

Welcome to Action Cutz !

With this library you bought an essential for sounddesign, multimedia, game- and post production. All sounds on this library are styled to compete with the greatest special sound effects of world class hollywood productions. If you look for combat robots, war scenes, gun-, sword- and body fights, underwater action, fire storms, electric and hydraulic servos, energy noises or metallic destruction: This is your CD.

Enjoy many scenery construction kits and a big library with over 650 most needed swishes & swoshes, shots, weapon noises, explosions, rumbling, impacts, metallic moods and many other useful sounds to thrill the pictures. **Action Cutz** makes it easy to create moving objects from soft flights to aggressive speed scenes. Many sounds are here waiting to support buttons, transitions and visual effects on your multimedial WEB or CD-ROM presentation.

Moreover the future is already included – **Action Cutz** gives you **professional mixing- and surround compatibility**. The more then 50 atmos on this CD are available as surround pairs - this enables you to use them in multichannel productions. All sounds are prepared to set up in a professional mixing environment, therefore we have not added any reverb or ambience to the sounds and mostly you won't find pretended stereo or surround moves. So you are free to mix and move everything due to your needs. Nevertheless, most sounds are available in stereo with a well balanced, steady channel relation.

Using the surround front- and rear mixes:

The atmos on Action Cutz are available as discrete stereotracks for front- and rear-LR, which can be assembled to surround mixes, compatible to ANY format, that supports a stereo surround channel (e.g. the popular 5.1 dolby digital /AC-3). The sub bass and center information is included in the front-LR mix and can easily be separated in the mix.

The front- and rearmixes are non-phase-locked, so feel free to shift atmos on the timeline and loop them independently to create your individual, wide surround field.

Important notes:

Monocompatibility:

The front mixes are fully monocompatible but the rear mixes are processed in their channel phase relation to provide a wide surround field, which may lead to heavy flanging when played mono. **Don't use the rear mixes for stereo productions or check up the monocompatibility first!**

Sub bass frequencies: Mostly the subsonic tracks are containing an additional stereo image, so you can use them as full range atmos.

Distortion warning:

when monitored on little speakers, the subbass frequency of many S-LR mixes cannot be heard but might cause distortion due to the very high spectral energy. In addition the low frequencies will reduce the overall loudness of your mix. For multimedia and TV compatible works, we recommend to cut the range below 100 Hz.

naming conventions:

example

heavy metallic steps [4]
heavy rumbling F-LR
heavy rumbling R-LR
diffuse rumbling S-LR
diffuse rumbling S-R-LR
sequence

meaning:

4 different versions of heavy metallic steps
heavy rumbling atmo, front stereo mix
heavy rumbling atmo, rear stereo mix
version for subbass channel with additional stereo image
rear mix with sub bass frequencies
pre-edited track with many different sounds in fast order, taken from the preview. Gives you fast access to multiple, premixed sound elements

track	index	content
01	1	Action Cutz demo
		combat robot
02	1	preview - robot moving, servos & hydraulics, future gun shots
03	1	heavy metallic steps [4]
	2	servo noises [6]
	3	short movement noises [6]
04	1	robot gun shots [4]
	2	mechanic noises [2]
05	1	servo sound elements [13]
		U 99
06	1	preview – submarine atmo, underwater, bubbling drone, sonar
07	1	sonar ambience low
		sonar ambience high
		sonar dry element
	2	hollow bubbling F-LR
	3	hollow bubbling R-LR
08	1	underwater mid freq atmo 1 F-LR
	2	underwater mid freq atmo 1 R-LR
	3	underwater mid freq atmo 2 F-LR
	4	underwater mid freq atmo 2 R-LR
	5	underwater subsonic drone S-LR
	6	underwater subsonic drone R-LR
		scuba diving
09	1	preview – underwater atmo, bubbling, taking breath
10	1	taking breath [2]
	2	bubbling mid freq [5]
	3	bubbling deep [5]
11	1	harpoon shots [2]
	2	underwater atmo F-LR
	3	underwater atmo R-LR
	4	additional deep bubbling [5]
		L.A. gun showdown
12	1	preview – automatic guns, machine guns, destruction, swoshes
13	1	shot sequence [16]
	2	machine guns [9]
	3	destruction sequence – metal and glass breaks, rumbles
14	1	power gunshots [2]
		muffled gun shots [3]
		sharp gun sweep shot
		bullet sweep
	2	L.A. gunshots [9]
15	1	more L.A. gunshots [17]
16	1	future gun shots [12]
17	1	weapon clips [5]
18	1	weapon cock [2]
		weapon loading [3]
		weapon falls 2 ground
19	1	bullet shell drops [4]

body fight - boxing

20	1	preview – fist & slap hits, body impacts, destruction, rumbling
21	1	fist hit sequence part 1 [15]
	2	fist hit sequence part 2 [20]
	3	destruction and body impact sequence
22	1	short body hit sequence
		automatic injection
		metal into flesh
		bone breaks [2]
		body falls 2 ground [3]
		bright body hit

body fight - eastern

23	1	preview – swishes and slap hits, body impacts, sharp noises
24	1	fist hit sequence part 1 [28]
	2	fist hit sequence part 2 [15]
	3	swishes sequence [28]

classic sword fight

25	1	preview – sword hits, metallic tones, rubbing and swishes
26	1	sword hit sequence layer 1 [25]
	2	sword hit sequence layer 2 [24]
	3	sword swishes [10]
	4	metallic tones sequence „sword singing“
27	1	sword hits [14]
28	1	more sword hits [17]

