



61-55 HT Boam 12 wav HT BOAM Cackling impact, low and transbing and short sortion. 61-65 HT Boam 52 wav HT BOAM Cackling impact, low and transbing station. 61-65 HT Boam 62 wav HT BOAM Cackling impact, low and transbing station. 61-65 HTT Boam 65 wav HT BOAM Sack day agent it but intelled stoach. 61-65 HTT Boam 65 wav HT BOAM Sack day impact with revolvement tall. 61-65 HTT Boam 65 wav HT BOAM Sack day impact with revolvement tall. 61-65 HTT Boam 66 wav HT BOAM Sack day impact with revolvement tall. 61-65 HTT Boam 67 wav HTT BOAM Sack day for impact, synthetic feel, running rank. 61-65 HTT Boam 69 wav HTT BOAM Sack day for unin pact, structioning road. 61-65 HTT Boam 69 wav HTT BOAM Sack day for unin pact, structioning road. 61-65 HTT Boam 10 wav HTT BOAM Sack day for unin pact, structioning road and low total. 61-65 HTT Boam 10 wav HTT BOAM Sack day for unin pact, structioning road and low total. 61-65 HTT Boam 12 wav HTT BOAM Sack day for unin pact, struct florming road and low total. 61-65 HTT Boam 12 wav HTT BOAM Sack day for unin pact, struct florming road and low total. 61-65 HTT Boam 12 wav HTT BOAM Sack day of unin pact, struct florming road and low total. 61-65 HTT Boam 12 wav HTT BOAM Sack day of unin pact, struct florming road and low total. 61-65 HTT Boam 12 wav HTT BOAM Sack day of unin pact, struct florming road and low total. 61-65 HTT Boam 12 wav HTT BOAM Sack day of unin pact, struct florming road and low total. 61-65 HTT Boam 12 wav HTT BOAM Sack day of unin pact, struct florming road and low for total. 61-65 HTT Boarted Ob wav HTT BOAM Sack day of unin with high cythods, reverberant inil. Incol low frequenties. 61-65 HTT Boarted Ob wav HTT BOAM Sack day of unin pact, struct florming road in the foll. 61-65 HTT Boarted Ob wav HTT BOAM Sack day of unin pact, which stere oinege, stamming start. 61-65 HTT Boarted Ob wav HTT BOAM Sack day of unin pact, which stere oinege, stamming start. 61-65 HTT Boarted Ob wav HTT BOAM Sack day of unin pact, struction in pact and unin pact day of unin pact day o	FILENAME	DESCRIPTION
CH-DS HIT Boom 03-wev HIT BOOM Soft and generic low hit, vary light and shart initial smock. CH-DS HIT Boom 04-wev HIT BOOM Generic, soft and close how impact. CH-DS HIT Boom 05-wev HIT BOOM Soft low hit with high and soft metallic element. Low bors sostain evolving to higher reverb tail. CH-DS HIT Boom 07-wev HIT BOOM Soft low hit with high and soft metallic element. Low bors sostain evolving to higher reverb tail. CH-DS HIT Boom 07-wev HIT BOOM Sorting low impact, synthetic feel, ramibling tail. CH-DS HIT Boom 09-wev HIT BOOM Sorting low impact, synthetic feel, ramibling tail. CH-DS HIT Boom 10-wev HIT BOOM Crackling low hit, rowal low frequencies. CH-DS HIT Boom 10-wev HIT BOOM Crackling low hit, rowal low frequencies. CH-DS HIT Boom 10-wev HIT BOOM Crackling low hit, lowel low frequencies. CH-DS HIT Boom 11-wev HIT BOOM Crackling low hit, lowel low frequencies, hit and low frequencies. CH-DS HIT Boom 10-wev HIT BOOM Soft lower of hit Boom low frequencies. CH-DS HIT Boom 10-wev HIT BOOM Soft lower dight impact, short firming and contain low and smooth tail. CH-DS HIT Boom 12-wev HIT BOOM Soft lower dight impact, short firming and contain line to tail. CH-DS HIT Boom 12-wev HIT DS HIT Boom soft lower dight impact, short firming and lower line to tail. CH-DS HIT Dostored Q2-wev HIT DSTORED longer during hit high sproked, reverbeare and Li, long low frequencies. CH-DS HIT Dostored Q3-wev HIT DSTORED longer and crackly hit with short shoot-in and metallic elements in the tail. CH-DS HIT Dostored Q5-wev HIT DSTORED longer and crackly his invited short in dight disposed power. Soft longer disposed power and with frame elements in the tail. CH-DS HIT Dostored Q5-wev HIT DSTORED longer disposed power longer disposed power longer. CH-DS HIT Dostored Q5-wev HIT DSTORED longer disposed power longer disposed power longer. CH-DS HIT Dostored Q5-wev HIT DSTORED longer disposed longer disposed power longer. CH-DS HIT Dostored Q5-wev HIT BSTORED longer longer longer longer longer longer longer longer. C	CH-DS HIT Boom 01.wav	HIT BOOM A low and soft smacking drum hit with rumbling and short sustain.
GH 55 HIT Boom 05 were HIT BOOM Schafe devine; soft and clean low impact. CH 55 HIT Boom 05 were HIT BOOM Schafe diving impact with revolvement tail. CH 55 HIT Boom 05 were HIT BOOM Schafe in his with high and soft sem feedlie cleanent. Low boos sustain evolving to higher reverb hall. CH 55 HIT Boom 05 were HIT BOOM Schafe in his with high and soft sem feedlie cleanent. Low boos sustain evolving to higher reverb hall. CH 55 HIT Boom 05 were HIT BOOM Schafe, low with pick in with high and soft sem feedlie cleanent. Low boos sustain evolving to higher reverb hall. CH 55 HIT Boom 10 were HIT BOOM Schafe, low with pick in migract, runniling reverb tail. CH 55 HIT Boom 11 were HIT BOOM Credding low hit, tonal low frequencies. CH 55 HIT Boom 11 were HIT BOOM Credding low hit, tonal low frequencies. CH 55 HIT Discorted 01 were HIT BOOM Credding low hit, tonal low frequencies. CH 55 HIT Discorted 02 were HIT DISCORTED Explosive and right impact, due to droping low frequencies. CH 55 HIT Discorted 03 were HIT DISCORTED Heavy grown hit with high symbols, reverberant tail. Tonal low frequencies. CH 55 HIT Discorted 04 were HIT DISCORTED Heavy explosive impact. Marxie low end with flore elements in the tail. CH 55 HIT Discorted 05 were HIT DISCORTED Heavy explosive impact. Marxie low end with flore elements in the tail. CH 55 HIT Discorted 05 were HIT DISCORTED Heavy explosive impact. Marxie low end with flore elements. CH 55 HIT Discorted 05 were HIT DISCORTED Heavy end credity in with short whoods in and metallic elements. CH 55 HIT Discorted 05 were HIT DISCORTED Heavy end credity in with short whoods in and metallic elements. CH 55 HIT Discorted 05 were HIT DISCORTED Heavy end very low end, certified elements. CH 55 HIT Discorted 05 were HIT DISCORTED Heavy end very low, end, certified elements. CH 55 HIT Discorted 05 were HIT DISCORTED Heavy end with short show, link place device to the link, steady metallic rinning element. CH 55 HIT Discorted 05 were HIT DISCORTED Heavy end with short show, link place to the scale w	CH-DS HIT Boom 02.wav	HIT BOOM Crackling impact, low and rumbling sustain.
