

CINEMATIC
DARKNESS

CINEMATIC DARKNESS - CONSTRUCTION KIT - DATA SHEET

FILENAME	DESCRIPTION
CDCK Bass Drop 01.wav	BASS DROP DRUM PITCH SOFT Filtered drums ending in sub bass drop.
CDCK Bass Drop 02.wav	BASS DROP SYNTH PITCH SOFT Analog bass drops created with a modular system.
CDCK Bass Drop 03.wav	BASS DROP SYNTH PITCH SOFT Bass drops, partly with vibrating FM elements.
CDCK Bass Drop 04.wav	BASS DROP SYNTH PITCH SOFT Clean bass drops, partly with overtones.
CDCK Bass Drop 05.wav	BASS DROP HIGH SYNTH PITCH HARD Bass drops from a Jomox drum generator with featured high frequencies and sub bass.
CDCK Bass Drop 06.wav	BASS DROP ANALOG SYNTH PITCH SOFT Laser bass drops with overtones and different lengths.
CDCK Bass Drop 07.wav	BASS DROP ANALOG DISTORTED PITCH Aggressive, heavy bass drops with multi oscillators from modular devices.
CDCK Bass Drop 08.wav	BASS DROP ANALOG SYNTH PITCH Resonating sub bass drops.
CDCK Bass Drop 09.wav	BASS DROP ANALOG DISTORTED PITCH Aggressive bass drops with subtle distortion.
CDCK Bass Drop 10.wav	BASS DROP ANALOG HIGH PITCH Short, vintage Korg synth bass drops with short attack.
CDCK Blast 01.wav	BLAST DISTORTED SCREAM PITCH DOWN Short, high siren synth alarm tones, dropping pitch.
CDCK Blast 02.wav	BLAST DISTORTED NOISE Descending synth hits with tremolo and tape stop effect. Some with hydraulic character.
CDCK Blast 03.wav	BLAST DISTORTED HEAVY TONAL Dark, amped synth tones. Hard start, short.
CDCK Blast 04.wav	BLAST TONAL NOISE PHASER Digital synth tones with filter modulation and phase effect. High noise elements.
CDCK Blast 05.wav	BLAST DISTORTED CRUNCHY TONAL Analog synth leads with subtle filter modulation and bit-crushed crackling.
CDCK Blast 06.wav	BLAST DISTORTED HARSH HIGH Synclavier FM-synth screams. High frequencies only, piercing.
CDCK Blast 07.wav	BLAST DARK DISTORTED NOISE ATONAL FZ1 synth tones with harsh distortion noise.
CDCK Blast Aggressive 01.wav	BLAST DISTORTED HEAVY SCREAM Aggressive, descending synth blasts with tremolo and tape stop effect.
CDCK Blast Aggressive 02.wav	BLAST PERCUSSIVE NOISE IMPACT Siren synth alarm tones with hard start. Subtle flanger effect.
CDCK Blast Aggressive 03.wav	BLAST DISTORTED HEAVY HARSH Aggressive, synth saw wave tones with pitch changes and tremolo.
CDCK Blast Aggressive 04.wav	BLAST DISTORTED HEAVY SIZZLE Aggressive blasts with electric crackling and sizzling. Falling pitch.
CDCK Blast Deep 01.wav	BLAST DISTORTED HEAVY CRACKLE Aggressive, heavily distorted tones with crackling and falling pitch.
CDCK Blast Deep 02.wav	BLAST DISTORTED TONAL CRACKLE Heavily distorted synth tones. Fat, pushing.
CDCK Blast Deep 03.wav	BLAST DISTORTED ENERGETIC SIZZLE Aggressive blasts with filter modulation. High, sizzling distortion noise.
CDCK Blast Deep 04.wav	BLAST DISTORTED NOISE MOVING Unison synth stabs with filter modulation and moving stereo image.
CDCK Blast Deep 05.wav	BLAST DISTORTED NOISE HEAVY LOW Hard drone blasts with wide stereo image and subtle tremolo.
CDCK Blast Deep 06.wav	BLAST DISTORTED RESONANT SWEEP Vocal synth tones with filter modulation and high, sweeping resonance.
CDCK Blast Deep 07.wav	BLAST DISTORTED LOW TREMOLO MS-20 synth run through stomp boxes. Low blasts with dissonant, high elements, some with crackling and tremolo.
CDCK Blast Deep 08.wav	BLAST DARK DISTORTED HEAVY SIZZLE Aggressive unison stabs, partly fluttering and crackling.
CDCK Blast Deep 09.wav	BLAST LONG TONAL LOW SOFT Sawtooth blasts in different octaves. Partly with subtle tremolo and phaser.
CDCK Blast Deep 10.wav	BLAST LOW TONAL WIDE Long, heavy synth blasts with wide stereo image and saturation.
CDCK Blast Deep 11.wav	BLAST SQUEAK SHRILL TONAL Shrill blasts with screaming, resonating filter and frequency modulations.
CDCK Drone High 01.wav	DRONE NOISE HIGH CRACKLE PIERCING Harsh, metallic noises with clicking elements.

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FILENAME	DESCRIPTION
CDCK Drone High 02.wav	DRONE HIGH DISTORTED GLITCH ELECTRIC Radio noise drones based on EMS synth modulation.
CDCK Drone High 03.wav	DRONE HIGH NOISE CRACKLE ANALOG Vinyl noises treated with granular synthesis. Crackling.
CDCK Drone High 04.wav	DRONE HIGH NOISE AIRY ANALOG Analog, fan-like drones with subtle modulation.
CDCK Drone High 05.wav	DRONE HIGH NOISE CRACKLE DISTORTED Crackling drones with frequency and filter modulation.
CDCK Drone High 06.wav	DRONE HIGH NOISE CRACKLE ELECTRIC Crackling and sizzling, artificial electric sparks. Subtle, tonal, metallic elements.
