

Welcome to AD FX !

With this library you bought an essential for advertising and all other media productions. All sounds on this library are designed to compete with the greatest sound effects of world class media tracks.

If you search for amazing loud and noiseless sounds of all styles – look on this CD!

You will find funny cartoon effects as well as dangerous creature growls, the most needed phone and communication sounds, baby babble, lots of thrilling noises and impacts, a big section of swishes, swoshes and transitions, rubber tensions, money, light, thunder, steps, time, tools and electric sounds, useful computer speech, a photo session, a big selection of human sounds, mysterious things like tibetan monks or digeridoo and many hard to find special effects like formula 1 motors, the song of the whales, a jurassic atmo or a wet sounding cave atmo. You will also enjoy tracks containing the sounds for the everlasting themes of advertising: food and drink. For creating musical tracks we added a small, but fine selection of always needed musical elements and a big selection of mysterious and strange sounding cinematic loops. These loops are created from movie soundtracks giving you an amazing rhythmic basis for compositions.

The mass of short sounds and noises on this CD will also support buttons, transitions and visual effects on your multimedial WEB or CD-ROM presentation

To get the right background for your spot we added the most needed city life atmos like station, airport, restaurants, park and mall as well as nature ambiances like seashore, weather and crickets.

All sounds are prepared to be set up in a professional mixing environment, therefore we have not added any reverb or ambience to the sounds (except for some designed versions) and mostly you won't find pretended stereo moves.

naming conventions:

example

dog hatchel
little dog barking 1, 2
bird croak 1 – 4
ballon squeek sequence 1 - 3
- FX

meaning:

dog hatchel, single sound
two versions of dog barking
four versions of bird croaks
three balloon squeak sequences
sound with added effects, reverb

license agreement:

The enclosed samples and programs of this library are licensed to you for use in music, multimedia and film production only. Only the purchaser of this CD is allowed to use the sounds. Unauthorized copying, reproducing (including converting and reproducing in other data formats), hiring, renting, public performance, broadcasting and distributing is expressly forbidden.

credits:

produced by Total Control
sound design by Holger Leonhard
special thanks to Anica

track	index	content
01		AD FX demo
		the funny section
02		cartoon
	01	funny brake
	02	zwoing 1
	03	gun shot 1
	04	car horn 1
	05	whhuipp 1 down
	06	whhuipp 1 up
	07	whup whuii
	08	uuik uuik
	09	whhuipp 2 down
	10	whhuipp 2 up
	11	whhuipp 3 down
	12	whhuipp 3 up
	13	whuit whuit whuiii
	14	boing 1
	15	boing crash 1
	16 - 17	zwoing 2, 3
	18	gun shot 2
	19 - 20	car horn 2, 3
	21	swupp swuii
	22 - 23	siehhht - boom 1, 2
03		funny sounds mix
	01	air pump „fruiit“
	02	boing
	03	old car horn
	04	whuiipp
	05 - 06	bend up timpani 1, 2
	07	high pitch timpani
	08	low pitch timpani
	09 - 10	bloip bloip 1, 2
	11	blub wub
	12	gulp gulp
	13	uik uik
	14	whup dang
	15	zwong
04		duck FX
	01	dago duck quack
	02	duck babbling fast
	03	duck babbling slower
05		funny creatures 1
	01	creature honk
	02	voice staccato
	03 - 08	baby dino 1 - 6
	09	creature cackle
	10	creature cirps
	11 - 14	creature coo 1 -4

- 06 **funny creatures 2**
- 01 spacefrog
 - 02 - 04 nice little creature 1 - 3
 - 05 - 06 zzzsch babble 1, 2
 - 07 - 09 creature quack 1 - 3
 - 10 - 12 creature squeak 1 - 3
 - 13 creature klk-klkk
- 07 **funny human cutz**
- 01 babbling high pitched 1
 - 02 gagging
 - 03 jiic jaac
 - 04 - 05 sniff 1, 2
 - 06 auu
 - 07 blblbl
 - 08 fast gobbling
 - 09 - 11 funny babbling 1 - 3
 - 12 gulp
 - 13 huhh
 - 14 iehhk
 - 15 iiht
 - 16 mgnnblll
 - 17 nervous sobbing
 - 18 qrrrk
 - 19 clac clac
 - 20 babbling high pitched 2
 - 21 mad laughter – wipe out
- 08 **funny impacts and smacks**
- 01 flupp
 - 02 tube plopp noise
 - 03 clack
 - 04 human khpp
 - 05 - 06 human plopp 1, 2
 - 07 metal clang
 - 08 pwwuitt
 - 09 - 19 smack 01 - 12
- 09 **toys**
- 01 spring wind up
 - 02 - 05 squeaking horn 1 - 4
 - 06 - 07 squeaking toy duck 1, 2
 - 08 digital -drop down
 - 09 digital -toy blililip
 - 10 digital -toy cat
 - 11 digital -toy dog
 - 12 - 13 toy gunz 1, 2
 - 14 - 15 toy laser 1, 2
 - 16 toy phone
 - 17 toy robotz melody