GH-DS HIT Boom DS. wav HIT BOOM Solite diving impact with reverberant toil. GH-DS HIR Boom DS. wav HIT BOOM Solit low hit with high and soft metallic deement. Low boss sustain evolving to higher reverb toil. GH-DS HIR Boom DS. wav HIT BOOM Source was designed by the process of the process	CH-DS HIT Boom 03.wav	HIT BOOM Soft and generic low hit, very light and short initial smack.
GH-DS HIT Boom 06.vov HIT BOOM Soft low hit with ligh and soft metallic element. Low boss sustain evolving to higher reverb toil. GH-DS HIT Boom 07.vov HIT BOOM Strong low impact, symbalic feel, roumbling toil. GH-DS HIT Boom 08.vov HIT BOOM Smacking, low and epic drum impact, crombling reverb toil. GH-DS HIT Boom 10.vov HIT BOOM Smacking, low and epic drum impact, droughing boss frequencies. GH-DS HIT Boom 10.vov HIT BOOM Cackling low hit, tonal low frequencies. GH-DS HIT Boom 11.vov HIT BOOM Hard impact, short flooming crock and low toil. GH-DS HIT Boom 12.vov HIT BOOM Sublic and dean sob impact. Storts with sublier and ling. GH-DS HIT Doistorted 01.vov HIT BOOM Hard impact, short flooming crock and low toil. GH-DS HIT Doistorted 02.vov HIT DISTORTED Explosive and tight impact, fact depping low frequencies. GH-DS HIT Distorted 03.vov HIT DISTORTED Heavy drum hit with high cymback, reverberant toil. Total low frequencies. GH-DS HIT Distorted 03.vov HIT DISTORTED Heavy drum hit with high cymback, reverberant toil. Total low frequencies. GH-DS HIT Distorted 05.vov HIT DISTORTED Long and crundry hit with short whooch in and metallic element. Short toil. GH-DS HIT Distorted 05.vov HIT DISTORTED Crundry hippi, impact, chruyt sipp into reverb toil. High, storty metallic ringing element. GH-DS HIT Distorted 06.vov HIT DISTORTED Maries with linguard, wide stere image, clumming stort. GH-DS HIT Distorted 09.vov HIT DISTORTED Maries with linguard, wide stere image, clumming stort. GH-DS HIT Distorted 09.vov HIT DISTORTED Maries with linguard, with stere image, clumming stort. GH-DS HIT Fire 01.vov HIT PIRE Short fire whooch in followed by a drum slom. High electronic sizzing in the rowerb toil. GH-DS HIT Fire 03.vov HIT FIRE Short fire whooch in followed by a drum slom. High electronic sizzing in the rowerb toil. GH-DS HIT Fire 03.vov HIT FIRE Short fire whooch in followed by a drum slom. High electronic sizzing in the rowerb toil. GH-DS HIT Fire 03.vov HIT FIRE Short fire whooch in, long and massive	CH-DS HIT Boom 04.wav	HIT BOOM Generic, soft and clean low impact.
CH-DS HIT Boom 07. way HIT BOOM Strong low impact, symbatic feel, rumbling tail. CH-DS HIT Boom 08. way HIT BOOM Smacking, low and epic drum impact, rumbling reverb toil. CH-DS HIT Boom 10. way HIT BOOM Smacking, low and epic drum impact, rumbling reverb toil. CH-DS HIT Boom 11. way HIT BOOM Smacking, low and epic drum impact, rumbling reverb toil. CH-DS HIT Boom 11. way HIT BOOM Smacking, low and epic drum impact, rumbling reverb toil. CH-DS HIT Boom 12. way HIT BOOM Swalle and clean sub impact, Short flamming crack and low toil. CH-DS HIT Boom 12. way HIT BOOM Stable and clean sub impact, Short flamming crack and low toil. CH-DS HIT Distorted 01. way HIT DISTORTED Lepoles'ee and right impact, froat dopping but requencies, high sizzling element in the tail. CH-DS HIT Distorted 02. way HIT DISTORTED Heavy, explosive impact, Massive low and with flame elements in the tail. CH-DS HIT Distorted 03. way HIT DISTORTED Heavy, explosive impact, Massive low and with flame elements in the tail. CH-DS HIT Distorted 05. way HIT DISTORTED Heavy drum hit with short whoosh-in and metallic inemact, short tail. CH-DS HIT Distorted 05. way HIT DISTORTED Carachy high impact, charpet stop pin or everb toil. High, stoady metallic ringing element. CH-DS HIT Distorted 06. way HIT DISTORTED Massive Init. Steady and Long and curvally impact, get vector reverb toil. CH-DS HIT Distorted 07. way HIT DISTORTED Massive Init. Steady and Long to long to long toil. CH-DS HIT Distorted 09. way HIT DISTORTED Massive Init. Steady and Long to long toil. CH-DS HIT Fire 01. way HIT FIRE Short free whoosh-in followed by a drum slam, timpect, short some schoes. CH-DS HIT Fire 02. way HIT FIRE Short free whoosh-in followed by a drum slam, timpect followed by flame sounds wandering in the stereo image. CH-DS HIT Fire 05. way HIT FIRE Short free whoosh-in, lower in peact of long whoosh-in, long and massive impact cost falling down. CH-DS HIT Fire 05. way HIT FIRE North fread with blate of flow and long free impact. CH-DS HIT Fire 05.	CH-DS HIT Boom 05.wav	HIT BOOM Subtle diving impact with reverberant tail.
GH-DS HIT Boom 10 wav All BOOM Smacking, low and epic drum import, rumbling reverb tail. GH-DS HIT Boom 10 wav All BOOM Smacking, low and epic drum import, rumbling reverb tail. GH-DS HIT Boom 11 .wav All BOOM Smacking, low and epic drum import, rumbling reverb tail. GH-DS HIT Boom 11 .wav All BOOM Subite and clean sub import. Starts with subtle rottling, ends with low and smooth tail. GH-DS HIT Distorted 10 .wav All BOOM Subite and clean sub import. Starts with subtle rottling, ends with low and smooth tail. GH-DS HIT Distorted 02.wav All DISTORTED Explosive and fight in the port, fast dropping low frequencies, high sizzling element in the tail. GH-DS HIT Distorted 02.wav All DISTORTED Heavy drum this with high symbols, reverberant tail. Total low frequencies. GH-DS HIT Distorted 03.wav All DISTORTED Heavy explosive impact. Massive low end with flame elements in the tail. GH-DS HIT Distorted 05.wav All DISTORTED Grouph bigh impact, durnty stop into reverb tail. High, stoody metallic ringing element. GH-DS HIT Distorted 05.wav All DISTORTED Grouph with with short windowsh in and matellia cleanems. Short tail. GH-DS HIT Distorted 05.wav All DISTORTED Measive hit. Steady and crunchly impact, derive role into reverb tail. GH-DS HIT Distorted 05.wav All DISTORTED Measive hit. Steady and heavy low end, rottling metallic elements. GH-DS HIT Distorted 05.wav All DISTORTED Measive hit. Steady and heavy low end, rottling metallic elements. GH-DS HIT Fire O1.wav All FIRE Stort file whoch in followed by a drum shame. High telectionic sizzling in the reverb tail. GH-DS HIT Fire O1.wav All FIRE Stort file whoch in followed by a drum shame. High telectionic sizzling in the reverb tail. GH-DS HIT Fire O4.wav All FIRE Stort file metallic impact, with burning flomes in the tail. Low frequencies folling down. GH-DS HIT Fire O5.wav All FIRE Stort file metallic sham with flomes sounds wandering from left to right after the impact. Explosion echoes in the tail. GH-DS HIT Fire O5.wav All FIRE Stort file metallic sha	CH-DS HIT Boom 06.wav	HIT BOOM Soft low hit with high and soft metallic element. Low bass sustain evolving to higher reverb tail.