CDCK Drone High 07.wav	DRONE HIGH AIRY ATONAL SCARY PIERCING Harsh, tonal drones created with Synclavier and vintage reverbs.
CDCK Drone High 08.wav	DRONE HIGH AIRY TONAL ANALOG Artificial, scary wind drones with steady, tonal elements.
CDCK Drone High 09.wav	DRONE HIGH CRACKLE Rattling noise drones with modulation. Underwater character.
CDCK Drone High 10.wav	DRONE HIGH DIGITAL DISTORTED Reverberant machine drones ascending and descending.
CDCK Drone High 11.wav	DRONE HIGH PITCH MODULATION Additive, noisy drones sent through vintage effects. Tonal elements, evolving.
CDCK Drone High 12.wav	DRONE HIGH ATONAL PIERCING Harsh, squeaking synth strings mixed with additive noise layers. Subtly crackling.
CDCK Drone High 13.wav	DRONE METAL ATONAL GENERATOR Hissing synth drones with tonal elements recorded on analog tape. Steady turbine character.
CDCK Drone High 14.wav	DRONE HIGH PIERCING CLEAN TONAL Synth drones with granular synthesis and pitch modulation.
CDCK Drone High 15.wav	DRONE HIGH ATONAL SHIMMER Soft, digital synth drones with multiple tonal elements, some with modulated pitch.
CDCK Drone Low 01.wav	DRONE LOW RUMBLE EVOLVING Dark, crackling ambience. Rock slide character, climactic.
CDCK Drone Low 02.wav	DRONE LOW TONAL PULSE Dark, analog, synthetic engine drones with subtle distortion and slow pulse.
CDCK Drone Low 03.wav	DRONE LOW RUMBLE NOISE Very low, softly distorted rumble.
CDCK Drone Low 04.wav	DRONE LOW RUMBLE NOISE Vintage EMS synth rumble, soft and open.
CDCK Drone Low 05.wav	DRONE LOW METAL GENERATOR Filter modulated drones with metallic, industrial character.
CDCK Drone Low 06.wav	DRONE LOW RUMBLE BOOMING Dark, modulating, tonal drones. Steady indoor wind character.
CDCK Drone Low 07.wav	DRONE LOW RUMBLE CRACKLE Crackling rumble. Rocket-like drones with modulated distortion.
CDCK Drone Low 08.wav	DRONE LOW SUB TREMBLE CRACKLE Dark synth rumble with quavering and crackling distortion noise.
CDCK Drone Low 09.wav	DRONE LOW CHOIR EERIE Dark, granular synthesis drones. Vocal character, evolving tones.
CDCK Drone Low 10.wav	DRONE LOW PULSE TONAL Several modulating reverb layers of a tonal synth sound.
CDCK Drone Low 11.wav	DRONE LOW NOISE DISTORTED Dark, distorted drones with several stereo modulations.
CDCK Drone Low 12.wav	DRONE LOW BUBBLING RUMBLE Rumbling, industrial drones with wind noise modulation.
CDCK Drone Low 13.wav	DRONE LOW DISTORTED RUMBLE Distorted, industrial drones. Soft crackles. Tonal, metallic resonance.
CDCK Drone Low 14.wav	DRONE LOW ROLLING BUBBLING Synthesizer drones with rolling, sliding, metallic character.
CDCK Drone Mid 01.wav	DRONE MID METAL RATTLE Distorted, metallic, synthetic ambience.
CDCK Drone Mid 02.wav	DRONE MID DISTORTED HEAVY RESONATING Angry lo-fi drones created with tube saturation and feedback.
CDCK Drone Mid 03.wav	DRONE MID RESONANT TONAL STATIC Dark, distorted drones run through a guitar amp. Artificial electricity hum.
CDCK Drone Mid 04.wav	DRONE MID MOVING HUM Fluttery, vibrating drones, moving stereo image. Tonal, partly with heavy flanging effect.
CDCK Drone Mid 05.wav	DRONE MID DISTORTED FILTERED Low-fi, noisy radio transmitter tones.

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CDCK Drone Mid 06.wav	DRONE MID DISTORTED NOISE FLANGER Aggressive, industrial drones with noise modulation and heavy resonances.
CDCK Drone Mid 07.wav	DRONE MID DISTORTED FLANGER NOISE Raw, rattling drones with frequency modulation. Piercing and harsh, high crackling.
CDCK Drone Mid 08.wav	DRONE MID NOISE GENERATOR Industrial, reverberant drones with pitch modulated, metallic elements. Saw character.
CDCK Drone Mid 09.wav	DRONE MID NOISE FLUTTER CRACKLE Analog flame sounds created with Synclavier, partly distorted.
CDCK Drone Mid 10.wav	DRONE MID DISTORTED FLUTTER Filtered noise, frequency modulated. Heavy crackling, fire character.
CDCK Drone Mid 11.wav	DRONE MID DISTORTED HUM CRACKLE Low-fi noise drones. Heavy crackling, modulated layers shining through.
CDCK Drone Mid 12.wav	DRONE MID ELECTRIC GRIND Old, malfunctioning machine fans treated with granular synthesis. Crackling, distorted.
CDCK Drone Mid 13.wav	DRONE MID DISTORTED GRIND Rumbling and scratching drones. Flaming character, high crackling.
CDCK Drone Mid 14.wav	DRONE MID DISTORTED GENERATOR Old, resonating machine sounds with filter treatments.
CDCK Glitch 01.wav	GLITCH TREMOLO NOISE STUTTER Distorted glitches with amplitude and frequency modulation.
CDCK Glitch 02.wav	GLITCH TREMOLO VOCAL Processed vocal samples, stuttering and distorted.
CDCK Glitch 03.wav	GLITCH TREMOLO NOISE ARTIFACTS Heavy, distorted glitches. High noises and big low end.
CDCK Glitch 04.wav	GLITCH TREMOLO NOISE LO-FI BEEP Rattling glitches with high, beeping tone. Distorted.
