Twists Single_B00M_MOCK.wav	Wet cloth twisted tightly and water seeps out.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
LIQMisc_WET RAW-Whipped Cream Spray In Cream_B00M_MOCK.wav	Whipped cream sprayed out of bottle into cream with sharp hiss.
LIQMisc_WET RAW-Whipped Cream Spray_B00M_MOCK.wav	Whipped cream sprayed out of bottle with sharp, dense hiss.
LIQMvmt_WET PROCESSED-Liquid Movement Texture_B00M_MOCK.wav	Stepping aggressively and quickly through water.
LIQMvmt_WET RAW-Jelly Thick Movement Slimy Constant_B00M_MOCK.wav	Thick slime moves along surface continuously, as if animal is slobbering up water to drink.
LIQMvmt_WET RAW-Jelly Thick Movement Squeeze Single_B00M_MOCK.wav	Thick slime moves along surface quickly, as if animal is briefly slobbering up water to drink.
LIQMvmt_WET RAW-Jelly Thick Squeeze Moves Fast_B00M_MOCK.wav	Thick jelly squeezed quickly. Crunch and plop.
LIQMvmt_WET RAW-Jelly Thick Squeeze Moves_B00M_MOCK.wav	Thick jelly squeezed and liquid disperses slowly.
LIQMvmt_WET RAW-Jelly Thick Surface Movement Long_B00M_MOCK.wav	Thick jelly moves along surface, as if small dog is drinking up water.
LIQMvmt_WET RAW-Pudding Texture Movements Constant_B00M_MOCK.wav	Constant movements in pudding. Underwater crunches and squeaks.
LIQMvmt_WET RAW-Raw Chicken Bury Constant_B00M_MOCK.wav	Chicken drinking water but sometimes taking more than it can handle and needing to gasp for air.
LIQMvmt_WET RAW-Raw Chicken Movement Fast Constant_B00M_MOCK.wav	Raw chicken moved around quickly, as if water drips from drain.
LIQMvmt_WET RAW-Raw Chicken Movement Slow Constant_B00M_MOCK.wav	Raw chicken moved around slowly, as if water lightly drips from drain.
LIQMvmt_WET RAW-Slime Glue Foam Impact Movement_B00M_MOCK.wav	Impact of hand against foam. Light scrape.
LIQMvmt_WET RAW-Slime Glue Foam Movement Aggressive Constant_B00M_MOCK.wav	Foam moved around forcefully in constant motion.
LIQMvmt_WET RAW-Slime Glue Movement Aggressive Constant_B00M_MOCK.wav	Constant movement of hand through slime, producing crunches and light squeaks.
LIQMvmt_WET RAW-Slime Movement Soft_B00M_MOCK.wav	Movement of hand through slime lightly, producing indistinct crunches.

BOOM
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
LIQMvmt_WET RAW-Slime Movement_B00M_MOCK.wav	Movement of hand through slime in short sequence, producing crunches.
LIQMvmt_WET RAW-Soap Gloves Movements Fast Constant_B00M_MOCK.wav	Gloved hand moved strongly through soap, like rustling of paper.
LIQMvmt_WET RAW-Soap Gloves Movements Fast Short_B00M_MOCK.wav	Soap squeezed quickly and continuously in hand, producing light scrape and sometimes squeak.
LIQMvmt_WET RAW-Soap Gloves Squeeze Fast_B00M_MOCK.wav	Soap squeezed quickly in hand, producing squeak.
LIQMvmt_WET RAW-Soap Gloves Squeeze Slow_B00M_MOCK.wav	Soap squeezed slowly in hand, producing squeak and crunches from movements.
LIQMvmt_WET RAW-Soap Hands Air Release_B00M_MOCK.wav	Soap squeezed in hand, releasing air squeakily.
LIQMvmt_WET RAW-Soap Hands Movements Fast Long_B00M_MOCK.wav	Hand moved quickly around soap in long sequence, producing crunches and light patter.
LIQMvmt_WET RAW-Soap Hands Movements Fast Short_B00M_MOCK.wav	Hand moved quickly around soap in short sequence, producing crunches and light patter.
LIQMvmt_WET RAW-Spaghetti Bury Fast_B00M_MOCK.wav	Dirt poured over spaghetti quickly, producing light crunch.
LIQMvmt_WET RAW-Spaghetti Muck Hand Squeeze Slow Constant_B00M_MOCK.wav	Spaghetti in mud squeezed slowly and continuously, producing light crunches and liquids pours down.
LIQMvmt_WET RAW-Spaghetti Muck Hand Squeeze_B00M_MOCK.wav	Spaghetti in mud squeezed tightly, producing plop and light crunch.
LIQMvmt_WET RAW-Spaghetti Squeeze Bury Fast Constant_B00M_MOCK.wav	Spaghetti covered by dirt endlessly, like animal foraging through mud.
LIQMvmt_WET RAW-Spaghetti Squeeze Bury Fast_B00M_MOCK.wav	Spaghetti covered in dirt very quickly. Light crunch until dirt settles.
LIQMvmt_WET RAW-Spaghetti Squeeze Bury Slow Constant_B00M_MOCK.wav	Spaghetti covered in dirt slowly and consistently, like object squeezed with juices seeping out.
LIQMvmt_WET RAW-Spaghetti Squeeze Bury Slow_B00M_MOCK.wav	Spaghetti covered in dirt slowly, with light crunch as dirt is lifted and then slowly rains down on spaghetti.
LIQMvmt_WET RAW-Water Walnuts Movements Shallow Constant_B00M_MOCK.wav	Movements of walnut in water, like toy car being moved around.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
LIQMvmt_WET RAW-Watermelon Cloth Watery Movement Constant_B00M_MOCK.wav	Wet cloth moved to and fro continuously, with water particles slowly escaping.
LIQMvmt_WET RAW-Wet Cloth Movements Constant Fast_B00M_MOCK.wav	Wet cloth moved to and fro continuously, with water particles slowly escaping.
LIQMvmt_WET RAW-Wet Cloth Movements Single_B00M_MOCK.wav	Wet cloth moved in single motion. Bounces and thumps.
LIQSuct_IMPACT-Slime Suction_B00M_MOCK.wav	As if slime is being sucked forcefully through tube.
LIQSuct_WET PROCESSED-Intermittent Plunger Movements Constant_B00M_MOCK.wav	Plunger moved up and down at irregular speeds constantly. Suction with bubbles.
LIQSuct_WET RAW-Jelly Hand Plunge_B00M_MOCK.wav	Hand plopped into jelly, like suction of plunger.
LIQSuct_WET RAW-Jelly Mush Mixed Plunger Fast_B00M_MOCK.wav	Plunger pushed onto jelly quickly, producing loud suction.
LIQSuct_WET RAW-Jelly Mush Mixed Plunger Sequence Fast_B00M_MOCK.wav	Plunger moved up and down quickly through jelly with many suction sounds.
LIQSuct_WET RAW-Jelly Mush Mixed Plunger Slow_B00M_MOCK.wav	Plunger moved back and forth slowly through jelly, causing jelly to morph and bubble.
LIQSuct_WET RAW-Jelly Watery Plunger Push_B00M_MOCK.wav	Jelly pushed by plunger with suction and bubbles rising to surface.
LIQSuct_WET RAW-Pasta Dish Soap Hydrophone Plunger Suction_B00M_MOCK.wav	Processed plunger suction, as if highly muffled rocks are moving underwater with rustle.
LIQSuct_WET RAW-Plunger Custard Deep Release Short_B00M_MOCK.wav	Very quick release of plunger in custard with light suction.
LIQSuct_WET RAW-Plunger Custard Shallow Press Fast_B00M_MOCK.wav	Plunger pressed forcefully into custard with bubbles.
LIQSuct_WET RAW-Plunger Custard Shallow Press Slow_B00M_MOCK.wav	Plunger pressed slowly into custard with bubbles and flapping, somewhat like duck call.
LIQSuct_WET RAW-Plunger Custard Shallow Release Fast_B00M_MOCK.wav	Quick release of plunger from custard with suction.
LIQSuct_WET RAW-Plunger Custard Shallow Release Slow_B00M_MOCK.wav	Slow release of plunger from custard with suction and gurgling.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
LIQSuct_WET RAW-Plunger Pudding Gurgle Deep Low_B00M_MOCK.wav	Plunger pressed forcefully into pudding with gurgle.
LIQSuct_WET RAW-Plunger Pudding Impacts_B00M_MOCK.wav	Plunger pressed forcefully into pudding with suction.
LIQSuct_WET RAW-Plunger Pudding Press Fast_B00M_MOCK.wav	Plunger pressed quickly into pudding with bubbles and slosh.
LIQSuct_WET RAW-Plunger Pudding Press Slow_B00M_MOCK.wav	Plunger pressed slowly into pudding with bubbles and ripples on pudding.
LIQSuct_WET RAW-Plunger Water Press Aggressive_B00M_MOCK.wav	Plunger pressed strongly into water, similar to snarl of animal.
LIQSuct_WET RAW-Plunger Water Press Soft_B00M_MOCK.wav	Plunger pressed lightly and slowly into water, similar to gargle.
LIQSuct_WET RAW-Plunger Water Release Aggressive_B00M_MOCK.wav	Water released forcefully from plunger with slight gurgle.
LIQSuct_WET RAW-Plunger Water Release Soft_B00M_MOCK.wav	Water released lightly from plunger with suction.
LIQSuct_WET RAW-Watermelon Plunger Push Squelch Fast Complex_B00M_MOCK.wav	Plunger pushed quickly and roughly into water. Suction and warble.
LIQSuct_WET RAW-Watermelon Plunger Push Squelch Fast_B00M_MOCK.wav	Plunger pushed very quickly and roughly into water. Suction followed by snarl.
LIQSuct_WET RAW-Watermelon Plunger Push Squelch_B00M_MOCK.wav	Plunger pressed onto watermelon with water particles escaping from it.
LIQSuct_WET RAW-Watermelon Plunger Release Short_B00M_MOCK.wav	Plunger released quickly, and all water comes out quickly.
LIQSuct_WET RAW-Watermelon Plunger Release_B00M_MOCK.wav	Plunger released, producing sucking sound.
METLFric_LIFEFORM PROP-Violin Bow Metal Box High Screech_B00M_MOCK.wav	High pitched, distorted, crystalized harmonics.
METLMvmt_DRY RAW-Aluminum Foil Ice Texture Constant_B00M_MOCK.wav	Aluminum foil crumbled continuously in long sequence. Icy and metallic.
METLMvmt_DRY RAW-Aluminum Foil Ice Texture Squeeze_B00M_MOCK.wav	Aluminum foil crumbled in short sequences. Icy and metallic.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
OBJTape_DRY PROCESSED-Morph Crack Hook And Pile Tape_B00M_MOCK.wav	Velcro being taken off with some scrapes. Wavering.
OBJTape_DRY PROCESSED-Morph Tape Whoosh Low_B00M_MOCK.wav	Rocks quickly roll down slope with slight whoosh as rest of stones continue to roll. Low pitched, muffled.
OBJTape_DRY PROCESSED-Morph Tape Whoosh Small_B00M_MOCK.wav	Small stones fall down mountain and quickly come to halt.
OBJTape_DRY PROCESSED-Morph Tape Whoosh Stretch_B00M_MOCK.wav	Many fall stones roll down mountain in long sequence.
OBJTape_DRY PROCESSED-Morph Tape_B00M_MOCK.wav	Hand moved around tape, as if plastic is shaken with rocks slowly falling down slope.
OBJTape_DRY PROCESSED-Packing Tape Crunchy Texture Constant_B00M_MOCK.wav	Packing tape stretched and modulated to produce crunches and liquidy grains.
OBJTape_DRY PROCESSED-Plastic Tape Texture Downwards High_B00M_MOCK.wav	Plastic tape moved forcefully downwards. Plastic crumbled and rustled.
OBJTape_DRY PROCESSED-Plastic Tape Texture Downwards Short_B00M_MOCK.wav	Plastic tape moved forcefully downwards, as if many small rocks are rolling quickly down slope.
OBJTape_DRY PROCESSED-Plastic Tape Texture Downwards_B00M_MOCK.wav	Plastic tape moved forcefully downwards, as if many small rocks are rolling down slope.
OBJTape_DRY PROCESSED-Tape Organic Absorption Movement_B00M_MOCK.wav	Tape rolled back up, as if slimy object is moved across rocky surface.
OBJTape_DRY PROCESSED-Tape Organic Complex Movement Long_B00M_MOCK.wav	Tape rolled back up, as if slimy object is moved across rocky surface in long sequence.
OBJTape_DRY PROCESSED-Tape Organic Complex Movement Short_B00M_MOCK.wav	Object dragged through mud quickly, sometimes with light thump.
OBJTape_DRY RAW-Crack Hook-And-Pile Tape Fast_B00M_MOCK.wav	Scrunch of tape as it is pulled off quickly. Sharp scrape.
OBJTape_DRY RAW-Crack Hook-And-Pile Tape_B00M_MOCK.wav	Scrunch of tape as it is pulled off slowly. Sharp, skipping scrapes.
OBJTape_DRY RAW-Creak Violin Bow Sticky Tape_B00M_MOCK.wav	Violin bow dragged along sticky tape with varying velocity, producing door creaks, as if it is opened at varying speeds.
OBJTape_DRY RAW-Packing Tape Movements Constant Fast_B00M_MOCK.wav	Packing tape moved around quickly and continuously, as if scrunched up forever.