CH-DS HIT Boom 10 wev HIT BOOM Crackling low hit, bornal low frequencies. CH-DS HIT Boom 11 wev HIT BOOM Crackling low hit, bornal low frequencies. CH-DS HIT Boom 12 wev HIT BOOM Mard impact, short fire fluencies grack and low tail. CH-DS HIT Distorted 01 wav HIT DISTORTED Explosive and tight impact, fast dropping low frequencies, high sizzling element in the tail. CH-DS HIT Distorted 02 wav HIT DISTORTED Explosive and tight impact, fast dropping low frequencies, high sizzling element in the tail. CH-DS HIT Distorted 03 wav HIT DISTORTED Heavy, explosive impact. Massive low end with flame elements in the tail. CH-DS HIT Distorted 04 wav HIT DISTORTED Long and crunchy his impact, abrupt stop into reverb tail. Flore little grace and tail and the stop of	CH-DS HIT Boom 07.wav	HIT BOOM Strong low impact, synthetic feel, rumbling tail.
HT BOOM Crackling low hit, tonal low frequencies. CH-DS HT Boom 1 1. wav HT BOOM Subtle and clean sub impact, short flamming crack and low toil. CH-DS HT Boom 1 2.wav HT BOOM Subtle and clean sub impact. Storts with subtle rathing, ends with low and smooth toil. CH-DS HT Distorted 0 1. wav HT DISTORTED Explosive and light impact, divel dopping low frequencies, high sizzling element in the toil. CH-DS HTT Distorted 0 2. wav HTT DISTORTED Heavy, explosive impact. Massive low end with flome elements in the toil. CH-DS HTT Distorted 0 3. wav HTT DISTORTED Heavy, explosive impact. Massive low end with flome elements in the toil. CH-DS HTT Distorted 0 4. wav HTT DISTORTED Heavy, explosive impact. Massive low end with flome elements in the toil. CH-DS HTT Distorted 0 5. wav HTT DISTORTED Clong and crunchly high impact, abrupt 1 stop into rever bot half, asked ymeallic ringing element. CH-DS HTT Distorted 0 5. wav HTT DISTORTED Clong and crunchly impact, devolupt 1 stop into rever bot half, asked ymeallic ringing element. CH-DS HTT Distorted 0 9. wav HTT DISTORTED Massive hits. Stoody and heavy low end, ruthing metallic elements. CH-DS HTT Distorted 0 9. wav HTT DISTORTED Hearth and short slam. High tonal and long toil. CH-DS HTT Distorted 0 9. wav HTT DISTORTED Hearth and short slam. High tonal and long toil. CH-DS HTT Fire 0 1. wav HTT Fire 1 1. wave HTT Fire 1 1. wav HTT Fire 1 1. wave	CH-DS HIT Boom 08.wav	HIT BOOM Reverberant strong low impact, dropping bass frequencies.
HIT BOOM Hard impact, short flamming crack and low tail. HIS BOOM Subtle and clean sub impact. Starts with subtle rattling, ends with low and smooth tail. HID BISTORTED Explosive and right impact, fost fdropping low frequencies, high sizziling element in the tail. HIS BISTORTED Explosive and right impact, fost dropping low frequencies, high sizziling element in the tail. HID SINTED Heavy, explosive impact. Massive low end with flame elements in the tail. HID SINTED Heavy, explosive impact. Massive low end with flame elements in the tail. HID SINTED Heavy oxplosive impact. Massive low end with flame elements in the tail. HID SINTED Low on HIT Distorted 03.wav HIT DISTORTED Lounchy high impact, aburyl six birts or whoosh-in and metallic element. Short tail. HID SINTED HEAVY of Crunchy high impact, aburyl six birts or whoosh-in and metallic element. Short tail. HID SINTED HEAVY of HIT DISTORTED Whith impact, wide stereo image, slamming start. HID SINTED READ Noisy and crunchy impact, erie vacal reverb tail. HID SINTED Hard Massive hit. Steady and heavy low end, rottling metallic elements. HID DISTORTED Massive hit. Steady and heavy low end, rottling metallic elements. HID SINTED Hard Hard Short fire whoosh-in followed by a drum slam. High leaternoir sizzling in the reverb tail. HID SHIT Bistorted 10.wav HIT DISTORTED Massive hit. Steady and hip explosive impact. Steady son short tail with some echoes. HID SHIT Fire 01.wav HIT FIRE Short fire whoosh-in, long and massive impact followed by flame sounds wandering in the stereo image. HID SHIT Fire 02.wav HIT FIRE Sont fire impact with lots of low end, long thunderous tail. HID SHIT Fire 03.wav HIT FIRE Sont fire impact with lots of low end, long thunderous tail. HID SHIT Fire 05.wav HIT FIRE Sont fire impact with lots of low end, long thunderous tail. HID SHIT Fire 05.wav HIT FIRE Sont fire impact with lots of low end, long thunderous tail. HID SHIT Fire 05.wav HIT FIRE Sont fire impact with lots of low end, long thunderous tail. HID SHIT	CH-DS HIT Boom 09.wav	HIT BOOM Smacking, low and epic drum impact, rumbling reverb tail.
CH-DS HIT Boom 12.wav HIT BOOM Subtle and clean sub impact. Starts with subtle rattling, ends with low and smooth tail. CH-DS HIT Distorted 01.wav HIT DISTORTED Explosive and tight impact, fost dropping low frequencies, high sizzling element in the tail. CH-DS HIT Distorted 02.wav HIT DISTORTED Heavy, drum hit with high cymbols, reverberant tail. Total low frequencies. CH-DS HIT Distorted 04.wav HIT DISTORTED Heavy, drum hit with high cymbols, reverberant tail. Total collections and metallic elements. Short tail. CH-DS HIT Distorted 05.wav HIT DISTORTED Councily high impact, durupt stop into reverb tail. High, steady metallic ringing element. CH-DS HIT Distorted 05.wav HIT DISTORTED Rattling metallic impact, wide stereo image, slamming start. CH-DS HIT Distorted 09.wav HIT DISTORTED Mossive hit. Steady and heavy low end, rattling metallic relements. CH-DS HIT Distorted 09.wav HIT DISTORTED Mossive hit. Steady and heavy low end, rattling metallic elements. CH-DS HIT Distorted 10.wav HIT DISTORTED Mossive hit. Steady and heavy low end, rattling metallic elements. CH-DS HIT Distorted 10.wav HIT DISTORTED Mossive hit. Steady and heavy low end, rattling metallic elements. CH-DS HIT Fire 01.wav HIT FIRE Short fire whoosh-in followed by a drum slam. High electronic sizzling in the reverb tail. CH-DS HIT Fire 02.wav HIT FIRE Short fire whoosh-in, followed by a drum slam. High electronic sizzling in the reverb tail. CH-DS HIT Fire 04.wav HIT FIRE Short fire whoosh-in, doen impact with borning flames in the tail. Low frequencies falling down. CH-DS HIT Fire 05.wav HIT FIRE Short fire whoosh-in, doen impact with some fire crackling ofter impact. CH-DS HIT Fire 05.wav HIT FIRE Short fire whoosh-in, doen impact with some fire crackling ofter impact. CH-DS HIT Fire 05.wav HIT FIRE Short flowed in peach with burning flames in the tail. Low frequencies falling down. CH-DS HIT Fire 09.wav HIT FIRE Short flowed in, massive, generic and slightly distorted impact. CH-DS HIT Fire 09.wav HIT FIRE Short flowe with wi	CH-DS HIT Boom 10.wav	HIT BOOM Crackling low hit, tonal low frequencies.