CDCK Glitch 05.wav	GLITCH NOISE DISTORTED Grunting, stressed, synthetic glitches. Whistling and beeping overtones.
CDCK Glitch 06.wav	GLITCH TREMOLO NOISE GRATING Heavily processed sounds with pitch modulation.
CDCK Glitch 07.wav	GLITCH TREMOLO LO-FI Heavily processed sounds, squeaking tones. Pitch modulated stuttering.
CDCK Glitch 08.wav	GLITCH TREMOLO SOFT NOISE LOW Distorted, stuttering glitches. Damped noise and prominent low end.
CDCK Glitch 09.wav	GLITCH TREMOLO HIGH TONAL Harsh, distorted glitches with pitch and volume modulation.
CDCK Glitch 10.wav	GLITCH TREMOLO HIGH HARSH SWEEP Glitches created with a vintage Publison device. Contains short, sweeping beeps.
CDCK Glitch 11.wav	GLITCH DARK HEAVY LOW Stressful glitches with low frequencies.
CDCK Impact High 01.wav	IMPACT HIGH SNARE DISTORTED Digitally crushed synth hits with crackling.
CDCK Impact High 02.wav	IMPACT HIGH NOISE CYMBAL Sustained noises run through an EMS synth.
CDCK Impact High 03.wav	IMPACT HIGH METAL NOISE Percussive, metallic hits based on CR-78 tones.
CDCK Impact High 04.wav	IMPACT HIGH SYNTH TONAL Distorted hits created with a Sherman filterbank.
CDCK Impact High 05.wav	IMPACT HIGH SYNTH TONAL Long, distorted, resonating siren hits.
CDCK Impact High 06.wav	IMPACT HIGH METAL FLUTTER Synthetic, percussive ring tones with tremolo.
CDCK Impact High 07.wav	IMPACT HIGH METAL SNARE Distorted hits based on convolution experiments. Old snare and spring character.
CDCK Impact High 08.wav	IMPACT HIGH METAL TONAL Percussive bell tones with short release.
CDCK Impact High 09.wav	IMPACT HIGH DISTORTED PITCH Noisy hits with falling pitch envelopes.
CDCK Impact High 10.wav	IMPACT HIGH NOISE DISTORTED Short, analog, punchy hit tones.
CDCK Impact High 11.wav	IMPACT HIGH SYNTH TONAL Glassy hit tones with room ambience.
CDCK Impact High 12.wav	IMPACT HIGH NOISE SNARE DISTORTED Punchy hits with noisy overtones. Synth snare.
CDCK Impact High 13.wav	IMPACT HIGH METAL GLAS Short, percussive glas hit tones with metallic character.

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FILENAME	DESCRIPTION
CDCK Impact High 14.wav	IMPACT HIGH NOISE SNAPPY Short, percussive hits from digital drum machines.
CDCK Impact High 15.wav	IMPACT HIGH PERCUSSIVE SNARE Gated snare impacts from analog synthesizers.
CDCK Impact Low Hard 01.wav	IMPACT LOW HARD DISTORTED SIZZLE Analog hits with crackling, sizzling noise and bouncing delay.
CDCK Impact Low Hard 02.wav	IMPACT LOW HARD CLEAN Snappy, short, analog hits.
CDCK Impact Low Hard 03.wav	IMPACT LOW HARD SYNTH DELAY Snappy, short, analog hits with glitchy attack and short delay.
CDCK Impact Low Hard 04.wav	IMPACT LOW BOUNCING Amped, percussive, roomy hits.
CDCK Impact Low Hard 05.wav	IMPACT LOW HARD FLUTTER DEEP Reverberant drum hits with subtle distortion.
CDCK Impact Low Hard 06.wav	IMPACT LOW HARD NOISE Analog hits with subtle distortion and rattling tail.
CDCK Impact Low Hard 07.wav	IMPACT LOW HARD VIBRATING Snappy, amped drum hits. Rattling and vibrating.
CDCK Impact Low Hard 08.wav	IMPACT LOW HARD DEEP Analog synth hit tones. Organic character.
CDCK Impact Low Hard 09.wav	IMPACT LOW HARD SQUEAK Modular synth hit tones with rattling and subtle high squeaking elements.
CDCK Impact Low Hard 10.wav	IMPACT LOW HARD SHORT DRUM Short, snappy physical modeling hits.
CDCK Impact Low Hard 11.wav	IMPACT LOW HARD DAMPED Deep, analog hits with filter treatment.
CDCK Impact Low Hard 12.wav	IMPACT LOW HARD HOLLOW BOUNCE Deep, analog hits with filter treatment and sharp attack.
CDCK Impact Low Hard 13.wav	IMPACT LOW HARD DISTORTED Distorted, wooden bass drum hits.
CDCK Impact Low Hard 14.wav	IMPACT LOW HARD DROPPING PITCH Analog synth hit tones with vintage tube coloration and falling pitch.
CDCK Impact Low Hard 15.wav	IMPACT LOW HARD DROPPING PITCH Analog synth kicks with tape saturation and decreasing pitch envelope.
CDCK Impact Low Hard 16.wav	IMPACT LOW HARD NOISE DISTORTED Heavy, distorted synth hit tones with long release.
CDCK Impact Low Hard 17.wav	IMPACT LOW HARD DAMPED Processed bass drum hits with top noise and some reverb.
CDCK Impact Low Smooth 01.wav	IMPACT LOW TOM DRUM Floor tom hits based on physical modeling.
CDCK Impact Low Smooth 02.wav	IMPACT LOW HOLLOW REVERB Deep, roomy synth drum hits.
CDCK Impact Low Smooth 03.wav	IMPACT LOW SNAPPY Punchy, wooden hits with tape saturation and fluttering ring out.
CDCK Impact Low Smooth 04.wav	IMPACT LOW SYNTH SOFT Analog synth hits, tonal.
CDCK Impact Low Smooth 05.wav	IMPACT LOW SOFT WOOD STICK Punchy, wooden hits with tape saturation and sub bass layers.