MUTATE
ORGANIC

FILENAME	DESCRIPTION
OBJTape_DRY RAW-Packing Tape Movements Constant Slow_B00M_MOCK.wav	Packing tape moved around slowly and continuously, as if scrunched up lightly forever.
OBJTape_DRY RAW-Packing Tape Movements Single_B00M_MOCK.wav	Packing tape in single motion, producing crush and thud of impact.
OBJTape_DRY RAW-Tape Cracks Wet Hard_B00M_MOCK.wav	Tape broken off aggressively, producing sharp crunches.
OBJTape_DRY RAW-Tape Cracks Wet_B00M_MOCK.wav	Tape broken off, producing sharp crunches.
OBJTape_DRY RAW-Tape Short Tonal_B00M_MOCK.wav	Tape pulled off, producing tonal crunches.
OBJTape_DRY RAW-Tape Soft_B00M_MOCK.wav	Tape pulled off lightly, producing crunch.
OBJTape_IMPACT-Tape Organic Crunch Explosion Long Tail_B00M_MOCK.wav	Underwater rocks strongly dispersed by strong collision.
OBJUmbr_DRY RAW-Rustle Umbrella Textile Constant_B00M_MOCK.wav	Umbrella rustles continuously in wind.
PAPRHndl_DRY RAW-Baking Paper Constant Hard_B00M_MOCK.wav	Baking paper continuously moved around. Light scrapes, crumbles and rustles.
PAPRHndl_DRY RAW-Baking Paper Squeeze Long_B00M_MOCK.wav	Baking paper crumbled slowly in long sequences. Rustles and crumbles.
PAPRHndl_DRY RAW-Baking Paper Squeeze Short Soft_B00M_MOCK.wav	Baking paper crumbled in short sequences, gently rustling.
PAPRHndl_DRY RAW-Crisp Paper Movements Constant Slow_B00M_MOCK.wav	Crisp paper moved around. Patter and rustle of paper against surface.
PAPRHndl_DRY RAW-Newspaper Movements Single_B00M_MOCK.wav	Newspaper slid across surface, producing light rustling.
PAPRHndl_DRY RAW-Rustle Paper Cover Constant_B00M_MOCK.wav	Paper rustled continuously, similar to if wind were to blow on dangling paper.
PLASBrk_DRY RAW-Polystyrene Break Crack Multiple_B00M_MOCK.wav	Polystyrene broken, as if hole is being dug by shovel.
PLASBrk_DRY RAW-Polystyrene Break Crack Short_B00M_MOCK.wav	Polystyrene broken, as if shovel is put in ground and slightly dragged.

MUTATE
ORGANIC

FILENAME	DESCRIPTION
PLASBrk_DRY RAW-Polystyrene Break Crack_B00M_MOCK.wav	Polystyrene broken. Thud and crunch of break.
PLASFric_DRY RAW-Beach Ball Stretching Constant Slow_B00M_MOCK.wav	Beach ball stretched to infinity. Twisting, crunching.
PLASFric_DRY RAW-Beach Ball Stretching Single Fast_B00M_MOCK.wav	Sides of beach ball pulled quickly, stretching it. Scrapes and light squeak.
PLASFric_DRY RAW-Beach Ball Stretching Single Slow_B00M_MOCK.wav	Sides of beach ball pulled slowly, stretching it. Long crunch and slight rustle.
PLASFric_DRY RAW-Creak Crack Plastic Canister Hydrophone Constant_B00M_MOCK.wav	Plastic canister moved to and fro, recorded by hydrophone to produce underwater feeling. Clunks and thuds.
PLASFric_DRY RAW-Creak Finger On Broomstick Fibers_B00M_MOCK.wav	Finger grazed along broomstick at varying speaks to produce scrape and at faster speeds, rattle.
PLASFric_DRY RAW-Creak Plastic Canister Rub Scores With Fingers Hydrophone Constant_B00M_MOCK.wav	Plastic canister rubbed with fingers and recorded with hydrophone, creating light underwater, metallic, rhythmic scrapes.
PLASFric_DRY RAW-Creak Styrofoam Box Constant_B00M_MOCK.wav	Styrofoam box produces continuous creaks, like low motor.
PLASFric_DRY RAW-Creak Styrofoam Box_B00M_MOCK.wav	Styrofoam box being squished as strongly as possible.
PLASFric_DRY RAW-Creaks And Squeaks Plastic Foil On Carboard Constant_B00M_MOCK.wav	Plastic foil on cardboard producing many high pitched squeaks.
PLASFric_DRY RAW-Plastic Scarpe Canister Scores Constant_B00M_MOCK.wav	Plastic canister flipped over and over, as if scraped against surface or motorcycle engine starting and stopping.
PLASFric_DRY RAW-Polystyrene Scrapes Hard Long_B00M_MOCK.wav	Intense, long scrapes against polystyrene at varying speeds.
PLASFric_DRY RAW-Polystyrene Scrapes Hard Short_B00M_MOCK.wav	Intense short scrapes against polystyrene with short expulsion of air.
PLASFric_DRY RAW-Polystyrene Twists_B00M_MOCK.wav	Polystyrene twisted but it is as if it is broken.
PLASFric_LIFEFORM PROP-Bowed Plastic Lid Screech Long_B00M_MOCK.wav	Violin bowed on plastic, similar to stick striking grooves between fence, only shriller in long sequence.
PLASFric_LIFEFORM PROP-Bowed Plastic Lid Screech Short_B00M_MOCK.wav	Violin bowed on plastic, similar to stick striking grooves between fence, only much shriller and screechy in short sequence. Sound mostly continuous due to velocity of bow.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
PLASFric_LIFEFORM PROP-Bowed Plastic Lid Screech_B00M_MOCK.wav	Violin bowed on plastic, similar to stick striking grooves between fence, only much shriller and screechy.
PLASFric_LIFEFORM PROP-Bowed Playing Card Screech Hard_B00M_MOCK.wav	Violin bow against playing card, similar to toy being cranked up.
PLASFric_LIFEFORM PROP-Bowed Playing Card Screech Light_B00M_MOCK.wav	Violin bow against playing card, similar to toy cranked up quickly and released.
PLASFric_LIFEFORM PROP-Bowed Playing Card Screech Long Aggressive_B00M_MOCK.wav	Violin bowed aggressively against card to produce harsh screech.
PLASFric_LIFEFORM PROP-Bowed Playing Card Screech Long_B00M_MOCK.wav	Propeller like screeches gaining in speed in long sequence.
PLASFric_LIFEFORM PROP-Bowed Playing Card Screech Short_B00M_MOCK.wav	Propeller like screeches in short sequence.
PLASFric_LIFEFORM PROP-Plastic Foil Screech Pitch Up_B00M_MOCK.wav	Friction of plastic foil creates rise in pitch.
PLASFric_LIFEFORM PROP-Plastic Foil Screech Snarl_B00M_MOCK.wav	Friction of plastic foil creates grumble.
PLASFric_LIFEFORM PROP-Plastic Foil Screech Stutter_B00M_MOCK.wav	Plastic foil made to stutter, producing combination of creak and vocal fry.
PLASFric_LIFEFORM PROP-Plastic Foil Screech_B00M_MOCK.wav	Plastic foil cries out, as if like small animal or like plastic cup scraped against table.
PLASFric_LIFEFORM PROP-Refuse Bag Screech Long_B00M_MOCK.wav	Friction of plastic produces squeaks and cranks from twists in long sequence.
PLASFric_LIFEFORM PROP-Refuse Bag Screech Short_B00M_MOCK.wav	Friction of plastic produces squeaks and cranks from twists in short sequence.
PLASFric_LIFEFORM PROP-Violin Bow Cardboard Box Small Screech_B00M_MOCK.wav	Violin bows cardboard box. Distorted rooster cooing in morning.
PLASFric_LIFEFORM PROP-Violin Bow Cardboard Palette Fast Constant_B00M_MOCK.wav	Shrill, continuous scrape of violin bow against cardboard.
PLASFric_LIFEFORM PROP-Violin Bow Cardboard Palette Screech_B00M_MOCK.wav	Sharp buzzing or grinding of metal blade colliding slightly with metal.
PLASFric_LIFEFORM PROP-Violin Bow Cardboard Screech High_B00M_MOCK.wav	Cardboard box bowed by violin, producing screeches and harsh noise.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
PLASFric_LIFEFORM PROP-Violin Bow Cardboard Screech Wobble_B00M_MOCK.wav	Cardboard box violin, producing warbly screeches.
PLASFric_LIFEFORM PROP-Violin Bow Cardboard Wobble Rising_B00M_MOCK.wav	Staggering bowing of violin on cardboard box producing many screeches varying in speed.
PLASFric_LIFEFORM PROP-Violin Bow Envelope_B00M_MOCK.wav	Harsh scraping falling and then briefly rising in pitch.
PLASFric_LIFEFORM PROP-Violin Bow Lever Arch File Creak Growl Short_B00M_MOCK.wav	Violin bow scraped against lever arch file, producing creak falling in pitch.
PLASFric_LIFEFORM PROP-Violin Bow Lever Arch File Creak Growl_B00M_MOCK.wav	Creaky gnarl of violin bow scraped against lever arch file.
PLASFric_LIFEFORM PROP-Violin Bow Lever Arch File Screech Growl_B00M_MOCK.wav	Violin bow scraped against lever arch file, producing gnarl and shriek.
PLASFric_LIFEFORM PROP-Violin Bow Lever Arch File Screech High Fast Constant_B00M_MOCK.wav	Violin bow scraped quickly against lever arch file, as if squeaky rocking chair is moved quickly back and forth.
PLASFric_LIFEFORM PROP-Violin Bow Lever Arch File Screech High_B00M_MOCK.wav	Harsh noise from violin bow on lever arch file, similar to extended techniques in classical music.
PLASFric_LIFEFORM PROP-Violin Bow Lever Arch File Short_B00M_MOCK.wav	Hiss, and light screeches of violin bow on lever arch file, similar to extended techniques in classical music but on a cello.
PLASFric_LIFEFORM PROP-Violin Bow Plastic Screech High_B00M_MOCK.wav	Harsh shrill noise from violin bow with varying degrees of distortion and fluctuating pitch.
PLASFric_LIFEFORM PROP-Violin Bow Postcard Wobble_B00M_MOCK.wav	Object moved quickly through grooves of fence or motor slowly down and quickly accelerating.
PLASFric_LIFEFORM PROP-Water Bead Screech Long_B00M_MOCK.wav	Thin, shrill, airy screech in long sequence.
PLASFric_LIFEFORM PROP-Water Bead Screech Medium Click_B00M_MOCK.wav	Thin, shrill, airy screech with click, similar to small bird chirping.
PLASFric_LIFEFORM PROP-Water Bead Screech Short_B00M_MOCK.wav	Thin, shrill, airy screech in short sequence with slight rattle at end.
PLASFric_LIFEFORM PROP-Water Bead Screech Sizzle_B00M_MOCK.wav	Thin, shrill, extra airy screech.
PLASMvmt_DRY RAW-Bubble Wrap Movements Constant Fast_B00M_MOCK.wav	Hand moved through bubble wrap quickly and continuously, producing rustles and occasional squeaks.