EKG

29	1	preview – hospital, collapsing heartbeats, respirator, control beeps, alarm
30	1	heartbeats slow – fast, collapsing [10]
	2	EKG control beeps and alarm
	3	respirator breath
	4	machine background noise F-LR
	5	machine background noise R-LR

tension (never trust an elevator ...)

31	1	preview – servo blocking, steel ropes ripping, destruction
32	1	machine mechanix destruction [3]
		steel cable ripping
		electric hum
	2	servo motor blocking sequence
	3	destructive metallic scrapes [2]
33	1	cable tension [14]

mounting hardware

34	1	preview – big machine drone, metallic noises, welding, scraping
35	1	big machine drone, tonal S-LR
	2	big machine drone, tonal R-LR
36	1	metallic noises sequence [24]
	2	distorted scraping noises [3]
37	1	electro welding [3]
	2	grinding machine „flex“

alien controlroom

38	1	preview – weird room atmo, space control sounds, dark creature voice
39	1	creature dark speech
40	1	diffuse psychedelic atmo 1 F-LR
	2	diffuse psychedelic atmo 1 R-LR
	3	diffuse psychedelic atmo 2 F-LR
	4	diffuse psychedelic atmo 2 R-LR
41	1	weird deep atmo S-LR
	2	weird deep atmo R-LR
	3	deep noisy drone F-LR
	4	deep noisy drone R-LR

spaceship interieur

42	1	preview – three sceneries, control- and machines backing noise, control sounds
43	1	deep noisy diffused atmo S-LR
	2	deep noisy diffused atmo S-R-LR
	3	tonal noisy diffused atmo F-LR
	4	tonal noisy diffused atmo R-LR
	5	deep noisy subsonic atmo S-LR
	6	deep noisy subsonic atmo S-R-LR
	7	mid band noise layer F-LR
44	1	control beeps sequence
	2	diffuse psychedelic atmo 1 F-LR
	3	diffuse psychedelic atmo 1 R-LR
	4	diffuse psychedelic atmo 2 F-LR
	5	diffuse psychedelic atmo 2 R-LR
	6	subsonic rumbling S-LR
	7	subsonic rumbling R-LR

dark room

45	1	dark room full mix – subfrequent and resonant noises, slow spherical sweeps
46	1	noisy mid range atmo, slight tones F-LR
	2	noisy mid range atmo, slight tones R-LR
	3	subsonic deep noise atmo S-LR
	4	subsonic deep noise atmo S-R-LR
47	1	spherical diffused sweep F-LR
	2	spherical diffused sweep R-LR

deep room

48	1	deep room full mix – subfrequent resonant noises, heat
49	1	diffuse psychedelic atmo F-LR
	2	diffuse psychedelic atmo R-LR
	3	psychedelic weird noise atmo F-LR
	4	psychedelic weird noise atmo R-LR
50	1	midrange hot noise diffusion F-LR
	2	midrange hot noise diffusion R-LR
	3	deep hot noise diffusion S-LR
	4	deep hot noise diffusion R-LR
	5	subsonic atmo S-LR
	6	subsonic atmo R-LR

dark fiction

- 51 1 **preview** – spaceship controlroom with confused robot voice commands
- 52 1 low, dangerous robot command speech
- 2 high pitched confused robot command loop
- 3 beep signal
- signal layer [2]
- 53 1 diffuse psychedelic atmo F-LR
- 2 diffuse psychedelic atmo R-LR
- 3 phat phasing noise atmo F-LR
- 4 phat phasing noise atmo R-LR
- 54 1 thrilling mid band noise atmo F-LR
- 2 thrilling mid band noise atmo R-LR
- 3 deep unit basement atmo S-LR
- 4 deep unit basement atmo R-LR

future sword fight

- 55 1 **preview** – electric noises, distorted metallic energy strikes, swoshes
- 56 1 energy sword hit sequence layer [16]
- 2 buzzing elements layer [10]
- 3 electric arcing and swoshes [7]

jet fighter

- 57 1 **preview** – jet atmo, target control voice, starting action, rocket launch & impact
- 58 1 jet by phasing noise
- 2 cockpit controls [3]
- 3 robotz control layer
- 4 starting action sweep & signals
- 5 radio interference alaising sweep
- 6 automatic target control voice
- 7 thrilling start action noise
- rocket launch
- rocket swosh by
- 9 big impact explosion
- 10 secondary burst explosion
- 59 1 jet interieur noise atmo F-LR
- 2 jet interieur noise atmo R-LR
- 3 rumbling noise atmo F-LR
- 4 rumbling noise atmo R-LR
- 60 1 jet interieur aggressive noise phasing F-LR
- 2 jet interieur aggressive noise phasing R-LR
- 3 jet interieur subsonic atmo S-LR
- 4 jet interieur subsonic atmo R-LR
- 5 turbines layer F-LR
- 6 turbines layer R-LR