CDCK Impact Low Smooth 06.wav	IMPACT LOW SHORT TOM Punchy, percussive drum hits with tube saturation.
CDCK Impact Low Smooth 07.wav	IMPACT LOW TOM DAMPED Short, synthetic tom drum hits. Soft.
CDCK Impact Low Smooth 08.wav	IMPACT LOW SOFT SYNTH PITCH DOWN Snappy, analog hits with filter resonance and decreasing frequency.
CDCK Impact Low Smooth 09.wav	IMPACT LOW SOFT TONAL NOISE PITCH DOWN Punchy, analog hits. Filter envelope with dropping frequency and noise tail.
CDCK Impact Low Smooth 10.wav	IMPACT LOW SOFT Short, punchy, digital hits. Organic character.
CDCK Impact Low Smooth 11.wav	IMPACT LOW SNAPPY METAL Analog hits with subtle distortion and metallic attack.
CDCK Impact Low Smooth 12.wav	IMPACT LOW SOFT SUB DEEP Fat, analog synth hits. Slowly and subtly dropping pitch.
CDCK Impact Low Smooth 13.wav	IMPACT LOW SOFT SUB FLUTTER Snappy, noisy, analog hits.
CDCK Impact Low Smooth 14.wav	IMPACT LOW SOFT SUB DEEP Percussive drum machine hits with subtle tube saturation.

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FILENAME	DESCRIPTION
CDCK Impact Low Smooth 15.wav	IMPACT LOW SOFT SUB DEEP CLEAN Fat, analog drum machine hits with clicky attack.
CDCK Impact Low Smooth 16.wav	IMPACT LOW PUNCH STOMP Processed bass drum tones with top noise and some room.
CDCK Impact Low Smooth 17.wav	IMPACT LOW SOFT ANALOG ROOM Dark, roomy hits.
CDCK Impact Mid 01.wav	IMPACT MID HARSH DISTORTED Impacts with bursting, metallic, vibrating ring out.
CDCK Impact Mid 02.wav	IMPACT MID HARSH DISTORTED FLUTTER Long, metallic tones based on physical modeling.
CDCK Impact Mid 03.wav	IMPACT MID TONAL HARD Hard, short, analog hits. High, tonal ring out, tube saturated.
CDCK Impact Mid 04.wav	IMPACT MID BOX SHORT Short, snappy hits with metallic, synthetic ring out.
CDCK Impact Mid 05.wav	IMPACT MID SNARE NOISE TAIL Snappy, noisy hits based on analog drum machines with modulated noise tails.
CDCK Impact Mid 06.wav	IMPACT MID SNARE Percussive snare tones based on physical modeling. Long, artificial snare ring out.
CDCK Impact Mid 07.wav	IMPACT MID TOM Synthetic tom hits.
CDCK Impact Mid 08.wav	IMPACT MID HARD BOX METAL Snappy, metallic hits with tube saturation.
CDCK Impact Mid 09.wav	IMPACT MID SMALL BUCKET Drum hits, plastic bucket character.
CDCK Impact Mid 10.wav	IMPACT MID MEDIUM BUCKET Drum hits, plastic bucket character.
CDCK Impact Mid 11.wav	IMPACT MID TOM Percussive, artificial drum hits with subtle distortion.
CDCK Impact Mid 12.wav	IMPACT MID METAL BUCKET Short drum hits with tonal character. Metallic bucket character.
CDCK Impact Mid 13.wav	IMPACT MID NOISE REVERBERANT Impulsive drum hits with room ambience.
CDCK Impact Mid 14.wav	IMPACT MID FLUTTER VIBRATING Wooden synth hits with vibrating and rattling effect.
CDCK Impact Mid 15.wav	IMPACT MID TONAL NOISE Metallic, digital hits created with Synclavier. High noise elements.
CDCK Impact Mid 16.wav	IMPACT MID FLUTTER DEEP Low, percussive hits with vibrating layers.
CDCK Impact Mid 17.wav	IMPACT MID SNARE NOISE TAIL Snappy, noisy drum hits created with early digital devices and a tape machine. Subtle flanger in noise tail.
CDCK Impact Smashed 01.wav	IMPACT SMASHED BUZZ Synth hits with sharp attack and buzzing, vibrating effect.
CDCK Impact Smashed 02.wav	IMPACT SMASHED SQUEAK DISTORTED Overdriven, heavy smash tones with harsh, resonating release.
CDCK Impact Smashed 03.wav	IMPACT SMASHED DISTORTED LOW Overdriven, bouncing hits with vibrating high elements.
CDCK Impact Smashed 04.wav	IMPACT SMASHED DISTORTED VIBRATING Low, overdriven filter hits with rattling elements.
CDCK Impact Smashed 05.wav	IMPACT SMASHED NOISE DROP Hits with descending Ampex tape machine stop effect in tail.
CDCK Impact Smashed 06.wav	IMPACT SMASHED HIGH Punchy, distorted percussion sounds from layered vintage synths.
CDCK Impact Smashed 07.wav	IMPACT SMASHED DISTORTED NOISE LO-FI THUNDER Long, distorted hits with modulated, long tail.
CDCK Impact Smashed 08.wav	IMPACT SMASHED DISTORTED TOM Drum machine smashes with overdriven tube distortion and metallic overtones.
CDCK Impact Smashed 09.wav	IMPACT SMASHED DISTORTED HEAVY Noisy smashes sent through damaged speakers. Wrecked.
CDCK Impact Smashed 10.wav	IMPACT SMASHED DISTORTED TOM Analog, synth percussion hits with overdriven tape elements. Dropping pitch.
CDCK Impact Smashed 11.wav	IMPACT SMASHED DISTORTED HEAVY Analog synth smashes modulated by stomp boxes.
CDCK Impact Smashed 12.wav	IMPACT SMASHED DISTORTED HEAVY Percussive smashes from analog synth gun shots played through damaged speakers.