MUTATE
ORGANIC

FILENAME	DESCRIPTION
PLASMvmt_DRY RAW-Bubble Wrap Movements Constant Slow_B00M_MOCK.wav	Hand moved through bubble wrap slowly and continuously, producing rustles and occasional squeaks.
PLASMvmt_DRY RAW-Plastic Clingfilm Movement Tonal Screech Constant_B00M_MOCK.wav	Clingfilm moved around continuously, producing various sharp squeaks and thuds.
PLASMvmt_DRY RAW-Plastic Clingfilm Movement Tonal Screech_B00M_MOCK.wav	Clingfilm moved around, producing various sharp creaks.
PLASMvmt_DRY RAW-Plastic Foil Release_B00M_MOCK.wav	Plastic foil rubbed against surface, producing light rustle.
PLASMvmt_DRY RAW-Plastic Foil Squeeze_B00M_MOCK.wav	Plastic foil squeezed, producing rustle and crunch at end.
PLASMvmt_DRY RAW-Plastic Refuse Bag Long_B00M_MOCK.wav	Plastic trash bag moved around slowly, producing rustle.
PLASMvmt_DRY RAW-Plastic Refuse Bag Release_B00M_MOCK.wav	Plastic trash bag let go, as if it were scrunched up and thuds lightly on impact.
PLASMvmt_DRY RAW-Plastic Refuse Bag Short_B00M_MOCK.wav	Plastic trash bag moved around quickly, producing rustle and light crunch.
PLASMvmt_DRY RAW-Plastic Refuse Bag Squeeze_B00M_MOCK.wav	Plastic trash bag squeezed tightly, producing rustle and light crunch.
PLASMvmt_DRY RAW-Plastic Sponge Movement Long_B00M_MOCK.wav	Plastic sponge moved around in long sequences producing sharp squeaks, similar to oinking pig if it were made of plastic.
PLASMvmt_DRY RAW-Plastic Sponge Movement Short_B00M_MOCK.wav	Plastic sponge moved around in short sequences producing sharp squeaks, similar to oinking pig if it were made of plastic.
PLASMvmt_DRY RAW-Plastic Sponge Squeeze_B00M_MOCK.wav	Plastic sponge squeezed tightly, producing crunch and light rustle.
PLASMvmt_DRY RAW-Rustle Foil Constant_B00M_MOCK.wav	Foil taken in hand and crumbled continuously.
PLASMvmt_DRY RAW-Rustle Foil_B00M_MOCK.wav	Foil crumbled with occasional squeaks.
PLASMvmt_DRY RAW-Rustle Plastic Bag Large Constant_B00M_MOCK.wav	Plastic bag crumbled continuously.
PLASMvmt_DRY RAW-Rustle Plastic Bag Large Single_B00M_MOCK.wav	Plastic bag crumbled in medium length sequence.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
PLASMvmt_DRY RAW-Rustle Plastic Constant_B00M_MOCK.wav	Continuous rustle on plastic bag.
ROCKBrk_DRY RAW-Crack Lave Stones In Hand Constant_B00M_MOCK.wav	Lava stones taken in hand and jangled around continuously with crunches and scrapes.
ROCKFric_DRY RAW-Popcorn And Gravel Thick_B00M_MOCK.wav	Small object slid or dragged weakly against gravel surface, similar to popcorn popping when being cooked.
ROCKFric_EARTH PROCESSED-Rock Sandpaper Grind Single Movement Fast_B00M_MOCK.wav	Rock dragged along sandpaper quickly, producing sharp scrape.
ROCKFric_EARTH PROCESSED-Rock Sandpaper Grind Single Movement Slow_B00M_MOCK.wav	Rock dragged along sandpaper slowly, producing sharp, long scrape.
ROCKFric_EARTH RAW-Scrape Brick On Rock Long_B00M_MOCK.wav	Brick scraped on rock in long sequence, producing harsh, sharp scrape. Pitch varies.
ROCKFric_EARTH RAW-Scrape Brick On Rock Short_B00M_MOCK.wav	Brick scraped on rock in short sequence, producing harsh, sharp scrape. Pitch varies.
ROCKFric_EARTH RAW-Scrape Gravel Thick On Wooden Box Hard Constant_B00M_MOCK.wav	Wooden box scraped hard on gravel continuously.
ROCKFric_EARTH RAW-Scrape Gravel Thick On Wooden Box Soft Constant_B00M_MOCK.wav	Wooden box scraped lightly on gravel, producing dull scrapes.
ROCKFric_EARTH RAW-Scrape Hand On Gritty Wooden Box Constant_B00M_MOCK.wav	Hand scraped on wooden box with extremely airy scrapes.
ROCKFric_EARTH RAW-Scrape Large Rock On Rock Gritty Low Long_B00M_MOCK.wav	Large rock scraped on rock in long sequence, producing dense, low pitch.
ROCKFric_EARTH RAW-Scrape Large Rock On Rock Gritty Low Short_B00M_MOCK.wav	Large rock scraped on rock in short sequence, producing dense, low pitch.
ROCKFric_EARTH RAW-Scrape Large Rock On Rock Splinter Low Long_B00M_MOCK.wav	Large rock, as if scraped by pick axe.
ROCKFric_EARTH RAW-Scrape Rock Brick On Wooden Box Constant_B00M_MOCK.wav	Rock brick scraped on wooden box continuously, producing sharp, deep scrape.
ROCKFric_EARTH RAW-Scrape Rock Brick On Wooden Box Single_B00M_MOCK.wav	Single scrape of rock brick on wooden box.
ROCKFric_EARTH RAW-Scrape Rock Cobblestone On Brick Constant_B00M_MOCK.wav	Cobblestone rock scraped on brick continuously.

