

Cracklehead

Library	Manufacturer	Filename	Description	Keywords	Duration	Category	SubCategory	VendorCategory	URL	Channels	BWOriginator	SampleRate	BitDepth	TrackYear
Cracklehead	badsound	DSGNGran_CONTINUOUS INTENSE-Click Storm_BS_Cracklehead.wav	Continuous stream of sharp, scattered clicks forming an intense wide stereo image. The rapid transient activity creates a nervous, high-density texture reminiscent of a Geiger counter reacting to heavy radiation. Crisp, bright micro-impacts move across the stereo field, building a restless, electrical atmosphere. Ideal for radiation zones, sci-fi interfaces, glitch beds, particle storms, or tense environmental sound design.	geiger counter, radiation clicks, click storm, continuous clicking, wide stereo, granular texture, electrical noise, glitch bed, sci fi ambience, particle sound, nervous texture, high density transients, sound design element	00:57.701	DESIGNED	GRANULAR	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
Cracklehead	badsound	DSGNGran_CONTINUOUS INTENSE-Synthetic Particle Storm_BS_Cracklehead.wav	Continuous synthetic movement of stone-like particles in a wide stereo field. Sharp clicks and small impacts collide and scatter across the image, creating a dense granular storm with a mineral, rock-inspired character. The texture feels like artificial debris or digital gravel tumbling in space, combining crisp transients with layered spatial motion. Powerful and detailed, ideal for sci-fi particle systems, debris fields, collapsing structures, magical stone swarms, or high-energy transition beds.	synthetic stones, particle storm, rock impacts, granular clicks, digital debris, wide stereo texture, continuous impacts, mineral texture, sci fi particles, rubble movement, glitch gravel, sound design element	00:49.261	DESIGNED	GRANULAR	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
Cracklehead	badsound	DSGNGran_CONTINUOUS MODERATE-Bass Clicks And Cracks_BS_Cracklehead.wav	Continuous stream of deep, dull clicks spread across a wide stereo image. The transients are heavier and more muted than a typical Geiger counter, creating a low-toned radiation texture with weight and depth. The scattered impacts form an unsettling, pulsing bed of granular activity, like distant radioactive debris or underground particle interference. Dark and spacious, ideal for radiation zones, sci-fi reactors, subterranean ambiances, or ominous environmental textures.	deep clicks, dull transients, geiger counter low, radiation texture, wide stereo, bass clicks, granular bed, sci fi ambience, radioactive zone, underground particles, dark texture, sound design element	00:50.434	DESIGNED	GRANULAR	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
Cracklehead	badsound	DSGNGran_CONTINUOUS MODERATE-Bouncy Bass Clicks And Cracks_BS_Cracklehead.wav	Continuous bass-heavy impacts spreading across a wide stereo image, forming a rhythmic bed of low-frequency thumps and scattered sub-driven cracks. The texture blends distant fireworks-like bursts with an unstable radiation-style pulse, combining weighty low-end hits and granular transient detail. Spacious yet dense, the stereo field feels alive with bouncing energy and rolling pressure waves. Ideal for sci-fi reactors, radioactive zones, distant explosions, cinematic tension beds, or low-end transition textures.	bass impacts, low frequency hits, wide stereo, fireworks bursts, radiation texture, sub thumps, granular cracks, cinematic low end, sci fi ambience, explosive bed, deep impacts, sound design element	01:08.713	DESIGNED	GRANULAR	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
Cracklehead	badsound	DSGNGran_CONTINUOUS MODERATE-Bouncy Clicks And Cracks_BS_Cracklehead.wav	Continuous vinyl-style clicks and crackles spread across a wide stereo image. The texture blends classic record surface noise with scattered transient pops, forming an active radiation-like bed of granular activity. Bright micro-clicks and subtle crackle layers move across the stereo field, creating a restless, noisy atmosphere with analog character. Ideal for lo-fi ambiances, radioactive zones, glitch beds, distressed transitions, or textured noise layers in sound design.	vinyl clicks, record crackle, surface noise, radiation texture, wide stereo, continuous crackle, analog noise, granular pops, lo fi ambience, glitch bed, noisy texture, sound design element	01:01.610	DESIGNED	GRANULAR	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
Cracklehead	badsound	DSGNGran_CONTINUOUS MODERATE-Dull Broken Clicks And Cracks_BS_Cracklehead.wav	Continuous stream of high-cut clicks distributed across a wide stereo image. The softened transients and reduced top-end give the texture a filtered, slightly muffled Geiger counter character, as if heard through walls or protective gear. Subtle crackles and restrained micro-impacts create a steady radiation-like bed with controlled brightness and spatial movement. Atmospheric and understated, ideal for distant radioactive zones, muted glitch layers, filtered noise beds, or tense environmental ambiances.	high cut clicks, filtered geiger counter, radiation texture, muffled crackle, wide stereo, continuous clicking, subdued transients, glitch bed, distant interference, granular noise, sci fi ambience, sound design element	00:50.981	DESIGNED	GRANULAR	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
Cracklehead	badsound	DSGNGran_CONTINUOUS MODERATE-Dull Clicks And Cracks_BS_Cracklehead.wav	Continuous layer of scattered clicks combined with a low rolling rumble in a wide stereo image. Sharp granular transients sit on top of a deeper stone-like boulder movement, creating a hybrid texture that blends radiation-style ticking with heavy subterranean mass. The stereo field feels expansive and unstable, as if particles are colliding above a shifting rocky foundation. Ideal for radioactive landscapes, collapsing caverns, seismic sci-fi reactors, or tension-building environmental beds.	radiation clicks, stone rumble, boulder movement, granular transients, wide stereo texture, continuous clicking, low frequency rumble, seismic ambience, underground movement, sci fi environment, debris bed, sound design element	01:00.899	DESIGNED	GRANULAR	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
Cracklehead	badsound	DSGNGran_CONTINUOUS MODERATE-Granular Fireplace Texture_BS_Cracklehead.wav	A stylized fireplace texture created through granular processing of burning wood sounds. The result blends recognizable crackling fire elements with a slightly abstract, granular character that introduces shimmering micro-textures and subtle rhythmic movement. The sound retains the warmth of a fireplace while adding an experimental, synthetic layer of detail. Ideal for magical fires, stylized environments, fantasy ambiances, and game scenes requiring a hybrid organic-synthetic fire texture.	granular fireplace, processed fire, stylized fire crackle, granular texture, magical fire, fantasy ambience, game sound effect, experimental fire, synthetic crackle, abstract fire sound, processed flame, textured fire loop, atmospheric crackle, hybrid fire sound, granular sound design	01:32.213	DESIGNED	GRANULAR	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
Cracklehead	badsound	DSGNGran_CONTINUOUS MODERATE-Small Stone Particle Shuffling_BS_Cracklehead.wav	Continuous delicate movement of tiny stones and pebbles, forming a light granular drip texture with subtle vinyl-like dust detail. Small particle impacts and fine shuffling transients create a steady, rain-like scatter across the stereo field. The sound blends mineral grit with soft surface crackle, evoking falling debris, trickling gravel, or stylized vinyl dust noise. Detailed and versatile, ideal for particle beds, light rubble movement, dusty transitions, or textured environmental layering.	small stones, pebbles, granular drip, particle shuffling, vinyl dust, light debris, gravel movement, continuous texture, mineral grit, rain like scatter, surface crackle, sound design element	01:02.632	DESIGNED	GRANULAR	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
Cracklehead	badsound	DSGNGran_CONTINUOUS MODERATE-Stone Cobble Shuffle_BS_Cracklehead.wav	Continuous cascade of small stone falls with layered clicks and scattered impacts, forming an active granular bed. Pebble-sized collisions and sharp mineral transients create a textured shuffle reminiscent of loose cobblestones in motion. Fine surface crackle adds a subtle vinyl-dust character, giving the sound an extra layer of high-frequency detail. Natural yet slightly stylized, ideal for debris movement, collapsing rubble, particle simulations, or textured environmental ambiances.	stone falls, pebble impacts, cobble shuffle, granular clicks, mineral transients, debris movement, vinyl dust texture, continuous impacts, rubble bed, particle layer, gravel cascade, sound design element	00:58.149	DESIGNED	GRANULAR	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
Cracklehead	badsound	DSGNGran_CONTINUOUS MODERATE-Synthetic Particle Storm_BS_Cracklehead.wav	Continuous stream of synthetic laser-like particles moving across a wide stereo image. Sharp clicks and high-frequency micro-impacts create a dense radiation-style texture with a distinctly digital edge. The stereo field feels active and energized, as if beams or particles are scattering in all directions. Crisp, precise, and spatially animated, ideal for sci-fi interfaces, energy shields, radiation zones, laser storms, or futuristic ambient beds.	synthetic particles, laser clicks, radiation texture, wide stereo, digital crackle, sci fi ambience, energy field, particle storm, high frequency transients, glitch bed, futuristic texture, sound design element	01:10.000	DESIGNED	GRANULAR	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
Cracklehead	badsound	DSGNGran_CONTINUOUS MODERATE-Synthetic Wet Laser Particle Storm_BS_Cracklehead.wav	Continuous stream of synthetic, bouncy laser-like particles spread across a wide stereo image. Crisp clicks and elastic micro-impacts ricochet through the field, creating a lively radiation-style texture with a slightly wet, reactive character. The sound feels energetic and kinetic, as if charged particles are colliding and rebounding in a contained energy chamber. Bright, detailed, and spatially animated, ideal for sci-fi interfaces, plasma fields, radiation zones, holographic systems, or futuristic ambient beds.	synthetic particles, bouncy laser clicks, radiation texture, wide stereo, elastic transients, digital crackle, sci fi ambience, plasma field, particle storm, energetic clicks, futuristic noise, sound design element	00:59.362	DESIGNED	GRANULAR	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
Cracklehead	badsound	DSGNGran_CONTINUOUS SUBTLE-Sparse Click Storm_BS_Cracklehead.wav	Continuous sparse clicks spread across a wide stereo image, forming a delicate Geiger counter-style radiation texture with an ASMR-like intimacy. Light, crisp transients appear and disappear across the stereo field, creating a calm yet slightly unsettling granular atmosphere. The space feels open and detailed, with each micro-click clearly defined against a quiet background. Subtle and precise, ideal for radioactive ambiances, tension beds, microscopic particle movement, or textured ASMR-style sound design.	geiger counter, radiation clicks, sparse click storm, wide stereo, continuous clicking, ASMR texture, granular transients, subtle crackle, sci fi ambience, particle movement, minimal noise bed, sound design element	00:55.765	DESIGNED	GRANULAR	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
Cracklehead	badsound	DSGNGran_IMPACT LONG MODERATE-Gritty Impact With Bouncy Long Tail_BS_Cracklehead.wav	Long variations of gritty click impacts with an elastic, bouncy tail. Each hit combines sharp granular stone-like transients with a resonant decay that rebounds and spreads outward. The texture evokes gravel, boulders, and fractured rock, enhanced by a subtle vinyl-style crackle that adds dusty surface detail. The result is a hybrid impact that feels both mineral and stylized, with tactile grit and spatial movement. Ideal for rocky debris hits, stylized stone impacts, trailer sweeteners, or textured transition accents.	gritty impact, stone click, gravel hit, boulder impact, rock transients, bouncy tail, vinyl crackle, mineral texture, debris hit, resonant decay, granular impact, sound design element	01:03.000	DESIGNED	GRANULAR	IMPACT LONG MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved.	96000	24	2026

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Cracklehead	badsound	DSGNGran_IMPACT LONG SUBTLE-Dull Broken Clicks And Cracks_BS_Cracklehead.wav	Long variations of high-cut clicks spread across a wide stereo image, creating a soft, filtered Geiger counter-style radiation texture with an intimate ASMR character. The transients are gently rolled off in the top end, resulting in muted, dusty clicks and restrained crackle that feel close and detailed without being harsh. Subtle stereo movement enhances the sense of space while maintaining a calm, microscopic intensity. Ideal for distant radiation zones, filtered glitch beds, subtle tension layers, or ASMR-inspired sound design.	high cut clicks, filtered geiger counter, radiation texture, muted crackle, wide stereo, ASMR clicks, soft transients, subtle noise bed, granular detail, distant interference, sci fi ambience, sound design element	00:48.000	DESIGNED	GRANULAR	IMPACT LONG SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	DSGNGran_IMPACT SHORT INTENSE-Heavy Impact With Bouncy Bass Click Tails_BS_Cracklehead.wav	Short variations of distorted, bouncy impacts followed by gritty, click-infused tails. Each hit delivers a heavy, driven transient with elastic rebound and textured granular breakup. The decay carries sharp clicks and abrasive detail, blending low-end weight with fractured, crackling grit. Energetic and aggressive, ideal for cinematic punches, glitch-infused impacts, trailer accents, or stylized debris hits with character and movement.	distorted impact, bouncy hit, gritty tail, bass punch, clicky decay, granular crackle, heavy transient, cinematic impact, trailer hit, glitch texture, abrasive detail, sound design element	00:29.000	DESIGNED	GRANULAR	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	DSGNGran_IMPACT SHORT MODERATE-Gritty Short Impact With Bouncy Decay_BS_Cracklehead.wav	Short variations of distorted impacts followed by a bouncy, clicky, gritty tail. Each hit delivers a compressed, slightly overdriven transient that breaks into granular crackle and elastic rebound. The decay carries textured clicks and abrasive detail, giving the sound a hybrid character between stone debris and stylized digital grit. Punchy and characterful, ideal for glitchy impacts, trailer sweeteners, stylized rock hits, or aggressive transition accents.	distorted impact, gritty tail, bouncy decay, clicky transients, granular crackle, overdriven hit, elastic rebound, rock debris texture, glitch impact, trailer sweetener, abrasive texture, sound design element	00:27.000	DESIGNED	GRANULAR	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	DSGNGran_IMPACT SHORT MODERATE-Gritty Very Short Impact_BS_Cracklehead.wav	Short variations of compact distorted impacts with a subtle gritty tail. Each hit features a tight, slightly overdriven transient followed by a restrained granular crackle that fades quickly. The texture feels controlled and focused, blending mild distortion with fine abrasive detail without overpowering the initial punch. Clean yet characterful, ideal for UI impacts, glitch accents, stylized debris hits, or tight transition sweeteners in sound design.	distorted impact, short hit, gritty tail, subtle crackle, overdriven transient, granular texture, compact punch, glitch accent, debris impact, tight transition, abrasive detail, sound design element	00:27.000	DESIGNED	GRANULAR	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	DSGNGran_IMPACT SHORT SUBTLE-Granular Dull Clicks_BS_Cracklehead.wav	Short variations of high-cut, granular clicks dispersed across a wide stereo image. The softened top-end gives each transient a muted, filtered Geiger counter character, evoking subtle radiation activity with an intimate ASMR feel. The clicks are dry, dusty, and controlled, with delicate spatial spread and restrained crackle detail. Minimal yet texturally rich, ideal for subtle radioactive atmospheres, filtered glitch layers, microscopic particle movement, or tension-building ambient design.	high cut clicks, granular dull clicks, filtered geiger counter, radiation texture, ASMR click, wide stereo, muted transients, subtle crackle, minimal noise bed, particle detail, sci fi ambience, sound design element	00:45.000	DESIGNED	GRANULAR	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	DSGNGran_IMPACT SHORT SUBTLE-Granular Heavy Clicks Short Tail_BS_Cracklehead.wav	Short variations of wet, stone- and pebble-like drips formed by heavy granular particles. Each impact delivers a dense, mineral click with a slightly moist, weighty character and a compact tail. The texture blends rocky transients with subtle liquid undertones, suggesting saturated gravel or thick droplets striking hard surfaces. Tactile and grounded, ideal for wet debris impacts, cavern drips, heavy particle simulations, or stylized environmental details.	wet stone drips, pebble impact, heavy particles, mineral clicks, granular impact, rocky drip, damp debris, short tail hit, cavern texture, dense transients, stone droplets, sound design element	00:18.000	DESIGNED	GRANULAR	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	DSGNGran_IMPACT SHORT SUBTLE-Granular Heavy Clicks With Decay_BS_Cracklehead.wav	Short variations of wet, stone- and pebble-like drips created from heavy granular particles with an extended decay. Each hit combines a dense mineral click with a damp, weighty character that trails into a longer textured tail. The impacts feel like saturated gravel or thick droplets striking rock, followed by subtle resonant debris movement. Rich and tactile, ideal for cavern drips, wet rubble falls, heavy particle simulations, or dark environmental detailing in sound design.	wet stone drips, pebble impact, heavy particles, mineral clicks, granular impact, rocky drip, damp debris, longer tail, cavern ambience, dense transients, stone droplets, sound design element	00:54.000	DESIGNED	GRANULAR	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	DSGNGran_IMPACT SHORT SUBTLE-Synthetic Particle Storm Variations_BS_Cracklehead.wav	Short variations of synthetic laser-like particles with a subtle springy character, spread across a wide stereo image. Each hit features crisp, digital micro-transients with elastic rebound and light tonal resonance, creating a sense of energetic particle discharge. The stereo field feels open and animated, with fine spatial movement and precise, high-frequency detail. Clean and futuristic, ideal for sci-fi interfaces, holographic UI elements, energy pulses, or stylized particle impacts.	synthetic particles, laser clicks, springy impact, wide stereo, digital transients, elastic rebound, sci fi texture, particle burst, holographic UI, energy pulse, futuristic sound, sound design element	00:27.000	DESIGNED	GRANULAR	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	DSGNGran_IMPACT SHORT SUBTLE-Very Quick Synthetic Particle Storm Variations_BS_Cracklehead.wav	Short variations of very quick synthetic laser-like particles with a springy, elastic character, spread across a wide stereo image. Each burst delivers tight, high-frequency micro-clicks with a subtle rebound, creating a crisp and energetic digital texture. The stereo field feels spacious and animated, with precise transient detail and light tonal resonance. Fast and controlled, ideal for sci-fi UI ticks, holographic interactions, energy sparks, or futuristic particle accents.	synthetic particles, short laser clicks, springy burst, wide stereo, quick transients, digital micro clicks, elastic rebound, sci fi UI, energy spark, particle accent, futuristic texture, sound design element	00:18.000	DESIGNED	GRANULAR	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	DSGNlmpT_IMPACT SHORT INTENSE-Wooden Punch With Short Plastic Rattle_BS_Cracklehead.wav	Variations of wood and plastic being struck with force, delivering sharp, punchy impacts with a hard, axe-like character. Each hit captures solid wooden body resonance combined with short plastic rattle and debris movement, creating a layered hybrid texture. The transients are tight and aggressive, with crisp attack and compact decay that cuts clearly through a mix. Bold and percussive, ideal for weapon impacts, tool strikes, construction hits, or stylized action sound design.	wood impact, plastic impact, axe hit, hard strike, wooden punch, hybrid impact, tool strike, construction hit, debris rattle, sharp transient, percussive hit, short impact, action sound, Foley impact, sound design element	00:27.000	DESIGNED	IMPACT	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FIREBurn_CONTINUOUS MODERATE-Indoor Fireplace Wood Burn_BS_Cracklehead.wav	A continuous recording of wood burning inside an indoor fireplace with moderate intensity. The sound features steady flame activity combined with detailed crackling, popping embers, and subtle wood combustion textures. Warm and natural, the fire produces a comfortable interior ambience with lively crackle detail and soft flame movement. Ideal for cozy environments, cabins, interior ambience, cinematic backgrounds, and game scenes requiring natural fireplace atmosphere.	fireplace burn, indoor fire, wood crackle, burning wood, fire ambience, cozy fireplace, game sound effect, cabin atmosphere, crackling fire, ember pops, warm ambience, interior fire sound, natural flame, burning logs, fireplace loop	00:36.977	FIRE	BURNING	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_CONTINUOUS INTENSE-Cornflakes Crunch Slow_BS_Cracklehead.wav	Continuous crunching and grinding of large amounts of cornflakes, producing dense brittle crackle and dry granular friction. The flakes compress, snap, and break apart under pressure, creating layered high-frequency crunch with dusty midrange breakup. The texture is busy and restless, filled with sharp fractures, crumbling debris, and constant surface agitation. Dry, brittle, and organic, ideal for bone-crush layers, brittle destruction beds, creature chewing textures, or detailed granular sound design.	cornflakes crunch, cereal crush, brittle crackle, dry crunch, granular friction, food breaking, crunchy debris, organic texture, crumbling sound, bone crush layer, creature chew, continuous crunch, sound design element	00:37.762	FOOD & DRINK	INGREDIENTS	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_CONTINUOUS INTENSE-Cornflakes Intense Movement_BS_Cracklehead.wav	Continuous handling and movement of a large amount of cornflakes, producing dense dry friction and layered rustling without noticeable breaking. The flakes slide, shift, and rub against each other, creating a textured granular bed of soft scraping and papery agitation. The sound remains brittle and organic but focused on surface movement rather than sharp fractures. Busy and detailed, ideal for granular debris beds, organic texture layers, creature skin movement, or subtle environmental rustle in sound design.	cornflakes movement, cereal friction, dry rustle, granular texture, food handling, organic debris, papery scrape, continuous movement, brittle texture, friction layer, creature skin texture, sound design element	00:27.799	FOOD & DRINK	INGREDIENTS	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_CONTINUOUS INTENSE-Noodles Endless Crackling Without Breaking_BS_Cracklehead.wav	Super close-up loop of dry noodles being crunched and broken, delivering dense brittle fracture and sharp splintering detail. The extreme proximity emphasizes crisp high-frequency snaps, woody crack, and granular breakup as the rigid strands compress and shatter. The texture is dry, aggressive, and graphic, evoking bone-breaking and visceral gore-like crunch with relentless crackling energy. Tight and intense, ideal for bone snaps, violent creature bites, gore layers, or brutal organic destruction in sound design.	dry noodles crunch, bone break, gore texture, violent crack, brittle fracture, splintering snap, granular debris, organic destruction, creature bite, graphic crunch, close up crackle, sound design element	00:29.732	FOOD & DRINK	INGREDIENTS	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_CONTINUOUS MODERATE-Cornflakes Few Movement_BS_Cracklehead.wav	Continuous crunching and grinding of a small amount of cornflakes, producing lighter brittle crackle and controlled granular friction. The flakes compress and fracture with defined snaps and dry crumbling detail, but with more space and articulation between movements compared to dense layers. The texture feels airy yet textured, with crisp high-frequency breakup and subtle dusty debris. Natural and versatile, ideal for soft bone-like crunch layers, creature chewing textures, light debris beds, or granular organic sound design.	cornflakes crunch, cereal crush, brittle crackle, dry crunch, granular friction, food breaking, crunchy debris, organic texture, crumbling sound, light crunch, creature chew, continuous movement, sound design element	00:56.335	FOOD & DRINK	INGREDIENTS	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026