CH-DS HIT Distorted 01.wav HIT DISTORTED Explosive and tight impact, fast dropping low frequencies, high sizzling element in the tail. CH-DS HIT Distorted 02.wav HIT DISTORTED Heavy, explosive impact. Massive low end with flame elements in the tail. CH-DS HIT Distorted 03.wav HIT DISTORTED Long and crunchy hit with high cymbols, reverberant tail. Tond the tail. CH-DS HIT Distorted 04.wav HIT DISTORTED Cunchy high impact, charupt stop into reverb tail. High, steady metallic element. CH-DS HIT Distorted 05.wav HIT DISTORTED Cunchy high impact, charupt stop into reverb tail. High, steady metallic ringing element. CH-DS HIT Distorted 07.wav HIT DISTORTED Realting metallic impact, wide stereo image, slamming start. CH-DS HIT Distorted 08.wav HIT DISTORTED Massive hit. Steady and heavy low end, rathling metallic elements. CH-DS HIT Distorted 09.wav HIT DISTORTED Massive hit. Steady and heavy low end, rathling metallic elements. CH-DS HIT Distorted 10.wav HIT DISTORTED Crackling and high explosive impact. Smooth tail with some echoes. CH-DS HIT Fire 01.wav HIT FIRE Short fire whoosh-in followed by a drum slam. High electronic sizzling in the reverb tail. CH-DS HIT Fire 03.wav HIT FIRE Short fire whoosh-in, bouncing impact, high fire crackling after impact. CH-DS HIT Fire 04.wav HIT FIRE Tight impact with burning flames in the tail. Low frequencies falling down. CH-DS HIT Fire 05.wav HIT FIRE Stop fire whoosh-in, clear impact with some fire crackling. Short reverberant tail. CH-DS HIT Fire 06.wav HIT FIRE Stong fire whoosh-in, clear impact with some fire crackling. Short reverberant tail. CH-DS HIT Fire 09.wav HIT FIRE Long whoosh-in, clear impact with some fire crackling. Short reverberant tail. CH-DS HIT Fire 09.wav HIT FIRE Long whoosh-in, bouncing unpact of crackling hit. Soft reverberant tail. CH-DS HIT Fire 09.wav HIT FIRE Long whoosh-in, bouncy impact and crackling hit. Soft reverberant tail. CH-DS HIT Fire 10.wav HIT FIRE Haddlic slam with flame sounds wandering from left to right offer the imp	CH-DS HIT Boom 11.wav	HIT BOOM Hard impact, short flamming crack and low tail.
CH-DS HIT Distorted 02.wav HIT DISTORTED Heavy drum hit with high cymbols, reverberant tail. Tonal low frequencies. CH-DS HIT Distorted 04.wav HIT DISTORTED Long and crunchy hit with short whoosh-in and metallic element. Short tail. CH-DS HIT Distorted 05.wav HIT DISTORTED Crunchy high import, object yet spot into reverb tail. High, steady metallic ringing element. CH-DS HIT Distorted 06.wav HIT DISTORTED Rottling metallic impact, wide stereo image, slamming start. CH-DS HIT Distorted 07.wav HIT DISTORTED Mossive hit. Steady and reverby impact, serie vocal reverb tail. CH-DS HIT Distorted 08.wav HIT DISTORTED Mossive hit. Steady and heavy low end, rattling metallic elements. CH-DS HIT Distorted 09.wav HIT DISTORTED Mossive hit. Steady and heavy low end, rattling metallic elements. CH-DS HIT Distorted 09.wav HIT DISTORTED Mossive hit. Steady and heavy low end, rattling metallic elements. CH-DS HIT Distorted 10.wav HIT DISTORTED Mossive hit. Steady and heavy low end, rattling metallic elements. CH-DS HIT Fire 01.wav HIT FIRE Short fire whoosh-in followed by a drum slam. High tectronic sizzling in the reverb tail. CH-DS HIT Fire 02.wav HIT FIRE Short fire whoosh-in, long and massive impact followed by flame sounds wandering in the stereo image. CH-DS HIT Fire 03.wav HIT FIRE Short fire impact with lots of low end, long thunderous tail. CH-DS HIT Fire 05.wav HIT FIRE Short fire impact with burning flames in the tail. Low frequencies folling down. CH-DS HIT Fire 05.wav HIT FIRE Short fire whoosh-in, dear impact with some fire crackling after impact. CH-DS HIT Fire 08.wav HIT FIRE Short fire whoosh-in, dear impact with some fire crackling flower. CH-DS HIT Fire 08.wav HIT FIRE Short fire whoosh-in, dear impact with some fire crackling flower. CH-DS HIT Fire 08.wav HIT FIRE Short flow whoosh-in, dear impact with some fire crackling thit. Soft reverberant tail. CH-DS HIT Fire 09.wav HIT FIRE Short flow whoosh-in, loomy impact and crackling thit. Soft reverberant tail. CH-DS HIT Fire 09.wav HIT FIRE Sh	CH-DS HIT Boom 12.wav	HIT BOOM Subtle and clean sub impact. Starts with subtle rattling, ends with low and smooth tail.
CH-DS HIT Distorted 03.wav HIT DISTORTED Heavy, explosive impact. Massive low end with flame elements in the tail. CH-DS HIT Distorted 04.wav HIT DISTORTED Long and crunchy hit with short whoosh-in and metallic element. Short tail. CH-DS HIT Distorted 05.wav HIT DISTORTED Crunchy high impact, abrupt stop into reverb tail. High, steady metallic ringing element. CH-DS HIT Distorted 07.wav HIT DISTORTED Ratiling metallic impact, wide stereo image, slamming start. CH-DS HIT Distorted 08.wav HIT DISTORTED Moisy and crunchy impact, errie vocal reverb tail. CH-DS HIT Distorted 09.wav HIT DISTORTED Moisy and crunchy impact, errie vocal reverb tail. CH-DS HIT Distorted 10.wav HIT DISTORTED Harsh and short slam. High total and long tail. CH-DS HIT Distorted 10.wav HIT DISTORTED Cruckling and high explosive impact. Smooth tail with some echoes. CH-DS HIT Fire 01.wav HIT FIRE Short fire whoosh-in followed by a drum slam. High electronic sizzling in the reverb tail. CH-DS HIT Fire 03.wav HIT FIRE Short fire whoosh-in, long and massive impact followed by flame sounds wandering in the stereo image. CH-DS HIT Fire 03.wav HIT FIRE Tisk flame whoosh-in, bouncing impact, high fire crackling after impact. CH-DS HIT Fire 05.wav HIT FIRE Tight impact with lots of low end, long thunderous tail. CH-DS HIT Fire 05.wav HIT FIRE Tight impact with burning flames in the tail. Low frequencies folling down. CH-DS HIT Fire 05.wav HIT FIRE Strong fire whoosh-in, clear impact with some fire crackling. Short reverberant tail. CH-DS HIT Fire 09.wav HIT FIRE Long whoosh-in, boomy impact and crackling short reverberant tail. CH-DS HIT Fire 09.wav HIT FIRE Long whoosh-in, boomy impact and crackling hit. Soft reverberant tail. CH-DS HIT Fire 09.wav HIT FIRE Long whoosh-in, boomy impact and crackling hit. Soft reverberant tail.	CH-DS HIT Distorted 01.wav	HIT DISTORTED Explosive and tight impact, fast dropping low frequencies, high sizzling element in the tail.