MUTATE
ORGANIC

FILENAME	DESCRIPTION
ROCKFric_EARTH RAW-Scrape Rock Cobblestone On Brick Single_B00M_MOCK.wav	Single scrape of cobblestone on rock brick, producing long, dense scrape.
ROCKFric_EARTH RAW-Scrape Rock Cobblestone On Gritty Wooden Box Constant_B00M_MOCK.wav	Cobblestone scraped continuously on wooden box. Narrow.
ROCKFric_EARTH RAW-Scrape Rock Cobblestone On Gritty Wooden Box Single_B00M_MOCK.wav	Single scrape of cobblestone on wooden box.
ROCKFric_EARTH RAW-Scrape Rock On Rock Dull Long_B00M_MOCK.wav	Rock scraped on rock lightly in long sequence.
ROCKFric_EARTH RAW-Scrape Rock On Rock Dull Short_B00M_MOCK.wav	Rock scraped on rock lightly in short sequence.
ROCKFric_EARTH RAW-Scrape Rock on Rock Massive_B00M_MOCK.wav	Large rock scraped on rock. Dull, muffled.
ROCKFric_EARTH RAW-Scrape Stone and Dirt_B00M_MOCK.wav	Stone scraped on dirt, first caught up by friction and then more freely moves.
ROCKFric_EARTH RAW-Stone and Dirt Texture_B00M_MOCK.wav	Rock scraped against dirt, lifting up dirt and sometimes other rocks. Slightly glassy collision.
ROCKFric_IMPACT-Rock Grind_B00M_MOCK.wav	Stone scrapes sharply against flat surface and lightly rolls.
ROCKFric_IMPACT-Rock Slide_B00M_MOCK.wav	Rock slid on flat, even surface, producing consistent scrape.
ROCKImpt_EARTH PROCESSED-Rock Debris Movement Impacts Constant_B00M_MOCK.wav	Stone falls down slope colliding with many rocks, causing glassy impacts.
ROCKImpt_EARTH PROCESSED-Rock Impact Crumble Low_B00M_MOCK.wav	Stone rolls down slope and comes to rest.
ROCKImpt_EARTH PROCESSED-Rock Impact Debris Large Sharp_B00M_MOCK.wav	Rocks falls and sharply thuds on debris. Pieces of rock slowly roll down sides.
ROCKImpt_EARTH PROCESSED-Rock Impact Debris Large_B00M_MOCK.wav	Rock falls and thuds on debris sharply.
ROCKImpt_EARTH PROCESSED-Rock Impact Low Sub_B00M_MOCK.wav	Low pitch impact, as if brick collides with ground and bounces.
ROCKImpt_EARTH RAW-Rock Dirt Impact_B00M_MOCK.wav	Stone dropped on dirt, producing thud and then dirt particles scatter.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
ROCKImpt_EARTH RAW-Rock Double Impact Low_B00M_MOCK.wav	Rock dropped on ground, making soft impact on ground with immediate bounce.
ROCKImpt_EARTH RAW-Rock Impact Mid_B00M_MOCK.wav	Rock impacts on ground somewhat lightly. Sometimes bounces or slides after impact.
ROCKImpt_EARTH RAW-Rock Impact Multiple_B00M_MOCK.wav	Rock impacts on ground and rolls or bounces, producing several lighter impacts with scrapes.
ROCKImpt_EARTH RAW-Rock Impact Pebble Stone_B00M_MOCK.wav	Stone dropped on ground collides with pebbles.
ROCKImpt_EARTH RAW-Rock Impact Roll Tumble Gritty_B00M_MOCK.wav	Rock makes impact on ground and then rolls, with gritty texture.
ROCKImpt_EARTH RAW-Rock Impact Single Debris_B00M_MOCK.wav	Stone hits ground and lightly rolls, occasionally hitting other rocks.
ROCKImpt_EARTH RAW-Rock Impact Single Tight_B00M_MOCK.wav	Stone hits ground with virtually no bounce and not lifting up any dirt or rocks.
ROCKImpt_EARTH RAW-Rock Impact Stone Rolling_B00M_MOCK.wav	Stone dropped, collides with ground and then rolls away.
ROCKImpt_EARTH RAW-Rock Impact Throw Debris Multiple_B00M_MOCK.wav	Multiple rocks thrown at debris and then lightly rolls or bounces.
ROCKImpt_EARTH RAW-Rock Impact Throw Debris Single_B00M_MOCK.wav	Single rock thrown at debris and then lightly rolls or bounces.
ROCKImpt_EARTH RAW-Rock Impact_B00M_MOCK.wav	Rock dropped on ground and makes sharp impact. Sometimes rolls or slides after impact.
ROCKImpt_EARTH RAW-Rock Stone Debris Tumble_B00M_MOCK.wav	Tiny rock colliding with surface and then slightly bouncing in short sequence.
ROCKImpt_EARTH RAW-Rock Stone Impact Debris Fast_B00M_MOCK.wav	Colliding with surface and then slightly bouncing in medium length sequence.
ROCKImpt_EARTH RAW-Rock Stone Impact Drop Medium_B00M_MOCK.wav	Falls and makes light impact with ground, sometimes colliding with other rocks.
ROCKImpt_EARTH RAW-Rock Stone Impact Gravel Pit Sharp_B00M_MOCK.wav	Falling into gravel pit with sharp impact and light bounce.
ROCKImpt_EARTH RAW-Rock Stone Impact Gravel Pit_B00M_MOCK.wav	Falling into gravel pit with soft impact and light bounce.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
ROCKImpt_EARTH RAW-Rock Stone Impact Hard Dull_B00M_MOCK.wav	Falling into gravel pit, with sharp dull impact.
ROCKImpt_EARTH RAW-Rock Stone Impact Multiple Drops Light_B00M_MOCK.wav	Dropped with slight bounce and rolls.
ROCKImpt_EARTH RAW-Rock Stone Impact Rope Drags Aggressive_B00M_MOCK.wav	Dragged by rope and collides hard with ground.
ROCKImpt_EARTH RAW-Rock Stone Impact Rope Drags Bumpy_B00M_MOCK.wav	Dragged by rope and collides with ground, bouncing multiple times.
ROCKImpt_EARTH RAW-Rock Stone Impact Rope Drags Long Complex_B00M_MOCK.wav	Dragged by rope and collides with ground and other stones.
ROCKImpt_EARTH RAW-Rock Stone Impact Rope Drags Long_B00M_MOCK.wav	Dragged by rope and collides with ground and bounces many times in long sequence.
ROCKImpt_EARTH RAW-Rock Stone Impact Rope Drags_B00M_MOCK.wav	Dragged by rope and collides with ground and bounces several times in short sequence.
ROCKImpt_EARTH RAW-Tickle Gravel On Hydrophone_B00M_MOCK.wav	Small low pitched beads scraping against surface, falling downwards.
ROCKImpt_IMPACT PROCESSED DRY-Rock Big Soft Gravel Debris_B00M_MOCK.wav	Rock impacts strongly on surface with slight rumble. Muffled.
ROCKImpt_IMPACT PROCESSED DRY-Rock Big Tight Gravel Debris_B00M_MOCK.wav	Large stone hits surface with whoosh and moves dirt particles around.
ROCKImpt_IMPACT PROCESSED DRY-Rock Crack Filter Modulation_B00M_MOCK.wav	Stone impacts on surface with modulated, airy tail.
ROCKImpt_IMPACT PROCESSED DRY-Rock Creature Breath Tail_B00M_MOCK.wav	Impact on rocky surface followed by menacing breath of ferocious creature.
ROCKImpt_IMPACT PROCESSED DRY-Rock Filter Modulation Tail_B00M_MOCK.wav	Rock crashes into ground, with modulated, warbly tail.
ROCKImpt_IMPACT PROCESSED DRY-Rock Huge Creature Growl Tail_B00M_MOCK.wav	Rock crashes strongly into ground. Impact covers fairly large distance with tail as if a breathy creature growled.
ROCKImpt_IMPACT PROCESSED DRY-Rock Huge_B00M_MOCK.wav	Huge rock crashes lightly onto ground, slightly moving stones and dirt around impact area.
ROCKImpt_IMPACT PROCESSED DRY-Rock Incoming Modulation Filter_B00M_MOCK.wav	Rock ripples through and crashes into ground. Impact modulated.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
ROCKImpt_IMPACT PROCESSED DRY-Rock Lowpass Crunch Tail_B00M_MOCK.wav	Stone crashes onto ground with morphed, airy, low pitched tail.
ROCKImpt_IMPACT PROCESSED DRY-Rock Scrape_B00M_MOCK.wav	Rock scraped on surface with extremely airy, dense tail.
ROCKImpt_IMPACT PROCESSED DRY-Rock Tight Big Rocky Debris_B00M_MOCK.wav	Stone sharply crashes into ground and other rocks in ground are pushed aside due to impact.
ROCKImpt_IMPACT PROCESSED DRY-Rock Tight Earth Debris_B00M_MOCK.wav	Stone sharply crashes into ground and other rocks in ground are pushed aside lightly due to impact.
ROCKImpt_IMPACT PROCESSED DRY-Rock Underwater Incoming_B00M_MOCK.wav	Rock crashes softly onto ground. Tail causing ripples.
ROCKImpt_IMPACT PROCESSED DRY-Rocks Multiple_B00M_MOCK.wav	Stone sharply crashes into ground and rolls or bounces, colliding with other stones in glassy impact.
ROCKImpt_IMPACT-Rock Low_B00M_MOCK.wav	Stone collides with ground and lightly slides before stopping.
ROCKImpt_IMPACT-Rock Medium Tonal_B00M_MOCK.wav	Stone collides lightly with ground and uproots other stones around it.
ROCKImpt_IMPACT-Rock Thump_B00M_MOCK.wav	Stone collides with ground with strong thud and lightly slides before stopping.
ROCKMisc_EARTH PROCESSED-Rock Debris Hollow Low_B00M_MOCK.wav	Debris falling down long hill, bubbling, as if underwater.
ROCKMisc_EARTH PROCESSED-Rock Gravel Movement Constant_B00M_MOCK.wav	Large wind blowing, carrying with it pieces of gravel, sucked into an infinite void.
ROCKMisc_EARTH PROCESSED-Rock Grind Large_B00M_MOCK.wav	Giant rock rolls down hill and then settles.
ROCKMvmt_EARTH PROCESSED-Rock Crack Large Constant_B00M_MOCK.wav	Large amount of rocks sliding on surface unceasingly.
ROCKMvmt_EARTH PROCESSED-Rock Crack Small Bright Constant_B00M_MOCK.wav	Small rocks sliding on surface, slightly submerged in liquid.
ROCKMvmt_EARTH PROCESSED-Rock Crack Small Constant_B00M_MOCK.wav	Rocks fall slowly down slope onto ground unceasingly. High pitched crunches.
ROCKMvmt_EARTH PROCESSED-Rock Crunchy Movement Lowpass_B00M_MOCK.wav	Dense ball rocks slide on underwater surface.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
ROCKMvmt_EARTH PROCESSED-Rock Debris Crumble_B00M_MOCK.wav	Rocks fall down hill and reach bottom. Processed, artificial, as if rocks submerged in water.
ROCKMvmt_EARTH PROCESSED-Rock Debris Crunch Texture Movement Constant_B00M_MOCK.wav	Rocks fall slowly down slope, occasionally colliding with bottom.
ROCKMvmt_EARTH PROCESSED-Rock Debris Crunch Texture Movement Rumble Constant_B00M_MOCK.wav	Large amount of rocks rolling down mountain continuously.
ROCKMvmt_EARTH PROCESSED-Rock Debris Crunch Texture Movement Rumble Phasey Constant_B00M_MOCK.wav	Stone falling down slope continuously. Heavily modulated.
ROCKMvmt_EARTH PROCESSED-Rock Debris Crunch Texture Movement Rumble Wide Constant_B00M_MOCK.wav	Multiple stones falling down slope continuously, as if roaring. Slightly processed.
ROCKMvmt_EARTH PROCESSED-Rock Debris Crunch Texture Movement Rumble_B00M_MOCK.wav	Single stone rolling down slope, colliding with many other rocks before stopping. Glassy texture
ROCKMvmt_EARTH PROCESSED-Rock Debris Crunchy Constant_B00M_MOCK.wav	Rocks fall down slope continuously. Lightly coated with water.
ROCKMvmt_EARTH PROCESSED-Rock Debris Falling Movement Constant_B00M_MOCK.wav	Single rock falls down slope and breaks into many small pieces. Occasionally glassy and crystal like.
ROCKMvmt_EARTH PROCESSED-Rock Debris Falling Movement Gritty Scrape Constant_B00M_MOCK.wav	Stone falling steadily down slope, bouncing and taking other pieces of dirt and stone with it.
ROCKMvmt_EARTH PROCESSED-Rock Debris Falling Movement Gritty Scrape_B00M_MOCK.wav	Stone rolling down slope, scraping ground, picking up dirt and other stones with it until finally coming to halt.
ROCKMvmt_EARTH PROCESSED-Rock Debris Falling Movement High Crunch Constant_B00M_MOCK.wav	Small stones falling down slope continuously. Sharp, modulated and glassy.
ROCKMvmt_EARTH PROCESSED-Rock Debris Falling Movement High Crunch_B00M_MOCK.wav	Small stones falling down slope. Sharp, high pitched.
ROCKMvmt_EARTH PROCESSED-Rock Debris Falling Movement_B00M_MOCK.wav	Medium size stone falling down slope, producing scrapes, picking up dirt and colliding with other rocks. Glassy texture.
ROCKMvmt_EARTH PROCESSED-Rock Debris Grainy Roar Morph_B00M_MOCK.wav	Rocks slid quickly across surface, producing morphed, grainy roar.
ROCKMvmt_EARTH PROCESSED-Rock Debris Hollow Tonal_B00M_MOCK.wav	Large rock dragged across surface, slightly submerged.
ROCKMvmt_EARTH PROCESSED-Rock Debris Large Constant_B00M_MOCK.wav	Stone falls down cliff continuously, taking many other rocks with it, like rain storm of rocks.