CDCK Impact Smashed 13.wav	IMPACT SMASHED BASSDRUM Short synth smashes sent through DIY devices.

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FILENAME	DESCRIPTION
CDCK Impact Smashed 14.wav	IMPACT SMASHED METAL NOISE Resonating, metallic drum smashes with sharp attack and background noises.
CDCK Impact Smashed 15.wav	IMPACT SMASHED DISTORTED TONAL Aggressive hits containing tonal elements. Wobbling, long decay.
CDCK Impact Smashed 16.wav	IMPACT SMASHED DISTORTED SOFT Low, distorted crash tones with small room ambience.
CDCK Impact Smashed 17.wav	IMPACT SMASHED SQUEAK DISTORTED Short, processed door slams with squeaking and rattling elements.
CDCK Impact Smashed 18.wav	IMPACT SMASHED CRACKLE Impacts with paper-like, rattling elements and short reverb tails.
CDCK Noise High 01.wav	NOISE HIGH TAPE CRACKLE Harsh, grinding, electric noise tones with crackling. Tape sound character.
CDCK Noise High 02.wav	NOISE HIGH ELECTRIC CRACKLE Harsh, electric noise tones created with volume modulation.
CDCK Noise High 03.wav	NOISE HIGH DRILL HISS Harsh dentist noise tones with phasing elements.
CDCK Noise High 04.wav	NOISE HIGH CRACKLE STATIC Projector noise tones created with volume modulation.
CDCK Noise High 05.wav	NOISE HIGH DISTORTED PIERCING SQUEAK Harsh, aggressive, resonating noise tones.
CDCK Noise High 06.wav	NOISE HIGH TREMOLO PIERCING SQUEAK Harsh, crackling noise tones with modulation.
CDCK Noise High 07.wav	NOISE HIGH SIZZLE HISS Noise tones based on old TV sounds with heavy processing.
CDCK Noise High 08.wav	NOISE HIGH ELECTRIC METAL Harsh, high hums with subtle modulation.
CDCK Noise High 09.wav	NOISE HIGH CRACKLE ELECTRIC Noise tones from early digital devices, amplified with a tube compressor.
CDCK Noise High 10.wav	NOISE HIGH CRACKLE HUM Synclavier noises with subtle hum.
CDCK Noise High 11.wav	NOISE HIGH HISS Sizzling noise impacts with long ring out.
CDCK Noise Low 01.wav	NOISE LOW INDUSTRIAL RUMBLE Fluttering and rumbling low noise ambience. Generator or machine room character.
CDCK Noise Low 02.wav	NOISE LOW RUMBLE Low, soft, rumbling noise. Narrow stereo image.
CDCK Noise Low 03.wav	NOISE LOW BUBBLING Filtered noise tones with rumble and subtle distortion. Bubbling lava character.
CDCK Noise Low 04.wav	NOISE LOW DISTORTED Screaming, crying, eerie, noise-based ambience. Rumbling.
CDCK Noise Low 05.wav	NOISE LOW CRACKLE PERCUSSIVE Low crackling noise tones with rumble and cracking ice character. Low, tonal elements, wide stereo image.
CDCK Noise Low 06.wav	NOISE LOW SUB RUMBLE TONAL Rumbling noise tones with modulated filter frequencies.
CDCK Noise Low 07.wav	NOISE LOW CRACKLE RUMBLE Rumbling, artificial fire sounds with tonal, soft buzzing.
CDCK Noise Low 08.wav	NOISE LOW SUB DRONE EERIE Dark, synth ambience recorded on analog tape. Some crackling.
CDCK Noise Low 09.wav	NOISE LOW SUB BOOMING RUMBLE Tonal, low rumble.
CDCK Noise Low 10.wav	NOISE LOW CRACKLE RATTLE Rumbling noise with crackling and rattling character.
CDCK Noise Mid 01.wav	NOISE MID HARSH INDUSTRIAL Filtered noise tones with subtle distortion. Changing pitch.
CDCK Noise Mid 02.wav	NOISE MID STATIC INTERFERENCE Lo-fi noise tones. Harsh, band passed.
CDCK Noise Mid 03.wav	NOISE MID GLITCH WIDE SQUEAK Crazy digital noises with pitch changes and glitches. Distorted.
CDCK Noise Mid 04.wav	NOISE MID WEIRD DISTORTED WHIZZING Crazy digital noise tones with moving stereo image. Synthetic insect swarm.
CDCK Noise Mid 05.wav	NOISE MID GENERATOR HUM DISTORTED Noise tones taken from a plane with re-amping.
CDCK Noise Mid 06.wav	NOISE MID WEIRD PUSLE Crazy, distorted, digital noise tones with filter modulation. Wide stereo image.
CDCK Noise Mid 07.wav	NOISE MID DISTORTED CRACKLE Static computer noises, overdriven with a tube compressor.

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CDCK Noise Mid 08.wav	NOISE MID DISTORTED CRACKLE Electric overload, crackling and fluttering. Subtle, high, tonal elements.
CDCK Noise Mid 09.wav	NOISE MID FILTERED ROTATING Filtered, lo-fi noise drones with modulation.
CDCK Noise Sub 01.wav	NOISE SUB RUMBLE Low, heavily filtered noise tones.
CDCK Noise Sub 02.wav	NOISE SUB RUMBLE WIDE Low, heavily filtered noise tones. Wide stereo image.
CDCK Noise Sub 03.wav	NOISE SUB DRONE WIND Rumbling and boomy wind-like ambience.
CDCK Noise Sub 04.wav	NOISE SUB RUMBLE Subtle crackling with low rumble based on noise.
CDCK Noise Sub 05.wav	NOISE SUB RESONATING Low, heavily filtered noise tones.
CDCK Rise 01.wav	RISE SMOOTH METAL HISS Digital Synclavier drones with rising pitch and high, hissing, tonal elements.
CDCK Rise 02.wav	RISE HARSH NOISE AIRY METAL Turbine-like, rising, synth elements.