CH-DS HIT Distorted 04-wav HIT DISTORTED Long and crunchy hit with short whoosh-in and metallic element. Short tail. CH-DS HIT Distorted 05-wav HIT DISTORTED Crunchy high impact, abrupt stop into reverb tail. High, steady metallic ringing element. CH-DS HIT Distorted 06-wav HIT DISTORTED Moisy and crunchy impact, eerie vocal reverb tail. CH-DS HIT Distorted 08-wav HIT DISTORTED Mossive hit. Steady and heavy low end, rottling metallic elements. CH-DS HIT Distorted 09-wav HIT DISTORTED Mossive hit. Steady and heavy low end, rottling metallic elements. CH-DS HIT Distorted 10-wav HIT DISTORTED Mossive hit. Steady and heavy low end, rottling metallic elements. CH-DS HIT Fire 01-wav HIT FIRE Short fire whoosh-in, followed by a drum slam. High electronic sizzling in the reverb tail. CH-DS HIT Fire 02-wav HIT FIRE Thick flame whoosh-in, long and massive impact followed by flame sounds wandering in the stereo image. CH-DS HIT Fire 03-wav HIT FIRE Long whoosh-in, bouncing impact, high fire crackling after impact. CH-DS HIT Fire 04-wav HIT FIRE Short fire impact with lots of low end, long thunderous tail. CH-DS HIT Fire 05-wav HIT FIRE Strong fire whoosh-in, dear impact with pact with pact with burning flames in the tall. Low frequencies falling down. CH-DS HIT Fire 07-wav HIT FIRE Strong fire whoosh-in, dear impact with some fire crackling. Short reverberant tail. CH-DS HIT Fire 08-wav HIT FIRE Strong fire whoosh-in, dear impact with flame sounds wandering from left to right after the impact. Explosion echoes in the tail. CH-DS HIT Fire 09-wav HIT FIRE Metallic slam with flame sounds wandering from left to right after the impact. Explosion echoes in the tail. CH-DS HIT Fire 09-wav HIT FIRE Long whoosh-in, boomy impact and crackling hit. Soft reverberant tail. CH-DS HIT Fire 01-wav HIT FIRE Metallic slam with flame sounds wandering from left to right after the impact. Explosion echoes in the tail.	CH-DS HIT Distorted 02.wav	HIT DISTORTED Heavy drum hit with high cymbals, reverberant tail. Tonal low frequencies.
CH-DS HIT Distorted 05.wav HIT DISTORTED Crunchy high impact, abrupt stop into reverb tail. High, steady metallic ringing element. CH-DS HIT Distorted 06.wav HIT DISTORTED Rattling metallic impact, wide stereo image, slamming start. CH-DS HIT Distorted 08.wav HIT DISTORTED Noisy and crunchy impact, eerie vocal reverb tail. CH-DS HIT Distorted 09.wav HIT DISTORTED Massive hit. Steady and heavy low end, rattling metallic elements. CH-DS HIT Distorted 10.wav HIT DISTORTED Harsh and short slam. High tonal and long tail. CH-DS HIT Fire 01.wav HIT FIRE Short fire whoosh-in followed by a drum slam. High electronic sizzling in the reverb tail. CH-DS HIT Fire 02.wav HIT FIRE Thick flame whoosh-in, long and massive impact followed by flame sounds wandering in the stereo image. CH-DS HIT Fire 04.wav HIT FIRE Long whoosh-in, bouncing impact, high fire crackling after impact. CH-DS HIT Fire 05.wav HIT FIRE Strong fire impact with borning flames in the tail. Low frequencies falling down. CH-DS HIT Fire 05.wav HIT FIRE Strong fire whoosh-in, dear impact with some fire crackling. Short reverberant tail. CH-DS HIT Fire 06.wav HIT FIRE Strong fire whoosh-in, dear impact with some fire crackling. Short reverberant tail. CH-DS HIT Fire 09.wav HIT FIRE Metallic slam with flame sounds wandering from left to right after the impact. Explosion echoes in the tail. CH-DS HIT Fire 09.wav HIT FIRE Long whoosh-in, boomy impact and crackling hit. Soft reverberant tail. CH-DS HIT Fire 09.wav HIT FIRE Dong whoosh-in, boomy impact and crackling hit. Soft reverberant tail.	CH-DS HIT Distorted 03.wav	HIT DISTORTED Heavy, explosive impact. Massive low end with flame elements in the tail.
CH-DS HIT Distorted 06.wav HIT DISTORTED Rathling metallic impact, wide stereo image, slamming start. CH-DS HIT Distorted 07.wav HIT DISTORTED Mossive hit. Steady and heavy low end, rathling metallic elements. CH-DS HIT Distorted 09.wav HIT DISTORTED Harsh and short slam. High tonal and long tail. CH-DS HIT Distorted 10.wav HIT DISTORTED Crackling and high explosive impact. Smooth tail with some echoes. CH-DS HIT Fire 01.wav HIT FIRE Short fire whoosh-in, followed by a drum slam. High electronic sizzling in the reverb tail. CH-DS HIT Fire 02.wav HIT FIRE Long whoosh-in, bouncing impact, high fire crackling after impact. CH-DS HIT Fire 04.wav HIT FIRE Short fire impact with lots of low end, route inductors tail. CH-DS HIT Fire 05.wav HIT FIRE Short fire impact with lots of low end, long thunderous tail. CH-DS HIT Fire 05.wav HIT FIRE Short fire whoosh-in, clear impact with some fire crackling. Short reverberant tail. CH-DS HIT Fire 07.wav HIT FIRE Motfield explosive hit, massive, generic and slightly distorted impact. CH-DS HIT Fire 09.wav HIT FIRE Motfield explosive hit, massive, generic and slightly distorted impact. CH-DS HIT Fire 09.wav HIT FIRE Long whoosh-in, boomy impact and crackling hit. Soft reverberant tail. CH-DS HIT Fire 09.wav HIT FIRE Long whoosh-in, boomy impact and crackling hit. Soft reverberant tail.	CH-DS HIT Distorted 04.wav	HIT DISTORTED Long and crunchy hit with short whoosh-in and metallic element. Short tail.
CH-DS HIT Distorted 07.wav HIT DISTORTED Noisy and crunchy impact, eerie vocal reverb tail. CH-DS HIT Distorted 08.wav HIT DISTORTED Massive hit. Steady and heavy low end, rattling metallic elements. CH-DS HIT Distorted 10.wav HIT DISTORTED Harsh and short slam. High tonal and long tail. CH-DS HIT Distorted 10.wav HIT FIRE Short fire whoosh-in followed by a drum slam. High electronic sizzling in the reverb tail. CH-DS HIT Fire 01.wav HIT FIRE Short fire whoosh-in, long and massive impact followed by flame sounds wandering in the stereo image. CH-DS HIT Fire 03.wav HIT FIRE Long whoosh-in, bouncing impact, high fire crackling after impact. CH-DS HIT Fire 04.wav HIT FIRE Soft fire impact with lots of low end, long thunderous tail. CH-DS HIT Fire 05.wav HIT FIRE Tight impact with burning flames in the tail. Low frequencies falling down. CH-DS HIT Fire 07.wav HIT FIRE Strong fire whoosh-in, clear impact with some fire crackling. Short reverberant tail. CH-DS HIT Fire 09.wav HIT FIRE Metallic slam with flame sounds wandering from left to right after the impact. Explosion echoes in the tail. CH-DS HIT Fire 09.wav HIT FIRE Long whoosh-in, boomy impact and crackling hit. Soft reverberant tail. CH-DS HIT Fire 10.wav HIT FIRE Long whoosh-in, clear impact with wide stereo echoes.	CH-DS HIT Distorted 05.wav	HIT DISTORTED Crunchy high impact, abrupt stop into reverb tail. High, steady metallic ringing element.