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Cracklehead	badsound	FOODIngr_CONTINUOUS MODERATE-Cornflakes Medium Movement_BS_Cracklehead.wav	Continuous handling and movement of a smaller amount of cornflakes, producing light dry friction and airy granular rustling without distinct breaking. The flakes gently slide and shift against one another, creating subtle papery scrape and soft textured agitation with more space between details. The sound is brittle yet restrained, focused purely on surface movement rather than fracture. Clean and natural, ideal for granular debris beds, organic rustle layers, creature skin textures, or subtle environmental Foley in sound design.	cornflakes movement, cereal friction, dry rustle, granular texture, food handling, organic debris, papery scrape, continuous movement, subtle friction, brittle texture, light rustle, sound design element	00:36.150	FOOD & DRINK	INGREDIENTS	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_CONTINUOUS MODERATE-Noodles Large Chunks Movement_BS_Cracklehead.wav	Dry large chunks of noodles being tumbled and handled, producing woody clatter, brittle shifting, and layered granular movement. The rigid pieces knock and scrape against each other with dry, hollow clicks and papery friction as they are rummaged and jumbled. The texture feels busy yet controlled, resembling someone searching through a container of hard, lightweight fragments. Natural and tactile, ideal for rummaging scenes, debris beds, organic prop handling, or textured movement layers in sound design.	dry noodles movement, noodle chunks, rummage sound, granular clatter, brittle knock, food handling, jumble texture, searching sound, woody click, organic debris, continuous movement, sound design element	01:09.718	FOOD & DRINK	INGREDIENTS	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_CONTINUOUS MODERATE-Noodles Medium Chunks Movement_BS_Cracklehead.wav	Dry noodles being tumbled and handled, producing crisp brittle clatter and layered granular rustle. The pieces knock, scrape, and shift against each other with dry woody clicks and papery friction, creating a natural rummaging texture. The movement feels like searching through a container of lightweight fragments, with constant jumble and subtle debris agitation. Detailed and organic, ideal for rummage scenes, prop handling, granular debris beds, or textured movement layers in sound design.	dry noodles movement, noodle handling, rummage sound, granular clatter, brittle knock, food jumble, searching texture, papery friction, organic debris, container shuffle, continuous movement, sound design element	01:09.441	FOOD & DRINK	INGREDIENTS	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_CONTINUOUS SUBTLE-Noodles Small Chunks Movement_BS_Cracklehead.wav	Dry tiny broken noodles being tumbled and handled, producing bright, high-frequency granular clatter and fine brittle rustle. The small fragments shift and scrape against each other with light woody clicks and crisp papery friction, creating an airy rummaging texture. The movement feels like searching through a container of tiny dry pieces, with constant jumble and sparkling surface agitation. Bright and detailed, ideal for subtle rummage scenes, granular debris beds, prop handling, or refined organic texture layering in sound design.	dry noodles movement, tiny noodle pieces, granular clatter, bright rustle, rummage sound, brittle knock, food handling, searching texture, papery friction, organic debris, container shuffle, subtle movement, sound design element	00:39.932	FOOD & DRINK	INGREDIENTS	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_IMPACT SHORT SUBTLE-Noodles Small Chunks Impact_BS_Cracklehead.wav	Quick variations of dry noodles being lightly tossed and thrown, producing small, brittle impacts and airy granular drops. Each take captures delicate scatter followed by fine woody clicks and subtle papery clatter as the tiny fragments hit and settle. The texture remains bright and dry, with crisp high-frequency detail and minimal density. Light and natural, ideal for subtle debris drops, food handling Foley, granular accents, or refined organic layering in sound design.	dry noodles impact, noodle toss, light granular drop, brittle click, food throw, papery clatter, dry texture, small fragments, subtle impact, organic debris, short drop, sound design element	00:18.000	FOOD & DRINK	INGREDIENTS	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_IMPACT SHORT INTENSE-Cornflakes Crunch Fast Wide_BS_Cracklehead.wav	Short variations of super wide cornflakes crunch delivering explosive brittle fracture and sharp granular breakup across the stereo field. Each hit features a fast, punchy transient followed by dense crackling debris and dusty crumble spreading left to right. The wide image enhances the sense of scale and physical impact, creating a vivid bone-breaking and gore-like texture. Aggressive, graphic, and highly detailed, ideal for bone snaps, creature bites, gore sweeteners, or cinematic organic impact layers.	cornflakes crunch, bone break, gore texture, wide stereo impact, brittle fracture, granular debris, organic destruction, cereal crush, crunchy snap, creature bite, graphic impact, stereo debris, sound design element	00:45.000	FOOD & DRINK	INGREDIENTS	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_IMPACT SHORT INTENSE-Cornflakes Crunch Fast_BS_Cracklehead.wav	Short variations of cornflakes crunch delivering sharp brittle snaps and dense granular breakup. Each hit features a tight, punchy transient followed by crackling debris and dry crumble, creating a convincing bone-breaking and gore-like texture. The fast fracture and layered crunch also evoke chewing and eating sounds with graphic organic detail. Aggressive and tactile, ideal for bone snaps, creature bites, gore sweeteners, or impactful chew layers in sound design.	cornflakes crunch, bone break, gore texture, chew sound, eating crunch, brittle fracture, granular debris, cereal crush, crunchy snap, creature bite, graphic impact, organic destruction, sound design element	00:45.000	FOOD & DRINK	INGREDIENTS	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_IMPACT SHORT INTENSE-Cornflakes Hard Impact_BS_Cracklehead.wav	Short, hard impact of cornflakes being smashed with force, producing explosive brittle fracture and dense granular breakup. The hit delivers a sharp, aggressive transient followed by rapid crackling debris and dry crumble, creating a vivid bone-breaking and gore-like texture. The sound is punchy and graphic, with layered crunchy detail and minimal tail. Ideal for bone snaps, creature bites, gore accents, or intense organic impact sweeteners in sound design.	cornflakes smash, bone break, gore crunch, hard impact, brittle fracture, granular debris, cereal crush, crunchy snap, creature bite, graphic impact, organic destruction, sound design element	00:45.000	FOOD & DRINK	INGREDIENTS	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_IMPACT SHORT INTENSE-Noodles Large Chunks Impact_BS_Cracklehead.wav	Quick variations of dry noodles being tossed and thrown, producing sharp impacts and brittle granular drops. Each take captures the airborne scatter followed by crisp woody knocks and papery debris clatter as the rigid pieces hit and bounce. The texture is dry and articulate, with bright high-frequency crackle and fast settling movement. Snappy and natural, ideal for debris drops, food toss Foley, granular impacts, or lightweight organic texture layering in sound design.	dry noodles impact, noodle toss, granular drop, brittle clatter, food throw, woody knock, papery debris, dry impact, scattered fragments, short drop, organic debris, sound design element	00:18.000	FOOD & DRINK	INGREDIENTS	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_IMPACT SHORT MODERATE-Cornflakes Crunch Small Fast_BS_Cracklehead.wav	Short variations of just a few cornflakes being crunched, producing tight brittle snaps and focused granular breakup. Each hit delivers a compact, dry fracture with sharp crackling detail and minimal debris tail, creating a precise bone-breaking character. The smaller quantity results in clearer articulation and isolated breaking texture, emphasizing crisp fracture and subtle crumble. Graphic yet controlled, ideal for bone snaps, light gore accents, creature bites, or detailed organic breaking layers in sound design.	cornflakes crunch, small crunch, bone break, gore texture, brittle snap, granular fracture, cereal crush, breaking sound, creature bite, organic crack, dry crumble, short impact, sound design element	00:27.000	FOOD & DRINK	INGREDIENTS	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_IMPACT SHORT MODERATE-Cornflakes Medium Drop A_BS_Cracklehead.wav	Short variations of cornflakes being dropped and lightly handled, producing crisp granular taps and dry papery movement. Each take captures small brittle impacts followed by subtle shifting and gentle press-and-release texture as the flakes settle. The sound combines light contact transients with airy crackle and controlled debris detail. Natural and versatile, ideal for food handling Foley, sprinkle effects, granular accents, or organic texture layering in sound design.	cornflakes drop, cereal handling, granular tap, papery rustle, food foley, light crunch, subtle debris, press release, organic texture, sprinkle sound, short impact, sound design element	00:18.000	FOOD & DRINK	INGREDIENTS	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_IMPACT SHORT MODERATE-Noodles Breaking Crackling Very Short_BS_Cracklehead.wav	Short variations of super close-up dry noodle breaking, delivering fast, punchy bone-like snaps with graphic brittle detail. Each take captures a tight tension peak followed by a sharp fracture and quick granular crumble, emphasizing crisp high-frequency crack and splintering texture. The extremely close perspective enhances the visceral character, making the break feel immediate and impactful. Compact and aggressive, ideal for quick bone snaps, creature bites, gore accents, or sharp organic impact layers in sound design.	dry noodles break, short bone snap, gore texture, brittle fracture, close up crack, splintering snap, granular crumble, organic destruction, creature bite, graphic crunch, quick impact, sound design element	00:18.000	FOOD & DRINK	INGREDIENTS	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_IMPACT SHORT MODERATE-Noodles Medium Chunks Impact_BS_Cracklehead.wav	Quick variations of dry noodles being tossed and thrown, producing crisp impacts and granular debris drops. Each take captures the scatter of rigid pieces followed by dry woody knocks and light papery clatter as they hit and settle. The texture is bright and brittle, with clean transients and fast decay that emphasize the dry, lightweight character of the material. Natural and detailed, ideal for debris drops, food toss Foley, granular impacts, or textured organic accents in sound design.	dry noodles impact, noodle toss, granular drop, brittle clatter, food throw, woody knock, papery debris, dry texture, scattered fragments, short impact, organic debris, sound design element	00:18.000	FOOD & DRINK	INGREDIENTS	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_IMPACT SHORT SUBTLE-Cornflakes Few Drop A_BS_Cracklehead.wav	Short variations of just a few cornflakes being dropped and lightly handled, producing soft granular taps and delicate papery movement. Each take captures small, brittle contacts followed by subtle shifting and light press-and-release texture as the flakes settle. The sound remains airy and detailed, with fine high-frequency crackle and minimal density. Natural and understated, ideal for subtle food handling, granular debris accents, light sprinkle effects, or refined organic layering in sound design.	cornflakes drop, cereal handling, soft granular tap, light crunch, papery movement, food sprinkle, subtle debris, brittle texture, press release, organic detail, foley food, sound design element	00:18.000	FOOD & DRINK	INGREDIENTS	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_IMPACT SHORT SUBTLE-Cornflakes Few Drop B_BS_Cracklehead.wav	Short variations of just a few cornflakes being dropped and lightly handled, producing soft granular taps and delicate papery movement. Each take captures small, brittle contacts followed by subtle shifting and light press-and-release texture as the flakes settle. The sound remains airy and detailed, with fine high-frequency crackle and minimal density. Natural and understated, ideal for subtle food handling, granular debris accents, light sprinkle effects, or refined organic layering in sound design.	cornflakes drop, cereal handling, soft granular tap, light crunch, papery movement, food sprinkle, subtle debris, brittle texture, press release, organic detail, foley food, sound design element	00:18.000	FOOD & DRINK	INGREDIENTS	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026

Library	Manufacturer	Filename	Description	Keywords	Duration	Category	SubCategory	VendorCategory	URL	Channels	BWOriginator	SampleRate	BitDepth	TrackYear
Cracklehead	badsound	FOODIngr_IMPACT SHORT SUBTLE-Noodles Tiny Bits Impact_BS_Cracklehead.wav	Quick variations of very small dry noodle fragments being tossed and thrown, producing fine, crisp impacts and bright granular drops. Each take captures light scatter followed by delicate papery clicks and subtle brittle clatter as the tiny bits hit and settle. The texture is dry and airy, with sparkling high-frequency detail and fast decay. Clean and precise, ideal for subtle debris drops, sprinkle effects, granular accents, or refined organic texture layering in sound design.	dry noodles impact, tiny noodle pieces, granular drop, brittle click, food toss, papery clatter, dry texture, small fragments, subtle impact, sprinkle sound, organic debris, sound design element	00:18.000	FOOD & DRINK	INGREDIENTS	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_LONG VARIATIONS INTENSE-Cornflakes Crunch Slow Wide_BS_Cracklehead.wav	Long variations of super wide cornflakes crunch, delivering expansive brittle fracture and dense granular breakup across the stereo field. The layered flakes snap, collapse, and grind into sharp high-frequency crackle with dusty midrange crumble, creating a visceral bone-breaking character. The wide image enhances the sense of scale and physicality, with debris spreading left to right as the crunch unfolds. Aggressive, graphic, and textured, ideal for bone breaks, gore layers, creature chewing, or cinematic organic destruction in sound design.	cornflakes crunch, bone break, gore texture, brittle fracture, wide stereo crunch, granular debris, organic destruction, cereal crush, crunchy breakup, creature chew, graphic impact, stereo debris, sound design element	01:30.000	FOOD & DRINK	INGREDIENTS	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_LONG VARIATIONS INTENSE-Cornflakes Crunch Slow_BS_Cracklehead.wav	Long variations of cornflakes crunch producing dense brittle fracture and layered granular breakup. The flakes snap, compress, and grind into sharp crackling transients with dusty midrange crumble, creating a convincing bone-breaking texture. Each take captures evolving crunch patterns with organic debris agitation and sustained brittle collapse. Graphic and tactile, ideal for bone snaps, gore layers, creature chewing, or cinematic organic destruction in sound design.	cornflakes crunch, bone break, gore texture, brittle fracture, granular debris, organic destruction, cereal crush, crunchy breakup, creature chew, graphic impact, debris layer, sound design element	02:24.000	FOOD & DRINK	INGREDIENTS	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_LONG VARIATIONS INTENSE-Cornflakes Many Movement_BS_Cracklehead.wav	Long variations of handling and movement of a large amount of cornflakes, producing dense dry friction and layered granular rustling without distinct breaking. Each take captures continuous sliding, shifting, and surface drag as the flakes move collectively, creating a busy papery texture with constant agitation. The sound remains brittle and organic but focused on friction rather than fracture, forming a rich granular bed with evolving detail. Ideal for organic debris layers, textured rustle beds, creature skin movement, or nuanced environmental sound design.	cornflakes movement, cereal friction, dry rustle, granular texture, food handling, organic debris, papery scrape, continuous movement, brittle texture, friction layer, dense granular bed, sound design element	01:12.000	FOOD & DRINK	INGREDIENTS	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_LONG VARIATIONS INTENSE-Noodles Crackling Without Breaking_BS_Cracklehead.wav	Variations of sparse, gentle, super close-up dry noodle breaking, delivering slow brittle fracture with visceral bone-like character. Each take captures delicate tension build-up followed by controlled crack, splintering snap, and fine granular crumble. The extreme proximity emphasizes subtle stress creaks, high-frequency micro-fractures, and dusty breakup, evoking a slow bone break with restrained gore texture. Intimate, graphic, and detailed, ideal for slow-motion bone snaps, creature joint breaks, subtle gore layers, or refined organic destruction in sound design.	dry noodles break, slow bone break, gore texture, brittle fracture, close up crack, splintering snap, granular crumble, organic destruction, creature joint snap, sparse crunch, visceral texture, sound design element	01:12.000	FOOD & DRINK	INGREDIENTS	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_LONG VARIATIONS INTENSE-Noodles Large Chunks Movement_BS_Cracklehead.wav	Variations of dry large noodle chunks being tumbled and handled, producing bold brittle clatter and layered granular movement. Each take captures hollow woody knocks, dry scraping, and constant jumbling as the rigid pieces collide and shift against one another. The texture suggests active rummaging through a container of hard, lightweight fragments, with lively debris agitation and evolving detail. Crisp, organic, and tactile, ideal for rummage scenes, prop handling, granular debris beds, or textured movement layers in sound design.	dry noodles movement, noodle chunks, rummage sound, granular clatter, brittle knock, food handling, jumble texture, searching sound, woody click, organic debris, container shuffle, layered movement, sound design element	01:12.000	FOOD & DRINK	INGREDIENTS	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_LONG VARIATIONS MODERATE-Cornflakes Few Movement_BS_Cracklehead.wav	Long variations of handling and movement of a small amount of cornflakes, producing light dry friction and airy granular rustling without distinct breaking. Each take captures gentle sliding, shifting, and soft surface drag as the flakes move against one another. The texture is brittle yet restrained, focused purely on papery scrape and granular agitation rather than sharp fractures. Subtle and natural, ideal for organic debris beds, soft rustle layers, creature skin textures, or refined granular sound design.	cornflakes movement, cereal friction, dry rustle, granular texture, food handling, organic debris, papery scrape, subtle movement, brittle texture, friction layer, light granular sound, sound design element	01:12.000	FOOD & DRINK	INGREDIENTS	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_LONG VARIATIONS MODERATE-Cornflakes Medium Movement_BS_Cracklehead.wav	Long variations of handling and movement of cornflakes, producing dry granular friction and layered papery rustling without noticeable breaking. Each take captures shifting flakes sliding and brushing against one another, creating textured surface drag and brittle organic agitation. The sound remains focused on continuous movement rather than sharp fractures, delivering a natural, airy granular bed with evolving detail. Versatile and tactile, ideal for organic debris layers, soft rustle beds, creature skin textures, or detailed environmental sound design.	cornflakes movement, cereal friction, dry rustle, granular texture, food handling, organic debris, papery scrape, continuous movement, brittle texture, friction layer, natural granular bed, sound design element	01:12.000	FOOD & DRINK	INGREDIENTS	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_LONG VARIATIONS MODERATE-Noodles Medium Chunks Movement_BS_Cracklehead.wav	Variations of dry noodles being tumbled and handled, producing steady brittle clatter and layered granular rustle. Each take captures woody knocks, dry scraping, and shifting fragments colliding in constant jumble. The texture evokes rummaging through a container of rigid, lightweight pieces, with evolving debris agitation and natural organic detail. Balanced and tactile, ideal for searching scenes, prop handling, granular debris beds, or textured movement layers in sound design.	dry noodles movement, noodle handling, rummage sound, granular clatter, brittle knock, food jumble, searching texture, papery friction, organic debris, container shuffle, layered movement, sound design element	01:03.000	FOOD & DRINK	INGREDIENTS	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_LONG VARIATIONS SUBTLE-Noodles Small Chunks Movement_BS_Cracklehead.wav	Variations of dry tiny broken noodles being tumbled and handled, producing bright granular clatter and fine brittle rustling. Each take captures light woody clicks, crisp papery scraping, and rapid micro-collisions as the small fragments shift and jumble together. The texture feels airy and detailed, like searching through a container of tiny dry pieces, with sparkling high-frequency agitation and constant subtle movement. Clean, bright, and tactile, ideal for rummage scenes, granular debris beds, prop handling, or refined organic texture layering in sound design.	dry noodles movement, tiny noodle pieces, bright granular clatter, brittle rustle, rummage sound, food handling, searching texture, papery friction, organic debris, container shuffle, subtle movement, high frequency detail, sound design element	01:12.000	FOOD & DRINK	INGREDIENTS	LONG VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_SHORT VARIATIONS INTENSE-Noodles Breaking Crackling Hard_BS_Cracklehead.wav	Short variations of super close-up dry noodle breaking, delivering sharp brittle fracture with a visceral bone-breaking character. Each take captures the tension build-up, sudden snap, and splintering crack as the rigid strands compress and give way. The extreme proximity emphasizes fine stress creaks, high-frequency micro-fractures, and granular crumble, evoking a slow, graphic bone break with detailed gore texture. Intense and tactile, ideal for bone snaps, creature joint breaks, violent organic impacts, or cinematic gore layering in sound design.	dry noodles break, bone snap, gore texture, brittle fracture, close up crack, splintering snap, granular crumble, organic destruction, creature joint break, violent crunch, graphic impact, sound design element	01:12.000	FOOD & DRINK	INGREDIENTS	SHORT VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_SHORT VARIATIONS INTENSE-Noodles Breaking Crackling Medium Slow_BS_Cracklehead.wav	Short variations of super close-up dry noodle breaking with a slower, more controlled fracture, delivering detailed bone-breaking character and visceral gore texture. Each take captures gradual tension, brittle stress creaks, and a pronounced crack as the rigid strands give way, followed by fine granular crumble. The extreme proximity highlights micro-fractures and dusty breakup, evoking a slow-motion bone snap with graphic organic detail. Controlled yet intense, ideal for creature joint breaks, bone snaps, gore sweeteners, or cinematic organic destruction layers in sound design.	dry noodles break, slow bone snap, gore texture, brittle fracture, close up crack, stress creak, splintering snap, granular crumble, organic destruction, creature joint break, visceral crunch, sound design element	01:12.000	FOOD & DRINK	INGREDIENTS	SHORT VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_SHORT VARIATIONS INTENSE-Noodles Breaking Crackling Medium With Debris_BS_Cracklehead.wav	Short variations of super close-up dry noodle breaking with slow, forceful fracture and added debris detail. Each take captures gradual tension build, brittle stress creaks, and a pronounced bone-like snap, followed by sharp splintering and granular crumble. The close perspective emphasizes micro-fractures, dusty breakup, and scattered debris, enhancing the visceral gore character. Graphic and tactile, ideal for slow-motion bone breaks, creature joint snaps, violent organic impacts, or detailed cinematic destruction layering in sound design.	dry noodles break, slow bone snap, gore texture, brittle fracture, close up crack, stress creak, splintering debris, granular crumble, organic destruction, creature joint break, visceral crunch, sound design element	01:12.000	FOOD & DRINK	INGREDIENTS	SHORT VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026

Library	Manufacturer	Filename	Description	Keywords	Duration	Category	SubCategory	VendorCategory	URL	Channels	BWOriginator	SampleRate	BitDepth	TrackYear
Cracklehead	badsound	FOODIngr_SHORT VARIATIONS INTENSE-Noodles Breaking Crackling Wide_BS_Cracklehead.wav	Short variations of super wide and extreme close-up dry noodle breaking, delivering slow, forceful bone-like fracture with expansive stereo detail. Each take captures gradual tension build, stressed creaks, and a pronounced brittle snap, followed by splintering crackle and granular debris spreading across the stereo field. The combination of intimate proximity and wide image enhances the visceral gore character, making the slow break feel both immediate and cinematic. Graphic, dimensional, and tactile, ideal for slow-motion bone breaks, creature joint snaps, violent organic impacts, or immersive destruction layers in sound design.	dry noodles break, slow bone snap, gore texture, wide stereo fracture, brittle crack, close up crunch, splintering debris, granular crumble, organic destruction, creature joint break, cinematic impact, visceral texture, sound design element	00:54.000	FOOD & DRINK	INGREDIENTS	SHORT VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_SHORT VARIATIONS SUBTLE-Cornflakes Few Pick Up A_BS_Cracklehead.wav	Short variations of just a few cornflakes being picked up and gently handled, producing light granular rustle and delicate papery friction. Each take captures subtle finger contact, soft shifting, and faint press-and-release texture as the flakes are lifted and repositioned. The sound remains airy and detailed, with fine brittle articulation and minimal breakage. Natural and intimate, ideal for close-up food handling, granular Foley, subtle debris accents, or refined organic layering in sound design.	cornflakes pick up, cereal handling, soft granular rustle, papery friction, food Foley, light crunch, subtle debris, press release, organic texture, close up handling, sound design element	00:27.000	FOOD & DRINK	INGREDIENTS	SHORT VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	FOODIngr_SHORT VARIATIONS SUBTLE-Cornflakes Few Pick Up B_BS_Cracklehead.wav	Short variations of just a few cornflakes being picked up and gently handled, producing light granular rustle and delicate papery friction. Each take captures subtle finger contact, soft shifting, and faint press-and-release texture as the flakes are lifted and repositioned. The sound remains airy and detailed, with fine brittle articulation and minimal breakage. Natural and intimate, ideal for close-up food handling, granular Foley, subtle debris accents, or refined organic layering in sound design.	cornflakes pick up, cereal handling, soft granular rustle, papery friction, food Foley, light crunch, subtle debris, press release, organic texture, close up handling, sound design element	00:27.000	FOOD & DRINK	INGREDIENTS	SHORT VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ICEHndl_CONTINUOUS INTENSE-Ice Cubes Movement_BS_Cracklehead.wav	Continuous intense ice movement with dense, detailed crackling and sharp crystalline textures. Multiple ice cubes grind and collide against each other, producing a layered mix of brittle snaps, granular friction, and high-frequency sparkle. The movement feels active and energetic, with constant micro-impacts and shifting pressure that create a lively, organic rhythm. Cleanly captured with strong transient definition and natural spatial depth. Ideal for Foley layering, frozen environments, arctic scenes, debris movement, creature textures, UI crackle elements, or as a high-frequency layer for impacts and transitions.	ice movement, ice cubes, crackle, cracking ice, frozen texture, brittle, crystalline, granular, friction, debris movement, arctic, winter, Foley, texture layer, high frequency, sharp, collision, organic movement, crunchy, sound design element	01:03.733	ICE	HANDLE	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ICEHndl_CONTINUOUS MODERATE-Ice Cubes Movement_BS_Cracklehead.wav	Continuous moderate ice cube movement with detailed crackle and controlled crystalline texture. Cubes shift and slide against each other, producing a steady stream of brittle ticks, light collisions, and granular friction without the aggressive density of heavier movement. The texture feels natural and balanced, maintaining clarity while leaving space in the mix. Subtle dynamic variations create an organic, believable frozen-material performance. Well suited for Foley layering, glass/ice handling, winter ambience sweetening, UI texture layers, debris movement, or as a mid-high frequency detail layer for impacts and transitions.	ice movement, ice cubes, crackling ice, frozen texture, brittle, crystalline, granular friction, light collisions, winter, arctic, Foley, handling, debris movement, organic texture, subtle crackle, high frequency detail, glassy texture, sound design element	01:55.755	ICE	HANDLE	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ICEHndl_CONTINUOUS SUBTLE-Ice Cubes Movement_BS_Cracklehead.wav	Continuous subtle ice cube movement with light, detailed crystalline texture. Gentle shifts and soft contact between cubes produce delicate ticks, fine crackle, and airy granular friction. The performance remains restrained and controlled, offering natural realism without drawing focus. High-frequency detail is present but never harsh, making it an excellent supportive texture in layered designs. Ideal for quiet Foley work, intimate glass or ice handling, subtle winter ambience, UI texture sweetening, delicate debris movement, or as a soft high-end layer beneath larger impacts and transitions.	ice movement, subtle ice, ice cubes, light crackle, delicate texture, crystalline, brittle ticks, granular friction, soft collisions, winter ambience, arctic, Foley, glass texture, handling, organic detail, high frequency layer, subtle movement, sound design element	01:58.037	ICE	HANDLE	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ICEHndl_IMPACT INTENSE-Ice Cubes Long Variations_BS_Cracklehead.wav	Intense ice cube impact with extended, evolving movement and dense crystalline detail. A strong initial collision triggers a cascade of sharp cracks, brittle snaps, and grinding ice textures that continue to shift and settle over time. The long variation captures multiple micro-impacts and layered friction, creating a rich, high-frequency shimmer with natural dynamic movement. Energetic and aggressive without becoming chaotic, maintaining clarity and transient definition throughout the decay. Excellent for heavy Foley moments, frozen debris impacts, environmental destruction, creature texture layering, magical ice abilities, or as a sharp high-end layer for cinematic hits and transitions.	ice impact, ice cubes, intense ice, cracking ice, brittle snap, crystalline texture, frozen debris, ice collision, sharp crackle, arctic impact, winter Foley, glassy hit, granular friction, long decay, settling ice, creature texture, magical ice, sound design element	02:06.000	ICE	HANDLE	IMPACT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ICEHndl_IMPACT MODERATE-Ice Cubes Long Variations_BS_Cracklehead.wav	Moderate ice cube impact with a defined initial collision followed by extended, natural settling movement. The transient delivers a solid brittle crack without excessive sharpness, leading into layered granular shifts and secondary micro-impacts as the cubes continue to collide and slide. The decay maintains detailed crystalline texture while staying controlled and balanced in density. Clear, realistic, and mix-friendly with enough energy to cut through without overpowering a scene. Well suited for Foley impacts, frozen object handling, environmental debris, winter-themed transitions, creature texture layering, or as a detailed high-frequency accent for cinematic hits.	ice impact, ice cubes, moderate ice, cracking ice, brittle collision, crystalline texture, frozen debris, granular movement, settling ice, winter Foley, arctic, glassy hit, natural impact, detailed crackle, long variation, layered texture, sound design element	02:15.000	ICE	HANDLE	IMPACT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ICEHndl_IMPACT SUBTLE-Ice Cubes Long Variations_BS_Cracklehead.wav	Subtle ice cube impact with a light initial contact and extended, delicate settling movement. The transient is restrained and natural, followed by soft crystalline ticks and fine granular shifts as the cubes gently reposition. Micro-impacts remain airy and controlled, preserving clarity and realism without aggressive high-frequency spikes. The long decay captures nuanced detail, making it ideal for intimate or understated frozen-material moments. Perfect for quiet Foley work, close-up ice handling, subtle debris movement, winter ambience accents, delicate UI textures, or as a soft high-frequency layer beneath larger impacts and transitions.	ice impact, subtle ice, ice cubes, light collision, soft crackle, crystalline texture, gentle movement, frozen debris, granular shifts, winter Foley, arctic, glassy texture, natural impact, delicate detail, long decay, organic texture, sound design element	01:36.000	ICE	HANDLE	IMPACT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ICEHndl_SHORT SUBTLE-Ice Cubes Soft Variations_BS_Cracklehead.wav	Short, subtle ice cube movement with soft, delicate crystalline detail. Light contacts and gentle shifts create small brittle ticks and fine granular textures without strong transients or extended decay. The movement feels intimate and controlled, capturing close-up realism with clean high-frequency articulation. Compact and unobtrusive, making it easy to place in a mix without drawing focus. Ideal for subtle Foley accents, quiet glass or ice handling, intimate winter scenes, UI texture sweetening, or as a light detail layer beneath larger impacts and environmental movement.	ice cubes, subtle ice, soft movement, light crackle, crystalline texture, brittle ticks, granular detail, gentle collision, frozen texture, winter Foley, glass handling, delicate movement, short impact, organic texture, high frequency detail, sound design element	00:45.000	ICE	HANDLE	SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ICEImpT_IMPACT SHORT INTENSE-Ice Cubes Impact Variations With Friction_BS_Cracklehead.wav	Short, intense ice cube impact with sharp transient definition and aggressive crystalline bite. The initial collision hits hard and fast, immediately followed by abrasive friction and tight secondary crackles as the cubes grind and scrape against each other. The texture is dense and energetic, with pronounced high-frequency detail and compact decay. Designed to feel punchy and physical while retaining natural ice character. Excellent for sharp Foley accents, frozen debris hits, aggressive winter-themed transitions, creature texture layering, magical ice abilities, or as a crisp high-end layer for cinematic impacts and trailer-style hits.	ice impact, intense ice, ice cubes, sharp crack, brittle snap, ice friction, grinding ice, crystalline texture, frozen debris, arctic impact, aggressive collision, glassy hit, high frequency detail, short impact, winter Foley, creature texture, sound design element	01:12.000	ICE	IMPACT	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ICEImpT_IMPACT SHORT MODERATE-Ice Cubes Variations_BS_Cracklehead.wav	Variations of short, medium-strength ice cube impacts created by crushing and pressing cubes together. Each hit delivers a defined brittle crack followed by tight granular shifts and small secondary collisions. The texture sits between soft and aggressive, offering controlled transient presence with natural crystalline detail. Organic, physical, and cleanly captured for flexible layering in both realistic and designed contexts. Suitable for Foley work, frozen debris movement, pebbles or small stone collisions, glass-like textures, winter-themed scenes, creature surface layering, or as a crisp high-frequency accent in cinematic and game sound design.	ice cubes, ice impact, moderate ice, crushing ice, brittle crack, granular texture, pebbles, marbles, small stones, glassy hit, frozen debris, collision, crystalline, short impact, organic texture, winter Foley, movement, sound design element	00:45.000	ICE	IMPACT	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026