danger section

10 **alarm**

01 - 03 alarm sequence 1 - 3

11 **thrill**

01 demonic laughter
02 deep breathing
03 - 04 breath of doom 1, 2
05 heartbeat fast
06 - 07 heartbeat slow 1, 2

12 **animals and creatures**

01 lion growl FX
02 rattle snake
03 lion growl
04 - 08 deep creature growl 1 - 5

13 **destruction 1**

01 earthquake rumbling atmo
02 felling a tree
03 metallic spinning short
04 metallic spinning long
05 cracking

14 **destruction 2**

01 metal and wood stress, long recording

themes

15 **animals**

01 cock
02 cat miau
03 frog
04 pig squeak 1
05 donkey
06 duck
07 fly
08 cow
09 cat purring
10 - 11 little dog barking 1, 2
12 dog hatchel
13 - 16 bird croak 1 - 4
17 - 19 bird twitter 1 - 3
20 chicken
21 chipmunk
22 cornicle
23 pig squeak 2

16 **dolphins and whales**

01 dolphin cirps
02 - 05 little whale 1 - 4
06 - 10 big whale 1 - 5

- 17 **ballon**
- 01 - 02 balloon rocket 1, 2
 - 03 balloon inflate
 - 04 balloon burst
 - 05 - 09 ballon squeek 1 - 4
 - 10 - 12 ballon squeek sequence 1 - 3
 - 13 ballon air release
- 18 **bathroom**
- 01 spray can opening
 - 02 foam spray
 - 03 spray 1
 - 04 washing hands -smacking
 - 05 gargling
 - 06 gargling voiced
 - 07 - 09 spray 2 - 4
 - 10 shaver
 - 11 tooth brushing electric
 - 12 tooth brushing
- 19 **communication 1 - phones**
- 01 - 02 european phone 1, 2
 - 03 - 04 handy signal 1, 2
 - 05 phone sound
 - 06 receiver drop
 - 07 - 08 US - phone 1, 2
 - 09 telex machine
 - 10 phoning sounds -sequence
 - 11 fax transmission -sequence
 - 12 mechanical dialing
 - 13 handy DTMF tones with key noises
- 20 **communication 2 - radio**
- 01 - 03 radio band search 1 - 3
 - 04 radio impulse noise
 - 05 radio sound sequence
 - 06 - 08 radio static noise 1 – 3
- 21 **computers**
- 01 key code enter
 - 02 mouse click left
 - 03 mouse click right
 - 04 mouse doubleclick
 - 05 keyclick with beep
 - 06 - 07 keyboard input 1, 2

- 22 **www.speech**
- 01 welcome
 - 02 you are connected
 - 03 enter identifier
 - 04 enter identikey
 - 05 enter password
 - 06 enter security code
 - 07 enter PIN code
 - 08 enter transaction number
 - 09 identify
 - 10 please confirm
 - 11 good bye
- 23 **drinks**
- 01 beer can opening pouring in
 - 02 can opening
 - 03 male ahh -refreshing
 - 04 clink glasses 1
 - 05 champagne pouring in and bubbling
 - 06 fizzy tablet in water
 - 07 slurping and gulping coffee
 - 08 gasping
 - 09 sip on a straw
 - 10 – 11 clink glasses 2, 3
- 24 **bottles**
- 01 - 03 beer bottle opening plopp 1 - 3
 - 04 beer bottle opening zzhhh
 - 05 - 06 champagne bottle opening plopp 1, 2
 - 07 - 08 wine bottle opening plopp 1 , 2
 - 09 wine bottle opening FX
 - 10 water bottle open and close
 - 11 water bottle opening
 - 12 bottle noise
- 25 **eat chew crisp**
- 01 - 03 chew crisp fat 1 - 3
 - 04 - 10 chew crisp 1 - 7
 - 11 eat crisp
 - 12 eat crisp with smack
- 26 **eat crackle crisp**
- 01 - 02 chocolate crackle 1, 2
 - 03 - 05 crisp crackle fat 1 - 3
 - 06 - 08 crisp crackle 1 - 3
- 27 **electric**
- 01 current arcing
 - 02 sharp current sound
 - 03 electric tone and arcing
 - 04 current hum
 - 05 musical current hum