CDCK Rise 03.wav	RISE PIERCING SHIMMER METAL SQUEAK Soft turbine and engine sounds starting. Rising pitch, high, resonating overtones.
CDCK Rise 04.wav	RISE SMOOTH RESONANT Rising resonances, noisy and harsh.
CDCK Rise 05.wav	RISE SMOOTH TURBINE METAL SQUEAK Low drones with squeaking and resonating, high overtones.
CDCK Rise 06.wav	RISE SMOOTH AMBIENT RESONANT Slowly rising, soft synthesizer drones.
CDCK Rise 07.wav	RISE SMOOTH HIGH VOCAL Rising synthesizer pads with vocal character and wide stereo image.
CDCK Rise 08.wav	RISE SMOOTH TURBINE RUMBLE Soft sci-fi turbine sounds with increasing rumble.
CDCK Rise 09.wav	RISE SMOOTH NOISE DAMPED Soft, damped, rising tones.
CDCK Rise 10.wav	RISE SMOOTH NOISE SOFT Soft rises with noise elements. Increasing pitch and gain.
CDCK Rise 11.wav	RISE SMOOTH METAL TURBINE Rising turbine-like sounds with metallic character. Some with distortion.
CDCK Rise 12.wav	RISE TURBINE HIGH METAL WIND Slowly rising, synthetic turbine sounds. Artificial wind noise added.
CDCK Rise 13.wav	RISE ATONAL DENSE SLOW Rising, dissonant clusters with wide stereo image and slowly increasing intensity.
CDCK Rise 14.wav	RISE CLEAN HIGH ENGINE Engine-like start-ups evolving into high, piercing climax.
CDCK Rise 15.wav	RISE ATONAL CLUSTER CRACKLE Subtle, crackling synthesizer clusters with slowly rising pitch.
CDCK Rise 16.wav	RISE SMOOTH AMBIENT Metallic ambient drones rising. Slow ending.
CDCK Rise 17.wav	RISE HIGH ENGINE DELAY Rising delay-based engine sounds with stressing end.
CDCK Rise Distorted 01.wav	RISE DISTORTED HIGH FILTERED Bands with modulated rise. Sweeping background, saturated crackles.
CDCK Rise Distorted 02.wav	RISE DISTORTED FLANGER AIRY Synthesizer pads with increasing pitch. Slow start, faster in the end.
CDCK Rise Distorted 03.wav	RISE DISTORTED VIBRATING FLANGER Flanging, hollow synth tones rising.
CDCK Rise Distorted 04.wav	RISE DISTORTED NOISE HARSH Rising, approaching wind drones with tonal elements.
CDCK Rise Distorted 05.wav	RISE DISTORTED NOISE FLANGER FILTER Digital, resonating noise drones with increasing pitch.
CDCK Rise Distorted 06.wav	RISE DISTORTED VOCAL BREATH METAL PITCH Pads with vocal character evolving into metallic tones with rising pitch.
CDCK Rise Distorted 07.wav	RISE DISTORTED DELAY Soft and low synth tones with increasing intensity and pitch.
CDCK Rise Distorted 08.wav	RISE DISTORTED LOW GROWL Growling and vibrating, rising synthesizer sounds.
CDCK Rise Distorted 09.wav	RISE DISTORTED NOISE HIGH AIRY Slowly rising and modulating synth leads.

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FILENAME	DESCRIPTION
CDCK Rise Distorted 10.wav	RISE DISTORTED SAW TREMBLE Synth drone layers with dissonant chords and increasing pitch.
CDCK Rise Distorted 11.wav	RISE DISTORTED NOISE RISING Harsh noise rises, wide stereo image. Different speeds and pitches.
CDCK Rise Distorted 12.wav	RISE DISTORTED HARSH NOISE Rising drones with noise and distortion.
CDCK Scream 01.wav	SCREAM AGGRESSIVE HEAVILY DISTORTED LOW Distorted, guitar amped, damped synth bursts.
CDCK Scream 02.wav	SCREAM AGGRESSIVE SAW Stomp box distorted synthesizer bursts.
CDCK Scream 03.wav	SCREAM DISTORTED HARSH High, screaming synth sounds with bit-crush effect.
CDCK Scream 04.wav	SCREAM DISTORTED STATIC HUM Artificial, electric zaps. Humming, tonal blasts.
CDCK Scream 05.wav	SCREAM DISTORTED LOW PHASER Low, growling synth screams.
CDCK Scream 06.wav	SCREAM DISTORTED HARSH HIGH Aggressive, synthetic screams with pitch modulation.
CDCK Scream 07.wav	SCREAM DISTORTED NOISE RESONATING High, raw MS-20 filter screams.
CDCK Scream 08.wav	SCREAM DISTORTED HIGH LO-FI Screaming, synthetic sounds with forced artifacts.
CDCK Scream 09.wav	SCREAM DISTORTED HIGH LO-FI VIBRATING Vibrating synth screams with lo-fi character.
CDCK Scream 10.wav	SCREAM DISTORTED NOISE HARSH BURST Heavy, synthetic air bursts with some crackling and flanger.
CDCK Scream 11.wav	SCREAM DISTORTED RESONANT TONAL Synth blasts with screaming, resonating filter modulation.
CDCK Scream 12.wav	SCREAM DISTORTED RESONANT NOISE Pitch and filter modulated, resonating screams. Dense, distorted.
CDCK Scream 13.wav	SCREAM DISTORTED NOISE Self-resonating filter screams with modulated, wind-like background.
CDCK Scream 14.wav	SCREAM DISTORTED ATONAL CRACKLE Harsh, screaming synthesizer blasts. Some distortion crackling.
CDCK Scream 15.wav	SCREAM DISTORTED HIGH CRACKLE Crackling, piercing synthesizer blasts, heavily distorted.
CDCK Scream 16.wav	SCREAM DISTORTED NOISE HARSH High, screaming noises with frequency modulation.