CH-DS HIT Distorted 08.wav HIT DISTORTED Massive hit. Steady and heavy low end, rattling metallic elements. CH-DS HIT Distorted 10.wav HIT DISTORTED Harsh and short slam. High tonal and long tail. CH-DS HIT Distorted 10.wav HIT DISTORTED Crackling and high explosive impact. Smooth tail with some echoes. CH-DS HIT Fire 01.wav HIT FIRE Short fire whoosh-in followed by a drum slam. High electronic sizzling in the reverb tail. CH-DS HIT Fire 02.wav HIT FIRE Thick flame whoosh-in, long and massive impact followed by flame sounds wandering in the stereo image. CH-DS HIT Fire 03.wav HIT FIRE Long whoosh-in, bouncing impact, high fire crackling after impact. CH-DS HIT Fire 04.wav HIT FIRE Stort fire impact with lots of low end, long thunderous tail. CH-DS HIT Fire 06.wav HIT FIRE Tight impact with burning flames in the tail. Low frequencies falling down. CH-DS HIT Fire 07.wav HIT FIRE Metallic slam with flame sounds wandering from left to right after the impact. Explosion echoes in the tail. CH-DS HIT Fire 08.wav HIT FIRE Muffled explosive hit, massive, generic and slightly distorted impact. CH-DS HIT Fire 09.wav HIT FIRE Long whoosh-in, boomy impact and crackling hit. Soft reverberant tail. CH-DS HIT Fire 10.wav HIT FIRE Short flame impact with wide stereo echoes.	CH-DS HIT Distorted 06.wav	HIT DISTORTED Rattling metallic impact, wide stereo image, slamming start.
CH-DS HIT Distorted 09.wav HIT DISTORTED Harsh and short slam. High tonal and long tail. CH-DS HIT Distorted 10.wav HIT FIRE Short fire whoosh-in followed by a drum slam. High electronic sizzling in the reverb tail. CH-DS HIT Fire 02.wav HIT FIRE Short fire whoosh-in, long and massive impact followed by flame sounds wandering in the stereo image. CH-DS HIT Fire 03.wav HIT FIRE Long whoosh-in, bouncing impact, high fire crackling after impact. CH-DS HIT Fire 04.wav HIT FIRE Soft fire impact with lots of low end, long thunderous tail. CH-DS HIT Fire 05.wav HIT FIRE Tight impact with burning flames in the tail. Low frequencies falling down. CH-DS HIT Fire 06.wav HIT FIRE Strong fire whoosh-in, clear impact with some fire crackling. Short reverberant tail. CH-DS HIT Fire 07.wav HIT FIRE Metallic slam with flame sounds wandering from left to right after the impact. Explosion echoes in the tail. CH-DS HIT Fire 08.wav HIT FIRE Muffled explosive hit, massive, generic and slightly distorted impact. CH-DS HIT Fire 09.wav HIT FIRE Long whoosh-in, boomy impact and crackling hit. Soft reverberant tail. CH-DS HIT Fire 10.wav HIT FIRE Short flame impact with wide stereo echoes.	CH-DS HIT Distorted 07.wav	HIT DISTORTED Noisy and crunchy impact, eerie vocal reverb tail.
CH-DS HIT Distorted 10.wav HIT DISTORTED Crackling and high explosive impact. Smooth tail with some echoes. CH-DS HIT Fire 01.wav HIT FIRE Short fire whoosh-in, long and massive impact followed by flame sounds wandering in the stereo image. CH-DS HIT Fire 03.wav HIT FIRE Long whoosh-in, bouncing impact, high fire crackling after impact. CH-DS HIT Fire 04.wav HIT FIRE Soft fire impact with lots of low end, long thunderous tail. CH-DS HIT Fire 05.wav HIT FIRE Strong fire whoosh-in, dear impact with some fire crackling. Short reverberant tail. CH-DS HIT Fire 07.wav HIT FIRE Strong fire whoosh-in, dear impact with some fire crackling. Short reverberant tail. CH-DS HIT Fire 08.wav HIT FIRE Metallic slam with flame sounds wandering from left to right after the impact. Explosion echoes in the tail. CH-DS HIT Fire 09.wav HIT FIRE Muffled explosive hit, massive, generic and slightly distorted impact. CH-DS HIT Fire 10.wav HIT FIRE Long whoosh-in, boomy impact and crackling hit. Soft reverberant tail. CH-DS HIT Fire 10.wav HIT FIRE Short flame impact with wide stereo echoes.	CH-DS HIT Distorted 08.wav	HIT DISTORTED Massive hit. Steady and heavy low end, rattling metallic elements.
CH-DS HIT Fire 01.wav HIT FIRE Short fire whoosh-in, long and massive impact followed by flame sounds wandering in the stereo image. CH-DS HIT Fire 02.wav HIT FIRE Long whoosh-in, bouncing impact, high fire crackling after impact. CH-DS HIT Fire 04.wav HIT FIRE Soft fire impact with lots of low end, long thunderous tail. CH-DS HIT Fire 05.wav HIT FIRE Tight impact with burning flames in the tail. Low frequencies falling down. CH-DS HIT Fire 06.wav HIT FIRE Strong fire whoosh-in, clear impact with some fire crackling. Short reverberant tail. CH-DS HIT Fire 07.wav HIT FIRE Metallic slam with flame sounds wandering from left to right after the impact. Explosion echoes in the tail. CH-DS HIT Fire 08.wav HIT FIRE Muffled explosive hit, massive, generic and slightly distorted impact. CH-DS HIT Fire 09.wav HIT FIRE Long whoosh-in, boomy impact and crackling hit. Soft reverberant tail. CH-DS HIT Fire 10.wav HIT FIRE Short flame impact with wide stereo echoes.	CH-DS HIT Distorted 09.wav	HIT DISTORTED Harsh and short slam. High tonal and long tail.
CH-DS HIT Fire 03.wav HIT FIRE Thick flame whoosh-in, long and massive impact followed by flame sounds wandering in the stereo image. CH-DS HIT Fire 03.wav HIT FIRE Long whoosh-in, bouncing impact, high fire crackling after impact. CH-DS HIT Fire 04.wav HIT FIRE Soft fire impact with lots of low end, long thunderous tail. CH-DS HIT Fire 05.wav HIT FIRE Tight impact with burning flames in the tail. Low frequencies falling down. CH-DS HIT Fire 06.wav HIT FIRE Strong fire whoosh-in, clear impact with some fire crackling. Short reverberant tail. CH-DS HIT Fire 07.wav HIT FIRE Metallic slam with flame sounds wandering from left to right after the impact. Explosion echoes in the tail. CH-DS HIT Fire 08.wav HIT FIRE Muffled explosive hit, massive, generic and slightly distorted impact. CH-DS HIT Fire 09.wav HIT FIRE Long whoosh-in, boomy impact and crackling hit. Soft reverberant tail. CH-DS HIT Fire 10.wav HIT FIRE Short flame impact with wide stereo echoes.	CH-DS HIT Distorted 10.wav	HIT DISTORTED Crackling and high explosive impact. Smooth tail with some echoes.
CH-DS HIT Fire 03.wav HIT FIRE Long whoosh-in, bouncing impact, high fire crackling after impact. CH-DS HIT Fire 04.wav HIT FIRE Soft fire impact with lots of low end, long thunderous tail. CH-DS HIT Fire 05.wav HIT FIRE Tight impact with burning flames in the tail. Low frequencies falling down. CH-DS HIT Fire 06.wav HIT FIRE Strong fire whoosh-in, clear impact with some fire crackling. Short reverberant tail. CH-DS HIT Fire 07.wav HIT FIRE Metallic slam with flame sounds wandering from left to right after the impact. Explosion echoes in the tail. CH-DS HIT Fire 08.wav HIT FIRE Muffled explosive hit, massive, generic and slightly distorted impact. CH-DS HIT Fire 09.wav HIT FIRE Long whoosh-in, boomy impact and crackling hit. Soft reverberant tail. CH-DS HIT Fire 10.wav HIT FIRE Short flame impact with wide stereo echoes.	CH-DS HIT Fire 01.wav	HIT FIRE Short fire whoosh-in followed by a drum slam. High electronic sizzling in the reverb tail.