- 28 **fireworX**
- 01 big firework rocket
 - 02 - 03 rocket sweep 1, 2
 - 04 fireworks strong atmo
- 29 **got a light**
- 01 lighter zap
 - 02 lighter and gas noise
 - 03 light a match
 - 04 light a match - slow motion FX
- 30 **house**
- 01 door bell
 - 02 - 03 door open close 1, 2
 - 04 light switch
 - 05 - 08 switch 1 - 4
- 31 **jet set**
- 01 jet interieur 1 + signal mix
 - 02 jet interieur signal
 - 03 - 05 jet interieur steady atmo 1 -3
 - 06 airport atmo with announcements
- 32 **kitchen**
- 01 making soda
 - 02 can opening
 - 03 canteen rattling
 - 04 frying pan
 - 05 microwave oven
- 33 **money**
- 01 - 02 coin spinning 1, 2
 - 03 coins dropping
 - 04 coins strumming
 - 05 insert coin
- 34 **mad motors**
- 01 idling with gas
 - 02 tires squeaking
 - 03 motor idling
 - 04 - 05 motor starting, idling, driving away 1, 2
- 35 **formula 1**
- 01 - 02 engine fast acceleration 1, 2
 - 03 pass by FX
 - 04 engine acceleration sequence
 - 05 - 07 pass by 1 - 3
 - 08 - 09 engine acceleration FX 1, 2

- 36 **mysterious and religion**
- 01 tibetean monks
 - 02 digeridoo
 - 03 esoteric bell high
 - 04 esoteric bell low
 - 05 Xmas bells
- 37 **paper cutting**
- 01 - 02 scissors 1, 2
 - 03 paper tearing
 - 04 paper crumpling and throwing away
 - 05 paper cutting
- 38 **photo session**
- 01 camera single shot 1
 - 02 camera autowinder 1
 - 03 electronic flash charging
 - 04 flash bulb
 - 05 - 06 camera single shot 2, 3
 - 07 - 08 camera autowinder 2, 3
- 39 **rubber tension**
- 01 - 02 rubber string boing 1, 2
 - 03 - 07 rubberband tension A 1 – 5
 - 08 – 09 rubberband tension B 1 , 2
 - 10 rubberband tension down
 - 11 rubberband tension up
 - 12 rubber squeaks down - up
 - 13 - 15 rubber squeaks 1 - 3
- 40 **signals**
- 01 - 06 signal 1 - 6
 - 07 5 seconds beep count in -9 db
 - 08 1000 Hz sine -beep 9 db
- 41 **sports and games**
- 01 golf ball hit with swosh
 - 02 - 03 tennis ball hit 1, 2
 - 04 the die is cast
 - 05 roulette
 - 06 tennis ball with swosh FX
 - 07 tennis match FX
- 42 **steps**
- 01 steps on snow
 - 02 steps in solid floor
 - 03 trudge noise
- 43 **time**
- 01 stopwatch
 - 02 – 03 clock ticking 1, 2

44

tools

- 01 forging
- 02 hammering
- 03 electrowelding
- 04 hacksaw
- 05 rasping
- 06 wire cutting
- 07 wood saw
- 08 flex

45

water

- 01 water down the drain
- 02 water swash - bubbling
- 03 water bubbling
- 04 water splashing short
- 05 water slap
- 06 - 08 water drips 1 - 3
- 09 water porring
- 10 water splashing long
- 11 water tap and drain

human

46

crowds - applause

- 01 big stadion applause - very large
- 02 big stadion applause - large
- 03 gameshow laughter - applause
- 04 gameshow applause
- 05 gameshow short laughter
- 06 little group ahh
- 07 little group ohh
- 08 little group applause