MUTATE
ORGANIC

FILENAME	DESCRIPTION
ROCKMvmt_EARTH PROCESSED-Rock Debris Large_B00M_MOCK.wav	Stone falls down muddy cliff, taking many other rocks with it. With slight warbles.
ROCKMvmt_EARTH PROCESSED-Rock Debris Movement Crunchy High Constant_B00M_MOCK.wav	Stone falling continuously, grabbing lots of dirt with it as it goes down.
ROCKMvmt_EARTH PROCESSED-Rock Debris Movement Crunchy High_B00M_MOCK.wav	Stone falling, shifting much of dirt around it until it comes to halt.
ROCKMvmt_EARTH PROCESSED-Rock Debris Movement En Masse_B00M_MOCK.wav	Rocks slowly falling down and aggregating. Slightly morphed.
ROCKMvmt_EARTH PROCESSED-Rock Debris Rolling_B00M_MOCK.wav	Rocks, crystallized, rolling on surface, while many piece break off and impact with ground.
ROCKMvmt_EARTH PROCESSED-Rock Drag Movement Constant_B00M_MOCK.wav	Rock dragged along ground continually, scraping surface and bouncing.
ROCKMvmt_EARTH PROCESSED-Rock Gravel Mysterious Movement Constant_B00M_MOCK.wav	Rocks rumble underwater, continuously moving, with light bubbling.
ROCKMvmt_EARTH PROCESSED-Rock Grind Complex Movement_B00M_MOCK.wav	Rock dragged across flat surface, producing sharp scrapes.
ROCKMvmt_EARTH PROCESSED-Rock Grind Low Filter Whoosh_B00M_MOCK.wav	Grind of rock against surface, as if fictional animals roars, airy and whooshy.
ROCKMvmt_EARTH PROCESSED-Rock Grind Scrape Gritty Filter Low Long_B00M_MOCK.wav	Grind of rock against surface in long sequence, as if lion roars or bellows loudly.
ROCKMvmt_EARTH PROCESSED-Rock Grind Scrape Gritty Filter Short_B00M_MOCK.wav	Grind of rock against surface in short sequence, as if lion roars or bellows loudly.
ROCKMvmt_EARTH PROCESSED-Rock Grind Splinter Gritty Filter_B00M_MOCK.wav	Large stone dragged across hard, flat surface.
ROCKMvmt_EARTH PROCESSED-Rock Massive Grind Low_B00M_MOCK.wav	Grind of rock against surface, as if large object crashes into dirt and gravel.
ROCKMvmt_EARTH PROCESSED-Rocky Burst Movement_B00M_MOCK.wav	Rocks ejected and lightly collide with surface. Slight whoosh after coming to halt.
ROCKMvmt_EARTH PROCESSED-Whoosh Rock Low Filtered_B00M_MOCK.wav	Large stone tumbles down slope.
ROCKMvmt_EARTH RAW-Debris Rock Slides_B00M_MOCK.wav	Rock slides down slope. Slows down as rocks reach bottom.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
ROCKMvmt_EARTH RAW-Rock Movement Constant_B00M_MOCK.wav	Stone slowly falling down, producing scrapes and colliding with small rocks on the way.
ROCKMvmt_EARTH RAW-Rock Pebble Stone Debris_B00M_MOCK.wav	Pebbles falling down and come to sudden stop, sometimes with glassy impact.
ROCKMvmt_EARTH RAW-Rock Slide Constant_B00M_MOCK.wav	Rock slid across surface continuously, producing light scrapes.
ROCKMvmt_EARTH RAW-Rock Slide Single_B00M_MOCK.wav	Rockslide consisting of one rock, sliding and bouncing down slope until it comes to halt.
ROCKMvmt_EARTH RAW-Rock Stone Kicks Light_B00M_MOCK.wav	Rocks kicked lightly and stop, sometimes with glassy collision.
ROCKMvmt_EARTH RAW-Rock Stone Rope Drag Dirt Fast_B00M_MOCK.wav	Rock dragged by rope quickly through dirt with several collisions and thud and click on final impact.
ROCKMvmt_EARTH RAW-Rock Stone Rope Drag Dirt Slow_B00M_MOCK.wav	Rock dragged by rope slowly through dirt with constant scrape and thud and light click when dragging stops.
ROCKMvmt_EARTH RAW-Rock Stone Rope Drag Gritty Constant Fast_B00M_MOCK.wav	Rock dragged by rope quickly and continuously, producing many thuds and scrapes.
ROCKMvmt_EARTH RAW-Rock Stone Rope Drag Gritty Constant_B00M_MOCK.wav	Rock dragged by rope continuously, producing many light thuds and scrapes.
ROCKMvmt_EARTH RAW-Rock Stone Rope Drags Multiple Fast_B00M_MOCK.wav	Rock dragged by rope through group of rocks with scrapes and light thud on impact.
ROCKMvmt_EARTH RAW-Stone Movement Slide Constant_B00M_MOCK.wav	Rock moved back and forth continuously with many scrapes against ground.
RUBRFric_DRY PROCESSED-Morph Balloon Flat And Leather Handbag Constant_B00M_MOCK.wav	Balloon constantly filled with air, which never bursts, and produces squeak, as if coming into contact with surface.
RUBRFric_DRY PROCESSED-Morph Balloon Flat And Rubber Stretched_B00M_MOCK.wav	Balloon stretched, as if large stone is dragged along the ground.
RUBRFric_DRY PROCESSED-Morph Styrofoam And Balloon Flat_B00M_MOCK.wav	Styrofoam moved around hard, pavement like surface.
RUBRFric_DRY PROCESSED-Morph Violin Bow Cardboard And Carpet Beater_B00M_MOCK.wav	Violin bow pressed against cardboard and carpet beater aggressively. Long creaks, as if material tears
RUBRFric_LIFEFORM PROP-Violin Bow Rubber Stretched Tonal Choppy_B00M_MOCK.wav	Low rumble as violin bowed is pressed against rubber.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
RUBRFric_LIFEFORM PROP-Violin Bow Rubber Stretched Tonal_B00M_MOCK.wav	Low rumble as violin bowed is pressed against rubber with high pitch, choppy screeches.
RUBRMisc_DRY PROCESSED-Crunchy Rubber Stretch Creature_B00M_MOCK.wav	Gnarls and growls while stretching rubber.
RUBRMisc_DRY PROCESSED-Morph Creak Carpet Beater And Rubber Stretch_B00M_MOCK.wav	Rubber stretched with extremely modulated pitch, like low rumble or growl.
RUBRMisc_DRY PROCESSED-Morph Rubber And Kohlrabi Leaves Constant_B00M_MOCK.wav	Processed rubber and kohlrabi leaves. Dense ball gurgles morphs and stretches continuously.
RUBRMisc_DRY RAW-Creak Agglutinated Balloon Inflate_B00M_MOCK.wav	Balloon slowly inflated, akin to kernels of popcorn popping against plastic.
RUBRMisc_DRY RAW-Creak Rubber Balloon Flat Constant_B00M_MOCK.wav	Uninflated rubber balloon scrunched up continuously. Squeaks and rustles.
RUBRMisc_DRY RAW-Creak Rubber Balloon Flat_B00M_MOCK.wav	Uninflated rubber balloon scrunched up in short sequences. Rustles.
RUBRMisc_DRY RAW-Creak Rubber Balloon Hydrophone_B00M_MOCK.wav	Rubber balloon scrunched up and recorded through hydrophone, as if large door is creaking upon opening.
RUBRMisc_DRY RAW-Creak Rubber Balloon Inflated Constant_B00M_MOCK.wav	Rubber balloon inflated continuously, producing squeaks and scrapes, as if rocks are moved irregularly along surface.
RUBRMisc_DRY RAW-Creak Rubber Balloon Inflated_B00M_MOCK.wav	Rubber balloon inflated in short intervals, producing squeaks and scrapes, as if rocks are briefly moved irregularly along surface.
RUBRMisc_DRY RAW-Creak Rubber On Vase Ascending_B00M_MOCK.wav	Rubber scraped in upwards direction on vase, producing short quick, roars which slow down towards end.
RUBRMisc_DRY RAW-Creak Rubber On Vase Descending_B00M_MOCK.wav	Rubber scraped in downwards direction on vase, producing rumbling of motor, which slow down towards end. Pitch falls.
RUBRMisc_DRY RAW-Creak Rubber On Vase Inflated_B00M_MOCK.wav	Rubber inflated on top vase, with stretching, producing slight rumbling of motor and scrunch.
RUBRMisc_DRY RAW-Rubber Gloves Stretching Constant_B00M_MOCK.wav	Rubber gloves stretched continuously, as if rocks are dragged along surface.
RUBRMisc_DRY RAW-Rubber Gloves Stretching Long_B00M_MOCK.wav	Rubber gloves stretched in long sequence, as if rocks are dragged along surface.
RUBRMisc_IMPACT PROCESSED WET-Rubber Leather_B00M_MOCK.wav	Object collides with rock surface and other rocks spread with impact.