CDCK Scream 17.wav	SCREAM DISTORTED NOISE FLANGER Flanging noise screams with sweeping filter resonances in background.
CDCK Stutter 01.wav	STUTTER DIGITAL GLITCH ELECTRIC Stutter tones created with a vintage digital Publison device. Electricity zap character.
CDCK Stutter 02.wav	STUTTER DIGITAL NOISE DISTORTED GLITCH Wide stutter tones based on granular synthesis.
CDCK Stutter 03.wav	STUTTER DIGITAL LOW DISTORTED Aggressive, stressing stutter effects.
CDCK Stutter 04.wav	STUTTER DIGITAL DISTORTED GLITCH Aggressive and heavily distorted effects with tremolo.
CDCK Stutter 05.wav	STUTTER DIGITAL SCREAM DISTORTED GLITCH Resonating, digital stutters created with a vintage Publison device.
CDCK Stutter 06.wav	STUTTER DIGITAL SCREAM DISTORTED Screaming, piercing stutter effects.
CDCK Stutter 07.wav	STUTTER DIGITAL NOISE DISTORTED Wide, electronic stutters speeding up.
CDCK Stutter 08.wav	STUTTER ANALOG RISE SEQUENCED Percussive synth stutters accelerating.
CDCK Stutter 09.wav	STUTTER DIGITAL PERCUSSIVE GLITCH Distorted, metallic stutters created with a vintage Publison device. Short elements.
CDCK Stutter 10.wav	STUTTER DIGITAL GLITCH WEIRD Heavily processed synthesizer effect sounds.
CDCK Stutter 11.wav	STUTTER DISTORTED HEAVY Aggressive synth tones, stuttering and screaming.
CDCK Stutter 12.wav	STUTTER DISTORTED LOW HEAVY LONG Stuttering, big, tonal synth effects. Propeller-driven airplane character.
CDCK Stutter 13.wav	STUTTER WIDE AGGRESSIVE Distorted noise tones with tremolo and modulation.

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CDCK Tension Distorted 01.wav	TENSION DRONE DISTORTED CRACKLE FLANGER Crackling noise drones with heavy distortion and subtle, slow flanger.
CDCK Tension Distorted 02.wav	TENSION DRONE DISTORTED FEEDBACK Digital FM synth drones with saturated elements. Feedback resonances.
CDCK Tension Distorted 03.wav	TENSION DRONE DISTORTED NOISE Increasing, distorted noise drones with tonal synth layers.
CDCK Tension Distorted 04.wav	TENSION DRONE DISTORTED NOISE LOW Analog synth layers, crackling. Airy, windy character with whistling high frequencies.
CDCK Tension Distorted 05.wav	TENSION DRONE DISTORTED GROWL Eerie, analog synth drones sweeping and modulating. Harsh endings.
CDCK Tension Distorted 06.wav	TENSION DRONE HARSH NOISE TONAL Eerie, low drones. Increasing intensity with harsh, high noises fading-in.
CDCK Tension Distorted 07.wav	TENSION DRONE DISTORTED NOISE Noises with increasing intensity and distortion.
CDCK Tension Distorted 08.wav	TENSION DRONE RISING TONAL Tonal, low drones modulating to loud, noisy ending. Partly filter frequency modulated.
CDCK Tension Distorted 09.wav	TENSION DRONE DISTORTED FLANGER Noisy synth drones morphing into aggressive climax.
CDCK Tension Distorted 10.wav	TENSION DRONE DISTORTED METAL HIGH Harsh, digital drones designed with Synclavier and vintage reverbs. Resonating, sawing elements.
CDCK Tension Distorted 11.wav	TENSION DRONE DISTORTED DARK EERIE Drones constantly evolving to climax. High, squeaking and piercing tones.
CDCK Tension Distorted 12.wav	TENSION DRONE DISTORTED HIGH FEEDBACK Feedback-generated tones with subtle modulation. Stressful, aggressive.
CDCK Tension Distorted 13.wav	TENSION DRONE DISTORTED WIND EERIE Wind-like noise modulation, increasing loudness and density.
CDCK Tension Distorted 14.wav	TENSION DRONE DISTORTED LOW GROWL Dark, increasing synthesizer drones with subtle flanger treatments.
CDCK Tension Distorted 15.wav	TENSION DRONE DISTORTED RESONATING Eerie, tonal resonances, increasing distortion strength.
CDCK Tension Distorted 16.wav	TENSION DRONE DISTORTED PULSE Moving and modulating drones. Escalating saw elements and resonating tones.
CDCK Tension Smooth 01.wav	TENSION DRONE SMOOTH VOCAL NOISE Soft, vocoded drones with vocal character, evolving into harsh noise ending, partly with tremolo.
CDCK Tension Smooth 02.wav	TENSION DRONE SMOOTH EERIE NOISE Escalating, digital synth drones with subtle distortion.
CDCK Tension Smooth 03.wav	TENSION DRONE SOFT NOISE FLANGER Increasing, flanging noise drones. Resonating.
CDCK Tension Smooth 04.wav	TENSION DRONE SMOOTH AMBIENT Tonal drone elements with noise fading-in.
CDCK Tension Smooth 05.wav	TENSION DRONE SMOOTH HIGH SHIMMER Atonal synth tones with increasing overtones.
CDCK Tension Smooth 06.wav	TENSION DRONE SMOOTH TONAL FLANGER Tonal synth drones, shimmering and increasing intensity. Rumbling wind noise layers and slow, subtle flanger.
CDCK Tension Smooth 07.wav	TENSION DRONE SMOOTH DEEP Tonal, low drones with increasing overtones and high, shimmering elements.
CDCK Tension Smooth 08.wav	TENSION DRONE SMOOTH NOISE WAVING Pulsing, waving drones with some flanger effects and crackling.
CDCK Whoosh Full 01.wav	WHOOSH FULL DISTORTED FLANGER FLUTTER Noise whooshes with subtle tremolo and flanger.