CH-DS HIT Fire 04.wav HIT FIRE Soft fire impact with lots of low end, long thunderous tail. CH-DS HIT Fire 05.wav HIT FIRE Tight impact with burning flames in the tail. Low frequencies falling down. CH-DS HIT Fire 06.wav CH-DS HIT Fire 07.wav HIT FIRE Metallic slam with flame sounds wandering from left to right after the impact. Explosion echoes in the tail. CH-DS HIT Fire 08.wav HIT FIRE Muffled explosive hit, massive, generic and slightly distorted impact. CH-DS HIT Fire 09.wav HIT FIRE Long whoosh-in, boomy impact and crackling hit. Soft reverberant tail. CH-DS HIT Fire 10.wav HIT FIRE Short flame impact with wide stereo echoes.	CH-DS HIT Fire 02.wav	HIT FIRE Thick flame whoosh-in, long and massive impact followed by flame sounds wandering in the stereo image.
CH-DS HIT Fire 05.wav CH-DS HIT Fire 06.wav HIT FIRE Strong fire whoosh-in, clear impact with some fire crackling. Short reverberant tail. CH-DS HIT Fire 07.wav HIT FIRE Metallic slam with flame sounds wandering from left to right after the impact. Explosion echoes in the tail. CH-DS HIT Fire 08.wav HIT FIRE Muffled explosive hit, massive, generic and slightly distorted impact. CH-DS HIT Fire 09.wav HIT FIRE Long whoosh-in, boomy impact and crackling hit. Soft reverberant tail. CH-DS HIT Fire 10.wav HIT FIRE Short flame impact with wide stereo echoes.	CH-DS HIT Fire 03.wav	HIT FIRE Long whoosh-in, bouncing impact, high fire crackling after impact.
CH-DS HIT Fire 06.wav CH-DS HIT Fire 07.wav HIT FIRE Metallic slam with flame sounds wandering from left to right after the impact. Explosion echoes in the tail. CH-DS HIT Fire 08.wav CH-DS HIT Fire 09.wav HIT FIRE Moffled explosive hit, massive, generic and slightly distorted impact. CH-DS HIT Fire 09.wav HIT FIRE Long whoosh-in, boomy impact and crackling hit. Soft reverberant tail. CH-DS HIT Fire 10.wav HIT FIRE Short flame impact with wide stereo echoes.	CH-DS HIT Fire 04.wav	HIT FIRE Soft fire impact with lots of low end, long thunderous tail.
CH-DS HIT Fire 07.wav HIT FIRE Metallic slam with flame sounds wandering from left to right after the impact. Explosion echoes in the tail. CH-DS HIT Fire 08.wav HIT FIRE Muffled explosive hit, massive, generic and slightly distorted impact. CH-DS HIT Fire 09.wav HIT FIRE Long whoosh-in, boomy impact and crackling hit. Soft reverberant tail. CH-DS HIT Fire 10.wav HIT FIRE Short flame impact with wide stereo echoes.	CH-DS HIT Fire 05.wav	HIT FIRE Tight impact with burning flames in the tail. Low frequencies falling down.
CH-DS HIT Fire 08.wav CH-DS HIT Fire 09.wav HIT FIRE Muffled explosive hit, massive, generic and slightly distorted impact. CH-DS HIT Fire 09.wav HIT FIRE Short flame impact with wide stereo echoes.	CH-DS HIT Fire 06.wav	HIT FIRE Strong fire whoosh-in, clear impact with some fire crackling. Short reverberant tail.
CH-DS HIT Fire 09.wav HIT FIRE Long whoosh-in, boomy impact and crackling hit. Soft reverberant tail. CH-DS HIT Fire 10.wav HIT FIRE Short flame impact with wide stereo echoes.	CH-DS HIT Fire 07.wav	HIT FIRE Metallic slam with flame sounds wandering from left to right after the impact. Explosion echoes in the tail.
CH-DS HIT Fire 10.wav HIT FIRE Short flame impact with wide stereo echoes.	CH-DS HIT Fire 08.wav	HIT FIRE Muffled explosive hit, massive, generic and slightly distorted impact.
·	CH-DS HIT Fire 09.wav	HIT FIRE Long whoosh-in, boomy impact and crackling hit. Soft reverberant tail.
CH-DS HIT Low 01.wav HIT LOW Metallic whoosh-in, tonal ending and low, boomy hit.	CH-DS HIT Fire 10.wav	HIT FIRE Short flame impact with wide stereo echoes.
	CH-DS HIT Low 01.wav	HIT LOW Metallic whoosh-in, tonal ending and low, boomy hit.



CINEMATIC HITS - DESIGNED - DATA SHEET



FILENAME	DESCRIPTION
CH-DS HIT Low 02.wav	HIT LOW Low and tight impact with metallic reverb tail.
CH-DS HIT Low 03.wav	HIT LOW Metallic soft impact, smooth low end and tail.
CH-DS HIT Low 04.wav	HIT LOW Smacking impact with short low frequency kick and dense reverb tail.
CH-DS HIT Low 05.wav	HIT LOW Flamming, smacking impact, short tail.
CH-DS HIT Low 06.wav	HIT LOW Soft deep impact with rumbling tail. Subtle fluttering during initial hit.
CH-DS HIT Low 07.wav	HIT LOW Deep and epic solo drum hit, hollow and tonal character.
CH-DS HIT Low 08.wav	HIT LOW Flamming dull impact, distant explosion.
CH-DS HIT Low 09.wav	HIT LOW Short whoosh-in leads to subtle smacking low hit. Long reverb tail.
CH-DS HIT Low 10.wav	HIT LOW Bouncing, metallic soft hit. Rumbling tail evolving to reverb.
CH-DS HIT Massive 01.wav	HIT MASSIVE Tight metallic impact with high metal ring out and reverb tail.
CH-DS HIT Massive 02.wav	HIT MASSIVE Rolling in metallic smash, high metallic element and dense reverb tail.
CH-DS HIT Massive 03.wav	HIT MASSIVE Large metallic hit, short metallic ring out and slightly tonal reverb tail.
CH-DS HIT Massive 04.wav	HIT MASSIVE Punchy impact with high and sustained anvil hit. Rumbling tail.
CH-DS HIT Massive 05.wav	HIT MASSIVE Metal crash with short, high metal ring out. Rumbling ending.
CH-DS HIT Massive 06.wav	HIT MASSIVE Metal impact with high element and tonal, lower metal ring out. Bell character, long tail.
CH-DS HIT Massive 07.wav	HIT MASSIVE Short metallic whoosh-in, high metallic impact with ringing out element. Short metallic tail.
CH-DS HIT Massive 08.wav	HIT MASSIVE Short and heavy smash, high metallic element and reverb only tail.
CH-DS HIT Massive 09.wav	HIT MASSIVE Distorted impact with clean, high metallic ringing element.
CH-DS HIT Massive 10.wav	HIT MASSIVE Big impact with damped, high metal hit. Metallic, short reverb.
CH-DS HIT Massive 11.wav	HIT MASSIVE Scraping lead in, epic hit with different high metallic elements ringing out. Rumbling reverb tail.
CH-DS HIT Massive 12.wav	HIT MASSIVE Big metal hit, lower metallic ringing and short lead in. Flamming hit and short reverb tail.