MUTATE
ORGANIC

FILENAME	DESCRIPTION
RUBRMisc_IMPACT PROCESSED WET-Slimy Rubber Tail_B00M_MOCK.wav	Light collision with mixture of dirt and water, shifting position of water.
RUBRMisc_IMPACT PROCESSED WET-Tight Rubber Modulation Slime Tail_B00M_MOCK.wav	Thud of object in ocean with slight modulation.
RUBRMisc_IMPACT-Rubber Snap On Vase_B00M_MOCK.wav	Sharp, resonant clank of rubber hitting vase.
RUBRMisc_IMPACT-Rubber Texture Long_B00M_MOCK.wav	Rock collides with surface and slowly deteriorates into modulations.
RUBRMisc_IMPACT-Rubber Texture Short_B00M_MOCK.wav	Rock collides with surface and quickly comes to halt. Processed.
RUBRMisc_IMPACT-Snap Rubber Band_B00M_MOCK.wav	Rubber band flicked quickly. Reverberant, dense, sharp.
RUBRMisc_WET RAW-Bell Pepper Twists Rubbery Constant_B00M_MOCK.wav	Bell pepper twisted to point of extremity producing many squeaks from friction.
RUBRMvmt_DRY RAW-Flaps Balloon Flat Constant_B00M_MOCK.wav	Balloon flapped around, producing rustles.
TOONSqk_LIFEFORM PROP-Whistle Brid Of Prey Long_B00M_MOCK.wav	Fowl screams out aggressively in long sequence.
TOONSqk_LIFEFORM PROP-Whistle Brid Of Prey Short_B00M_MOCK.wav	Small fowl screams out aggressively in short sequence.
TOONSqk_LIFEFORM PROP-Whistle Crow Long_B00M_MOCK.wav	Angry morphed cat crying in pain in long sequence.
TOONSqk_LIFEFORM PROP-Whistle Crow Short_B00M_MOCK.wav	Angry morphed cat crying in pain in short sequence.
TOONSqk_LIFEFORM PROP-Whistle Duck High Long_B00M_MOCK.wav	Angry duckling's aggressive and extended quacks.
TOONSqk_LIFEFORM PROP-Whistle Duck High Short_B00M_MOCK.wav	Angry duckling's aggressive and quick quacks.
TOONSqk_LIFEFORM PROP-Whistle Duck Long_B00M_MOCK.wav	Angry duck cries out in extended sequence.
TOONSqk_LIFEFORM PROP-Whistle Duck Short_B00M_MOCK.wav	Angry duck cries out quickly.

MUTATE
ORGANIC

FILENAME	DESCRIPTION
TOONSqk_LIFEFORM PROP-Whistle Fox Long_B00M_MOCK.wav	Aggressive whistle of fox slowly rises and falls in pitch in long sequence.
TOONSqk_LIFEFORM PROP-Whistle Fox Short_B00M_MOCK.wav	Aggressive whistle of fox quickly rises and falls in pitch in short sequence.
WATRBubl_DRY PROCESSED-Morph Corn Starch And Balloon Agglutinated Constant_B00M_MOCK.wav	Corn starch glued to balloon as if wild beast slobbering aggressively with squeaks.
WATRBubl_WET RAW-Underwater Bubble Big Medium_B00M_MOCK.wav	Large bubbles emerge slowly from water.
WATRBubl_WET RAW-Underwater Bubble Big Short_B00M_MOCK.wav	Large bubbles emerge quickly from water.
WATRBubl_WET RAW-Underwater Hydrophone Bubbles Emerge Pipe_B00M_MOCK.wav	Bubbles rising from the depths, traveling through pipe, creating ripple in water.
WATRBubl_WET RAW-Underwater Hydrophone Bubbles Emptying Pipe_B00M_MOCK.wav	Due to pressure, bubbles slowly escape from pipe and rise to surface.
WATRBubl_WET RAW-Underwater Texture Bubbles Intense Constant_B00M_MOCK.wav	Bubbles rise quickly and unceasingly to surface.
WATRBubl_WET RAW-Underwater Texture Bubbles Patter Constant_B00M_MOCK.wav	Bubbles rising to surface, like noisy propeller.
WATRBubl_WET RAW-Underwater Texture Bubbles Weird Constant_B00M_MOCK.wav	Bubbles rising to surface, like motor running through water, freely splashing it about.
WATRBubl_WET RAW-Underwater Whoosh Bubbles Harsh_B00M_MOCK.wav	Slight whoosh followed by bubbles, followed by second whoosh and small splash.
WATRBubl_WET RAW-Water Air Burst_B00M_MOCK.wav	Air concentrated and fired at water creating fast bubbles.
WATRBubl_WET RAW-Water Bicycle Pump Burst Bubble Fast_B00M_MOCK.wav	Bicycle pump activated quickly, producing large bubble.
WATRBubl_WET RAW-Water Bicycle Pump Burst Bubble Slow_B00M_MOCK.wav	Bicycle pump activated producing, consistent bubbles with medium length duration.
WATRBubl_WET RAW-Water Bicycle Pump Surface Bubbles Long_B00M_MOCK.wav	Bicycle pump engaged, producing long sequence of bubbles, which rumble like motor.
WATRBubl_WET RAW-Water Bicycle Pump Surface Bubbles Short_B00M_MOCK.wav	Bicycle pump engaged, producing short sequence of bubbles, which rumble like motor.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
WATRDran_WET RAW-Water Pipes Drain Vocal_B00M_MOCK.wav	Water slowly traveling down pipe and gathers producing loud belch.
WATRDran_WET RAW-Water Pipes Drain_B00M_MOCK.wav	Water slowly traveling down pipe, like dense mass moving through water.
WATRDran_WET RAW-Water Pipes Kitchen Sink Drain Constant_B00M_MOCK.wav	Water falling down drain in kitchen sink in continuous sequence. Underwater, as if rocks were falling.
WATRDran_WET RAW-Water Pipes Kitchen Sink Drain_B00M_MOCK.wav	Water falling down drain in kitchen sink in short sequence. Underwater, as if rocks were falling.
WATRMisc_DRY PROCESSED-Morph Bubbles Emerge And Creak Broomstick Constant_B00M_MOCK.wav	Slow modulated bubbles like some large pot of water or liquid boiling slowly.
WATRMisc_DRY RAW-Underwater Hydrophone Creak Plastic Bottle_B00M_MOCK.wav	Plastic bottle scrapes and creaks, as if from a great distance and or muffled.
WATRMisc_DRY RAW-Underwater Hydrophone Creak Plastic Mat Fast_B00M_MOCK.wav	Plastic mat moved, producing harsh scrape.
WATRMisc_DRY RAW-Underwater Hydrophone Creak Plastic Mat Slow_B00M_MOCK.wav	Plastic mat producing long, extended, harsh scrape.
WATRMisc_DRY RAW-Underwater Hydrophone Creak Plastic Pipe Long_B00M_MOCK.wav	Plastic pipe dragged along surface underwater in long sequence. Muffled scrape and bounces along.
WATRMisc_DRY RAW-Underwater Hydrophone Creak Plastic Pipe Short_B00M_MOCK.wav	Plastic pipe dragged along surface underwater in short sequence. Muffled scrape.
WATRMisc_DRY RAW-Underwater Hydrophone Monkey Nut Crunches_B00M_MOCK.wav	Peanuts quickly crunched, as if rock is sliding along surface.
WATRMisc_DRY RAW-Underwater Hydrophone Rock Movement Pebbles Close_B00M_MOCK.wav	Pebbles recorded by hydrophone from close distance, as if leaves are rustling.
WATRMisc_DRY RAW-Underwater Hydrophone Rock Movement Pebbles Far_B00M_MOCK.wav	Pebbles recorded by hydrophone from long distance, as if train car is being pulled weakly along.
WATRMisc_WET PROCESSED-Underwater Low Texture_B00M_MOCK.wav	Rock breaks off of underwater cliff and rolls continuously, sending bubbles to surface.
WATRMisc_WET PROCESSED-Underwater Plunged Texture_B00M_MOCK.wav	Strong gurgles and water moves frantically.
WATRMisc_WET RAW-Emptying Pipe On Water Surface Growl_B00M_MOCK.wav	Water exits quickly from pipe with morphed, lion like roar.

boom
LIBRARY

MUTATE
O R G A N I C

FILENAME	DESCRIPTION
WATRMisc_WET RAW-Underwater Hydrophone Bicycle Pump Burst_B00M_MOCK.wav	Bicycle pump activated, as if object has been lightly fired through water and surfaces.
WATRMisc_WET RAW-Underwater Hydrophone Compressed Air Burst High_B00M_MOCK.wav	Air sent sharply through tube with single bubble at end.
WATRMisc_WET RAW-Underwater Hydrophone Compressed Air Burst Movement_B00M_MOCK.wav	Air sent aggressively through tube with splashes and metal clang or glitchy crystals at end.
WATRMisc_WET RAW-Underwater Hydrophone Compressed Air Burst_B00M_MOCK.wav	Air aggressively slurped through tube with splashes and slight ripples at end.
WATRMisc_WET RAW-Underwater Hydrophone Emptying Pipe_B00M_MOCK.wav	Air sent slowly through pipe, causing waves and ripples on water.
WATRMisc_WET RAW-Underwater Hydrophone Hand Movement Short_B00M_MOCK.wav	Hand moved through water with glass like splash.
WATRMisc_WET RAW-Underwater Hydrophone Impact Pull Hands Under Water_B00M_MOCK.wav	Hands pulled under water creating initial thud and then water moves slowly back to surface.
WATRMisc_WET RAW-Underwater Hydrophone Submerged Bowl_B00M_MOCK.wav	Bowl submerged in water. Deep rumble.
WATRMisc_WET RAW-Underwater Hydrophone Submerged Jug Slow_B00M_MOCK.wav	Jug submerged slowly in water, creating ripples as it descends.
WATRMisc_WET RAW-Underwater Hydrophone Submerged Jug_B00M_MOCK.wav	Jug submerged in water. Dense, low thump.
WATRMisc_WET RAW-Underwater Hydrophone Submerged Plunger Release_B00M_MOCK.wav	Plunger removed from water, coming into tight vacuum where plunger has been.
WATRMisc_WET RAW-Underwater Hydrophone Submerged Plunger_B00M_MOCK.wav	Plunger submerged in water, spreading water particles around it.
WATRMisc_WET RAW-Underwater Hydrophone Water Stream Fast Movement Constant_B00M_MOCK.wav	Water moves back and forth from left to right. Noisy, slight rumble, muffled.
WATRMisc_WET RAW-Underwater Hydrophone Water Stream Pass By Fast_B00M_MOCK.wav	Water moves quickly from left to right. Noisy, slight rumble, muffled with small splash.
WATRMisc_WET RAW-Underwater Hydrophone Water Stream Pass By Slow_B00M_MOCK.wav	Water moves slowly from left to right. Slight rumble, muffled with small splash.
WATRMisc_WET RAW-Underwater Hydrophone Water Stream Slow Movement Constant_B00M_MOCK.wav	Stream flows endlessly. Airy, windy and mystical.