47

human sounds

- 01 gulp noise 1
- 02 hiccup
- 03 mmhmm
- 04 sniff 1
- 05 auu
- 06 - 09 belch 1 - 4
- 10 bffrt
- 11 bfrrr
- 12 - 13 clearing one's throat 1, 2
- 14 cough female
- 15 cough male
- 16 - 17 gulp 1, 2
- 18 - 19 gulp noise 2, 3
- 20 - 21 sneeze 1, 2
- 22 sniff 2
- 23 - 24 snooze 1, 2
- 25 spitting
- 26 - 27 yawning 1, 2
- 28 smack sequence

- 48 **baby takes**
- 01 baby breath noises 1
 - 02 baby crying
 - 03 baby breathing
 - 04 baby with soother
 - 05 - 07 baby snorts 1 - 3
 - 08 baby breath noises 2

- 49 **little nica takes**
- 01 - 03 nica -laughter short 1 - 3
 - 04 nica cough
 - 05 nica -laughter long
 - 06 nica talks
 - 07 nica phoning

- 50 **little nica words (german)**
- 01 hallo
 - 02 popo
 - 03 uuups
 - 04 uhh
 - 05 scheiße
 - 06 nein
 - 07 ouiii
 - 08 miau
 - 09 iuhh
 - 10 a-a
 - 11 auto
 - 12 bye bye
 - 13 chiao
 - 14 hi!
 - 15 putt
 - 16 durst
 - 17 eis
 - 18 flieger
 - 19 hund
 - 20 hunger
 - 21 ia 1
 - 22 ia 2
 - 23 pferd
 - 24 spaß

SFX - movement

- 51 **smooth transitions**
- 01 - 06 smooth transition 1 - 6

- 52 **smooth phasing transitions**
- 01 - 14 smooth phase transition 1 – 14

- 53 **action movements**
- 01 medium swosh 1
 - 02 strong swosh sequence
 - 03 medium swosh 2
 - 04 - 05 trailer movements - premix 1, 2
 - 06 sweep

- 54 **fire swoshes**
- 01 - 03 fire swosh 1 - 3
 - 04 - 05 flanged fire swosh 1, 2
 - 06 - 07 phase swosh 1, 2
 - 08 space swosh
- 55 **deep movements**
- 01 - 02 deep phase transition 1, 2
 - 03 - 07 deep movement 1 - 5
- 56 **strong movements**
- 01 - 02 jet swosh 1, 2
 - 03 - 06 emphased phase transition 1 - 4
 - 07 - 08 noisy swosh 1, 2
- 57 **hard and fast swishes**
- 01 raquet swish
 - 02 - 03 swish noisy fast 1, 2
 - 04 raquet swish reverb
 - 05- 10 kung fu swish 1 - 6
 - 11 kung fu swish sequence
- 58 **soft and slow swishes**
- 01 swish medium - high fast
 - 02 swosh medium fast
 - 03 -05 swish noisy fast 1 - 3
 - 06 swish ambient
 - 07 - 09 swish -back 1 - 3
 - 10 swosh medium fast -noisy
- 59 **funny human transitions**
- 01 swirr
 - 02 human shium
 - 03 human tjuuh
 - 04 human ziumm
 - 05 - 08 human slurp 1 – 4
 - 09 tschack

SFX - impacts

60 impacts 1

- 01 arrow impact 1
- 02 big metallic noise
- 03 body hit
- 04 bullet impact
- 05 bullet swish and impact
- 06 - 07 bullet swosh 1, 2
- 08 fist body hit
- 09 gun shot whuii
- 10 - 11 hollow impact 1, 2
- 12 - 14 metal clang 1 - 3
- 15 muddy zwoph
- 16 muffled shots
- 17 slap hit with swosh
- 18 wood hit
- 19 - 20 arrow impact 2, 3

61 impacts 2

- 01 fist slap hit
- 02 metallic impact
- 03 rumble combination
- 04 smack impact 1
- 05 hollow impact
- 06 crash impact
- 07 smack impact 2
- 08 - 10 stamp noises 1 – 3
- 11 wet impact