aircraft

61	1	preview – three sceneries jet atmo, cockpit radio communication, controls
62	1	communicator beep
		control signals [3]
		control signal layer
	2	cockpit radio communication
63	1	noisy interieur atmo 1, slight turbines F-LR
	2	noisy interieur atmo 1, slight turbines R-LR
	3	turbines layer 1 F-LR
	4	turbines layer 1 R-LR
	5	turbines layer 2 F-LR
	6	turbines layer 2 R-LR
64	1	control signals layer
	2	noisy interieur atmo 2, medium turbines F-LR
	3	noisy interieur atmo 2, medium turbines R-LR
	4	noisy interieur atmo 3, medium turbines F-LR
	5	noisy interieur atmo 3, medium turbines R-LR
	6	rumbling subsonic atmo S-LR

helicopter

65	1	rotor sound interieur with slight turbines F-LR
	2	turbines noise F-LR
	3	turbines noise R-LR
	4	rotor aggressive noise F-LR
	5	rotor aggressive noise R-LR

detonator

66	1	preview – bomb clockwork, counter beeps, speeding, blow away
67	1	beep 1 / 1s
		beep 2 / 1s
		beep 2 speed up
		action start signal
	2	electronic clockwork noise
	3	big explosion and destruction

war zone

68	1	preview – total destruction
69	1	rocket swosh
		big explosions [9]
70	1	more big explosions [11]

fire storm

71	1	preview – big destructive fire, metal and glass destruction, gas explosions
72	1	explosive destruction sequences [2]
	2	metal scraping [3]
73	1	hot gas blowing F-LR
	2	hot gas blowing R-LR
	3	diffuse crackling atmo F-LR
	4	diffuse crackling atmo R-LR
74	1	explosive phasing swoshes F-LR
	2	explosive phasing swoshes R-LR
	3	noisy crackling atmo F-LR
	4	noisy crackling atmo R-LR
	5	wood crackling close F-LR
	6	wood crackling close R-LR

deep moaning (space whales ?)

- 75 1 **ambient mix**
- 76 1 moaning elements [13]

deep metal scraping

- 77 1 **ambient mix**
- 78 1 metal scrapes [13]
- 79 1 destructive metal scrapes [12]

strange FX

- 80 1 electro-hydraulic lock
zzwosh [2]
mechano-electric lock
rubber
zzwap
- 81 1 hydraulic squeeking
space pig wheep
buzz noise burst
metallic hydro blast
cold metallic swosh
high thrilling impact
digital liquid sweep

swishes & swoshes

- 82 1 deep movement swoshes [3]
long – deep movement swosh
medium movement swoshes [3]
- 83 1 aggressive swosh, fat – long
agressive swoshes, short [3]
agressive swosh hard – short
agressive swoshes high – short [4]
agressive swosh medium – short
emphased swishes [3]

electric energy

- 84 1 phat arcing with sharp impacts 50 Hz
- 2 arcing mid freq with impacts 50 Hz

lava stream

- 85 1 basic bubbling atmo F-LR
- 2 basic bubbling atmo R-LR
- 3 mid freq bubbling 1 F-LR
- 4 mid freq bubbling 2 F-LR
- 5 short squacks sequence [15]
- 86 1 deep heavy bubbling F-LR
- 2 deep bubbling soft diffused F-LR
- 3 deep bubbling soft diffused R-LR
- 4 diffuse subsonic bubbling S-LR

heavy rock rumbling

- 87 1 heavy rock rumbling F-LR
- 2 heavy rock rumbling R-LR
- 3 diffuse subsonic rumbling S-LR

metallic impacts

- 88 1 heavy metal plate 2 ground
heavy steel door lock
crash light metal 1
bell clang
lighter zap
fat metallic impact
deep ambient impact
sharp rub noise
rumbling
zang 1
crash light metal 2
metal pieces clincks
zang 2
zwosh
hi-lo impact
arrow impact

reaction noises

- 89 1 tresor door
rope cut
release - relock
torn paper [2]
torn tape
rubber noise
metal breaks
mixed metallic reaction noises [10]

wood destruction

- 90 1 short breaks [4]
crackling breaks [4]
short crashes [3]

gas and machine noises

- 91 1-4 gas streams warm - sharp [4]
92 1-3 cooling fan noises warm – noisy [3]
4-10 machine noises smooth - aggressive [7]

communication

- 93 1 radio zap
phone signal
fax transmission
phone electronic rings [3]
phone electronic ring + pickup
94 1 DTMF pure tones 0-9 A-D *# [16]
phone DTMF dial tones 0-9 *# [12]
95 1 future communicator signals [17]

beeps & signals

- 96 1 control beeps [10]
97 1 signals [8]
98 1 alarm beeps [5]
99 1 title running layer signals [11]

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