Library	Manufacturer	Filename	Description	Keywords	Duration	Category	SubCategory	VendorCategory	URL	Channels	BWOriginator	SampleRate	BitDepth	TrackYear
Cracklehead	badsound	ICEIempt_IMPACT SHORT SUBTLE-Ice Cubes Variations_BS_Cracklehead.wav	Variations of short, soft ice cube impacts created by barely touching and lightly pressing cubes together. Each hit produces delicate crystalline ticks, fine brittle detail, and subtle granular movement with minimal transient aggression. The texture remains intimate and controlled, capturing natural frozen material realism without sharp spikes or extended decay. Clean, nuanced, and ideal for understated layering. Well suited for quiet Foley work, subtle debris movement, pebbles or small stone-style collisions, glass-like textures, intimate winter scenes, or gentle high-frequency accents in cinematic and game sound design.	ice cubes, subtle ice, soft impact, light collision, delicate crackle, crystalline texture, granular movement, pebbles, marbles, small stones, glass texture, frozen debris, short hit, organic detail, winter Foley, dice movement, sound design element	00:45.000	ICE	IMPACT	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ICEMisc_CONTINUOUS SUBTLE-Ice Cubes Melting_BS_Cracklehead.wav	Continuous close-up recording of ice cubes slowly melting, capturing delicate creaks, subtle internal cracks, and fine water movement. Micro-drips and faint wet textures emerge as the ice shifts and releases tension, creating an intimate, organic soundscape. The detail is highly nuanced, with soft transient ticks and gentle surface moisture articulation. Natural, textural, and ideal for realistic environmental layering. Perfect for close-up Foley work, melting ice scenes, water droplet layering, frozen-to-liquid transitions, wet surface textures, subtle tension beds, or as an organic high-frequency layer in cinematic and game sound design.	melting ice, ice cubes, water drops, dripping, wet texture, ice creak, internal cracking, frozen melt, subtle movement, close up Foley, moisture, boiling texture, granular detail, environmental texture, organic ambience, winter sound, sound design element	01:04.715	ICE	MISC	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLCrsh_IMPACT SHORT INTENSE-Aluminium Foil Large Size Crushed Quickly_BS_Cracklehead.wav	Variations of short, intense aluminium foil impacts created by quickly crushing large sheets together. Each hit delivers sharp metallic crackle, aggressive high-frequency bursts, and dense, chaotic transients. The material produces bright, brittle tearing textures with rapid micro-collisions and compact decay. Energetic and abrasive, with a raw metallic edge that cuts clearly through a mix. Ideal for metallic debris hits, industrial Foley, destruction elements, glitchy UI accents, creature texture layering, sci-fi impacts, or as a bright high-frequency layer for cinematic transitions and trailer hits.	aluminium foil, tin foil, metal crush, metallic impact, foil crackle, metal crunch, sharp metallic, industrial hit, debris impact, brittle metal, aggressive texture, short impact, high frequency burst, chaotic transients, Foley metal, sci-fi texture, sound design element	00:45.000	METAL	CRASH & DEBRIS	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLCrsh_IMPACT SHORT INTENSE-Metal Rings Hard Impact_BS_Cracklehead.wav	Metal rings colliding with sharp, bright impacts and dense metallic clatter. Each hit delivers crisp high-frequency transients followed by layered ringing and scattered secondary collisions, creating a texture reminiscent of chains dropping or coins striking together. The sound carries a tight metallic resonance with lively decay and articulated detail. Bold and cutting, ideal for chain impacts, money or coin-like accents, industrial debris hits, or sharp metallic sweeteners in sound design.	metal rings, metal collision, chain impact, coin clatter, metallic hit, metal clank, bright metal, ringing metal, industrial debris, money sound, hard impact, metallic resonance, sound design element	00:27.000	METAL	CRASH & DEBRIS	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLCrsh_IMPACT SHORT MODERATE-Aluminium Foil Medium Size Crushed Quickly_BS_Cracklehead.wav	Variations of short, moderate aluminium foil impacts created by crushing medium-sized sheets together. The hits feature bright metallic crackle, tight brittle textures, and controlled high-frequency bursts without excessive harshness. Each variation captures layered crunching transients with a compact, punchy decay. The material naturally suggests bone-like cracking and sharp organic fractures while retaining a distinctly metallic edge. Excellent for Foley impacts, metal debris movement, bone crack sweeteners, creature texture layering, industrial accents, glitchy UI elements, or as a crisp high-frequency layer in cinematic and game sound design.	aluminium foil, tin foil, metal crush, metallic impact, foil crackle, metal crunch, crushing metal, bone crack, brittle texture, sharp snap, industrial hit, debris impact, short impact, high frequency detail, creature texture, Foley metal, sound design element	01:12.000	METAL	CRASH & DEBRIS	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLCrsh_IMPACT SHORT MODERATE-Metal Rings Medium Impact_BS_Cracklehead.wav	Metal rings colliding with clear, defined metallic impacts and layered clatter. Each hit produces crisp transients followed by controlled ringing and light secondary collisions, evoking the sound of small chains shifting or coins striking together. The texture remains bright and articulate without excessive harshness, with a balanced metallic resonance and compact decay. Versatile and realistic, ideal for chain movement, coin-like accents, industrial Foley, or detailed metallic layering in sound design.	metal rings, metal collision, chain sound, coin clatter, metallic impact, metal clink, bright metal, ringing metal, industrial Foley, money sound, moderate impact, metallic resonance, sound design element	00:27.000	METAL	CRASH & DEBRIS	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLFric_CONTINUOUS INTENSE-Aluminium Foil Large Size Crushed Continuously_BS_Cracklehead.wav	Continuous intense aluminium foil crushing with dense metallic crackling and bright, thin metal textures. Large sheets are repeatedly pressed and compacted, producing sharp high-frequency bursts, rapid micro-impacts, and chaotic brittle movement. The material delivers a sustained stream of abrasive detail with constant shifting transients and aggressive energy. Raw, cutting, and highly textural, making it ideal for layered sound design and high-definition metallic sweetening.	aluminium foil, tin foil, metal crush, metallic crackle, thin metal, continuous metal, foil friction, metal crunch, industrial texture, brittle metal, high frequency detail, abrasive texture, chaotic movement, debris layer, creature texture, sound design element	00:34.813	METAL	FRICTION	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLFric_CONTINUOUS MODERATE-Aluminium Foil Medium Size Crushed Continuously_BS_Cracklehead.wav	Continuous moderate aluminium foil crushing and crumpling with detailed thin metal friction and controlled metallic crackle. Medium-sized sheets are steadily compressed and manipulated, producing layered crunching textures, tight high-frequency movement, and shifting brittle transients without becoming overly aggressive. The sound maintains a balanced density with clear articulation and natural metallic resonance, making it flexible for both realistic Foley and designed layering applications.	aluminium foil, tin foil, metal crumple, metal friction, thin metal, metallic crackle, continuous metal, foil crunch, brittle texture, industrial movement, debris layer, high frequency detail, metal handling, creature texture, sound design element	00:36.893	METAL	FRICTION	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLFric_CONTINUOUS SUBTLE-Aluminium Foil Small Size Crushed Continuously_BS_Cracklehead.wav	Continuous subtle aluminium foil being gently crumpled and compressed, producing fine thin-metal friction and delicate stress textures. Small sheets are softly manipulated, creating light metallic crackle, airy brittle movement, and nuanced high-frequency detail without aggressive spikes. The sound remains controlled and intimate, with steady micro-transients and natural material realism. Ideal for understated metallic layering and close-up texture work.	aluminium foil, tin foil, thin metal, metal friction, subtle metal, gentle crumple, metallic crackle, metal stress, continuous metal, brittle texture, light crunch, industrial Foley, high frequency detail, debris layer, sound design element	00:45.939	METAL	FRICTION	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLFric_CONTINUOUS SUBTLE-Metal Rings Squeezed In Hands_BS_Cracklehead.wav	Continuous stress and friction from small metal rings being squeezed together, producing tight metallic tension and subtle grinding movement. The pressure generates fine metal-on-metal friction with intermittent sharp clicks and sudden cracking stress releases. The texture is intimate and detailed, with controlled high-frequency articulation and compact transients that feel mechanical and tactile. Ideal for tension-building layers, mechanical sweetening, subtle industrial Foley, or precise metallic texture work in sound design.	metal rings, metal squeeze, metal friction, metallic stress, metal clicks, metal cracks, metal tension, mechanical texture, small metal movement, subtle metal, industrial Foley, high frequency detail, continuous metal, sound design element	01:21.483	METAL	FRICTION	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLFric_IMPACT SHORT-Aluminium Foil Large Size Quickly Unfolded_BS_Cracklehead.wav	Variations of large aluminium foil sheets being quickly unfolded, releasing built-up tension in sharp metallic bursts followed by slight residual movement. Each action produces bright, brittle ripples and rapid thin-metal crackle as compressed folds snap open, with subtle after-movements and light friction trailing the main transient. The sound combines a fast, impactful release with delicate settling textures, maintaining clarity and high-frequency detail. Energetic yet controlled, ideal for expressive metallic accents and tension-release moments.	aluminium foil, tin foil, metal unfold, quick unfold, metal tension release, thin metal crackle, metallic snap, brittle ripple, foil movement, metal stress, short impact, bright metallic, high frequency detail, industrial Foley, sound design element	00:45.000	METAL	FRICTION	IMPACT SHORT	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLFric_IMPACT SHORT-Aluminium Foil Small Size Crushed Quickly_BS_Cracklehead.wav	Variations of gentle crumpling of small aluminium foil sheets, producing soft thin-metal crackle and delicate friction textures. Each movement captures light brittle folds, subtle metallic stress, and compact micro-transients as the material compresses and shifts. The sound remains controlled and intimate, with clear high-frequency detail but without harsh spikes. Natural and nuanced, making it ideal for subtle metallic Foley and fine texture layering.	aluminium foil, tin foil, small metal sheet, gentle crumple, soft metal crunch, thin metal friction, metallic crackle, subtle metal, brittle texture, light crunch, metal stress, short impact, industrial Foley, high frequency detail, sound design element	01:12.000	METAL	FRICTION	IMPACT SHORT	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLFric_LONG VARIATIONS INTENSE-Aluminium Foil Large Size Crushed_BS_Cracklehead.wav	Variations of large aluminium foil sheets being aggressively crushed and crumpled, delivering dense metallic crackle and explosive thin-metal textures. Each performance captures bold high-frequency bursts, layered crunching transients, and chaotic friction as the material folds and compresses under pressure. The larger sheet size adds weight and complexity, producing wider movement and extended metallic agitation. Energetic, sharp, and highly detailed, ideal for impactful and textural sound design.	aluminium foil, tin foil, large metal sheet, metal crush, metal crumple, metallic crackle, thin metal, aggressive crunch, industrial impact, brittle metal, chaotic friction, debris texture, high frequency burst, long variation, creature layer, sound design element	02:15.000	METAL	FRICTION	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLFric_LONG VARIATIONS INTENSE-Aluminium Foil Medium Size Crushed_BS_Cracklehead.wav	Variations of medium-sized aluminium foil pieces being crushed and crumpled, producing bright metallic crackle and layered thin-metal friction. Each take captures sharp brittle folds, compact crunching transients, and dynamic shifts as the material compresses and releases. Compared to larger sheets, the texture feels tighter and more focused, with controlled density and clear high-frequency articulation. Energetic and detailed, suitable for both realistic Foley and aggressive sound design layering.	aluminium foil, tin foil, medium metal sheet, metal crush, metal crumple, metallic crackle, thin metal friction, brittle texture, crunching metal, industrial Foley, debris movement, high frequency detail, sharp metallic, long variation, creature texture, sound design element	01:30.000	METAL	FRICTION	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026

Library	Manufacturer	Filename	Description	Keywords	Duration	Category	SubCategory	VendorCategory	URL	Channels	BWOriginator	SampleRate	BitDepth	TrackYear
Cracklehead	badsound	METLFric_LONG VARIATIONS MODERATE-Aluminium Foil Medium Size Unfolded_BS_Cracklehead.wav	Variations of aluminium foil sheets being unfolded, revealing bright, detailed thin-metal textures and layered metallic crackle. As the material opens and stretches, it produces sharp brittle ripples, fluttering high-frequency movement, and shifting friction as compressed folds release tension. The sound captures natural metallic stress and expansion with clear articulation and dynamic movement. Clean, expressive, and highly usable for both realistic Foley and stylized sound design.	aluminium foil, tin foil, metal unfold, unfolding metal, thin metal sheet, metallic crackle, metal friction, brittle texture, foil movement, metal stress, high frequency detail, industrial foley, debris layer, metallic texture, sound design element	02:33.000	METAL	FRICITION	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLFric_LONG VARIATIONS SUBTLE-Aluminium Foil Small Size Crushed Slowly_BS_Cracklehead.wav	Variations of small aluminium foil pieces slowly being crushed and crumpled, capturing delicate thin-metal stress, gradual deformation, and controlled crunching texture. The movement emphasizes subtle metallic strain, fine brittle crackle, and layered micro-transients as the material compresses and reshapes. The slower manipulation reveals nuanced friction and detailed high-frequency articulation without aggressive spikes. Intimate, expressive, and ideal for tension-building textures and close-up metallic Foley.	aluminium foil, tin foil, small metal sheet, metal crush, slow crumple, metal stress, deformation, metallic crunch, thin metal friction, brittle texture, subtle metal, industrial foley, high frequency detail, tension texture, debris layer, sound design element	01:48.000	METAL	FRICITION	LONG VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLFric_LONG VARIATIONS SUBTLE-Aluminium Foil Wide Stress Breaking_BS_Cracklehead.wav	Variations of aluminium foil under stress, tension, and stretching, producing bright, wide thin-metal friction and sharp brittle break textures. The material is slowly pulled and pressured, creating layered crackles, snapping stress points, and restless high-frequency movement with an almost abrasive, ASMR-like intensity. The sound feels expansive and detailed, with fluttering metallic ripples that can resemble fireplace crackles, light rain, or rapid clicking textures. Expressive, textural, and slightly uncomfortable in character, ideal for experimental and high-definition sound design.	aluminium foil, tin foil, metal stress, metal tension, stretching metal, thin metal friction, metallic crackle, brittle snap, stress break, wide texture, bright metal, ASMR texture, fireplace crackle, rain texture, clicking metal, high frequency detail, experimental sound design element	05:17.000	METAL	FRICITION	LONG VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLMvmt_CONTINUOUS INTENSE-Metal Rings Intense Movement_BS_Cracklehead.wav	Metal rings colliding continuously with high energy, producing dense metallic clatter and rapid layered impacts. The movement generates bright transients, overlapping ring resonance, and constant high-frequency articulation, resembling chains being shaken or a stream of coins pouring onto a hard surface. The texture is chaotic and lively, with persistent agitation and shimmering metallic decay. Aggressive and kinetic, ideal for chain movement, money pours, industrial debris beds, or energetic metallic sound design layers.	metal rings, chain movement, pouring coins, metal clatter, metallic collision, coin sound, ringing resonance, industrial debris, continuous metal, high energy movement, metallic texture, sound design element	00:52.975	METAL	MOVEMENT	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLMvmt_CONTINUOUS MODERATE-Metal Rings Medium Movement_BS_Cracklehead.wav	Metal rings colliding continuously with medium energy, producing steady metallic clatter and layered resonant movement. The sound combines clear impact transients with overlapping ring tones and controlled decay, resembling chains shifting or coins pouring in a measured stream. The texture remains lively yet balanced, with articulated high-frequency detail and natural metal resonance. Versatile and immersive, ideal for chain movement, money pours, industrial ambience, or detailed metallic layering in sound design.	metal rings, chain movement, pouring coins, resonating metal, metal clatter, metallic collision, coin sound, ringing metal, industrial texture, continuous metal, medium energy movement, metallic resonance, sound design element	00:56.770	METAL	MOVEMENT	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLMvmt_CONTINUOUS SUBTLE-Metal Rings Gentle Movement_BS_Cracklehead.wav	Metal rings colliding continuously with low energy, producing gentle metallic clicks and soft layered clatter. The movement generates light contact transients and subtle overlapping resonance, reminiscent of chains lightly shifting or coins softly jostling together. The texture remains restrained and detailed, with delicate high-frequency articulation and natural metal decay. Subtle and versatile, ideal for quiet chain movement, coin handling, understated metallic ambience, or refined sound design layering.	metal rings, gentle chain movement, coin clink, soft metal collision, subtle metallic clatter, resonating metal, light coin sound, continuous metal, low energy movement, metallic texture, foley metal, sound design element	01:15.309	METAL	MOVEMENT	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLMvmt_LONG VARIATIONS INTENSE-Metal Rings Movement_BS_Cracklehead.wav	Variations of metal rings colliding with high energy, producing dense metallic clatter and aggressive layered impacts. Each take captures sharp transients, overlapping ring resonance, and rapid-fire collisions reminiscent of chains being shaken or coins scattering across a surface. The texture is bright, cutting, and highly kinetic, with sustained metallic shimmer and restless movement throughout. Powerful and expressive, ideal for chain drops, money pours, industrial debris beds, or dynamic metallic sound design layering.	metal rings, chain collision, coin clatter, pouring coins, metallic impact, metal clank, bright metal, resonating metal, industrial debris, high energy movement, layered metal, metallic texture, sound design element	01:30.000	METAL	MOVEMENT	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLMvmt_LONG VARIATIONS MODERATE-Metal Rings Movement_BS_Cracklehead.wav	Variations of metal rings colliding with medium energy, producing steady metallic clatter and layered impact detail. Each take captures clear contact transients followed by overlapping ring resonance and controlled decay, reminiscent of chains shifting or coins pouring in a measured stream. The texture feels lively yet balanced, with articulated high-frequency shimmer and natural metal body. Versatile and realistic, ideal for chain movement, money pours, industrial foley, or detailed metallic layering in sound design.	metal rings, chain movement, pouring coins, metallic clatter, metal collision, coin sound, resonating metal, industrial texture, layered impacts, medium energy movement, metallic shimmer, foley metal, sound design element	01:12.000	METAL	MOVEMENT	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLMvmt_LONG VARIATIONS SUBTLE-Metal Rings Movement_BS_Cracklehead.wav	Variations of metal rings colliding with low energy, producing soft metallic clicks and light layered clatter. Each take captures delicate contact transients and gentle overlapping resonance, reminiscent of chains lightly shifting or coins quietly pouring and settling. The texture remains restrained and detailed, with subtle high-frequency shimmer and natural metal decay. Clean and versatile, ideal for quiet chain movement, coin handling, understated metallic ambience, or refined sound design layering.	metal rings, gentle chain movement, soft coin clink, subtle metallic collision, light metal clatter, resonating metal, coin pour, continuous metal, low energy movement, metallic texture, foley metal, sound design element	01:12.000	METAL	MOVEMENT	LONG VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLMvmt_SHORT VARIATIONS SUBTLE-Metal Rings Release_BS_Cracklehead.wav	Short handling variations of metal being picked up, lifted, grabbed, and released, producing detailed metallic movement and natural chain-like clatter. Each take captures the initial grip, subtle tension shifts, and small cascading ring collisions as the metal is raised and let go. The texture ranges from tight, controlled contact to light rattling and settling resonance on release. Realistic and tactile, ideal for chain handling, prop interaction, industrial foley, or detailed metallic sweeteners in sound design.	metal handling, lifting chains, grabbing metal, metal release, chain movement, metal rattle, metallic clink, ring collision, object handling, industrial foley, subtle metal, short movement, sound design element	00:27.000	METAL	MOVEMENT	SHORT VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLMvmt_SHORT VARIATIONS SUBTLE-Metal Rings Soft Release_BS_Cracklehead.wav	Short variations of metal being picked up, lifted, grabbed, and gently released, producing light chain-like clatter and soft metallic handling detail. Each take captures the subtle grip, slight tension shifts, and delicate ring collisions as the metal is raised and allowed to settle. The release generates controlled rattling and natural resonant decay without heavy impact. Intimate and realistic, ideal for chain handling, prop interaction, restrained industrial foley, or nuanced metallic layering in sound design.	metal handling, lifting chains, grabbing metal, gentle metal release, chain movement, soft metal rattle, metallic clink, ring collision, object handling, industrial foley, subtle metal, short movement, sound design element	00:27.000	METAL	MOVEMENT	SHORT VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	METLMvmt_SHORT VARIATIONS SUBTLE-Metal Rings Soft_BS_Cracklehead.wav	Short variations of metal being picked up, lifted, grabbed, and released, capturing natural chain-like movement and controlled metallic clatter. Each take includes the initial grip, shifting weight, subtle ring collisions, and a light settling rattle as the metal is let go. The texture is realistic and detailed, with clear transients and smooth resonant decay. Clean and versatile, ideal for chain handling, prop interaction, industrial foley, or precise metallic accents in sound design.	metal handling, lifting chains, grabbing metal, metal release, chain movement, metal rattle, metallic clink, ring collision, object handling, industrial foley, subtle metal, short movement, sound design element	00:30.000	METAL	MOVEMENT	SHORT VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJPack_CONTINUOUS INTENSE-Wood Wool Crackle_BS_Cracklehead.wav	Wood wool being aggressively tumbled and crushed, producing dense fibrous crackle and chaotic organic noise. The material compresses and tears under pressure, generating sharp splinter-like snaps, layered friction, and constant surface agitation. The texture is dry, airy, and highly detailed, with rapid micro-transients and brittle cracking throughout. Loud and energetic, ideal for destruction layers, fire-like crackle textures, creature nesting movement, or intense organic sound design beds.	wood wool, wood fiber, fibrous crackle, organic noise, splinter snap, brittle texture, crushing wood, debris movement, continuous crackle, dry texture, chaotic movement, destruction layer, creature texture, sound design element	00:43.649	OBJECTS	PACKAGING	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJPack_CONTINUOUS MODERATE-Wood Wool Crackle_BS_Cracklehead.wav	Wood wool being tumbled and crushed, producing layered fibrous crackle and textured organic noise. The material compresses and shifts with brittle snaps and fine splinter-like friction, creating a bright, flowing surface agitation. The sound carries a light, airy quality despite its density, with continuous movement and crisp high-frequency articulation. Natural and immersive, ideal for fire-like textures, debris beds, creature nesting movement, or organic sound design layering.	wood wool, wood fiber, fibrous crackle, organic noise, splinter snap, brittle texture, tumbling wood, debris movement, bright texture, flowing crackle, continuous movement, fire-like texture, creature layer, sound design element	00:41.000	OBJECTS	PACKAGING	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026