62 ambient impacts

- 01 ahh space
- 02 ambient castle door
- 03 stadion flood light switch on
- 04 combination impact crash ambient
- 05 - 07 noisy ambient impact 1 - 3
- 08 space timpani
- 09 ambient boing

63 metallic ambient impacts

- 01 - 04 metallic ambient impact 1 - 4

64 destruction crashes

- 01 - 05 crash and glass break 1 - 5
- 06 - 07 glas break 1, 2
- 08 mixed crash with tin and glass
- 09 - 12 stone impact noises 1 - 4
- 13 combination impact crash

65 **synthetic percussive sounds**

- 01 - 02 buzz 1, 2
- 03 dang
- 04 electric plopp
- 05 horn
- 06 - 08 phaze 1 - 3
- 09 scratch
- 10 - 16 synth zap 1 - 7
- 17 zamp
- 18 zomp
- 19 - 21 zwang 1 - 3
- 22 zwish

SFX - mix

66 **HF events – high frequency layers**

- 01 airy bells
- 02 servo cirp
- 03 - 04 high frequency cirp 1, 2
- 05 metallic scream
- 06 sharp noisy blast
- 07 high cry distortion
- 08 speaker feedback

67 **metallic squeaks**

- 01 - 07 metallic squeak 1 - 7
- 08 rubber-metal squeak sequence

68 **ratch and zip**

- 01 ratch 1
- 02 - 04 zipper 1 - 3
- 05 creak
- 06 - 07 ratch 2, 3

69 **squeek**

- 01 squeaking pump
- 02 - 06 squeaking judder 1 - 5
- 07 - 09 door squeal 1-3

70 **SciFi - strange FX**

- 01 SciFi alarm door
- 02 bulkhead close
- 03 tube slide 1
- 04 squeek groove
- 05 squeek
- 06 - 08 strange impact 1 - 3

71 **servo**

- 01 - 02 ignition servo 1, 2
- 03 -06 servo motors 1 - 4
- 07 servo door close
- 08 servo blast

- 72 **mysterious backgrounds**
- 01 - 03 mysterious backing loop 1 - 3
 - 04 pneumatic pulse backing
 - 05 - 06 noise pulse backing 1, 2
 - 07 - 08 phase noise backing 1, 2
 - 09 metallic space loop
- 73 **reverse and SloMo**
- 01 tape spin backward
 - 02 tape spin forward
 - 03 - 04 reverse stinger 1, 2
 - 05 reverse FX atmo
 - 06 reverse slow motion atmo
- 74 **musical accents**
- 01 orchestra hit
 - 02 japan flute accent
 - 03 enigma flute
 - 04 swell accent 1
 - 05 fairlight choir
 - 06 swell accent 2
 - 07 pitch shift FX
- 75 **musical elements**
- 01 electric movement 1
 - 02 string tremolo movement
 - 03 - 04 orchestra swell accent 1, 2
 - 05 - 06 choir pad 1, 2
- cinematic**
- 76 **cinematic loops - musical**
- 01 - 10 musical FX loop 1 - 10
- 77 **cinematic loops - electric**
- 01 mysterious electric loop
 - 02 - 07 electric noise loop 1 - 6
- 78 **cinematic loops -machinery**
- 01 - 10 machinery loop 1 - 10
 - 11 FX machine groove
 - 12 - 13 FX staccato loop 1, 2
- 79 **cinematic loops -noisy and strange**
- 01 sonar loop
 - 02 billiard loop
 - 03 - 07 noisy loop 1 - 5
 - 08 - 09 strange loop 1, 2

80 **cinematic loops -dangerous**

- 01 danger FX loop 1
- 02 gun loop 1
- 03 adrenalin breath loop
- 04 - 08 danger FX loop 2 - 6
- 09 -11 gun loop 2 - 4

81 **cinematic cutz 1**

- 01 - 33 cut 1 - 33

82 **cinematic cutz 2**

- 01 - 34 cut 34 - 67

surroundings

83 **jurassic**

- 01 jurassic atmo –creatures, forest

84 **song of the whales**

- 01 song of the whales -clean
- 02 underwater background

85 **cave**

- 01 cave interieur with waterdrips, ambient

86 **crickets**

- 01 crickets
- 02 single cricket add loop

87 **forest**

- 01 european forest

88 **water**

- 01 brook closeup
- 02 waterfall -close
- 03 waterfall -distant

89 **seaside**

- 01 seashore soft
- 02 seashore medium
- 03 seaside people -fun

90 **thunder**

- 01 thunderclap - strong
- 02 thunderclap - medium
- 03 thunderclap - light
- 04 rumbling weather