CH-DS HIT Metal Crash 01.wav	HIT METAL CRASH Epic metal impact with generic reverb tail.
CH-DS HIT Metal Crash 02.wav	HIT METAL CRASH Short metallic slide into a metal impact with high chain elements. Dense and low reverb tail.
CH-DS HIT Metal Crash 03.wav	HIT METAL CRASH Dull metal impact with short whoosh-in and high, short metal chain element.
CH-DS HIT Metal Crash 04.wav	HIT METAL CRASH Rattling large chain elements combined with short sliding intro and low reverb tail.
CH-DS HIT Metal Crash 05.wav	HIT METAL CRASH Intense metal crash, high clacking and rattling metal elements and massive reverb tail.
CH-DS HIT Metal Crash 06.wav	HIT METAL CRASH Low and fat metal impact, bell type ring out and subtle distortion. Metallic tail.
CH-DS HIT Metal Crash 07.wav	HIT METAL CRASH Short and tight rattling metal impact with thunderous echoes and metal room reverb.
CH-DS HIT Metal Crash 08.wav	HIT METAL CRASH Crunchy metallic slide in, deep impact with echoing and rumbling tail.
CH-DS HIT Metal Crash 09.wav	HIT METAL CRASH Hard metal impact with pieces bouncing off. Tight bass frequencies and reverberant tail.
CH-DS HIT Metal Crash 10.wav	HIT METAL CRASH Snapping metal hits like huge doors or gates, chain element after the impact, and large reverb.
CH-DS HIT Metal Crash 11.wav	HIT METAL CRASH Short metal hit with some high metallic elements ringing out. Reveberant ending.
CH-DS HIT Metal Crash 12.wav	HIT METAL CRASH Low metal impact, subtly distorted mids. Short chain elements and airy reverb.

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FILENAME	DESCRIPTION
CH-DS HIT Metal Crash 13.wav	HIT METAL CRASH Harsh and tonal metal impact with aggresive and short slide in.
CH-DS HIT Metal Crash 14.wav	HIT METAL CRASH Large chain impact, massive and big low hit with large room reverb.
CH-DS HIT Metal Crash 15.wav	HIT METAL CRASH Tight impact with snapping mechanic. Dense and sustained low end and subtle evolving reverb.
CH-DS HIT Metal Crash 16.wav	HIT METAL CRASH Metallic smash with subtle metallic rattling. Short rumbling at the beginning and open reverb ending.
CH-DS HIT Metal Crash 17.wav	HIT METAL CRASH Short and tight metal impact. Rumbling tail.
CH-DS HIT Metal Crash 18.wav	HIT METAL CRASH Sliding in metal crash, high metallic ring out and rumbling.
CH-DS HIT Metal Crash 19.wav	HIT METAL CRASH Full range hit with short, high metal impact. Very low tail.
CH-DS HIT Metal Crash 20.wav	HIT METAL CRASH Tonal hit, rattling high metallic element and rumbling end.
CH-DS HIT SciFi 01.wav	HIT SCI FI Tonal Synthesized impact. Loud and defined with a short low impact.
CH-DS HIT SciFi 02.wav	HIT SCI FI Metallic snaps with electronic power sizzling wandering in the stereo image.
CH-DS HIT SciFi 03.wav	HIT SCI FI Tonal synthetic impact, dropping bass frequencies.
CH-DS HIT SciFi 04.wav	HIT SCI FI Synthetic whoosh-in, drum smashing hit and electronic crackles in the tail. Boomy sustained tonal bass.
CH-DS HIT SciFi 05.wav	HIT SCI FI Distorted impact followed by snythesized tone.
CH-DS HIT SciFi 06.wav	HIT SCI FI Metal impact with granular-style ending.
CH-DS HIT SciFi 07.wav	HIT SCI FI Tight hit with high synthetic ending.
CH-DS HIT SciFi 08.wav	HIT SCI FI Soft, low and tonal hit with damped synthesized, sustained tone.
CH-DS HIT SciFi 09.wav	HIT SCI FI High metal hit combined with high synthesied tone and rhytmic elements.
CH-DS HIT SciFi 10.wav	HIT SCI FI Crazy science fiction sound, vowel reverb ending, lots of sizzling and electronic sounds.
CH-DS HIT SciFi Low 01.wav	HIT SCI FI LOW Soft synthesized tonal aspect with boomy initial hit.
CH-DS HIT SciFi Low 02.wav	HIT SCI FI LOW Big low and distant drum impact, tonal and reverberant tail.
CH-DS HIT SciFi Low 03.wav	HIT SCI FI LOW Soft whoosh-in, tonal bass drop and echoing, thunderous tail.
CH-DS HIT SciFi Low 04.wav	HIT SCI FI LOW Tight, soft hit with very vocal and eerie tail.
CH-DS HIT SciFi Low 05.wav	HIT SCI FI LOW Soft metallic chain impact with metallic reverb and rumbling tail.
CH-DS HIT SciFi Low 06.wav	HIT SCI FI LOW Short low hit, high tonal snythesized metallic ring out and morphing, eerie reverb tail.
CH-DS HIT SciFi Low 07.wav	HIT SCI FI LOW Massive hit with dropping low end, synthesized grain sound with high electronic sizzling.
CH-DS HIT SciFi Low 08.wav	HIT SCI FI LOW Soft bit crushed impact. Some tonal character, smooth reverb.
CH-DS HIT SciFi Low 09.wav	HIT SCI FI LOW Explosive impact and rumbling tail combined with synthetic tone.
CH-DS HIT SciFi Low 10.wav	HIT SCI FI LOW Very long and smooth tone with boomy hit and rumbling.
CH-DS HIT Slam 01.wav	HIT SLAM Metallic double hit with dense reverb tail.
CH-DS HIT Slam 02.wav	HIT SLAM Short and direct drum hit. Subtle crackles at the very beginning.
CH-DS HIT Slam 03.wav	HIT SLAM Deep and hard hit. Soft reverb tail.
CH-DS HIT Slam 04.wav	HIT SLAM Short and tight metallic hit with short fire whoosh-in. Generic reverb tail.
CH-DS HIT Slam 05.wav	HIT SLAM Harsh drum ensemble hit, very tight, big reverb ending.



CINEMATIC HITS - DESIGNED - DATA SHEET



FILENAME	DESCRIPTION
CH-DS HIT Slam 06.wav	HIT SLAM Epic tom hit in a big room. Short and cracking transients.
CH-DS HIT Slam 07.wav	HIT SLAM Slightly distorted hit with short dropping bass and sizzling high element.
CH-DS HIT Slam 08.wav	HIT SLAM Large drum ensemble, epic and big character. Dense reverb and subtle rumbling in the tail.
CH-DS HIT Slam 09.wav	HIT SLAM Very clean and hard drum impact.
CH-DS HIT Slam 10.wav	HIT SLAM Big drum impact with chain element. Short with high reverb and rumbling tail.
CH-DS HIT Epic Drums 01.wav	HIT DRUM LARGE Smacking, massive tom and taiko hit, full, low tail.
CH-DS HIT Epic Drums 02.wav	HIT DRUM LARGE Massive taiko and tom hit with boomy, rumbling tail.
CH-DS HIT Epic Drums 03.wav	HIT DRUM LARGE Massive, tight taiko and tom hit with short high metallic element.
CH-DS HIT Epic Drums 04.wav	HIT DRUM LARGE Massive, crashing taiko and tom hit with full, low reverb tail.
CH-DS HIT Epic Drums 05.wav	HIT DRUM LARGE Tight drum hit, taiko and tom with full, low tail.