Library	Manufacturer	Filename	Description	Keywords	Duration	Category	SubCategory	VendorCategory	URL	Channels	BWOriginator	SampleRate	BitDepth	TrackYear
Cracklehead	badsound	OBJPack_CONTINUOUS SUBTLE-Wood Wool Crackle_BS_Cracklehead.wav	Wood wool being gently tumbled and lightly crushed, producing soft fibrous crackle and dusty organic noise. The material shifts and compresses with delicate splinter-like snaps and airy friction, creating subtle crack textures with a dry, textured character. The movement remains controlled and intimate, with fine high-frequency detail and restrained density. Natural and understated, ideal for soft debris beds, fire-like sweetening, creature nesting movement, or refined organic texture layering in sound design.	wood wool, wood fiber, soft crackle, fibrous texture, dusty noise, gentle crushing, splinter snap, organic debris, subtle movement, dry texture, continuous crackle, fire-like layer, creature texture, sound design element	00:36.000	OBJECTS	PACKAGING	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJPack_IMPACT SHORT INTENSE-Wood Wool Crushed Hard_BS_Cracklehead.wav	Variations of wood wool being quickly pressed down with force, producing sharp fibrous crackle followed by a textured crackling aftermath. Each hit captures sudden compression with brittle splinter-like snaps and a burst of organic debris movement that settles into fine residual crackle. The transient is punchy and immediate, while the tail reveals airy strand friction and dry surface agitation. Energetic and tactile, ideal for organic impact layers, fire-like sweeteners, creature movement accents, or dynamic transition textures in sound design.	wood wool, wood fiber, hard crush, fibrous crackle, organic impact, splinter snap, crackling tail, debris movement, dry texture, impact crackle, fire-like texture, short organic hit, sound design element	01:03.000	OBJECTS	PACKAGING	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJPack_IMPACT SHORT MODERATE-Wood Wool Crushed_BS_Cracklehead.wav	Variations of wood wool being pressed down quickly, producing compact fibrous crackle followed by a controlled crackling aftermath. Each hit captures sudden strand compression with brittle splinter-like snaps and textured debris movement that settles into fine residual friction. The attack remains clear and defined without excessive weight, while the tail reveals airy organic agitation and dry surface detail. Versatile and natural, ideal for organic impact layers, fire-like sweeteners, creature movement accents, or transition textures in sound design.	wood wool, wood fiber, wood crush, fibrous crackle, organic impact, splinter snap, crackling tail, debris movement, dry texture, short organic hit, fire-like crackle, textured aftermath, sound design element	00:36.000	OBJECTS	PACKAGING	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJPack_IMPACT SHORT SUBTLE-Wood Wool Fast Hand Crush_BS_Cracklehead.wav	Variations of wood wool being quickly crushed in hand, producing tight fibrous crackle and crunchy organic texture. Each hit captures rapid strand compression with brittle splinter-like snaps and compact debris movement, creating a sound reminiscent of chewing dry cereal or light crunchy footsteps. The texture is crisp and tactile, with controlled high-frequency detail and minimal low-end weight. Quirky yet natural, ideal for crunchy Foley layers, food-like textures, light footstep sweetening, or detailed organic accents in sound design.	wood wool, wood fiber, hand crush, crunchy texture, chewing sound, cereal crunch, light footsteps, fibrous crackle, splinter snap, organic debris, dry crunch, short organic hit, Foley texture, sound design element	01:03.000	OBJECTS	PACKAGING	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJPack_IMPACT SHORT SUBTLE-Wood Wool Press Release_BS_Cracklehead.wav	Variations of wood wool being gently pressed and released, producing soft fibrous compression and delicate crackle with natural settling. Each hit captures light strand tension followed by subtle splinter-like snaps and airy debris movement as the material expands back into shape. The texture suggests quiet, cushioned footsteps on dry organic matter, with controlled transients and fine high-frequency detail. Subtle and tactile, ideal for soft footstep sweetening, organic surface layers, or understated textural accents in sound design.	wood wool, wood fiber, gentle press, press and release, soft crackle, fibrous texture, light footsteps, organic compression, splinter snap, subtle debris, dry surface, Foley texture, short organic hit, sound design element	00:18.000	OBJECTS	PACKAGING	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJPack_LONG VARIATIONS INTENSE-Wood Wool Crackle_BS_Cracklehead.wav	Variations of wood wool being aggressively tumbled and crushed, producing dense fibrous crackle and chaotic organic noise. Each take captures forceful compression with sharp splinter-like snaps, layered friction, and restless surface agitation as the material collapses and shifts. The texture is dry, bright, and highly detailed, filled with rapid micro-transients and brittle cracking throughout. Energetic and immersive, ideal for destruction layers, fire-like crackle textures, creature nesting movement, or intense organic sound design beds.	wood wool, wood fiber, intense crackle, fibrous texture, organic noise, splinter snap, brittle cracking, crushing wood, debris movement, chaotic texture, dry material, fire-like crackle, destruction layer, creature texture, sound design element	02:15.000	OBJECTS	PACKAGING	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJPack_LONG VARIATIONS INTENSE-Wood Wool Huge Slow Crush_BS_Cracklehead.wav	Variations of wood wool being heavily pressed down, producing wide stereo crackle with a deeper, weightier center presence. Each take captures dense fibrous compression, splinter-like snaps spreading across the stereo field, and a more grounded low-mid body forming in the center as the material collapses. The texture feels expansive and immersive, combining airy edge detail with a solid core impact. Bold and dimensional, ideal for organic crush layers, fire-like beds, creature nesting movement, or cinematic texture design.	wood wool, wood fiber, heavy crush, fibrous crackle, stereo texture, wide crackle, splinter snap, organic compression, debris movement, deep center impact, textured layer, fire-like crackle, cinematic organic, sound design element	02:32.752	OBJECTS	PACKAGING	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJPack_LONG VARIATIONS MODERATE-Wood Wool Crackle_BS_Cracklehead.wav	Variations of wood wool being tumbled and crushed, producing layered fibrous crackle and textured organic noise with defined natural endings. Each take captures compressing and shifting strands with brittle splinter-like snaps, dusty friction, and controlled debris movement that settles into clear stop points. The texture is dry and detailed, with balanced density and articulate high-frequency crackle throughout. Versatile and expressive, ideal for debris beds, fire-like sweetening, creature nesting movement, or organic transition tails in sound design.	wood wool, wood fiber, fibrous crackle, organic noise, splinter snap, brittle texture, tumbling wood, debris movement, dusty friction, natural ending, textured tail, fire-like crackle, creature texture, sound design element	03:00.000	OBJECTS	PACKAGING	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJPack_LONG VARIATIONS SUBTLE-Wood Wool Crackle_BS_Cracklehead.wav	Variations of wood wool being gently tumbled and lightly crushed, producing soft fibrous crackle and airy organic noise. Each take captures subtle compression and shifting strands with delicate splinter-like snaps, fine dusty friction, and restrained debris movement. The texture remains dry and detailed, with controlled high-frequency articulation and natural, organic settling. Subtle and versatile, ideal for soft debris beds, fire-like sweetening, creature nesting movement, or understated organic texture layering in sound design.	wood wool, wood fiber, soft crackle, fibrous texture, gentle crushing, dusty noise, splinter snap, organic debris, subtle movement, dry texture, continuous crackle, fire-like layer, creature texture, sound design element	01:30.000	OBJECTS	PACKAGING	LONG VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJPack_LONG VARIATIONS SUBTLE-Wood Wool Slow Hand Crush_BS_Cracklehead.wav	Variations of wood wool being slowly crushed in both hands, producing wide stereo crackle with airy, splinter-like detail across the field. Each take captures fibrous compression and delicate strand breakage, creating expansive left-right articulation with soft but defined organic snaps. The texture feels immersive and tactile, with an ASMR-like intimacy and clear high-frequency detail. Subtle yet dimensional, ideal for stereo organic beds, fire-like textures, creature nesting movement, or detailed environmental layering in sound design.	wood wool, wood fiber, hand crush, stereo crackle, wide texture, fibrous snap, organic compression, ASMR texture, splinter crack, subtle debris, fire-like crackle, immersive stereo, sound design element	01:48.000	OBJECTS	PACKAGING	LONG VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJWrite_CONTINUOUS INTENSE-Chalks Movement_BS_Cracklehead.wav	Continuous clacking, knocking, and friction of large tonal chalk pieces, producing bright mineral clatter and resonant ceramic-like texture. The movement generates sharp impacts, dry scraping, and layered clacks as the chalks collide and grind against each other. The material character blends limestone grit with brittle ceramic articulation, creating a tonal, slightly ringing quality within the dense surface agitation. Dry, textured, and naturally abrasive, ideal for mineral debris beds, chalkboard movement, ceramic clutter, or granular organic sound design layers.	chalk movement, limestone clatter, mineral friction, ceramic knock, chalk collision, dry scrape, tonal mineral, brittle clack, chalk texture, stone friction, continuous clatter, granular debris, sound design element	01:15.848	OBJECTS	WRITING	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJWrite_CONTINUOUS MODERATE-Chalks Movement_BS_Cracklehead.wav	Continuous clacking, knocking, and friction of bright small chalk pieces, producing crisp mineral clatter and detailed ceramic-like texture. The smaller size creates tighter, higher-pitched impacts with rapid layered clicks and dry scraping as the chalks collide and shift. The material character blends limestone grit with brittle ceramic articulation, resulting in a bright, slightly tonal shimmer within the steady surface agitation. Light yet defined, ideal for chalkboard movement, mineral debris beds, ceramic clutter, or granular texture layering in sound design.	small chalks, chalk movement, limestone clatter, mineral friction, ceramic knock, chalk collision, dry scrape, bright mineral, brittle click, chalk texture, stone friction, continuous clatter, granular debris, sound design element	00:49.601	OBJECTS	WRITING	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJWrite_CONTINUOUS SUBTLE-Chalks Movement_BS_Cracklehead.wav	Continuous clacking, knocking, and friction of bright tiny chalk pieces, producing fine mineral clatter and delicate ceramic-like texture. The very small size results in light, high-pitched clicks, airy scraping, and rapid micro-collisions as the chalk fragments shift and tumble. The material blends dry limestone grit with brittle ceramic articulation, creating a bright, granular shimmer within a restrained movement bed. Detailed and crisp, ideal for chalkboard handling, subtle mineral debris, ceramic texture layers, or refined granular sound design.	tiny chalks, chalk movement, limestone texture, mineral friction, ceramic clatter, chalk collision, dry scrape, bright clicks, brittle texture, granular debris, subtle clatter, stone particles, sound design element	00:52.313	OBJECTS	WRITING	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026

Library	Manufacturer	Filename	Description	Keywords	Duration	Category	SubCategory	VendorCategory	URL	Channels	BWOriginator	SampleRate	BitDepth	TrackYear
Cracklehead	badsound	OBJWrite_IMPACT SHORT INTENSE-Chalks Hard Impact A_BS_Cracklehead.wav	Short impact variations of large tonal chalk pieces colliding, producing bold mineral knocks and brittle ceramic-like clatter. Each hit delivers a defined limestone transient followed by dry scraping, granular breakup, and brief resonant ring from the larger chalk bodies. The material character blends weighty stone attack with chalky grit and textured friction. Punchy and detailed, ideal for mineral impacts, chalkboard strikes, ceramic debris hits, or sharp granular accents in sound design.	large chalk impact, chalk collision, limestone knock, mineral clatter, ceramic hit, chalk strike, brittle snap, dry scrape, tonal mineral, granular debris, short impact, stone texture, sound design element	00:27.000	OBJECTS	WRITING	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJWrite_IMPACT SHORT INTENSE-Chalks Hard Impact B_BS_Cracklehead.wav	Short impact variations of large tonal chalk pieces colliding, producing bold mineral knocks and brittle ceramic-like clatter. Each hit delivers a defined limestone transient followed by dry scraping, granular breakup, and brief resonant ring from the larger chalk bodies. The material character blends weighty stone attack with chalky grit and textured friction. Punchy and detailed, ideal for mineral impacts, chalkboard strikes, ceramic debris hits, or sharp granular accents in sound design.	large chalk impact, chalk collision, limestone knock, mineral clatter, ceramic hit, chalk strike, brittle snap, dry scrape, tonal mineral, granular debris, short impact, stone texture, sound design element	00:27.000	OBJECTS	WRITING	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJWrite_IMPACT SHORT MODERATE-Chalks Medium Impact_BS_Cracklehead.wav	Short impact variations of small chalk pieces colliding, producing crisp mineral knocks and tight ceramic-like clatter. Each hit delivers a clear limestone transient followed by dry scraping and light granular breakup as the chalks briefly interact and settle. The smaller size results in brighter, higher-pitched articulation with detailed brittle texture and minimal tail. Clean and versatile, ideal for chalkboard strikes, mineral debris hits, ceramic accents, or sharp granular layers in sound design.	small chalk impact, chalk collision, limestone knock, mineral clatter, ceramic hit, chalk strike, brittle click, dry scrape, granular debris, short impact, bright mineral, sound design element	00:27.000	OBJECTS	WRITING	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJWrite_IMPACT SHORT SUBTLE-Chalks Hard Impact Single A_BS_Cracklehead.wav	Short impact variations of single chalk pieces colliding, producing clean mineral knocks and brittle ceramic-like articulation. Each hit features a focused limestone transient followed by light chalky grit and a brief, dry decay. The single-piece contact results in clear, isolated impacts with minimal clutter and precise high-frequency detail. Tight and defined, ideal for chalkboard strikes, small mineral hits, ceramic accents, or sharp granular sweeteners in sound design.	single chalk impact, chalk collision, limestone knock, mineral hit, ceramic clack, chalk strike, brittle snap, dry decay, granular texture, short impact, stone accent, sound design element	00:18.000	OBJECTS	WRITING	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJWrite_IMPACT SHORT SUBTLE-Chalks Hard Impact Single B_BS_Cracklehead.wav	Short impact variations of single chalk pieces colliding, producing clean mineral knocks and brittle ceramic-like articulation. Each hit features a focused limestone transient followed by light chalky grit and a brief, dry decay. The single-piece contact results in clear, isolated impacts with minimal clutter and precise high-frequency detail. Tight and defined, ideal for chalkboard strikes, small mineral hits, ceramic accents, or sharp granular sweeteners in sound design.	single chalk impact, chalk collision, limestone knock, mineral hit, ceramic clack, chalk strike, brittle snap, dry decay, granular texture, short impact, stone accent, sound design element	00:18.000	OBJECTS	WRITING	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJWrite_IMPACT SHORT SUBTLE-Chalks Soft Tiny Impact A_BS_Cracklehead.wav	Short gentle impact variations of chalk pieces colliding, producing soft mineral knocks and delicate ceramic-like clatter. Each hit features a light limestone transient followed by subtle dry scraping and fine granular friction as the chalks briefly touch and settle. The texture remains airy and restrained, with bright high-frequency detail and minimal resonance. Subtle and precise, ideal for soft chalkboard touches, light mineral accents, ceramic foley, or refined granular sweeteners in sound design.	chalk soft impact, gentle chalk collision, limestone knock, mineral clack, ceramic click, chalk strike, dry scrape, granular friction, subtle impact, bright mineral texture, foley chalk, sound design element	00:30.000	OBJECTS	WRITING	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJWrite_IMPACT SHORT SUBTLE-Chalks Soft Tiny Impact B_BS_Cracklehead.wav	Short gentle impact variations of chalk pieces colliding, producing soft mineral knocks and delicate ceramic-like clatter. Each hit features a light limestone transient followed by subtle dry scraping and fine granular friction as the chalks briefly touch and settle. The texture remains airy and restrained, with bright high-frequency detail and minimal resonance. Subtle and precise, ideal for soft chalkboard touches, light mineral accents, ceramic foley, or refined granular sweeteners in sound design.	chalk soft impact, gentle chalk collision, limestone knock, mineral clack, ceramic click, chalk strike, dry scrape, granular friction, subtle impact, bright mineral texture, foley chalk, sound design element	00:27.000	OBJECTS	WRITING	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJWrite_LONG VARIATIONS INTENSE-Chalks Movement_BS_Cracklehead.wav	Variations of clacking, knocking, and friction from large tonal chalk pieces, producing bold mineral clatter and resonant ceramic-like texture. Each take captures heavy limestone impacts, dry scraping, and layered collisions as the chalks strike and grind against one another. The larger size gives a fuller, slightly tonal body with clear ringing articulation and gritty surface drag. Bright yet weighty, ideal for mineral debris beds, chalkboard movement, ceramic clutter, or textured granular layers in sound design.	large chalks, chalk movement, limestone clatter, mineral friction, ceramic knock, chalk collision, tonal mineral, dry scrape, brittle clack, chalk texture, stone impact, granular debris, sound design element	01:04.000	OBJECTS	WRITING	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJWrite_LONG VARIATIONS MODERATE-Chalks Movement_BS_Cracklehead.wav	Variations of clacking, knocking, and friction from bright small chalk pieces, producing crisp mineral clatter and detailed ceramic-like texture. Each take captures tight limestone impacts, dry scraping, and layered micro-collisions as the chalks shift and strike against one another. The smaller size results in a higher-pitched, lively articulation with brittle clicks and granular surface drag. Clear and textured, ideal for chalkboard handling, mineral debris beds, ceramic clutter, or refined granular sound design layering.	small chalks, chalk movement, limestone clatter, mineral friction, ceramic knock, chalk collision, bright mineral, brittle click, dry scrape, granular debris, textured clatter, stone particles, sound design element	01:12.000	OBJECTS	WRITING	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJWrite_LONG VARIATIONS SUBTLE-Chalks Movement_BS_Cracklehead.wav	Variations of clacking, knocking, and friction from bright tiny chalk pieces, producing fine mineral clatter and delicate ceramic-like texture. Each take captures light limestone clicks, airy scraping, and rapid granular collisions as the small fragments shift and tumble. The very small size creates a high-pitched, brittle articulation with subtle tonal shimmer and dry surface drag. Detailed and refined, ideal for subtle chalkboard handling, mineral debris layers, ceramic texture accents, or granular sound design elements.	tiny chalks, chalk movement, limestone texture, mineral friction, ceramic clatter, chalk collision, bright clicks, brittle mineral, dry scrape, granular debris, subtle clatter, stone particles, sound design element	01:12.000	OBJECTS	WRITING	LONG VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	OBJWrite_SHORT VARIATIONS SUBTLE-Chalks Soft Tiny Movement_BS_Cracklehead.wav	Short gentle handling variations of chalk pieces, producing soft mineral movement and delicate ceramic-like texture. Each take captures light limestone contact, subtle dry scraping, and fine granular friction as the chalks are shifted and repositioned. The sound is airy and restrained, with crisp high-frequency detail and minimal impact weight. Clean and natural, ideal for chalkboard handling, subtle mineral foley, ceramic prop interaction, or refined granular layering in sound design.	chalk handling, soft chalk movement, limestone texture, mineral friction, ceramic touch, chalk scrape, granular detail, subtle movement, dry texture, foley chalk, short variation, sound design element	00:27.000	OBJECTS	WRITING	SHORT VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PAPRImpT_IMPACT LONG INTENSE-Toilet Paper Hard Crunchy Impact_BS_Cracklehead.wav	Variations of organic impact created by toilet paper being crushed and forcefully deformed, producing dense papery crunch and fibrous breakup. Each take captures a soft but punchy initial hit followed by layered crumpling, compressed fiber crackle, and textured deformation. The sound carries an unexpectedly bone-like character, blending dry organic fracture with gritty destruction detail. Tactile and visceral, ideal for stylized bone breaks, creature body impacts, soft destruction layers, or organic cinematic sound design.	toilet paper crush, organic impact, papery crunch, fibrous crackle, bone break texture, soft destruction, crumple impact, organic fracture, gritty breakup, creature body hit, stylized gore layer, sound design element	02:15.000	PAPER	IMPACT	IMPACT LONG INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PAPRImpT_IMPACT SHORT INTENSE-Toilet Paper Medium Crunchy Impact_BS_Cracklehead.wav	Short variations of organic impact created by toilet paper being crushed and forcefully deformed, producing compact papery crunch and fibrous compression. Each hit delivers a tight, punchy transient followed by brief crumple and textured fiber breakup. The sound blends soft organic material with a surprisingly solid impact character, suitable for punch accents or lightweight footsteps on dry surfaces. Snappy and tactile, ideal for stylized body hits, foley steps, soft destruction layers, or organic impact sweeteners in sound design.	toilet paper impact, organic punch, papery crunch, fibrous compression, soft body hit, lightweight footsteps, crumple impact, organic deformation, dry texture, short impact, foley layer, sound design element	01:30.000	PAPER	IMPACT	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PAPRMisc_CONTINUOUS INTENSE-Toilet Paper Hard Crunch_BS_Cracklehead.wav	Continuous super intense toilet paper rummage producing dense, broadband white-noise-like texture. The aggressive handling creates constant fibrous friction, rapid crumpling, and layered papery agitation, resulting in a harsh, airy noise bed with strong high-frequency presence. The sound feels chaotic and saturated with restless surface movement, almost resembling synthetic white noise but retaining an organic, tactile character. Loud and abrasive, ideal for noise transitions, tension builds, chaotic debris beds, or experimental sound design textures.	toilet paper rummage, white noise texture, papery friction, fibrous crunch, continuous crumple, noise bed, chaotic movement, organic noise, high frequency texture, abrasive rustle, tension layer, experimental sound design, sound design element	00:53.857	PAPER	MISC	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026