CDCK Whoosh Full 02.wav	WHOOSH FULL ATONAL PIERCING Tonal synth effects fading-in. Saw character.
CDCK Whoosh Full 03.wav	WHOOSH FULL TONAL DARK Low, drone-based lead sounds with subtle distortion.
CDCK Whoosh Full 04.wav	WHOOSH FULL DISTORTED DARK FAT Low whoosh elements created with analog synths and stomp boxes.
CDCK Whoosh Full 05.wav	WHOOSH FULL DISTORTED FAT Drone-based whoosh tones with different lengths and tonality.
CDCK Whoosh Full 06.wav	WHOOSH FULL DISTORTED SHORT DARK Short, noisy whoosh elements.
CDCK Whoosh Full 07.wav	WHOOSH FULL SYNTH PAD TONAL Synthetic, pad-based lead sounds, tonal.
CDCK Whoosh Full 08.wav	WHOOSH FULL DISTORTED TONAL Raw, digital whooshes with resonating beeps.
CDCK Whoosh Full 09.wav	WHOOSH FULL DISTORTED FAT Dark drone whoosh tones. Partially with heavy distortion.

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CDCK Whoosh Full 10.wav	WHOOSH FULL DISTORTED FAT Analog whoosh pads of layered vintage synth tones.
CDCK Whoosh High 01.wav	WHOOSH HIGH SCREAM HARSH Siren whoosh tones, tonal.
CDCK Whoosh High 02.wav	WHOOSH HIGH NOISE FLANGER Analog filter whoosh tones.
CDCK Whoosh High 03.wav	WHOOSH HIGH RESONANT FLANGER Whoosh tones with atonal, squeaky character.
CDCK Whoosh High 04.wav	WHOOSH HIGH NOISE PHASER Filtered, synthetic whooshes with subtle phasing. Partially with provoked artifacts.
CDCK Whoosh High 05.wav	WHOOSH HIGH STATIC ELECTRIC Synthetic, soft electricity zaps. Partially with tonal elements.
CDCK Whoosh High 06.wav	WHOOSH HIGH SCREAM NOISE HARSH Whoosh tones with different flanger settings.
CDCK Whoosh High 07.wav	WHOOSH HIGH TONAL SHORT Short, airy whoosh tones created with drum samples. Hollow character.
CDCK Whoosh High 08.wav	WHOOSH CYMBAL DIVERSE Phasing whoosh tones, partly with bass layers. Some variations with cymbal-like character.
CDCK Whoosh High 09.wav	WHOOSH HIGH NOISE FLUTTER Noise treated with tremolo, flanger and filters. Fading-in.
CDCK Whoosh High 10.wav	WHOOSH HIGH AGGRESSIVE SCREAM Rising whoosh tones with different speeds and subtle distortion. Tonal siren character.
CDCK Whoosh Low 01.wav	WHOOSH LOW SHORT WAVING Analog, distorted whoosh tones with tremolo effect.
CDCK Whoosh Low 02.wav	WHOOSH LOW DISTORTED FILTERED Analog whoosh tones, modulating on audio rate. Opening filters.
CDCK Whoosh Low 03.wav	WHOOSH LOW DISTORTED NOISE Short, noisy whoosh tones. Synthesized zipper sounds.
CDCK Whoosh Low 04.wav	WHOOSH LOW NOISE SOFT FILTERED Short, deep whoosh tones with very low frequencies.
CDCK Whoosh Low 05.wav	WHOOSH LOW NOISE SOFT FADE-IN Deep lead-in sounds based on noise.
CDCK Whoosh Low 06.wav	WHOOSH LOW DISTORTED FLANGER Distorted whoosh tones based on synth re-amping.
CDCK Whoosh Low 07.wav	WHOOSH LOW FLUTTER DISTORTED SCRATCH Short whoosh tones based on digital oscillators with stuttering effect.
CDCK Whoosh Low 08.wav	WHOOSH LOW DISTORTED FLUTTER Damped whoosh elements created with speech synthesis. Lo-fi, stuttering.
CDCK Whoosh Low 09.wav	WHOOSH LOW FAT ATONAL Short whoosh tones created with re-amping.
CDCK Whoosh Low 10.wav	WHOOSH LOW TONAL SHORT Fast, digitally created whoosh tones.
CDCK Whoosh Low 11.wav	WHOOSH LOW DISTORTED WEIRD Weird stereo image, partially out of phase. Highly processed whoosh elements.
CDCK Whoosh Mid 01.wav	WHOOSH MID RISE Short, siren-like lead-ins. Flanging, increasing pitch.
CDCK Whoosh Mid 02.wav	WHOOSH MID NOISE DISTORTED SIZZLE Lead-in sounds, partly with crackling. Steady tones.
CDCK Whoosh Mid 03.wav	WHOOSH MID NOISE DISTORTED CRUNCH Rising, aggressive whoosh tones.
CDCK Whoosh Mid 04.wav	WHOOSH MID RISING WEIRD Rising whoosh tones with subtle, fast filter modulation.
CDCK Whoosh Mid 05.wav	WHOOSH MID CRACKLE NOISE Fading-in, re-amped paper noises.
CDCK Whoosh Mid 06.wav	WHOOSH MID DISTORTED CRACKLE TREMOLO Fast tremolo produces vibrating, rattling character.
CDCK Whoosh Mid 07.wav	WHOOSH MID NOISE FLANGER Damped noises with rising flanger effects.
CDCK Whoosh Mid 08.wav	WHOOSH MID PITCH MODULATED Increasing and decreasing tonal elements fading-in.
CDCK Whoosh Mid 09.wav	WHOOSH MID DISTORTED SCREAM Analog, aggressive whoosh tones with crackle and rising pitch. Artificial zipper.
CDCK Whoosh Mid 10.wav	WHOOSH MID DISTORTED LO-FI Damaged, screaming siren whoosh tones based on filter resonances.