boom
LIBRARY

MUTATE ORGANIC

FILENAME	DESCRIPTION
WATRMisc_WET RAW-Underwater Hydrophone Water Stream Underwater At Surface Constant_B00M_MOCK.wav	Stream flows freely. Water clunks, as if against pipe.
WATRMisc_WET RAW-Underwater Hydrophone Water Stream Underwater Constant_B00M_MOCK.wav	Stream flows and produces waves. Muffled and airy.
WATRMisc_WET RAW-Underwater Spitting_B00M_MOCK.wav	Water released from mouth while underwater and water ripples.
WATRMisc_WET RAW-Underwater Splash Hard_B00M_MOCK.wav	Water smacked forcibly with hand, producing muffled splash.
WATRMisc_WET RAW-Underwater Splash Soft_B00M_MOCK.wav	Water smacked weakly with hand, producing muffled, small splash.
WATRMisc_WET RAW-Underwater Squeeze Clacking_B00M_MOCK.wav	Water squeezed by hand, moving water particles away quickly.
WATRMisc_WET RAW-Underwater Squeeze Fizz_B00M_MOCK.wav	Water squeezed by hand, producing light hiss.
WATRMisc_WET RAW-Underwater Sucking Drain_B00M_MOCK.wav	Water descending down drain slowly. Muffled.
WATRMisc_WET RAW-Underwater Texture Noise Constant_B00M_MOCK.wav	Harsh electric noise underwater, similar to intense storm.
WATRMisc_WET RAW-Underwater Texture Stream Bubbling Constant_B00M_MOCK.wav	Bubbling of stream, like motor running slowly through water, freely splashing it about.
WATRMisc_WET RAW-Underwater Texture Stream Crackling Constant_B00M_MOCK.wav	Bubbling of stream, like motor running slowly through water, freely splashing it about with blades colliding sharply with water.
WATRMisc_WET RAW-Underwater Texture Stream Hollow Constant_B00M_MOCK.wav	Hollow stream flowing, like burst of noise.
WATRMisc_WET RAW-Underwater Texture Stream Moving Constant_B00M_MOCK.wav	Stream flowing, though extremely muffled and as if large amount of rocks are shifting underwater.
WATRMisc_WET RAW-Underwater Texture Stream Platter Constant_B00M_MOCK.wav	Tapping on the surface of stream, like light motor running constantly through stream.
WATRMisc_WET RAW-Underwater Whoosh Spray Long_B00M_MOCK.wav	Water flowing quickly, in long sequence, as if strong wind is blowing.
WATRMisc_WET RAW-Underwater Whoosh Spray Medium_B00M_MOCK.wav	Water flowing quickly, in medium length sequence, as if strong wind is blowing.

MUTATE
ORGANIC

FILENAME	DESCRIPTION
WATRMisc_WET RAW-Underwater Whoosh Spray Short Double_B00M_MOCK.wav	Water flowing quickly, in short sequence, with short gust of wind and its reflection.
WATRMisc_WET RAW-Underwater Whoosh Spray Short_B00M_MOCK.wav	Water flowing quickly, in short sequence, with short gust of wind.
WATRMvmt_WET RAW-Water Above Submerged Goggles_B00M_MOCK.wav	Goggles dunked in water with light splash as they submerge.
WATRMvmt_WET RAW-Water Above Submerged Plastic Cup_B00M_MOCK.wav	Plastic cup dunked into water producing small splash and plop.
WATRSpray_DRY PROCESSED-Morph Cream And Gravel_B00M_MOCK.wav	Object slid or dragged against gravel surface.
WATRStm_WET RAW-Water Hot Pan Hiss Steam_B00M_MOCK.wav	Sizzle of frying pan which slowly withers away.
WHSH_WHOOSH-Basic Noise Long_B00M_MOCK.wav	Object comes from distance quickly past observer and whizzes away.
WHSH_WHOOSH-Basic Noise Short_B00M_MOCK.wav	Object comes from distance very quickly past observer and whizzes away.
WHSH_WHOOSH-Cellophane Movement Complex_B00M_MOCK.wav	Movement of cellophane, like object falling down hill with squeaky impact.
WHSH_WHOOSH-Creaky Leather Crunch Fast_B00M_MOCK.wav	Loud, quick whoosh of leaves followed by crackle.
WHSH_WHOOSH-Creaky Leather Crunch Slow_B00M_MOCK.wav	Slow whoosh of leaves followed by extended crackle.
WHSH_WHOOSH-Crumble Noise Texture Long_B00M_MOCK.wav	Whoosh passes slowly by with slow rumble and as if small group of rocks have fallen.
WHSH_WHOOSH-Crumble Noise Texture Short_B00M_MOCK.wav	Whoosh passes quickly by with slow rumble and as if small group of rocks have fallen.
WHSH_WHOOSH-Crunch Texture Fast_B00M_MOCK.wav	Object whizzes by quickly with slight crunch.
WHSH_WHOOSH-Crunchy Vocal Long Complex_B00M_MOCK.wav	Large boulder breaks off slope and whizzes by.
WHSH_WHOOSH-Dry Cling Film Texture Fast_B00M_MOCK.wav	Cling film moved. Light whoosh, as if boulder slides down slope. Morphed.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
WHSH_WHOOSH-Dry Cling Film Texture Slow_B00M_MOCK.wav	Cling film moving slowly through air, scraping against atmosphere.
WHSH_WHOOSH-Dry Leather Texture Fast_B00M_MOCK.wav	Weapon fires slightly squeaky pulse which whizzes quickly by with low rumble.
WHSH_WHOOSH-Dry Leather Texture Slow_B00M_MOCK.wav	Object slowly flying through air, as if leather has been stretched way beyond its capacity.
WHSH_WHOOSH-Dry Low Crunch Snap Whoosh_B00M_MOCK.wav	Medium size rock breaks off of cliff and rolls down.
WHSH_WHOOSH-Dry Tape Organic Complex Aggressive_B00M_MOCK.wav	Rocks tumble off cliff and whoosh by with long tail and decay.
WHSH_WHOOSH-Dry Tape Organic Complex Soft_B00M_MOCK.wav	Rocks tumble off cliff and whoosh by with long tail and decay in short sequence.
WHSH_WHOOSH-Dry Tape Organic Fast_B00M_MOCK.wav	Rock comes off cliff and whooshes by. Other rocks fall tumble down in its wake.
WHSH_WHOOSH-Dry Tape Organic Underwater Fast_B00M_MOCK.wav	Rocks fall off underwater cliff, then whooshes by causing ripples in water.
WHSH_WHOOSH-Earth Rock Medium Long_B00M_MOCK.wav	Object ripples air lightly and very softly falls on rocks, slightly scattering them around.
WHSH_WHOOSH-Earth Rock Medium_B00M_MOCK.wav	Object lightly falls on rocks slightly scattering them around.
WHSH_WHOOSH-Flutter Low Fast_B00M_MOCK.wav	Low pitch rumble through air with fast wobbles.
WHSH_WHOOSH-Flutter Low Slow_B00M_MOCK.wav	Low pitch rumble through air with slow, long wobbles.
WHSH_WHOOSH-Gritty Creaks Fast_B00M_MOCK.wav	Fast whoosh with wobble and ripples created in air.
WHSH_WHOOSH-Gritty Creaks Slow_B00M_MOCK.wav	Whoosh takes a long time to get started, with large mass of rocks falling down slope.
WHSH_WHOOSH-Liquid Texture Fast_B00M_MOCK.wav	Object creates small ripples in air, whizzes by followed by rattles.
WHSH_WHOOSH-Liquid Texture Slow_B00M_MOCK.wav	Rumble followed by lightning like whoosh with long tail.

MUTATE
ORGANIC

FILENAME	DESCRIPTION
WHSH_WHOOSH-Low Filter Fast_B00M_MOCK.wav	Low bass whoosh, slightly aquatic with airy, creaky tail.
WHSH_WHOOSH-Low Filter Slow_B00M_MOCK.wav	Low bass rumble and wobble with slight sizzles on top.
WHSH_WHOOSH-Low Liquid Aggressive Soft_B00M_MOCK.wav	Liquidy mass gathers then whooshes by with lingering particles behind.
WHSH_WHOOSH-Low Liquid Aggressive_B00M_MOCK.wav	Liquidy mass gathers then whooshes by with lingering particles behind.
WHSH_WHOOSH-Low Synth Texture Dense_B00M_MOCK.wav	Synthetic grains in compact ball disperse.
WHSH_WHOOSH-Low Synth Texture Sparse_B00M_MOCK.wav	Synthetic grains spread out slowly disperse with small thuds on impact.
WHSH_WHOOSH-Low Texture Long_B00M_MOCK.wav	Synthetic grains dispersed. Bassy, slowly coming to halt.
WHSH_WHOOSH-Noise Texture Filter Long_B00M_MOCK.wav	Airy disperse, followed by roaring whoosh.
WHSH_WHOOSH-Noise Texture Filter Short_B00M_MOCK.wav	Airy disperse, followed by roaring whoosh.
WHSH_WHOOSH-Organic Crunch Low End Fast_B00M_MOCK.wav	Particles gather followed by quick bassy whoosh and ripples.
WHSH_WHOOSH-Organic Crunch Low End Slow_B00M_MOCK.wav	Particles gather followed by slow whoosh, as if object is stretching.
WHSH_WHOOSH-Particle Texture Crunches_B00M_MOCK.wav	Short bass burst followed by quick dispersion of grains.
WHSH_WHOOSH-Phasey Style_B00M_MOCK.wav	Slightly electrical, modulated, phasing whoosh.
WHSH_WHOOSH-Processed Phased Scrapes Short_B00M_MOCK.wav	Loud, fast, modulated, phasing whoosh.
WHSH_WHOOSH-Processed Phased Scrapes_B00M_MOCK.wav	Aggressive, modulated, phasing whoosh.
WHSH_WHOOSH-Processed Slime Shots_B00M_MOCK.wav	Bubbly particles gathered then fired.