Library	Manufacturer	Filename	Description	Keywords	Duration	Category	SubCategory	VendorCategory	URL	Channels	BWOriginator	SampleRate	BitDepth	TrackYear
Cracklehead	badsound	PAPRMisc_CONTINUOUS INTENSE-Toilet Paper Medium Crunch_BS_Cracklehead.wav	Continuous intense toilet paper rummage generating a dense, broadband noise texture with strong white-noise character. The forceful crumpling and rapid handling produce constant fibrous friction, layered papery crackle, and sustained high-frequency agitation. The result is a harsh, airy noise bed that feels chaotic and immersive while retaining an organic material identity. Powerful and textural, ideal for noise swells, tension builds, chaotic transitions, or organic broadband layers in sound design.	toilet paper rummage, white noise texture, papery friction, fibrous crunch, continuous crumple, noise bed, chaotic movement, organic noise, high frequency rustle, abrasive texture, tension layer, experimental sound design, sound design element	00:58.316	PAPER	MISC	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PAPRMisc_CONTINUOUS MODERATE-Toilet Paper Soft Crunch_BS_Cracklehead.wav	Continuous rummaging of toilet paper producing steady papery noise and organic rustling texture. The layered crumpling and surface friction create a soft, fibrous agitation that resembles dry vegetation or leaves being handled and disturbed. The sound carries a natural, airy quality with fine high-frequency detail and evolving surface movement. Organic and versatile, ideal for foliage beds, underbrush movement, soft debris layers, or textured environmental sound design.	toilet paper rummage, papery rustle, vegetation texture, leaf movement, fibrous friction, organic noise, dry foliage, continuous rustle, debris bed, environmental texture, sound design element	01:16.784	PAPER	MISC	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PAPRMisc_IMPACT SHORT INTENSE-Toilet Paper Quickly Squished_BS_Cracklehead.wav	Short variations of fast, gritty squishy impacts created using toilet paper as the source material. Each hit delivers a quick, compressed transient followed by textured fibrous crunch and subtle papery breakup. The sound blends soft organic squish with dry granular grit, creating a hybrid character that feels both fleshy and brittle. Snappy and tactile, ideal for stylized body hits, creature impacts, soft gore accents, or organic impact sweeteners in sound design.	toilet paper impact, squishy hit, gritty crunch, papery squish, organic impact, fibrous compression, soft gore texture, body hit layer, quick impact, hybrid texture, sound design element	01:30.000	PAPER	MISC	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PAPRMisc_IMPACT SHORT MODERATE-Toilet Paper Soft Crunch_BS_Cracklehead.wav	Short variations of gritty, squishy impacts created using toilet paper as the source material. Each hit combines soft compression with fibrous crunch and textured papery breakup, resulting in an organic yet slightly abrasive character. The impacts feel tactile and physical, blending gentle squish with dry granular grit. Controlled and versatile, ideal for stylized body hits, creature impacts, soft gore layers, or organic impact sweeteners in sound design.	toilet paper impact, squishy hit, gritty crunch, papery compression, organic impact, fibrous crackle, soft gore texture, body hit layer, squeeze sound, hybrid impact, tactile texture, sound design element	01:48.000	PAPER	MISC	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PAPRMisc_LONG VARIATIONS INTENSE-Toilet Paper Hard Crunch_BS_Cracklehead.wav	Long variations of toilet paper being handled violently, producing aggressive papery crunch and extended fibrous friction tails. Each take captures forceful crumpling, tearing compression, and gritty surface agitation that evolves into a sustained textured decay. The material delivers a surprisingly dense, organic breakup with layered crackle and abrasive fiber noise. Chaotic and tactile, ideal for destruction beds, gritty organic transitions, creature body impacts, or noisy environmental layering in sound design.	toilet paper crunch, violent handling, papery friction, fibrous crackle, gritty texture, organic destruction, crumple noise, abrasive rustle, long tail decay, debris layer, chaotic movement, sound design element	03:00.000	PAPER	MISC	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PAPRMisc_LONG VARIATIONS INTENSE-Toilet Paper Medium Crunch_BS_Cracklehead.wav	Long variations of toilet paper being handled, producing layered papery crunch and extended fibrous friction tails. Each take captures steady crumpling, compression, and textured surface drag that evolves into a sustained gritty decay. The sound blends soft organic material with detailed crackle and abrasive fiber noise, maintaining clarity while offering rich movement. Textured and versatile, ideal for organic debris beds, subtle destruction layers, foliage-like movement, or evolving noise transitions in sound design.	toilet paper handling, papery crunch, fibrous friction, gritty texture, organic rustle, crumple noise, surface drag, long tail decay, debris layer, continuous movement, sound design element	03:45.000	PAPER	MISC	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PAPRMisc_LONG VARIATIONS MODERATE-Toilet Paper Soft Crunch_BS_Cracklehead.wav	Long variations of toilet paper being handled, producing soft papery crunch and extended fibrous friction tails. Each take captures gentle crumpling, layered surface drag, and textured fiber agitation that trails into a sustained, gritty decay. The material retains an organic, airy character while offering detailed crackle and subtle abrasive noise. Natural and flexible, ideal for foliage-like movement, organic debris beds, soft destruction layers, or evolving textural sound design.	toilet paper handling, papery crunch, fibrous friction, gritty texture, organic rustle, soft crumple, surface drag, long tail decay, debris layer, continuous movement, environmental texture, sound design element	03:18.000	PAPER	MISC	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PAPRMisc_SHORT VARIATIONS MODERATE-Toilet Paper Slowly Squished_BS_Cracklehead.wav	Short variations of gritty, squishy impacts created by compressing toilet paper, delivering textured organic hits with fibrous crunch and soft deformation. Each take captures a compact squeeze with layered papery crackle, subtle granular breakup, and a slightly moist, fleshy character despite the dry source. The combination of squish and grit creates a hybrid impact that feels tactile and physical. Versatile and characterful, ideal for stylized body hits, creature impacts, soft gore accents, or organic punch layers in sound design.	toilet paper impact, squishy hit, gritty crunch, papery compression, organic impact, fibrous crackle, soft gore texture, body hit layer, squeeze sound, hybrid impact, tactile texture, sound design element	01:30.000	PAPER	MISC	SHORT VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_CONTINUOUS INTENSE-Cellophane Intense Crackle_BS_Cracklehead.wav	Intense continuous deformation of cellophane plastic, producing dense crackling noise and aggressive high-frequency texture. The material is heavily compressed and manipulated, generating rapid-fire brittle snaps, sharp plastic stress fractures, and restless friction movement. The sound is bright, chaotic, and energetic, with constant micro-transients and noisy detail that fills the spectrum. Raw and abrasive, ideal for harsh texture layering and high-definition sound design work.	cellophane, plastic crackle, plastic deformation, intense plastic, crackling noise, brittle snap, plastic stress, high frequency texture, noisy friction, continuous plastic, aggressive texture, debris layer, industrial foley, chaotic movement, sound design element	00:51.556	PLASTIC	BREAK	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_CONTINUOUS INTENSE-Plastic Bag Intense Crackle_BS_Cracklehead.wav	Intense continuous deformation of a plastic bag, generating loud, chaotic crackle and dense broadband noise. The material is aggressively compressed and shaken, producing rapid-fire plastic snaps, sharp friction bursts, and constant high-frequency agitation. The texture feels wild and animated, almost like a cartoonish fight happening inside the bag, with elements that resemble heavy rain or strong wind whipping through thin plastic. Energetic, noisy, and highly expressive, ideal for exaggerated foley, storm-like textures, creature movement, or aggressive sound design layering.	plastic bag, plastic crackle, intense plastic, plastic deformation, noisy texture, chaotic crackle, heavy rain texture, strong wind sound, cartoon fight, plastic friction, aggressive plastic, broadband noise, high frequency detail, debris movement, creature texture, sound design element	01:18.704	PLASTIC	BREAK	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_CONTINUOUS INTENSE-Thick Plastic Bag Intense Texture_BS_Cracklehead.wav	Intense continuous deformation of a small, thick plastic bag producing dense, weighty plastic texture and aggressive layered crackle. The heavier material generates deeper, more substantial friction and stress movement compared to thin plastic, with compact transients and constant surface agitation. The texture resembles heavy rain falling on a resistant surface, combining broadband noise with pronounced plastic clicks and folds. Powerful, tactile, and immersive, ideal for storm-like layers, creature movement, heavy material foley, or aggressive sound design beds.	thick plastic bag, plastic deformation, intense plastic, heavy plastic texture, plastic crackle, dense friction, plastic stress, heavy rain texture, storm layer, continuous plastic, aggressive movement, broadband noise, foley plastic, creature texture, sound design element	01:10.443	PLASTIC	BREAK	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_CONTINUOUS MODERATE-Cellophane Medium Crackle_BS_Cracklehead.wav	Continuous deformation of cellophane plastic producing detailed crackle, textured friction, and layered brittle movement. The material is steadily compressed and flexed, creating rhythmic plastic stress sounds with bright high-frequency articulation and nuanced micro-snaps. The texture feels immersive and tactile, with an ASMR-like clarity that emphasizes fine transient detail without becoming overly harsh. Balanced, expressive, and highly usable for both realistic foley and creative sound design layering.	cellophane, plastic crackle, plastic deformation, plastic friction, textured noise, ASMR texture, brittle snap, plastic stress, continuous plastic, high frequency detail, crackling texture, foley plastic, granular movement, tension texture, sound design element	00:54.580	PLASTIC	BREAK	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_CONTINUOUS MODERATE-Plastic Bag Medium Intense Crackle_BS_Cracklehead.wav	Continuous deformation of a plastic bag producing steady crackle, textured friction, and layered plastic stress noise. The material is repeatedly compressed and shifted, creating restless high-frequency movement with a character reminiscent of rain hitting a surface or wind passing through thin material. The sound maintains a balanced intensity, delivering constant agitation without becoming overly chaotic. Detailed and flexible, suitable for realistic foley, weather-like textures, or creative sound design layering.	plastic bag, plastic crackle, plastic deformation, plastic friction, rain texture, wind texture, continuous plastic, noisy movement, plastic stress, high frequency detail, rustling plastic, foley plastic, textured noise, environmental layer, sound design element	00:56.000	PLASTIC	BREAK	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_CONTINUOUS MODERATE-Thick Plastic Bag Medium Texture_BS_Cracklehead.wav	Continuous deformation of a small thick plastic bag producing steady plastic texture and layered friction detail. The heavier material creates fuller, more rounded crackle compared to thin plastic, with controlled stress movement and compact transient activity. The sound maintains a consistent density, combining tactile folds, subtle snaps, and textured surface agitation without excessive harshness. Natural, versatile, and well suited for realistic foley or detailed sound design layering.	thick plastic bag, plastic deformation, plastic texture, medium plastic crackle, plastic friction, plastic stress, continuous plastic, layered movement, tactile folds, plastic rustle, foley plastic, material handling, textured noise, sound design element	01:19.514	PLASTIC	BREAK	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026

Library	Manufacturer	Filename	Description	Keywords	Duration	Category	SubCategory	VendorCategory	URL	Channels	BWOriginator	SampleRate	BitDepth	TrackYear
Cracklehead	badsound	PLASBrk_CONTINUOUS SUBTLE-Cellophane Soft Crackle_BS_Cracklehead.wav	Continuous very gentle deformation of cellophane plastic producing soft crackle, delicate friction, and fine high-frequency texture. The material is lightly flexed and compressed, creating airy brittle micro-snaps and subtle plastic stress movement with an intimate, ASMR-like quality. The sound carries a faint frying or sizzling character, remaining controlled and unobtrusive while retaining crisp detail. Subtle, immersive, and ideal for close-up texture layering and nuanced sound design work.	cellophane, plastic crackle, soft plastic, gentle deformation, subtle crackle, ASMR texture, frying texture, sizzling plastic, plastic friction, brittle micro snaps, continuous plastic, high frequency detail, foley plastic, granular texture, sound design element	00:59.921	PLASTIC	BREAK	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_CONTINUOUS SUBTLE-Plastic Bag Soft Crackle_BS_Cracklehead.wav	Very gentle, soft continuous deformation of a plastic bag producing light clicks, fine crackles, and delicate plastic stress textures. The material is subtly flexed and shifted, creating airy micro-snaps and quiet friction movement with intimate, close-up detail. The sound remains restrained and controlled, offering nuanced high-frequency articulation without harsh spikes or aggressive noise. Ideal for subtle foley layering, quiet environmental textures, or delicate sound design sweetening.	plastic bag, soft plastic, gentle deformation, subtle crackle, plastic clicks, plastic cracks, light rustle, thin plastic friction, plastic stress, continuous plastic, high frequency detail, quiet texture, foley plastic, granular movement, sound design element	00:55.778	PLASTIC	BREAK	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_CONTINUOUS SUBTLE-Thick Plastic Bag Soft Texture_BS_Cracklehead.wav	Gentle, soft continuous deformation of a small thick plastic bag producing subdued plastic texture and controlled stress movement. The denser material delivers rounded, muted crackle with subtle friction and light folding sounds rather than sharp snaps. Micro-transients remain present but restrained, creating an intimate, tactile surface agitation with natural material realism. Smooth, detailed, and ideal for understated foley work or subtle texture layering in sound design.	thick plastic bag, soft plastic, gentle deformation, plastic texture, subtle crackle, plastic friction, plastic stress, light rustle, continuous plastic, muted folds, foley plastic, material handling, textured noise, high frequency detail, sound design element	01:08.163	PLASTIC	BREAK	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_IMPACT SHORT INTENSE-Cellophane Crackle_BS_Cracklehead.wav	Variations of quick, intense cellophane deformation delivering sharp, brittle crackle and bright thin-plastic texture. Each hit captures rapid stress snaps, tight micro-transients, and fast friction bursts as the lightweight material is forcefully flexed and compressed. The sound remains distinctly thin and crisp due to the nature of cellophane, with cutting high-frequency articulation and minimal low-end weight. Energetic and piercing, ideal for sharp foley accents, debris sweeteners, glitchy UI textures, or high-frequency layers in cinematic and game sound design.	cellophane, thin plastic, intense crackle, plastic deformation, sharp snap, brittle texture, plastic stress, quick impact, high frequency detail, crisp plastic, short plastic hit, glitch texture, foley plastic, debris layer, sound design element	00:45.000	PLASTIC	BREAK	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_IMPACT SHORT INTENSE-Plastic Bag Crackle_BS_Cracklehead.wav	Variations of quick, intense plastic bag deformation producing aggressive plastic texture and sharp crackle bursts. Each hit captures rapid stress snaps, tight folds, and energetic friction as the material is forcefully compressed and released. The sound delivers dense high-frequency articulation with compact, punchy transients and lively surface agitation. Bright, chaotic, and expressive, ideal for sharp foley accents, debris sweeteners, storm-like textures, or high-energy sound design layering.	plastic bag, intense plastic, plastic crackle, plastic deformation, sharp snap, aggressive friction, short plastic hit, plastic stress, high frequency detail, chaotic texture, impact crackle, foley plastic, textured movement, sound design element	00:45.000	PLASTIC	BREAK	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_IMPACT SHORT INTENSE-Thick Plastic Bag_BS_Cracklehead.wav	Variations of quick, intense deformation of a small thick plastic bag producing dense, weighty plastic texture and aggressive crackle bursts. The heavier material generates fuller stress snaps and compact folds with tighter, more substantial friction than thin plastic. Each hit captures forceful compression and rapid release, delivering punchy transients and energetic surface agitation with a rounded but powerful character. Bold and tactile, ideal for impactful foley accents, heavy material handling, or strong texture layering in sound design.	thick plastic bag, intense plastic, plastic deformation, heavy plastic texture, dense crackle, plastic stress, aggressive snap, short plastic hit, friction movement, high frequency detail, material handling, foley plastic, textured movement, sound design element	00:45.000	PLASTIC	BREAK	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_IMPACT SHORT MODERATE-Cellophane Crackle_BS_Cracklehead.wav	Variations of quick cellophane deformation producing bright, detailed thin-plastic texture and controlled crackle. Each hit captures fast stress snaps, tight friction movement, and crisp micro-transients as the lightweight material is flexed and released. The sound remains thin and articulate, with clean high-frequency presence and minimal low-end weight. Clear and versatile, ideal for realistic plastic foley, sharp texture sweetening, or precise high-frequency layering in sound design.	cellophane, thin plastic, plastic crackle, plastic deformation, quick snap, brittle texture, plastic stress, short plastic hit, crisp crackle, high frequency detail, foley plastic, light impact, textured movement, sound design element	00:45.000	PLASTIC	BREAK	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_IMPACT SHORT MODERATE-Plastic Bag Crackle_BS_Cracklehead.wav	Variations of quick plastic bag deformation producing detailed plastic texture and controlled crackle. Each hit captures fast stress movement, compact folds, and crisp friction as the material is flexed and released. The sound delivers clear high-frequency articulation with balanced density, remaining energetic without becoming overly chaotic. Versatile and natural, suitable for realistic foley accents, texture sweetening, or precise layering in sound design.	plastic bag, plastic deformation, plastic crackle, plastic texture, quick snap, plastic stress, short plastic hit, friction movement, high frequency detail, flexible material, foley plastic, textured noise, sound design element	00:45.000	PLASTIC	BREAK	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_IMPACT SHORT MODERATE-Thick Plastic Bag_BS_Cracklehead.wav	Variations of quick deformation of a small thick plastic bag producing tight, tactile plastic texture and controlled crackle. The denser material creates fuller stress snaps and rounded folds compared to thin plastic, with compact transients and focused friction movement. Each hit captures fast compression and release with balanced intensity and clear high-frequency articulation. Natural yet punchy, ideal for realistic foley accents, material handling, or detailed texture layering in sound design.	thick plastic bag, plastic deformation, plastic texture, medium plastic crackle, plastic stress, quick snap, short plastic hit, friction movement, dense plastic, material handling, high frequency detail, foley plastic, textured noise, sound design element	00:45.000	PLASTIC	BREAK	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_IMPACT SHORT SUBTLE-Cellophane Crackle_BS_Cracklehead.wav	Variations of quick, soft cellophane deformation producing light, thin-plastic texture and delicate crackle. Each hit captures gentle stress releases, subtle brittle snaps, and fine friction movement as the lightweight material flexes and settles. The sound remains airy and crisp, with controlled high-frequency articulation and minimal density. Subtle yet detailed, ideal for quiet foley accents, refined texture layering, or soft high-frequency sweetening in sound design.	cellophane, thin plastic, soft plastic crackle, gentle deformation, subtle snap, brittle texture, plastic stress, short plastic hit, light crackle, high frequency detail, foley plastic, delicate texture, sound design element	00:45.000	PLASTIC	BREAK	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_IMPACT SHORT SUBTLE-Plastic Bag Crackle_BS_Cracklehead.wav	Variations of quick, gentle plastic bag deformation producing soft plastic texture and light crackle detail. Each hit captures subtle stress releases, small folds, and delicate friction movement as the material flexes and settles. The sound remains airy and controlled, with fine high-frequency articulation and minimal density. Clean and understated, ideal for quiet foley accents, subtle material handling, or refined texture layering in sound design.	plastic bag, soft plastic, gentle deformation, plastic texture, subtle crackle, light snap, plastic stress, short plastic hit, friction movement, high frequency detail, flexible material, foley plastic, textured noise, sound design element	00:45.000	PLASTIC	BREAK	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_IMPACT SHORT SUBTLE-Thick Plastic Bag_BS_Cracklehead.wav	Variations of quick, gentle deformation of a small thick plastic bag producing soft, rounded plastic texture and light crackle detail. The denser material delivers muted stress snaps and compact folds with subtle friction movement, retaining weight without becoming aggressive. Each hit captures fast but controlled compression and release, offering clear high-frequency articulation with restrained intensity. Tactile and understated, ideal for subtle foley accents, material handling, or refined texture layering in sound design.	thick plastic bag, gentle plastic, soft deformation, plastic texture, subtle crackle, plastic stress, light snap, short plastic hit, friction movement, dense plastic, material handling, high frequency detail, foley plastic, textured noise, sound design element	00:45.000	PLASTIC	BREAK	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_LONG VARIATIONS INTENSE-Cellophane Impact Crackle_BS_Cracklehead.wav	Variations of intense cellophane plastic deformation delivering aggressive crackle, sharp brittle snaps, and dense high-frequency noise. Each take captures rapid plastic stress fractures, chaotic friction movement, and explosive micro-transients as the material is forcefully compressed and manipulated. The texture is bright, abrasive, and highly energetic, with constant agitation across the spectrum. Raw and expressive, ideal for harsh texture layering, debris movement, storm-like noise beds, creature surfaces, or experimental sound design.	cellophane, plastic crackle, intense plastic, plastic deformation, crackling noise, brittle snap, plastic stress, high frequency texture, chaotic friction, aggressive plastic, noisy layer, debris texture, storm noise, creature texture, sound design element	01:12.000	PLASTIC	BREAK	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_LONG VARIATIONS INTENSE-Plastic Bag Impact Crackle_BS_Cracklehead.wav	Variations of plastic bag deformation producing energetic plastic texture and layered crackle with fluid, splash-like character. Each take captures sharp stress snaps, flexible surface agitation, and shifting folds that create a sound reminiscent of water splashing or rapid liquid movement. The texture blends broadband plastic noise with articulate high-frequency detail, making it expressive and dynamic. Bright, lively, and highly usable for both realistic foley and creative sound design layering.	plastic bag, plastic deformation, plastic texture, plastic crackle, splash texture, water splash sound, fluid movement, plastic stress, flexible material, impact crackle, layered friction, high frequency detail, foley plastic, textured noise, sound design element	01:12.000	PLASTIC	BREAK	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026

Library	Manufacturer	Filename	Description	Keywords	Duration	Category	SubCategory	VendorCategory	URL	Channels	BWOriginator	SampleRate	BitDepth	TrackYear
Cracklehead	badsound	PLASBrk_LONG VARIATIONS INTENSE-Thick Plastic Bag Texture_BS_Cracklehead.wav	Variations of intense deformation of a small thick plastic bag producing dense, weighty plastic texture and aggressive layered crackle. The thicker material generates fuller, more substantial stress movement with compact transients, tight folds, and pronounced friction bursts. Each take captures forceful compression and rapid surface agitation, delivering a tactile, immersive character with strong broadband presence. Bold and energetic, ideal for heavy Foley work, storm-like texture layers, creature movement, or impactful sound design elements.	thick plastic bag, intense plastic, plastic deformation, heavy plastic texture, dense crackle, plastic stress, aggressive friction, layered noise, compact transients, storm texture, material handling, foley plastic, textured movement, sound design element	01:30.000	PLASTIC	BREAK	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_LONG VARIATIONS MODERATE-Cellophane Impact Crackle_BS_Cracklehead.wav	Variations of cellophane plastic deformation producing detailed plastic texture, layered crackle, and controlled stress movement. Each performance captures brittle micro-snaps, thin friction ripples, and shifting surface tension as the material is flexed and compressed. The texture remains bright and articulate without becoming overly harsh, offering a balanced density of high-frequency detail and natural plastic resonance. Versatile and expressive, suitable for realistic Foley, texture sweetening, or creative sound design layering.	cellophane, plastic deformation, plastic texture, plastic crackle, thin plastic, brittle snap, plastic stress, friction movement, layered crackle, continuous plastic, high frequency detail, foley plastic, granular texture, sound design element	01:12.000	PLASTIC	BREAK	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_LONG VARIATIONS MODERATE-Plastic Bag Impact Crackle_BS_Cracklehead.wav	Variations of plastic bag deformation producing detailed plastic texture and layered crackle with a fluid, splash-like character. Each take captures flexible surface stress, shifting folds, and articulated snaps that create an impression similar to water splashing or liquid agitation. The sound balances broadband plastic noise with defined high-frequency detail, remaining energetic yet controlled. Versatile and expressive, suitable for realistic Foley, water-like texture sweetening, or creative sound design layering.	plastic bag, plastic deformation, plastic texture, plastic crackle, splash texture, water splash sound, liquid movement, flexible material, plastic stress, impact crackle, layered friction, textured noise, high frequency detail, foley plastic, sound design element	01:12.000	PLASTIC	BREAK	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_LONG VARIATIONS MODERATE-Thick Plastic Bag Texture_BS_Cracklehead.wav	Variations of deformation of a small thick plastic bag producing steady, tactile plastic texture and layered stress movement. The heavier material creates fuller crackle and rounded friction compared to thin plastic, with controlled folds, compact snaps, and consistent surface agitation. Each take captures natural material handling with balanced density and clear high-frequency articulation. Versatile and realistic, suitable for Foley work, material movement layers, or detailed sound design textures.	thick plastic bag, plastic deformation, plastic texture, medium plastic crackle, plastic stress, plastic friction, layered movement, tactile folds, flexible material, continuous plastic, foley plastic, textured noise, material handling, sound design element	01:30.000	PLASTIC	BREAK	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_LONG VARIATIONS SUBTLE-Cellophane Crackle_BS_Cracklehead.wav	Variations of gentle, soft cellophane deformation producing delicate plastic texture and fine crackle detail. Each take captures light flexing, subtle stress movement, and airy brittle micro-snaps as the thin material shifts and releases tension. The texture remains controlled and intimate, with clean high-frequency articulation and natural plastic resonance. Subtle and nuanced, ideal for close-up Foley, ASMR-style textures, or refined sound design layering.	cellophane, soft plastic, gentle deformation, subtle crackle, plastic texture, thin plastic, brittle micro snaps, plastic stress, friction movement, layered texture, high frequency detail, foley plastic, ASMR texture, sound design element	00:45.000	PLASTIC	BREAK	LONG VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_LONG VARIATIONS SUBTLE-Plastic Bag Crackle A_BS_Cracklehead.wav	Variations of soft plastic bag texture featuring delicate clicks, light cracks, and subtle surface movement. Each take captures gentle deformation with fine plastic stress detail and airy micro-snaps as the material shifts and flexes. The texture remains restrained and intimate, offering clean high-frequency articulation without aggressive noise buildup. Natural and flexible, ideal for subtle Foley layering, close-up material handling, or refined sound design textures.	plastic bag, soft plastic, plastic texture, plastic clicks, plastic cracks, subtle crackle, gentle deformation, plastic stress, light rustle, flexible material, high frequency detail, foley plastic, granular texture, sound design element	01:30.000	PLASTIC	BREAK	LONG VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_LONG VARIATIONS SUBTLE-Plastic Bag Crackle B_BS_Cracklehead.wav	Variations of soft plastic bag texture featuring delicate clicks, light cracks, and subtle surface movement. Each take captures gentle deformation with fine plastic stress detail and airy micro-snaps as the material shifts and flexes. The texture remains restrained and intimate, offering clean high-frequency articulation without aggressive noise buildup. Natural and flexible, ideal for subtle Foley layering, close-up material handling, or refined sound design textures.	plastic bag, soft plastic, plastic texture, plastic clicks, plastic cracks, subtle crackle, gentle deformation, plastic stress, light rustle, flexible material, high frequency detail, foley plastic, granular texture, sound design element	01:12.000	PLASTIC	BREAK	LONG VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASBrk_LONG VARIATIONS SUBTLE-Thick Plastic Bag Texture_BS_Cracklehead.wav	Variations of gentle deformation of a small thick plastic bag producing soft plastic texture with subtle clicks and fine cracks. The denser material delivers muted, rounded stress sounds as it flexes and compresses, creating controlled micro-snaps and light friction movement. Each take captures intimate surface agitation with balanced high-frequency detail and natural material realism. Subtle and tactile, ideal for understated Foley work or refined texture layering in sound design.	thick plastic bag, gentle plastic, soft deformation, plastic texture, plastic clicks, plastic cracks, subtle crackle, plastic stress, light friction, flexible material, high frequency detail, foley plastic, material handling, textured noise, sound design element	01:30.000	PLASTIC	BREAK	LONG VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASCrsh_IMPACT SHORT MODERATE-Small Plastic Mosaic Pieces Extra Tail_BS_Cracklehead.wav	Variations of small plastic mosaic tiles being hit, producing tight, granular impacts with a textured, pebbly character. Each hit delivers compact transients followed by scattered micro-collisions and light tail movement as the pieces shift and settle. The sound resembles small objects landing in sand or gravel, or something dropped onto a surface of fine pebbles. Detailed, crisp, and naturally textured, making it highly usable for granular Foley, debris sweetening, or layered impact design.	plastic mosaic, small plastic pieces, granular impact, pebble texture, gravel hit, small debris, plastic collision, scattered pieces, landing in sand, granular movement, short impact, textured tail, foley debris, surface drop, sound design element	00:27.000	PLASTIC	CRASH & DEBRIS	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASCrsh_IMPACT SHORT MODERATE-Small Plastic Mosaic Pieces_BS_Cracklehead.wav	Variations of small plastic mosaic tiles being hit, producing tight, granular impacts with a textured, pebbly character. Each hit delivers compact transients followed by scattered micro-collisions and light tail movement as the pieces shift and settle. The sound resembles small objects landing in sand or gravel, or something dropped onto a surface of fine pebbles. Detailed, crisp, and naturally textured, making it highly usable for granular Foley, debris sweetening, or layered impact design.	plastic mosaic, small plastic pieces, granular impact, pebble texture, gravel hit, small debris, plastic collision, scattered pieces, landing in sand, granular movement, short impact, textured tail, foley debris, surface drop, sound design element	00:27.000	PLASTIC	CRASH & DEBRIS	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASCrsh_IMPACT SHORT SUBTLE-Small Plastic Mosaic Pieces_BS_Cracklehead.wav	Variations of a few small plastic mosaic tiles being lightly hit, producing delicate, granular impacts with a soft pebbly texture. Each take captures compact transients followed by subtle scattering and gentle settling movement as the pieces shift against each other. The sound resembles something small landing in sand or gravel, or an object dropped onto fine pebbles. Light, detailed, and naturally textured, ideal for subtle debris Foley, granular layering, or surface interaction sweetening in sound design.	plastic mosaic, small plastic pieces, light impact, granular texture, pebble sound, gravel hit, small debris, surface drop, landing in sand, subtle collision, scattered pieces, short impact, textured movement, foley debris, sound design element	00:27.000	PLASTIC	CRASH & DEBRIS	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASFriction_CONTINUOUS MODERATE-Small Plastic Mosaic Pieces Crunched_BS_Cracklehead.wav	Continuous crunching and pressing together of small plastic mosaic tiles producing dense granular texture and detailed plastic friction. The pieces grind and compress against each other, generating layered micro-impacts, shifting debris movement, and steady surface agitation. The sound carries a pebbly, sand-like character with controlled crackle and constant tactile motion. Textured and immersive, ideal for debris beds, granular Foley, creature surface movement, or detailed material layering in sound design.	plastic mosaic, small plastic pieces, plastic friction, granular crunch, pebble texture, debris movement, grinding plastic, continuous crunch, sand texture, surface agitation, layered micro impacts, foley debris, textured movement, sound design element	00:40.265	PLASTIC	FRICITION	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASFriction_LONG VARIATIONS MODERATE-Small Plastic Mosaic Pieces Crunched_BS_Cracklehead.wav	Variations of crunching and pressing together small plastic mosaic tiles producing rich granular texture and layered plastic friction. Each take captures compact micro-impacts, shifting debris movement, and steady grinding as the pieces compress and slide against one another. The sound carries a distinct pebbly character, similar to sand or fine gravel being disturbed, with controlled density and detailed surface articulation. Textural and versatile, ideal for debris beds, granular Foley, creature surface movement, or dynamic material layering in sound design.	plastic mosaic, small plastic pieces, plastic friction, granular crunch, pebble texture, gravel movement, debris layer, grinding plastic, compressed pieces, sand texture, layered micro impacts, foley debris, textured movement, sound design element	01:12.000	PLASTIC	FRICITION	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASFriction_SHORT INTENSE-Glue Gun Stick Squeezed Friction_BS_Cracklehead.wav	A set of close-up plastic friction variations created by squeezing glue gun sticks by hand. The sound captures intense, squishy deformation with sticky, rubbery resistance and detailed surface friction. Each variation highlights subtle differences in pressure and movement, producing textured squeaks, creaks, and soft stretching artifacts. The close perspective emphasizes tactile detail and material elasticity, making these sounds ideal for creature skin movement, organic UI elements, slime interactions, sticky objects, deformation effects, and stylized Foley requiring rich, squishy plastic texture.	plastic friction, glue stick squeeze, squishy texture, sticky squeeze, rubbery deformation, plastic creak, tactile friction, close-up Foley, organic movement, slime sound, stretchy material, game sound effect, creature skin movement, sticky object interaction, deformation sound, textured squeeze	00:46.857	PLASTIC	FRICITION	SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026