- 91 **wind and rain**
- 01 windy rain ambience
 - 02 rumbling rain ambience
 - 03 rain ambience
- 92 **wind howling**
- 01 wind howling
 - 02 wind howling steady
- city life**
- 93 **street traffic**
- 01 city street crossing
 - 02 city street close cars by
 - 03 highway
 - 04 city street distant
 - 05 filling station steady
 - 06 petrol pump closeup
 - 07 filling station
- 94 **station**
- 01 station atmo -announcement, distant
 - 02 station -steady 1
 - 03 station -steady 2
 - 04 station -train
- 95 **subway**
- 01 subway station
 - 02 escalator closeup
 - 03 subway -interieur
 - 04 subway -enter
 - 05 subway -departure
- 96 **construction site**
- 01 crane engine close
 - 02 construction site
- 97 **shopping**
- 01 mall atmo
 - 02 department store
 - 03 department store, cash desk
 - 04 department store, crowded
- 98 **restaurants**
- 01 street cafe
 - 02 bavarian biergarten
 - 03 burger restaurant
 - 04 canteen
 - 05 large canteen room
 - 06 large canteen- some action, no people

99

city park

- 01 city park –birds, distant street
- 02 fountain closeup
- 03 fountain distant

cross section search

keyword	tracks	content
Xmas and winter	36 42 92	mysterious and religion / Xmas bells steps / steps in snow wind howling
funny	02 – 09 46 – 50 15 18 17 39 25 59 89	funny section human section animals bathroom balloon rubber tension eat chew crisp / eat with smack funny human transitions seaside atmo
danger	10 – 14 54 55 64 80 81 - 82 90	danger section fire swoshes deep movements destruction crashes cinematic dangerous loops cinematic cutz 1, 2 thunder
nature	83 - 92 99	surroundings city park
animals and creatures	12 15, 16 05 - 06 83 84 86 87	dangerous animals animals, whales funny creatures jurassic atmo song of the whales crickets forest atmo
human	46 – 50 07 11 18 23 25 – 26 46 80 94 – 98	human section funny human cutz thrill bathroom drinks eating crowds – applause cinematic loops –dangerous city life

water	45	water
	88	water atmos
	89	seashore
	91	rain
	99	city park – fountain
movements and transitions	51 – 59	SFX movement section
	11	thrill / breath
	35	formula 1 / acceleration FX
	38	photo session / charging flash
impacts	60 – 65	SFX impact section
	02	cartoon
	08	funny impacts and smacks
	38	photo session / flash bulb
	17	balloon / burst
	41	sports and games / ball hits
	44	tools / forging and hammering
	45	water / swoshes and drips
	47	human sounds
	48	baby takes / snorts
	66	HF events
	70	strange FX
	81 - 82	cinematic cutz 1, 2
fire / light	29	got a light
	28	fireworks
	54	fire swoshes
sports	11	thrill / deep breathing
	34 – 35	motors
	41	sports and games
	43	time / stopwatch
	46	stadion applause
	62	ambient impacts / stadion light on
ambient and spacious	11	thrill / breath of doom
	12	dangerous animals / lion growl FX
	24	bottles / wine bottle plopp FX
	29	got a light / SloMo design
	35	formula 1 / engine by and acc. FX
	36	mysterious and religion
	41	sports / ball hits
	62 – 63	ambient impacts
	72	mysterious backgrounds
	73	reverse and SloMo
	74 – 75	musical elements
	83 – 92	surroundings
	94	station
	98	restaurants / large canteen atmo
mysterious	76 – 80	cinematic loops
	11	thrill
	36	mysterious and religion
	72	mysterious backgrounds
	73	reverse and SloMo
	74 – 75	musical elements
	83 – 87	surroundings

musical

74 – 75	musical elements
76 – 80	cinematic loops
09	toys / robotz melody
63	metallic ambient impacts
36	mysterious and religion
72	mysterious backgrounds
35	formula 1 / engine by and acc. FX
73	reverse and SloMo
65	synthetic percussive sounds
66	HF vents / airy bells