MUTATE
ORGANIC

FILENAME	DESCRIPTION
WHSH_WHOOSH-PROCESSED Stutter Flame Fast_B00M_MOCK.wav	Low, deep rumble. Orb like with humming.
WHSH_WHOOSH-PROCESSED Stutter Flame Slow_B00M_MOCK.wav	Low, deep rumble with spread out particles slowly shimmers.
WHSH_WHOOSH-Processed Texture Filtered_B00M_MOCK.wav	Low rumble of many particles dispersed.
WHSH_WHOOSH-Rock Low Watery Phasey_B00M_MOCK.wav	Rocks rolls quickly on underwater surface. Highly muffled and distorted.
WHSH_WHOOSH-Rocky Swish Fast_B00M_MOCK.wav	Strong, fast whoosh, moving rocks in its wake.
WHSH_WHOOSH-Rocky Swish Slow_B00M_MOCK.wav	Strong, slow whoosh, moving rocks in its wake.
WHSH_WHOOSH-Rubber Stretched Wind Fast_B00M_MOCK.wav	Low, gurgling whoosh with long tail.
WHSH_WHOOSH-Rubber Stretched Wind Slow_B00M_MOCK.wav	Low, extended, gurgling whoosh, with long tail and slight rattle.
WHSH_WHOOSH-Rubber Texture Fast_B00M_MOCK.wav	Rocks covered in mud gather and whoosh by with piece of mud falling off and dripping down.
WHSH_WHOOSH-Rumble Rock Low Crunch_B00M_MOCK.wav	Large pulses fired from futuristic weapon with slight ripples on surrounding air.
WHSH_WHOOSH-Rustling Leaves Slow_B00M_MOCK.wav	Loud rustle of leaves as breeze blows over it them
WHSH_WHOOSH-Slimy Texture Breath Fast_B00M_MOCK.wav	Ghastly, breathy whoosh with long tail.
WHSH_WHOOSH-Slimy Texture Breath Slow_B00M_MOCK.wav	Particles gather with loud, ghastly, breathy whoosh and particles float briefly at end.
WHSH_WHOOSH-Stylized Complex Movement Phasey_B00M_MOCK.wav	Rock rolls slightly off slope, followed by quick whoosh with extremely long tail and rock continues to roll.
WHSH_WHOOSH-Stylized Complex Movement Whoosh_B00M_MOCK.wav	Rock slowly breaks off mountain and falls with sharp impact, causing ripples in surrounding environment.
WHSH_WHOOSH-Synth Bounce High_B00M_MOCK.wav	Particles fired and reflect off surface. High pitch.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
WHSH_WHOOSH-Synth Bounce Low_B00M_MOCK.wav	Particles fired and reflect off surface. Low, muffled pitch.
WHSH_WHOOSH-Synth Low Crunch Fast Long_B00M_MOCK.wav	Low explosion of synth, as if rocks collide with surface gently in long sequence. Processed.
WHSH_WHOOSH-Synth Low Crunch Fast Short_B00M_MOCK.wav	Low explosion of synth, as if rocks collide with surface gently in short sequence. Processed.
WHSH_WHOOSH-Synth Low Crunch Slow_B00M_MOCK.wav	Low explosion of synth, as if rocks slowly break off of underwater cliff and collide with surface gently. Processed.
WHSH_WHOOSH-Synth Organic Crunch Fast_B00M_MOCK.wav	Ripples quickly converge to center. Electrical.
WHSH_WHOOSH-Synth Organic Crunch Slow_B00M_MOCK.wav	Ripples slowly converge to center. Electrical with many wobbles.
WHSH_WHOOSH-Texture Filter Modulation Long_B00M_MOCK.wav	Long, airy whoosh with extremely long tail.
WHSH_WHOOSH-Texture Filter Modulation Short_B00M_MOCK.wav	Short, airy whoosh with extremely long tail.
WHSH_WHOOSH-Texture Noise Long_B00M_MOCK.wav	Warped and stretched rocks falls off slope and whoosh slowly by.
WHSH_WHOOSH-Texture Noise Short_B00M_MOCK.wav	Warped and stretched rocks falls off slope and whoosh quickly by.
WHSH_WHOOSH-Texture Particle Bumps Fast_B00M_MOCK.wav	Dense electric pulse fired and particles quickly rattle.
WHSH_WHOOSH-Texture Particle Bumps_B00M_MOCK.wav	Dense electric pulse fired and particles slowly rattle.
WHSH_WHOOSH-Tonal Creature Texture Long_B00M_MOCK.wav	Weak beast roars and then zooms away.
WHSH_WHOOSH-Tonal Creature Texture Short_B00M_MOCK.wav	Weak beast roars and then suddenly zooms away.
WHSH_WHOOSH-Tonal Distortion Crunches Phasey Filtered_B00M_MOCK.wav	Low, muffled underwater explosions with rumble and extra phase and distortion.
WHSH_WHOOSH-Tonal Distortion Crunches_B00M_MOCK.wav	Low, muffled underwater explosions with rumble.

boom
LIBRARY

MUTATE
ORGANIC

FILENAME	DESCRIPTION
WHSH_WHOOSH-Tonal Styrofoam Creaks Fast_B00M_MOCK.wav	Object quickly whizzes by with flapping.
WHSH_WHOOSH-Tonal Styrofoam Creaks Slow_B00M_MOCK.wav	Object slowly whizzes by with flapping.
WHSH_WHOOSH-Tonal Vocally Growl Fast_B00M_MOCK.wav	Roaring whoosh by and creates soft rattles in its wake.
WHSH_WHOOSH-Tonal Vocally Growl Slow_B00M_MOCK.wav	Roaring pitched down with strong ripples and wind knocking objects around.
WHSH_WHOOSH-Tonal Wave Fast_B00M_MOCK.wav	Liquidy burst whizzes by quickly.
WHSH_WHOOSH-Tonal Wave Slow_B00M_MOCK.wav	Liquidy burst whizzes by slowly.
WHSH_WHOOSH-Underwater Scrape Clicky Fast_B00M_MOCK.wav	Fast whoosh underwater with air slices.
WHSH_WHOOSH-Underwater Scrape Clicky Slow_B00M_MOCK.wav	Slow whoosh underwater with air slices.
WHSH_WHOOSH-Wet Chunky Texture Whoosh_B00M_MOCK.wav	Rocks slowly fall down slope and gain speed.
WHSH_WHOOSH-Wet Liquid Bubble Long_B00M_MOCK.wav	Creature drowning under water, with gnarls muffled by submersion.
WHSH_WHOOSH-Wet Liquid Organic Fast_B00M_MOCK.wav	Fast, liquidy whoosh with strong splash in its wake.
WHSH_WHOOSH-Wet Liquid Organic Slow_B00M_MOCK.wav	Slow, liquidy whoosh with water particles carried in its wake. Slowly causes ripples in water until it whizzes by.
WHSH_WHOOSH-Wet Low End Fast_B00M_MOCK.wav	Low pitch burst of water whizzes by quickly.
WHSH_WHOOSH-Wet Low End Slow_B00M_MOCK.wav	Low pitch burst of water whizzes by slowly.
WHSH_WHOOSH-Wet Noise Wave Long_B00M_MOCK.wav	Processed wave whizzes by slowly.
WHSH_WHOOSH-Wet Noise Wave Short_B00M_MOCK.wav	Processed wave whizzes by quickly.

MUTATE
ORGANIC

FILENAME	DESCRIPTION
WHSH_WHOOSH-Wet Ripping Texture Fast_B00M_MOCK.wav	Fast whoosh, followed by rattles. Long tail.
WHSH_WHOOSH-Wet Ripping Texture Slow_B00M_MOCK.wav	Slow, extended whoosh, followed by flapping. Long tail.
WHSH_WHOOSH-Wet Slime Low Filter_B00M_MOCK.wav	Wet grime quickly shifts position from one spot to next. Whoosh like.
WHSH_WHOOSH-Wet Slime_B00M_MOCK.wav	Wet grime quickly shifts position from one spot to next.
WHSH_WHOOSH-Wet Water Tonal Fast Slow_B00M_MOCK.wav	Dense water crystals whiz by slowly with strong ripples in their wake.
WHSH_WHOOSH-Wet Water Tonal Fast_B00M_MOCK.wav	Dense water crystals whiz by with ripples in their water.
WHSH_WHOOSH-Wet Water Tonal Low Filter_B00M_MOCK.wav	Dense water crystals whiz by. Thunderous.
WOODFric_DRY PROCESSED-Wicker Basket Texture Downwards Long_B00M_MOCK.wav	Wicker basket moved downward, as if plastic is crunched and rustled, in long sequence.
WOODFric_DRY PROCESSED-Wicker Basket Texture Downwards_B00M_MOCK.wav	Wicker basket moved downward, as if plastic is crunched and rustled. Pitch slightly falls.
WOODFric_DRY RAW-Creak Carpet Beater Constant_B00M_MOCK.wav	Carpet beater squeezed extremely tightly, in constant motion, to its maximum, producing squeaks.
WOODFric_DRY RAW-Creak Carpet Beater_B00M_MOCK.wav	Carpet beater squeezed extremely tightly to its maximum, producing squeaks.
WOODFric_DRY RAW-Wicker Basket Movements Constant_B00M_MOCK.wav	Crunch and squeak of plant material of wicker basket, as it is moved continuously.
WOODFric_DRY RAW-Wicker Basket Movements Single_B00M_MOCK.wav	Crunch of plant material of wicker basket as it is moved, similar to chomp.
WOODFric_DRY RAW-Wicker Basket Movements Squeaky Constant_B00M_MOCK.wav	Plant material of wicker basket moved more aggressively and continuously, producing many squeaks.
WOODFric_DRY RAW-Wicker Basket Movements Squeaky Single_B00M_MOCK.wav	Plant material of wicker basket moved more aggressively and slowly, producing creaks and squeaks.
WOODFric_LIFEFORM PROP-Bowed Pinecone Screech_B00M_MOCK.wav	Pinecone bowed by violin, producing creak.