Library	Manufacturer	Filename	Description	Keywords	Duration	Category	SubCategory	VendorCategory	URL	Channels	BWOriginator	SampleRate	BitDepth	TrackYear
Cracklehead	badsound	PLASImpt_IMPACT SHORT INTENSE-Plastic Bottles Bouncing Hard_BS_Cracklehead.wav	Variations of lightweight plastic bottles suspended on thread and struck, producing hollow plastic impacts with lively bouncing and tumbling movement. Each hit captures bright contact transients followed by swinging collisions and scattered secondary knocks as the bottles interact like a loose mobile. The texture feels playful yet chaotic, resembling plastic balls clacking together or someone rummaging through hanging objects. Crisp, resonant, and kinetic, ideal for toy-like impacts, searching or rummaging scenes, suspended object movement, or stylized plastic sound design layers.	plastic bottles, hanging objects, plastic impact, hollow plastic, bouncing plastic, tumbling bottles, toy texture, plastic balls, mobile movement, suspended objects, rummaging sound, object collision, playful impact, foley plastic, sound design element	00:45.000	PLASTIC	IMPACT	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASImpt_IMPACT SHORT MODERATE-Clothespins A Hard Impact Rattle_BS_Cracklehead.wav	Variations of clothespins being hit, producing sharp plastic impacts with layered rattle from multiple objects striking together. Each hit captures hard, snappy transients followed by quick secondary clicks and scattered plastic collisions as the pieces bounce and settle. The texture is bright and percussive, with tight high-frequency articulation and compact decay. Punchy and versatile, ideal for plastic foley, object drops, mechanical accents, or crisp impact layering in sound design.	clothespins, plastic hit, plastic impact, multiple objects, plastic rattle, hard plastic, object collision, sharp snap, percussive hit, debris movement, foley plastic, short impact, textured rattle, sound design element	00:27.000	PLASTIC	IMPACT	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASImpt_IMPACT SHORT SUBTLE-Clothespins A Medium Impact Rattle_BS_Cracklehead.wav	Variations of clothespins being lightly hit, producing controlled plastic impacts with subtle multi-object rattle. Each take captures compact, snappy transients followed by gentle secondary clicks and small scattered collisions as the pieces shift and settle. The texture remains bright and articulate without aggressive sharpness, offering clean high-frequency detail and natural plastic resonance. Ideal for plastic foley, small object drops, light mechanical accents, or precise impact layering in sound design.	clothespins, plastic hit, plastic impact, multiple objects, plastic rattle, light plastic collision, object movement, soft snap, percussive click, debris movement, foley plastic, short impact, textured rattle, sound design element	00:27.000	PLASTIC	IMPACT	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASImpt_IMPACT SHORT SUBTLE-Clothespins A Soft Impact Rattle_BS_Cracklehead.wav	Variations of clothespins being gently tapped together, producing soft plastic hits and loose rattling from multiple objects interacting. Each take captures light contact transients followed by delicate secondary clicks and subtle plastic movement as the pieces shift and settle. The texture remains airy and restrained, with fine high-frequency articulation and minimal impact weight. Ideal for subtle plastic foley, light object handling, quiet mechanical accents, or understated rattle layering in sound design.	clothespins, plastic hit, soft plastic impact, plastic rattle, multiple objects, light plastic collision, gentle snap, subtle click, object movement, foley plastic, short rattle, textured plastic, sound design element	00:27.000	PLASTIC	IMPACT	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASImpt_IMPACT SHORT SUBTLE-Clothespins B Soft Impact_BS_Cracklehead.wav	Variations of clothespins with thin resonating plastic being gently hit, producing light plastic impacts and airy rattling from multiple interacting pieces. Each take captures delicate contact transients followed by subtle resonant vibration and fine secondary clicks as the thin plastic flexes and settles. The texture is bright and slightly ringing, with controlled high-frequency articulation and minimal weight. Subtle yet characterful, ideal for plastic foley, small object handling, light mechanical accents, or delicate rattle layering in sound design.	clothespins, thin plastic, plastic hit, soft plastic impact, plastic rattle, resonant plastic, multiple objects, gentle snap, subtle click, object movement, foley plastic, light mechanical, textured rattle, sound design element	00:27.000	PLASTIC	IMPACT	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMisc_CONTINUOUS INTENSE-Glue Gun Sticks Rattle_BS_Cracklehead.wav	A high-intensity continuous tumble of glue gun sticks, producing a dense mix of clicky impacts, squishy compression, and plastic friction textures. The sound blends rapid rattling transients with rubbery deformation and sticky surface movement, creating a busy, tactile plastic mass in motion. Its energetic and layered character makes it ideal for chaotic object movement, creature body textures, mechanical plastic debris, slime containers, physics-driven gameplay, and stylized Foley requiring persistent, high-detail plastic interaction.	continuous plastic rattle, glue stick tumble, clicky plastic, squishy friction, plastic deformation, intense rattle, sticky texture, chaotic movement, game sound effect, foley plastic, rattling debris, tactile material sound, rubbery compression, object tumble, high energy friction	01:05.800	PLASTIC	MISC	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMisc_CONTINUOUS MODERATE-Glue Gun Sticks Rattle_BS_Cracklehead.wav	A medium-intensity continuous tumble of glue gun sticks, producing a balanced mix of clicky impacts, squishy compression, and textured plastic friction. The sound features rhythmic vinyl-like clicks combined with soft, rubbery deformation and surface rubbing, creating a lively yet controlled plastic mass in motion. Less aggressive than high-intensity variations, it maintains detailed tactile character while remaining usable for sustained backgrounds. Ideal for physics-driven gameplay, prop movement, creature textures, slime containers, and stylized Foley requiring continuous plastic interaction with character.	continuous plastic rattle, glue stick tumble, medium intensity, clicky plastic, vinyl clicks, squishy friction, plastic deformation, rubbery texture, moderate rattle, game sound effect, foley plastic, object movement, tactile material sound, sticky surface, sustained friction	00:52.422	PLASTIC	MISC	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMisc_CONTINUOUS SUBTLE-Glue Gun Sticks Rattle_BS_Cracklehead.wav	A low-intensity continuous tumble of glue gun sticks, producing delicate clicky transients, soft squishy compression, and fine plastic friction detail. The restrained movement creates light vinyl-like clicks and micro-rattles that almost resemble subtle digital artifacts or glitch textures. The sound remains tactile and organic while carrying a slightly synthetic edge due to the high-frequency clicking detail. Ideal for background material motion, creature skin textures, UI glitch layers, slime interactions, and nuanced Foley requiring soft, continuous plastic movement.	continuous plastic rattle, subtle glue stick tumble, low intensity friction, clicky plastic, squishy texture, vinyl clicks, digital artifact texture, glitchy rattle, plastic deformation, soft material movement, game sound effect, foley plastic, tactile friction, organic glitch sound, background texture	00:51.195	PLASTIC	MISC	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMisc_IMPACT SHORT INTENSE-Glue Gun Stick Hard Rattle_BS_Cracklehead.wav	A set of short, high-intensity glue gun stick impact variations featuring sharp clicky attacks, squishy compression, and textured plastic friction. Each hit delivers a tight burst of sticky, rubbery deformation combined with crisp plastic rattling transients. The impacts feel energetic and tactile, with layered micro-clicks and elastic material response that add character and aggression. Ideal for physics-driven gameplay, stylized UI clicks, creature skin hits, slime impacts, plastic debris interactions, and detailed Foley requiring punchy, high-energy plastic contact.	glue stick impact, intense plastic hit, clicky plastic, squishy impact, plastic friction, hard rattle, sticky deformation, short plastic hit, tactile material sound, game sound effect, foley plastic, creature hit, slime impact, elastic material strike, high energy plastic click	00:36.000	PLASTIC	MISC	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMisc_IMPACT SHORT MODERATE-Glue Gun Stick Medium Rattle_BS_Cracklehead.wav	A collection of short, medium-intensity glue gun stick impact variations combining clicky transients, squishy compression, and textured plastic friction. Each hit delivers a balanced burst of rubbery deformation and crisp plastic micro-rattles, maintaining tactile detail without excessive aggression. The impacts feel controlled yet lively, with sticky surface interaction and subtle elastic response. Ideal for game UI elements, creature skin contacts, slime interactions, prop handling, and stylized Foley requiring detailed but moderate plastic impacts.	glue stick impact, medium plastic hit, clicky plastic, squishy impact, plastic friction, moderate rattle, sticky deformation, short plastic contact, tactile material sound, game sound effect, foley plastic, creature touch, slime hit, elastic material strike, controlled plastic click	00:54.000	PLASTIC	MISC	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMisc_IMPACT SHORT SUBTLE-Glue Gun Stick Soft Rattle_BS_Cracklehead.wav	A set of short, low-intensity glue gun stick impact variations featuring delicate clicky transients, soft squishy compression, and fine plastic friction detail. Each hit delivers a light, tactile contact with gentle rubbery deformation and restrained micro-rattles. The overall character is subtle and controlled, emphasizing close-up material texture rather than force. Ideal for nuanced UI elements, creature skin touches, slime interactions, prop handling, and detailed Foley requiring soft, realistic plastic impacts.	glue stick impact, subtle plastic hit, soft plastic contact, clicky plastic, squishy texture, plastic friction, light rattle, sticky deformation, short plastic tap, tactile material sound, game sound effect, foley plastic, creature touch, slime contact, gentle material impact	00:18.000	PLASTIC	MISC	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMisc_LONG VARIATIONS INTENSE-Glue Gun Stick Hard Rattle_BS_Cracklehead.wav	A set of high-intensity glue gun stick tumble variations featuring dense, energetic movement and rich tactile detail. Each variation delivers rapid clicky impacts combined with squishy compression and pronounced plastic friction, creating a chaotic yet organic mass-in-motion texture. The layered rattling transients and rubbery deformation give the sound a sticky, elastic character with strong presence and momentum. Ideal for physics-driven gameplay, creature body textures, debris movement, slime containers, mechanical plastic chaos, and stylized Foley requiring aggressive, high-detail plastic interaction.	glue stick tumble, intense plastic rattle, clicky impacts, squishy friction, plastic deformation, hard rattle, sticky texture, chaotic movement, game sound effect, foley plastic, creature texture, debris motion, rubbery compression, high energy friction, layered plastic sound	00:54.000	PLASTIC	MISC	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMisc_LONG VARIATIONS MODERATE-Glue Gun Stick Medium Rattle_BS_Cracklehead.wav	A collection of medium-intensity glue gun stick tumble variations featuring balanced clicky impacts, squishy compression, and textured plastic friction. Each variation captures nuanced differences in movement speed and pressure, resulting in lively yet controlled rattling with rubbery deformation and sticky surface detail. The sound maintains clear tactile presence without becoming overly chaotic, making it ideal for physics-driven gameplay, creature movement textures, prop handling, slime interactions, and stylized Foley requiring detailed but moderate plastic motion.	glue stick tumble, medium plastic rattle, clicky plastic, squishy friction, plastic deformation, moderate rattle, sticky texture, tactile material sound, game sound effect, foley plastic, creature movement, object tumble, rubbery compression, layered plastic texture, controlled chaos	01:03.000	PLASTIC	MISC	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026

Library	Manufacturer	Filename	Description	Keywords	Duration	Category	SubCategory	VendorCategory	URL	Channels	BWOriginator	SampleRate	BitDepth	TrackYear
Cracklehead	badsound	PLASMisc_LONG VARIATIONS SUBTLE-Glue Gun Stick Soft Rattle_BS_Cracklehead.wav	A collection of low-intensity glue gun stick tumble variations featuring delicate clicky transients, soft squishy compression, and fine plastic friction detail. Each variation explores subtle differences in movement and pressure, resulting in light vinyl-like clicks and restrained rattling that almost resemble faint digital artifacts or glitch textures. The sound remains organic and tactile while carrying a slightly synthetic edge from the high-frequency micro-clicks. Ideal for background material motion, creature skin layers, UI glitch textures, slime interactions, and nuanced Foley requiring gentle, continuous plastic movement.	glue stick tumble, subtle plastic rattle, low intensity friction, clicky plastic, squishy texture, vinyl clicks, digital artifact sound, glitchy texture, soft plastic deformation, tactile friction, game sound effect, foley plastic, creature layer, background rattle, organic glitch tone	01:12.000	PLASTIC	MISC	LONG VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_CONTINUOUS INTENSE-Clothespins A Movement_BS_Cracklehead.wav	Continuous intense tumbling of plastic clothespins producing dense plastic clatter and rapid layered collisions. The pieces roll and bounce against each other with sharp snaps, hollow clicks, and restless surface agitation. The texture is bright and energetic, filled with overlapping transients and constant movement that creates a lively, chaotic feel. Ideal for plastic debris beds, toy box movement, rummaging sounds, mechanical clutter, or dynamic texture layering in sound design.	clothespins, plastic movement, plastic clatter, tumbling plastic, plastic collision, object shuffle, rapid clicks, debris movement, hollow plastic, chaotic texture, continuous plastic, foley plastic, textured noise, sound design element	01:03.506	PLASTIC	MOVEMENT	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_CONTINUOUS INTENSE-Plastic Bouncy Bottles Movement_BS_Cracklehead.wav	Very intense tumbling and collision of lightweight plastic bottles suspended like a hanging mobile, producing loud hollow impacts and chaotic bouncing movement. The bottles strike and ricochet against each other with bright plastic clacks, rolling knocks, and constant swinging agitation. The texture feels playful yet frantic, resembling plastic balls or bingo balls colliding in a cage, or someone rapidly searching through hanging objects. Energetic, resonant, and highly kinetic, ideal for toy box chaos, rummaging scenes, suspended object movement, or exaggerated plastic sound design layers.	plastic bottles, hanging mobile, tumbling plastic, hollow plastic impact, bouncing bottles, plastic balls, bingo balls, toy movement, chaotic collision, suspended objects, rummaging sound, hollow clack, continuous plastic, textured movement, sound design element	01:11.264	PLASTIC	MOVEMENT	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_CONTINUOUS INTENSE-Small Plastic Mosaic Pieces Shuffling_BS_Cracklehead.wav	Continuous stirring and shuffling of small plastic mosaic tiles producing dense granular movement and textured debris friction. The pieces slide and roll against each other, creating a steady stream of pebbly micro-impacts and layered surface agitation reminiscent of sand or fine gravel being disturbed. The sound is active and immersive, with constant motion and detailed high-frequency articulation. Energetic and tactile, ideal for debris beds, surface movement layers, creature textures, or environmental sweetening in sound design.	plastic mosaic, small plastic pieces, stirring debris, shuffling plastic, granular movement, sand texture, gravel movement, debris friction, continuous shuffle, pebbly texture, layered micro impacts, surface agitation, foley debris, textured noise, sound design element	00:20.482	PLASTIC	MOVEMENT	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_CONTINUOUS MODERATE-Clothespins A Movement_BS_Cracklehead.wav	Continuous moderate tumbling of plastic clothespins producing steady plastic clatter and layered object movement. The pieces roll and collide with balanced intensity, creating crisp snaps, hollow clicks, and consistent surface agitation without overwhelming density. The texture remains lively and detailed, with clear high-frequency articulation and natural plastic resonance. Versatile and realistic, ideal for plastic debris beds, toy box movement, rummaging scenes, or controlled texture layering in sound design.	clothespins, plastic movement, plastic clatter, tumbling plastic, plastic collision, object shuffle, hollow clicks, debris movement, continuous plastic, textured rattle, foley plastic, toy movement, surface agitation, sound design element	01:07.777	PLASTIC	MOVEMENT	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_CONTINUOUS MODERATE-Clothespins B Movement_BS_Cracklehead.wav	Continuous moderate tumbling of clothespins made from thin resonating plastic, producing bright plastic hits and layered multi-object collisions. The pieces roll and strike against each other with crisp snaps, light rattling, and subtle ringing resonance as the thinner material flexes and vibrates. The movement remains balanced and controlled, offering steady surface agitation without excessive chaos. Clear and lively, ideal for plastic debris beds, toy movement, object rummaging, or detailed texture layering in sound design.	clothespins, thin plastic, plastic movement, plastic hit, resonant plastic, tumbling objects, plastic rattle, multiple objects, hollow snap, continuous plastic, foley plastic, toy texture, layered collision, sound design element	00:50.361	PLASTIC	MOVEMENT	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_CONTINUOUS MODERATE-Plastic Bouncy Bottles Movement_BS_Cracklehead.wav	Moderately intense tumbling and collision of lightweight plastic bottles suspended like a hanging mobile, producing hollow plastic impacts and lively bouncing movement. The bottles swing and strike each other with bright clacks, rolling knocks, and scattered secondary hits as they shift in space. The texture feels playful and kinetic, reminiscent of plastic balls or bingo balls colliding, or someone searching through hanging objects. Energetic yet controlled, ideal for toy movement, rummaging scenes, suspended object interaction, or textured plastic layering in sound design.	plastic bottles, hanging mobile, plastic movement, hollow plastic impact, bouncing bottles, plastic balls, bingo balls, toy texture, object collision, suspended objects, rummaging sound, hollow clack, continuous plastic, textured movement, sound design element	01:15.704	PLASTIC	MOVEMENT	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_CONTINUOUS MODERATE-Small Plastic Mosaic Pieces Shuffling_BS_Cracklehead.wav	Continuous stirring of small plastic mosaic tiles producing steady granular movement and detailed plastic friction. The pieces shift, roll, and slide against each other, creating a textured stream of pebbly micro-impacts reminiscent of sand or fine gravel being disturbed. The intensity remains balanced and controlled, offering consistent surface agitation without overwhelming density. Natural and versatile, ideal for debris beds, surface movement layers, foley sweetening, or granular sound design textures.	plastic mosaic, small plastic pieces, stirring debris, shuffling plastic, granular movement, sand texture, gravel movement, debris friction, continuous shuffle, pebbly texture, layered micro impacts, surface agitation, foley debris, textured noise, sound design element	00:53.077	PLASTIC	MOVEMENT	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_CONTINUOUS SUBTLE-Clothespins A Movement_BS_Cracklehead.wav	Continuous subtle, soft tumbling of plastic clothespins producing light plastic clicks and gentle layered movement. The pieces roll and lightly collide with restrained intensity, creating airy snaps and delicate hollow ticks as they shift and settle. The texture remains controlled and unobtrusive, with fine high-frequency detail and minimal density. Ideal for quiet plastic foley, subtle object handling, toy box movement, or understated texture layering in sound design.	clothespins, soft plastic movement, gentle tumbling, plastic clicks, light plastic collision, subtle clatter, object shuffle, hollow ticks, continuous plastic, foley plastic, toy movement, textured noise, sound design element	01:03.668	PLASTIC	MOVEMENT	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_CONTINUOUS SUBTLE-Clothespins B Movement_BS_Cracklehead.wav	Continuous subtle tumbling of clothespins made from thin resonating plastic, producing light plastic hits, airy rattling, and delicate tonal chime-like overtones. The pieces gently collide and flex, creating soft snaps with a faint ringing quality as the thin material vibrates. The texture is playful and slightly tonal, reminiscent of a kids bicycle wheel with colored plastic beads clicking along the spokes. Subtle, bright, and characterful, ideal for toy movement, whimsical mechanical textures, gentle plastic debris beds, or stylized sound design layering.	clothespins, thin plastic, plastic movement, subtle plastic hit, resonant plastic, tonal chimes, plastic rattle, multiple objects, toy texture, bicycle spoke beads, gentle tumbling, hollow snap, foley plastic, playful texture, sound design element	01:30.584	PLASTIC	MOVEMENT	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_CONTINUOUS SUBTLE-Plastic Bouncy Bottles Movement_BS_Cracklehead.wav	Subtle tumbling and gentle collisions of lightweight plastic bottles suspended like a hanging mobile, producing soft hollow clacks and airy bouncing movement. The bottles lightly strike and sway against each other with delicate plastic resonance and scattered secondary taps, maintaining a playful and buoyant character. The texture feels toy-like and kinetic, reminiscent of plastic balls or bingo balls lightly colliding, or someone quietly searching through hanging objects. Light, bouncy, and detailed, ideal for subtle toy movement, suspended object foley, or whimsical plastic texture layering in sound design.	plastic bottles, hanging mobile, soft plastic movement, hollow plastic hit, bouncing bottles, plastic balls, bingo balls, toy texture, subtle collision, suspended objects, light rummaging, hollow clack, gentle plastic, textured movement, sound design element	01:18.104	PLASTIC	MOVEMENT	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_CONTINUOUS SUBTLE-Small Plastic Mosaic Pieces Shuffling_BS_Cracklehead.wav	Continuous subtle stirring of small plastic mosaic tiles producing light granular movement and fine plastic friction. The pieces gently slide and shift against each other, creating soft pebbly micro-impacts reminiscent of sand or fine gravel being lightly disturbed. The texture remains controlled and airy, with delicate surface agitation and clean high-frequency detail. Subtle and natural, ideal for quiet debris beds, understated foley movement, or refined granular layering in sound design.	plastic mosaic, small plastic pieces, subtle stirring, soft shuffle, granular movement, sand texture, gravel movement, light debris friction, pebbly texture, continuous movement, surface agitation, foley debris, textured noise, sound design element	00:45.063	PLASTIC	MOVEMENT	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_IMPACT SHORT MODERATE-Plastic Bottles Bouncing_BS_Cracklehead.wav	Short variations of collisions between lightweight plastic bottles suspended like a hanging mobile, producing hollow plastic impacts and quick bouncing movement. Each hit captures bright clacks and compact secondary knocks as the bottles strike and lightly tumble against one another. The texture feels playful and kinetic, reminiscent of plastic balls or bingo balls colliding, or someone briefly searching through hanging toy-like objects. Crisp and resonant, ideal for toy accents, suspended object impacts, light rummaging sounds, or expressive plastic sweeteners in sound design.	plastic bottles, hanging mobile, plastic impact, hollow plastic hit, bouncing bottles, plastic balls, bingo balls, toy texture, object collision, suspended objects, rummaging sound, hollow clack, short impact, sound design element	00:45.000	PLASTIC	MOVEMENT	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026

Library	Manufacturer	Filename	Description	Keywords	Duration	Category	SubCategory	VendorCategory	URL	Channels	BWOriginator	SampleRate	BitDepth	TrackYear
Cracklehead	badsound	PLASMvmt_IMPACT SHORT SUBTLE-Clothespins B Soft Hit_BS_Cracklehead.wav	Short, gentle impacts on clothespins made from thin resonating plastic, producing light plastic hits with delicate rattling and tonal chime-like overtones. Each strike captures a soft contact transient followed by subtle ringing resonance and scattered secondary clicks as multiple objects interact. The thin material adds a bright, slightly tonal shimmer reminiscent of a kids bicycle wheel with colored plastic beads clicking along the spokes. Playful and characterful, ideal for toy-like accents, whimsical mechanical textures, or delicate plastic sweetening in sound design.	clothespins, thin plastic, soft plastic hit, plastic rattle, tonal chime, resonant plastic, multiple objects, gentle snap, hollow click, toy texture, bicycle spoke beads, short impact, playful plastic, sound design element	01:12.000	PLASTIC	MOVEMENT	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_IMPACT SHORT SUBTLE-Plastic Bottles Bouncing_BS_Cracklehead.wav	Short variations of gentle collisions between lightweight plastic bottles suspended like a hanging mobile, producing soft hollow clacks and light bouncing movement. Each hit captures delicate plastic contact followed by subtle secondary taps as the bottles sway and lightly tumble against one another. The texture feels playful and buoyant, reminiscent of plastic balls or bingo balls gently colliding, or someone quietly searching through hanging toy-like objects. Bright yet restrained, ideal for subtle toy accents, suspended object Foley, or delicate plastic texture layering in sound design.	plastic bottles, hanging mobile, soft plastic impact, hollow plastic hit, gentle bouncing, plastic balls, bingo balls, toy texture, subtle collision, suspended objects, light rummaging, hollow clack, short impact, sound design element	00:27.000	PLASTIC	MOVEMENT	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_LONG VARIATIONS INTENSE-Clothespins A Movement_BS_Cracklehead.wav	Variations of intense clothespin movement producing dense plastic texture and rapid multi-object collisions. Each take captures energetic rattling, sharp snaps, and layered hollow clicks as small plastic pieces tumble and collide chaotically. The sound suggests rummaging through a box of toys or searching quickly among loose objects, with constant surface agitation and bright high-frequency articulation. Lively and kinetic, ideal for toy box chaos, plastic debris beds, frantic searching scenes, or dynamic texture layering in sound design.	clothespins, plastic movement, intense plastic, plastic rattle, small objects, toy movement, rummaging sound, searching texture, hollow clicks, rapid collision, debris movement, continuous plastic, textured noise, sound design element	01:48.000	PLASTIC	MOVEMENT	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_LONG VARIATIONS INTENSE-Plastic Bouncy Bottles Hard With Impact_BS_Cracklehead.wav	Variations of very intense tumbling and forceful collisions of lightweight plastic bottles suspended like a hanging mobile, producing loud hollow impacts and chaotic bouncing movement. Each take captures aggressive clacking, rapid ricochets, and dense layered knocks as the bottles strike and swing into one another. The texture feels frantic and kinetic, resembling plastic balls or bingo balls colliding in a spinning cage, or someone urgently searching through hanging objects. Bright, resonant, and highly energetic, ideal for toy box chaos, exaggerated rummaging scenes, suspended object movement, or dynamic plastic sound design layers.	plastic bottles, hanging mobile, intense plastic movement, hollow plastic impact, bouncing bottles, plastic balls, bingo balls, chaotic collision, toy movement, suspended objects, frantic rummaging, hollow clack, layered knocks, textured movement, sound design element	01:48.000	PLASTIC	MOVEMENT	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_LONG VARIATIONS INTENSE-Small Plastic Mosaic Pieces Shuffling_BS_Cracklehead.wav	Variations of rattling small plastic mosaic tiles producing dense granular movement and energetic debris texture. Each take captures rapid pebbly micro-impacts, layered shifting pieces, and restless surface agitation reminiscent of sand or fine gravel being actively disturbed. The sound is bright and lively, with constant motion and detailed high-frequency articulation. Dynamic and immersive, ideal for debris beds, creature surface movement, environmental sweetening, or textured sound design layering.	plastic mosaic, small plastic pieces, rattling debris, granular movement, sand texture, gravel movement, pebbly impact, debris shuffle, layered micro impacts, surface agitation, energetic texture, foley debris, textured noise, sound design element	01:30.000	PLASTIC	MOVEMENT	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_LONG VARIATIONS MODERATE-Clothespins A Movement_BS_Cracklehead.wav	Variations of moderate clothespin movement producing steady plastic texture and layered small-object collisions. Each take captures balanced rattling, crisp snaps, and hollow clicks as the pieces shift and tumble against each other. The character suggests rummaging through toys or searching among loose plastic objects, with controlled surface agitation and clear high-frequency detail. Lively yet contained, ideal for toy box movement, light searching scenes, plastic debris beds, or versatile texture layering in sound design.	clothespins, plastic movement, plastic rattle, small objects, toy movement, rummaging sound, searching texture, hollow clicks, object shuffle, debris movement, continuous plastic, textured noise, foley plastic, sound design element	01:48.000	PLASTIC	MOVEMENT	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_LONG VARIATIONS MODERATE-Plastic Bouncy Bottles Medium_BS_Cracklehead.wav	Variations of moderately intense tumbling and collisions of lightweight plastic bottles suspended like a hanging mobile, producing hollow plastic impacts and lively bouncing movement. Each take captures bright clacks, rolling secondary knocks, and swinging interactions as the bottles strike and rebound against one another. The texture feels playful yet active, reminiscent of plastic balls or bingo balls colliding in a loose container, or someone searching through hanging objects. Energetic but controlled, ideal for toy movement, rummaging scenes, suspended object interaction, or expressive plastic texture layering in sound design.	plastic bottles, hanging mobile, plastic movement, hollow plastic impact, bouncing bottles, plastic balls, bingo balls, toy texture, object collision, suspended objects, rummaging sound, hollow clack, layered knocks, textured movement, sound design element	01:30.000	PLASTIC	MOVEMENT	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_LONG VARIATIONS MODERATE-Small Plastic Mosaic Pieces Shuffling_BS_Cracklehead.wav	Variations of small plastic mosaic tiles producing detailed granular texture and natural debris movement. Each take captures shifting pieces, light collisions, and pebbly micro-impacts that resemble sand or fine gravel being disturbed. The sound maintains balanced density with clear surface articulation and consistent motion, making it flexible for both realistic and designed applications. Textured and organic, ideal for debris beds, surface interaction foley, creature movement, or granular sound design layering.	plastic mosaic, small plastic pieces, granular texture, sand movement, gravel movement, pebble sound, debris shuffle, layered micro impacts, surface agitation, plastic friction, foley debris, textured movement, granular layer, sound design element	00:54.000	PLASTIC	MOVEMENT	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_LONG VARIATIONS SUBTLE-Clothespins A Movement_BS_Cracklehead.wav	Variations of soft clothespin movement producing light plastic texture and gentle small-object rattling. Each take captures delicate snaps, airy hollow clicks, and subtle shifting as the pieces move against one another. The character suggests quiet rummaging through toys or lightly searching among loose plastic objects, with restrained surface agitation and fine high-frequency detail. Subtle and natural, ideal for understated toy movement, soft searching scenes, plastic debris beds, or refined texture layering in sound design.	clothespins, soft plastic movement, plastic texture, gentle rattle, small objects, toy movement, subtle rummaging, searching sound, hollow clicks, light object shuffle, continuous plastic, foley plastic, textured noise, sound design element	01:48.000	PLASTIC	MOVEMENT	LONG VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_LONG VARIATIONS SUBTLE-Plastic Bouncy Bottles Soft_BS_Cracklehead.wav	Variations of subtle tumbling and gentle collisions of lightweight plastic bottles suspended like a hanging mobile, producing soft hollow clacks and buoyant bouncing movement. Each take captures light plastic contacts, airy resonance, and delicate secondary taps as the bottles sway and interact. The texture feels playful and very bouncy, reminiscent of plastic balls or bingo balls lightly colliding, or someone quietly searching through hanging objects. Bright yet restrained, ideal for toy movement, whimsical suspended object foley, or subtle plastic texture layering in sound design.	plastic bottles, hanging mobile, soft plastic movement, hollow plastic hit, bouncing bottles, plastic balls, bingo balls, toy texture, subtle collision, suspended objects, light rummaging, hollow clack, gentle plastic, textured movement, sound design element	01:48.000	PLASTIC	MOVEMENT	LONG VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	PLASMvmt_LONG VARIATIONS SUBTLE-Small Plastic Mosaic Pieces Shuffling_BS_Cracklehead.wav	Variations of a small amount of plastic mosaic tiles gently moving, producing light granular texture and subtle debris friction. Each take captures delicate pebbly micro-impacts and soft shifting movement reminiscent of sand or fine gravel being lightly disturbed. The sound remains airy and controlled, with restrained density and clean high-frequency detail. Natural and understated, ideal for quiet debris beds, subtle surface interaction, or refined granular layering in sound design.	plastic mosaic, small plastic pieces, subtle movement, granular texture, sand movement, gravel movement, light debris, pebbly sound, soft shuffle, surface agitation, plastic friction, foley debris, textured layer, sound design element	02:06.000	PLASTIC	MOVEMENT	LONG VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ROCKImpt_IMPACT SHORT INTENSE-Balloon Wrapped Rocks Hard Impact_BS_Cracklehead.wav	Variations of stones wrapped in one or two layers of balloons colliding, delivering punchy rock impacts with a tight rubberized edge. The thinner balloon layers allow more of the raw stone attack to cut through, while adding elastic compression, stretched latex friction, and a subtle bouncy recoil. Each hit captures dense debris character with a hybrid blend of hard rock contact and flexible rubber texture. Aggressive and tactile, ideal for stylized destruction, creature body impacts, rubber-coated debris hits, or impactful hybrid sound design layers.	balloon wrapped rocks, stone impact, rock collision, rubber texture, latex compression, hybrid impact, debris hit, elastic recoil, destruction sound, rubberized debris, thuddy rock, hard impact, stylized destruction, sound design element	00:45.000	ROCKS	IMPACT	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ROCKImpt_IMPACT SHORT MODERATE-Balloon Multi Wrapped Rocks Impact_BS_Cracklehead.wav	Variations of stones wrapped in multiple layers of balloons colliding, combining solid rock impact with elastic rubber-plastic texture. Each hit captures the weight and density of stone-on-stone contact softened and colored by stretched balloon material, creating a hybrid character of thuddy impact, rubber compression, and subtle squeaky friction. The result feels like debris wrapped in flexible casing, with controlled transients and a tactile, bouncy aftermath. Unique and characterful, ideal for stylized destruction, creature body impacts, rubberized debris hits, or creative hybrid sound design layers.	wrapped rocks, stone impact, balloon wrapped, rubber texture, plastic rubber, hybrid impact, debris collision, soft rock hit, elastic compression, destruction layer, rubberized debris, thuddy impact, stylized impact, sound design element	00:45.000	ROCKS	IMPACT	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026

Library	Manufacturer	Filename	Description	Keywords	Duration	Category	SubCategory	VendorCategory	URL	Channels	BWOriginator	SampleRate	BitDepth	TrackYear
Cracklehead	badsound	ROCKImpt_IMPACT SHORT MODERATE-Balloon Wrapped Rocks Medium Impact_BS_Cracklehead.wav	Variations of stones wrapped in one or two layers of balloons colliding, blending solid rock contact with elastic rubber texture. The impacts retain the natural weight and density of stone-on-stone collisions while introducing softened transients, subtle latex stretch, and controlled bouncy recoil. Each hit delivers debris character with a balanced mix of hard mineral attack and flexible rubber compression. Versatile and tactile, ideal for stylized debris hits, creature body impacts, rubber-coated destruction elements, or hybrid sound design layering.	balloon wrapped rocks, stone impact, rock collision, rubber texture, latex compression, hybrid impact, debris hit, elastic recoil, destruction layer, rubberized debris, thuddy rock, medium impact, stylized destruction, sound design element	00:45.000	ROCKS	IMPACT	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ROCKImpt_IMPACT SHORT SUBTLE-Balloon Wrapped Rocks Soft Impact_BS_Cracklehead.wav	Variations of stones wrapped in one or two layers of balloons colliding, producing softened rock impacts with a light rubberized texture. The thin balloon layers cushion the stone contact, resulting in muted mineral transients combined with subtle elastic compression and gentle latex friction. Each hit carries natural debris character while remaining restrained and slightly bouncy. Controlled and tactile, ideal for soft debris interactions, rubber-coated rock movement, or nuanced hybrid impact layering in sound design.	balloon wrapped rocks, soft stone impact, rock collision, rubber texture, latex compression, hybrid impact, debris movement, elastic recoil, muted rock hit, rubberized debris, subtle impact, stylized texture, sound design element	00:45.000	ROCKS	IMPACT	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ROCKImpt_IMPACT SHORT SUBTLE-Balloon Wrapped Rocks Wide Impact_BS_Cracklehead.wav	Variations of stones wrapped in one or two layers of balloons colliding, producing softened rock impacts with elastic rubber texture and a wide stereo image. The thin balloon layers cushion the mineral contact, blending muted stone transients with subtle latex stretch and gentle bouncy recoil. Each hit spreads across the stereo field with dimensional debris movement and spatial separation between contact and settling elements. Textured and immersive, ideal for stylized debris hits, rubber-coated rock impacts, or spacious hybrid sound design layering.	balloon wrapped rocks, stone impact, rock collision, rubber texture, latex compression, hybrid impact, wide stereo, spatial debris, elastic recoil, rubberized rock, muted stone hit, dimensional impact, stylized debris, sound design element	00:45.000	ROCKS	IMPACT	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ROCKMvmt_CONTINUOUS INTENSE-Balloon Multi Wrapped Rocks Tumble_BS_Cracklehead.wav	Stones wrapped in three to seven layers of balloons colliding continuously, creating dense debris movement with a thick rubber-plastic texture. The multiple balloon layers heavily cushion the rock contact, transforming sharp mineral impacts into elastic thuds with stretched latex friction and bouncy recoil. The result is a hybrid texture of rolling stone mass wrapped in flexible material, producing constant layered collisions and destruction-like agitation. Heavy, chaotic, and tactile, ideal for stylized debris beds, rubber-coated rock movement, creature body impacts, or exaggerated destruction layers in sound design.	balloon wrapped rocks, multi wrapped stones, rock collision, rubber texture, plastic rubber, elastic compression, debris movement, continuous tumble, destruction layer, rubberized rocks, heavy impact, hybrid texture, chaotic debris, sound design element	01:13.487	ROCKS	MOVEMENT	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ROCKMvmt_CONTINUOUS INTENSE-Balloon Wrapped Rocks Tumble_BS_Cracklehead.wav	Stones wrapped in one or two layers of balloons colliding continuously with high energy, producing aggressive debris movement and elastic rock impacts. The thinner balloon layers allow more of the raw stone attack to cut through while adding rubbery compression, stretched latex friction, and lively bouncy recoil. The result is a fast, chaotic tumble of mineral weight wrapped in flexible texture, blending hard rock clatter with elastic surface agitation. Energetic and tactile, ideal for stylized destruction beds, rubber-coated debris movement, creature body impacts, or dynamic hybrid sound design layers.	balloon wrapped rocks, stone collision, continuous rock tumble, rubber texture, latex compression, hybrid debris, elastic recoil, rock movement, destruction sound, rubberized stones, aggressive debris, high energy impact, stylized texture, sound design element	01:02.861	ROCKS	MOVEMENT	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ROCKMvmt_CONTINUOUS INTENSE-Balloon Wrapped Rocks Wide iPhone Reamped Tumble_BS_Cracklehead.wav	Reamped and recorded through the speakers of two iPhones, this variation captures stones wrapped in one or two layers of balloons colliding continuously with high energy. The result blends aggressive rock debris movement with elastic rubber texture, layered friction, and stressed latex compression, colored by a lo-fi speaker character. The reamping adds grain, midrange focus, and a slightly compressed, boxy resonance that enhances the chaotic tumble. The texture evokes heavy rain on a hard surface, combining mineral impact weight with noisy, saturated edge. Gritty, kinetic, and characterful, ideal for lo-fi destruction beds, stylized debris layers, rain-like textures, or experimental hybrid sound design.	balloon wrapped rocks, rock collision, continuous tumble, rubber texture, latex friction, material stress, reamped audio, iPhone speaker, lofi texture, saturated debris, heavy rain texture, distorted movement, hybrid destruction, sound design element	00:51.915	ROCKS	MOVEMENT	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ROCKMvmt_CONTINUOUS INTENSE-Balloon Wrapped Rocks Wide Violent Tumble_BS_Cracklehead.wav	Wide stereo recording of stones wrapped in one or two layers of balloons colliding continuously with high energy, producing aggressive debris movement and expansive rubber-textured rock impacts. The thinner balloon layers preserve the sharp mineral clatter while adding elastic compression, latex friction, and bouncy recoil across the stereo field. Collisions spread dynamically from left to right, creating immersive spatial depth and chaotic surface agitation. Bold, dimensional, and highly kinetic, ideal for wide destruction beds, rubber-coated rock movement, creature impacts, or cinematic hybrid sound design layers.	balloon wrapped rocks, stone collision, continuous rock tumble, rubber texture, latex compression, wide stereo, spatial debris, elastic recoil, aggressive impact, rubberized stones, high energy movement, destruction layer, immersive texture, sound design element	01:01.486	ROCKS	MOVEMENT	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ROCKMvmt_CONTINUOUS MODERATE-Balloon Wrapped Rocks Tumble_BS_Cracklehead.wav	Stones wrapped in one or two layers of balloons colliding continuously with medium energy, producing steady debris movement and rubber-textured rock impacts. The thinner balloon layers preserve the natural mineral clatter while adding elastic compression, subtle latex friction, and a gently resonating body. The result is a balanced hybrid texture of rolling stone weight combined with flexible rubber recoil and soft resonance between impacts. Controlled yet lively, ideal for debris beds, rubber-coated rock movement, creature body impacts, or textured hybrid sound design layers.	balloon wrapped rocks, stone collision, continuous rock movement, rubber texture, latex compression, resonating rock, hybrid debris, elastic recoil, rubberized stones, medium energy tumble, debris bed, stylized destruction, sound design element	01:13.309	ROCKS	MOVEMENT	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ROCKMvmt_CONTINUOUS SUBTLE-Balloon Wrapped Rocks Tumble_BS_Cracklehead.wav	Stones wrapped in one or two layers of balloons colliding continuously with low energy, producing soft debris movement and muted rubber-textured rock contact. The thin balloon layers cushion the mineral impacts, emphasizing gentle elastic compression, subtle latex friction, and light stress movement between surfaces. The result is a restrained hybrid texture of rolling stone weight softened by flexible rubber coating, with controlled resonance and delicate surface agitation. Subtle and tactile, ideal for quiet debris beds, rubber-coated rock movement, creature body textures, or nuanced hybrid sound design layering.	balloon wrapped rocks, soft stone collision, continuous rock movement, rubber texture, latex friction, material stress, hybrid debris, elastic compression, muted rock impact, rubberized stones, low energy tumble, subtle debris, sound design element	01:13.274	ROCKS	MOVEMENT	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ROCKMvmt_LONG VARIATIONS INTENSE-Balloon Wrapped Rocks Hard Tumble_BS_Cracklehead.wav	Variations of stones wrapped in one or two layers of balloons colliding with high energy, producing aggressive debris impacts with a pronounced rubber texture. The thin balloon layers allow sharp mineral transients to cut through while adding elastic compression, stretched latex friction, and lively bouncy recoil. Each take captures fast, chaotic rock movement with a hybrid character of hard stone clatter softened by flexible plastic coating. Energetic and tactile, ideal for stylized destruction hits, rubber-coated debris beds, creature body impacts, or dynamic hybrid sound design layering.	balloon wrapped rocks, stone collision, rock impact, rubber texture, latex compression, elastic recoil, hybrid debris, rubberized stones, aggressive tumble, high energy impact, destruction sound, stylized debris, sound design element	01:30.000	ROCKS	MOVEMENT	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ROCKMvmt_LONG VARIATIONS MODERATE-Balloon Multi Wrapped Rocks Tumble_BS_Cracklehead.wav	Variations of stones wrapped in three to seven layers of balloons colliding, producing dense debris movement with a thick plastic-rubber texture. The multiple balloon layers heavily cushion the mineral impacts, transforming sharp rock clatter into elastic thuds with stretched latex friction and rounded compression. Each take captures layered collisions, bouncy recoil, and textured surface agitation as the wrapped stones tumble and interact. Hybrid and characterful, ideal for rubber-coated debris beds, stylized rock movement, creature body impacts, or creative destruction sound design.	balloon wrapped rocks, multi wrapped stones, rock collision, rubber texture, plastic rubber, elastic compression, debris movement, hybrid impact, latex friction, rubberized rocks, rounded thud, stylized debris, destruction texture, sound design element	01:30.000	ROCKS	MOVEMENT	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	ROCKMvmt_LONG VARIATIONS MODERATE-Balloon Wrapped Rocks Medium Tumble_BS_Cracklehead.wav	Variations of stones wrapped in one or two layers of balloons colliding with medium energy, producing balanced debris impacts with a defined rubber texture. The thin balloon layers soften the mineral contact while preserving natural stone articulation, adding elastic compression and subtle latex friction to each collision. The movement feels controlled yet lively, blending hard rock clatter with flexible, bouncy surface response. Versatile and tactile, ideal for rubber-coated debris beds, creature body impacts, stylized rock movement, or hybrid sound design layering.	balloon wrapped rocks, stone collision, rock impact, rubber texture, latex compression, elastic recoil, hybrid debris, rubberized stones, medium energy tumble, debris movement, stylized destruction, sound design element	01:30.000	ROCKS	MOVEMENT	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026

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Cracklehead	badsound	ROCKMvmt_LONG VARIATIONS SUBTLE-Balloon Wrapped Rocks Soft Tumble_BS_Cracklehead.wav	Variations of stones wrapped in one or two layers of balloons colliding with low energy, producing soft debris movement and muted rubber-textured rock contact. The thin balloon layers cushion the mineral impacts, emphasizing gentle elastic compression, subtle latex friction, and restrained bouncy recoil. Each take captures light rolling interactions and controlled surface agitation, blending natural stone character with flexible plastic softness. Subtle and tactile, ideal for quiet debris beds, nuanced creature body textures, or understated hybrid sound design layering.	balloon wrapped rocks, soft stone collision, low energy tumble, rubber texture, latex compression, elastic recoil, hybrid debris, rubberized stones, muted rock impact, subtle debris movement, stylized texture, sound design element	01:30.110	ROCKS	MOVEMENT	LONG VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	RUBRFric_CONTINUOUS INTENSE-Balloons Air Filled Intense Friction_BS_Cracklehead.wav	Continuous friction and stress from inflated balloons producing intense rubber squeak, stretched latex resonance, and abrasive surface drag. The material is pressed and rubbed under tension, generating sharp tonal squeals, elastic creaks, and high-frequency stress harmonics that feel tight and uncomfortable. The texture is resonant and piercing, with unstable pitch fluctuations and restless surface agitation. Harsh and expressive, ideal for tension-building layers, unsettling creature textures, latex stress effects, or discomfort-driven sound design elements.	inflated balloon, rubber friction, latex squeak, rubber stress, elastic tension, resonant rubber, unpleasant texture, balloon stretch, high frequency squeal, abrasive drag, tension layer, creature texture, experimental sound design, sound design element	01:42.250	RUBBER	FRICITION	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	RUBRFric_CONTINUOUS-Balloons Low Filled Friction Crumple_BS_Cracklehead.wav	Continuous friction and stress from partially deflated balloons producing textured rubber drag and creased latex movement. The softer, less inflated material creates muted squeaks, sticky surface friction, and subtle stress creaks as it is stretched, folded, and manipulated. Occasional tighter pulls resemble the sound of tying a knot in a balloon, with elastic tension and small snapping releases. Intimate and tactile, ideal for rubber foley, latex handling, creature skin textures, or tension-based sound design layers.	deflated balloon, rubber friction, latex stress, balloon crumple, rubber drag, tying knot balloon, elastic tension, muted squeak, rubber texture, latex movement, creature skin texture, foley rubber, tactile sound, sound design element	00:29.588	RUBBER	FRICITION	CONTINUOUS	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	RUBRFric_CONTINUOUS-Balloons Low Filled Friction_BS_Cracklehead.wav	Continuous friction and stress from lightly inflated balloons producing elastic rubber texture with controlled tension and surface drag. The partially filled material creates flexible latex squeaks, stretched creaks, and soft resonant stress tones as it is pressed and manipulated. Compared to fully inflated balloons, the sound remains rounder and less piercing, with a balanced mix of friction and gentle elastic recoil. Tactile and expressive, ideal for rubber foley, latex handling, creature skin textures, or tension-driven sound design layers.	inflated balloon, low air balloon, rubber friction, latex stress, elastic squeak, balloon stretch, rubber texture, surface drag, muted resonance, flexible latex, creature skin texture, foley rubber, tactile sound, sound design element	00:32.118	RUBBER	FRICITION	CONTINUOUS	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	RUBRHndI_SHORT VARIATIONS SUBTLE-Balloon Wrapped Rocks Soft Friction_BS_Cracklehead.wav	Short variations of stones wrapped in one or two layers of balloons producing soft, gentle friction and subtle debris texture. The thin balloon layers create muted mineral movement combined with light latex drag, elastic surface stress, and delicate rubber squeak. Each take captures restrained stone interaction softened by flexible plastic coating, resulting in quiet, tactile surface agitation rather than hard impacts. Subtle and nuanced, ideal for rubber-coated debris handling, creature body textures, soft material movement, or detailed hybrid sound design layering.	balloon wrapped rocks, soft stone friction, rubber texture, latex drag, elastic stress, gentle debris movement, muted rock contact, rubberized stones, subtle friction, hybrid material, creature texture, tactile surface, sound design element	00:18.000	RUBBER	HANDLE	SHORT VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	RUBRHndI_SHORT VARIATIONS SUBTLE-Empty Balloons Move_BS_Cracklehead.wav	Short movement variations of empty, deflated balloons producing soft latex handling noise and delicate rubber friction. Each take captures light crumpling, subtle surface drag, and faint elastic creases as the thin material shifts and folds. The texture is airy and intimate, with muted squeaks and gentle stress sounds rather than sharp tension. Natural and understated, ideal for rubber foley, small object handling, creature skin textures, or quiet tactile sound design layering.	deflated balloon, empty balloon, rubber movement, latex friction, balloon crumple, soft squeak, elastic crease, subtle rubber, tactile texture, foley rubber, gentle handling, sound design element	00:45.000	RUBBER	HANDLE	SHORT VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	RUBRHndI_SHORT VARIATIONS SUBTLE-Empty Balloons Soft Handling_BS_Cracklehead.wav	Short movement variations of empty, deflated balloons producing delicate latex handling sounds and soft rubber texture. Each take captures light folds, subtle surface drag, and faint elastic creases as the thin material shifts and flexes. The sound remains airy and intimate, with muted squeaks and gentle friction rather than pronounced tension. Clean and tactile, ideal for rubber foley, small prop handling, creature skin textures, or understated sound design layering.	deflated balloon, empty balloon, latex movement, rubber friction, balloon handling, soft squeak, elastic crease, subtle rubber texture, foley rubber, gentle movement, tactile sound, sound design element	00:45.000	RUBBER	HANDLE	SHORT VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	RUBRImpT_IMPACT SHORT INTENSE-Empty Balloons Hard Impact_BS_Cracklehead.wav	Hard impact with pronounced rubber texture delivering a tight, cinematic punch. The hit combines a solid, weighty transient with elastic compression and stretched latex snap, creating a hybrid character of force and flexible recoil. The attack is bold and immediate, followed by a short, tactile rubberized aftermath that adds character without muddying the mix. Punchy, stylized, and impactful, ideal for cinematic hits, trailer accents, creature body impacts, or hybrid action sound design layers.	rubber impact, cinematic punch, hard hit, latex snap, elastic compression, rubber texture, hybrid impact, stylized hit, creature body impact, trailer accent, punchy transient, short impact, sound design element	00:45.000	RUBBER	IMPACT	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	RUBRImpT_IMPACT SHORT MODERATE-Empty Balloons Medium Impact_BS_Cracklehead.wav	Moderate impact on empty balloons producing a soft yet defined rubberized hit with elastic snap and compressed latex texture. The transient carries a balanced weight, combining muted thud with flexible surface recoil and subtle rubber crackle. The sound remains controlled and tactile, with a short, rounded decay that keeps it clean and mix-friendly. Versatile and characterful, ideal for rubbery foley hits, creature body impacts, stylized object strikes, or hybrid sound design layering.	empty balloon impact, rubber hit, latex snap, elastic compression, rubber texture, moderate impact, soft thud, flexible recoil, balloon strike, hybrid impact, creature body hit, stylized foley, sound design element	00:45.000	RUBBER	IMPACT	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	RUBRImpT_IMPACT SHORT SUBTLE-Empty Balloons Soft Impact_BS_Cracklehead.wav	Gentle touch on empty balloons producing soft rubber texture and delicate latex movement. The contact creates light elastic flex, muted surface drag, and subtle creases as the thin material responds to minimal pressure. The sound is intimate and restrained, with airy high-frequency detail and almost no percussive weight. Ideal for subtle rubber foley, tactile object handling, creature skin textures, or understated sound design layering.	empty balloon, soft rubber, gentle touch, latex movement, rubber texture, subtle squeak, elastic flex, light impact, balloon handling, tactile sound, foley rubber, sound design element	00:27.000	RUBBER	IMPACT	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	RUBRMvmt_CONTINUOUS INTENSE-Empty Balloons Movement_BS_Cracklehead.wav	Continuous intense movement and tumbling of empty balloons producing dense rubber friction and layered latex stress textures. The thin material folds, drags, and compresses under constant agitation, generating elastic squeaks, stretched creaks, and rapid surface snaps. The sound is chaotic yet tactile, with sharp high-frequency articulation and restless tension throughout. Aggressive and expressive, ideal for rubber debris beds, creature skin movement, tension-driven layers, or energetic organic sound design textures.	empty balloons, rubber movement, latex friction, balloon tumbling, rubber stress, elastic squeak, stretched latex, continuous rubber, chaotic texture, high frequency detail, creature skin, debris movement, sound design element	00:56.309	RUBBER	MOVEMENT	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	RUBRMvmt_CONTINUOUS MODERATE-Empty Balloons Movement_BS_Cracklehead.wav	Continuous moderate movement and tumbling of empty balloons producing steady rubber texture with bright gliding friction. The thin latex material slides and folds over itself, creating smooth elastic drag, light creases, and controlled stress movement. The sound carries a clear, slightly glossy high-frequency sheen while remaining balanced and tactile. Versatile and expressive, ideal for rubber foley, creature skin movement, sliding material layers, or nuanced tension textures in sound design.	empty balloons, rubber movement, latex friction, gliding rubber, balloon tumbling, elastic drag, bright texture, rubber stress, continuous rubber, sliding latex, creature skin texture, foley rubber, sound design element	01:22.972	RUBBER	MOVEMENT	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	RUBRMvmt_CONTINUOUS SUBTLE-Empty Balloons Movement_BS_Cracklehead.wav	Continuous gentle movement and tumbling of empty balloons producing soft rubber texture with bright gliding friction. The thin latex material lightly slides and folds over itself, creating airy elastic drag, delicate creases, and subtle stress movement. The sound remains smooth and controlled, with a clean high-frequency sheen and minimal density. Intimate and tactile, ideal for subtle rubber foley, creature skin textures, sliding material layers, or refined tension-based sound design.	empty balloons, gentle rubber movement, latex friction, bright glide, balloon tumbling, elastic drag, soft rubber texture, subtle stress, continuous rubber, sliding latex, creature skin texture, foley rubber, sound design element	01:12.994	RUBBER	MOVEMENT	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	RUBRMvmt_LONG VARIATIONS INTENSE-Empty Balloons Movement_BS_Cracklehead.wav	Variations of intense movement and tumbling of empty balloons producing aggressive rubber friction and layered latex stress textures. Each take captures forceful folding, dragging, and compression of thin elastic material, generating sharp squeaks, stretched creaks, and rapid surface snaps. The texture feels chaotic and high-energy, with restless tension and bright high-frequency articulation throughout. Expressive and tactile, ideal for rubber debris beds, creature skin movement, tension-driven layers, or dynamic organic sound design textures.	empty balloons, rubber movement, latex friction, balloon tumbling, rubber stress, elastic squeak, stretched latex, intense rubber, chaotic texture, high frequency detail, creature skin, debris movement, sound design element	02:15.000	RUBBER	MOVEMENT	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026

Library	Manufacturer	Filename	Description	Keywords	Duration	Category	SubCategory	VendorCategory	URL	Channels	BWOriginator	SampleRate	BitDepth	TrackYear
Cracklehead	badsound	RUBRMvmt_LONG VARIATIONS MODERATE-Empty Balloons Movement_BS_Cracklehead.wav	Variations of moderate movement and tumbling of empty balloons producing steady rubber texture with bright gliding friction. Each take captures thin latex folding and sliding over itself, creating smooth elastic drag, light creases, and controlled stress movement. The sound maintains a clear high-frequency sheen with balanced density and tactile surface articulation. Versatile and expressive, ideal for rubber foley, creature skin motion, sliding material layers, or nuanced tension textures in sound design.	empty balloons, rubber movement, latex friction, bright glide, balloon tumbling, elastic drag, rubber texture, moderate stress, continuous rubber, sliding latex, creature skin texture, foley rubber, sound design element	02:42.000	RUBBER	MOVEMENT	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	RUBRMvmt_LONG VARIATIONS SUBTLE-Empty Balloons Movement_BS_Cracklehead.wav	Variations of gentle movement and tumbling of empty balloons producing soft rubber texture with bright gliding friction. Each take captures light latex folds sliding over one another, creating airy elastic drag, subtle creases, and delicate stress movement. The sound remains smooth and restrained, with a clean high-frequency sheen and minimal density. Intimate and tactile, ideal for subtle rubber foley, creature skin textures, sliding material layers, or refined tension-based sound design.	empty balloons, gentle rubber movement, latex friction, bright glide, balloon tumbling, elastic drag, soft rubber texture, subtle stress, continuous rubber, sliding latex, creature skin texture, foley rubber, sound design element	02:15.000	RUBBER	MOVEMENT	LONG VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGELeaf_CONTINUOUS INTENSE-Dry Flowers Wide_BS_Cracklehead.wav	Continuous intense movement within dried flowers, vegetation, and brittle leaves producing dense organic rustle and wide, chaotic plant friction. The material is forcefully disturbed, generating sharp leaf snaps, fibrous scraping, and layered crackling textures that feel restless and alive. The movement suggests large insects or small creatures aggressively tumbling through dry foliage, with constant surface agitation and rich natural detail. Bold and immersive, ideal for creature movement, forest floor activity, camouflage textures, or energetic organic sound design beds.	dry leaves, dried flowers, vegetation movement, intense rustle, organic debris, forest floor, large insect movement, creature movement, brittle foliage, plant friction, continuous rustle, chaotic texture, natural debris, environmental layer, sound design element	00:39.933	VEGETATION	LEAVES	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGELeaf_CONTINUOUS INTENSE-Dry Flowers_BS_Cracklehead.wav	Continuous intense movement within dried flowers, vegetation, and brittle leaves producing dense organic rustle and layered plant friction. The material is heavily disturbed, generating rapid crackling leaf snaps, fibrous scraping, and chaotic surface agitation. The texture feels alive and restless, resembling large insects or small creatures tumbling and burrowing through dry foliage. Energetic, detailed, and immersive, ideal for creature movement, forest floor activity, camouflage textures, or organic sound design layering.	dry leaves, dried flowers, vegetation movement, leaf rustle, organic debris, forest floor, insect movement, creature movement, brittle foliage, plant friction, continuous rustle, chaotic texture, natural debris, environmental layer, sound design element	00:42.849	VEGETATION	LEAVES	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGELeaf_CONTINUOUS MODERATE-Dry Flowers Wide_BS_Cracklehead.wav	Continuous movement within dried flowers, vegetation, and brittle leaves producing steady organic rustle and layered plant friction. The foliage shifts and compresses with textured crackle and fibrous scraping, suggesting large insects or small creatures moving and tumbling through dry plant matter. The intensity remains balanced, delivering consistent surface agitation with clear natural detail and spatial depth. Immersive and versatile, ideal for forest floor movement, creature sweetening, environmental beds, or organic sound design layering.	dry leaves, dried flowers, vegetation movement, leaf rustle, organic debris, forest floor, large insect movement, creature movement, brittle foliage, plant friction, continuous rustle, natural texture, environmental layer, foley vegetation, sound design element	00:38.788	VEGETATION	LEAVES	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGELeaf_CONTINUOUS MODERATE-Dry Flowers_BS_Cracklehead.wav	Continuous movement within dried flowers, vegetation, and brittle leaves producing steady organic rustle and textured plant friction. The material shifts and compresses with layered leaf crackle and fibrous scraping, suggesting large insects or small creatures moving through dry foliage. The intensity remains balanced and natural, offering consistent surface agitation without overwhelming density. Detailed and immersive, ideal for forest floor movement, creature sweetening, environmental beds, or organic sound design layering.	dry leaves, dried flowers, vegetation movement, leaf rustle, organic debris, forest floor, insect movement, creature movement, brittle foliage, plant friction, continuous rustle, natural texture, environmental layer, foley vegetation, sound design element	00:58.000	VEGETATION	LEAVES	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGELeaf_CONTINUOUS SUBTLE-Dry Flowers Wide_BS_Cracklehead.wav	Continuous soft movement within dried flowers, vegetation, and brittle leaves producing gentle organic rustle and delicate plant friction. The foliage lightly shifts and settles, creating fine crackle and airy fibrous textures that suggest large insects slowly tumbling or burrowing through dry plant matter. The intensity remains restrained and natural, with subtle surface agitation and detailed high-frequency articulation. Ideal for quiet forest floor movement, intimate creature sweetening, environmental beds, or understated organic texture layering in sound design.	dry leaves, dried flowers, vegetation movement, soft leaf rustle, organic debris, forest floor, insect movement, large insect texture, brittle foliage, plant friction, continuous rustle, natural texture, environmental layer, foley vegetation, sound design element	01:01.681	VEGETATION	LEAVES	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGELeaf_CONTINUOUS SUBTLE-Dry Flowers_BS_Cracklehead.wav	Continuous soft movement within dried flowers, vegetation, and brittle leaves producing light organic rustle and delicate plant friction. The material gently shifts and settles, creating fine leaf crackle and airy fibrous textures that suggest small insects tumbling or crawling through dry foliage. The sound remains subtle and natural, with controlled surface agitation and detailed high-frequency articulation. Ideal for quiet forest floor movement, intimate environmental beds, or understated organic texture layering in sound design.	dry leaves, dried flowers, vegetation movement, soft leaf rustle, organic debris, forest floor, insect movement, subtle foliage, brittle leaves, plant friction, continuous rustle, natural texture, environmental layer, foley vegetation, sound design element	01:20.638	VEGETATION	LEAVES	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGELeaf_IMPACT SHORT INTENSE-Dry Flowers_BS_Cracklehead.wav	Variations of hard impacts in dried flowers, vegetation, and brittle leaves producing sharp, crunchy foliage transients and dense organic debris movement. Each hit captures forceful compression with loud leaf snaps, fibrous cracking, and scattered plant fragments shifting under pressure. The character strongly suggests heavy footsteps on a dry forest floor, with punchy attacks and textured settling tails. Bold and tactile, ideal for footstep sweetening, forest movement, creature traversal, or impactful organic sound design layers.	dry leaves, dried flowers, vegetation impact, leaf crunch, forest footsteps, organic debris, brittle foliage, plant crackle, hard impact, footstep texture, forest floor, heavy movement, natural debris, foley vegetation, sound design element	00:45.000	VEGETATION	LEAVES	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGELeaf_IMPACT SHORT MODERATE-Dry Flowers_BS_Cracklehead.wav	Variations of impacts in dried flowers, vegetation, and brittle leaves producing crisp organic crunch and textured foliage movement. Each hit captures natural leaf crackle, fibrous compression, and light debris scatter under pressure, clearly suggesting footsteps on a dry forest floor. The intensity remains balanced, with defined transients and controlled settling tails. Realistic and versatile, ideal for footstep sweetening, woodland movement, creature traversal, or organic impact layering in sound design.	dry leaves, dried flowers, vegetation impact, leaf crunch, forest footsteps, organic debris, brittle foliage, plant crackle, footstep texture, forest floor, natural debris, movement impact, foley vegetation, sound design element	00:45.000	VEGETATION	LEAVES	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGELeaf_IMPACT SHORT SUBTLE-Dry Flowers_BS_Cracklehead.wav	Variations of soft impacts in dried flowers, vegetation, and brittle leaves producing gentle organic crunch and light foliage compression. Each hit captures delicate leaf crackle, subtle fibrous movement, and restrained debris shift, suggesting quiet footsteps on a dry forest floor. The transients remain controlled and natural, with soft settling textures and detailed high-frequency articulation. Ideal for subtle footstep sweetening, intimate woodland movement, creature stealth, or understated organic layering in sound design.	dry leaves, dried flowers, vegetation impact, soft leaf crunch, quiet footsteps, forest floor, organic debris, brittle foliage, plant crackle, subtle movement, natural debris, foley vegetation, footstep texture, sound design element	00:45.000	VEGETATION	LEAVES	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGELeaf_LONG VARIATIONS INTENSE-Dry Flowers_BS_Cracklehead.wav	Variations of intense movement within dried flowers, vegetation, and brittle leaves producing dense organic rustle and aggressive plant friction. Each take captures forceful foliage disturbance with sharp leaf snaps, fibrous scraping, and layered crackling textures, suggesting large insects or small creatures actively tumbling through dry plant matter. The sound is lively and chaotic, with constant surface agitation and rich natural detail. Energetic and immersive, ideal for creature movement, forest floor activity, environmental sweetening, or organic sound design layering.	dry leaves, dried flowers, vegetation movement, intense rustle, organic debris, forest floor, large insect movement, creature movement, brittle foliage, plant friction, chaotic texture, layered crackle, environmental layer, foley vegetation, sound design element	01:30.000	VEGETATION	LEAVES	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGELeaf_LONG VARIATIONS MODERATE-Dry Flowers_BS_Cracklehead.wav	Variations of movement within dried flowers, vegetation, and brittle leaves producing detailed organic rustle and textured plant friction. Each take captures shifting foliage, layered leaf crackle, and fibrous scraping as the material is disturbed, suggesting large insects or small creatures tumbling through dry plant matter. The intensity remains balanced and natural, with consistent surface agitation and clear high-frequency detail. Versatile and immersive, ideal for forest floor movement, creature sweetening, environmental beds, or organic sound design layering.	dry leaves, dried flowers, vegetation movement, leaf rustle, organic debris, forest floor, large insect movement, creature movement, brittle foliage, plant friction, layered crackle, natural texture, environmental layer, foley vegetation, sound design element	01:30.000	VEGETATION	LEAVES	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGELeaf_LONG VARIATIONS SUBTLE-Dry Flowers_BS_Cracklehead.wav	Variations of soft movement within dried flowers, vegetation, and brittle leaves producing gentle organic rustle and delicate plant friction. Each take captures light foliage shifts, fine leaf crackle, and airy fibrous textures that suggest large insects quietly tumbling or crawling through dry plant matter. The sound remains restrained and natural, with subtle surface agitation and detailed high-frequency articulation. Ideal for intimate forest floor movement, subtle creature sweetening, environmental beds, or understated organic texture layering in sound design.	dry leaves, dried flowers, vegetation movement, soft leaf rustle, organic debris, forest floor, insect movement, large insect texture, brittle foliage, plant friction, subtle crackle, natural texture, environmental layer, foley vegetation, sound design element	01:30.000	VEGETATION	LEAVES	LONG VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026

Library	Manufacturer	Filename	Description	Keywords	Duration	Category	SubCategory	VendorCategory	URL	Channels	BWOriginator	SampleRate	BitDepth	TrackYear
Cracklehead	badsound	VEGEMisc_CONTINUOUS INTENSE-Pine Cones Intense Movement_BS_Cracklehead.wav	Intense movement of pine cones colliding and tumbling, producing dense woody crackle, brittle snaps, and layered organic friction. The dry scales scrape, compress, and splinter against one another, generating sharp high-frequency detail with gritty midrange crunch. Continuous agitation creates a chaotic debris texture filled with stress, surface drag, and restless crackling energy. Raw and earthy, ideal for forest-floor destruction, creature movement, heavy foliage beds, or aggressive organic texture layering in sound design.	pine cones, intense foliage movement, woody crackle, dry crunch, organic debris, brittle snap, forest floor, tumbling cones, material stress, woody friction, natural texture, chaotic debris, sound design element	01:00.435	VEGETATION	MISC	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGEMisc_CONTINUOUS MODERATE-Pine Cones Crushed Friction_BS_Cracklehead.wav	Pine cones being crushed together, producing dry crackles, woody crunch, and textured friction. The layered scales scrape and snap against each other, creating brittle high-frequency detail combined with earthy midrange crunch. The movement generates a natural forest-floor character with organic debris agitation and subtle splintering textures. Dry, tactile, and richly detailed, ideal for foliage movement, forest debris beds, creature footsteps, or organic crackle layers in sound design.	pine cones, wood crunch, dry crackle, foliage movement, forest debris, woody friction, organic texture, brittle snap, natural debris, crunchy movement, earthy sound, sound design element	01:06.284	VEGETATION	MISC	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGEMisc_CONTINUOUS MODERATE-Pine Cones Medium Intense Movement_BS_Cracklehead.wav	Moderate movement of pine cones colliding and tumbling, producing steady woody crackle and lightweight wooden texture. The dry scales scrape and compress against each other, creating brittle snaps, soft crunch, and natural friction with controlled intensity. The sound carries an airy, organic character with clear high-frequency detail and a light wooden body. Balanced and natural, ideal for forest-floor movement, foliage beds, creature footsteps, or organic texture layering in sound design.	pine cones, wooden crackle, dry crunch, foliage movement, forest debris, lightweight wood, organic friction, brittle snap, natural texture, tumbling cones, woody sound, debris movement, sound design element	00:49.676	VEGETATION	MISC	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGEMisc_CONTINUOUS SUBTLE-Pine Cones Soft Movement_BS_Cracklehead.wav	Subtle movement of pine cones colliding and tumbling, producing soft woody crackle and lightweight wooden texture. The dry scales gently scrape and shift against each other, creating delicate snaps, airy crunch, and restrained organic friction. The sound remains light and natural, with fine high-frequency detail and minimal density. Quiet and earthy, ideal for subtle forest-floor movement, soft foliage beds, creature footsteps, or nuanced organic texture layering in sound design.	pine cones, soft wooden crackle, dry foliage movement, lightweight wood, organic friction, subtle crunch, forest debris, gentle tumbling, natural texture, woody sound, environmental foley, sound design element	00:48.562	VEGETATION	MISC	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGEMisc_IMPACT SHORT INTENSE-Pine Cones Hard Impact_BS_Cracklehead.wav	Hard impact crushing and destroying pine cones, producing explosive woody crack, brittle splintering, and aggressive organic friction. The strike delivers a sharp transient followed by dense crackling debris and stressed surface drag as the dry scales snap and collapse. The texture carries a bone-crush character, blending crunchy wooden fracture with gritty friction and chaotic breakup. Violent and tactile, ideal for bone breaks, creature impacts, destruction hits, or intense organic sweeteners in sound design.	pine cone crush, hard impact, bone crack, woody fracture, brittle snap, organic destruction, crackling friction, splintering wood, debris hit, creature impact, forest destruction, crunchy texture, sound design element	00:27.000	VEGETATION	MISC	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGEMisc_IMPACT SHORT INTENSE-Pine Cones Impact Hard Crush_BS_Cracklehead.wav	Hard impact on pine cones featuring a sharp initial strike followed by additional force that deforms and crushes the material. The sound begins with a strong, punchy transient, then unfolds into dense woody crackle, brittle fracture, and stressed organic friction as the dry scales collapse and grind together. The extended deformation adds a bone-crush character, blending splintering snaps with gritty crackling texture and surface drag. Aggressive and visceral, ideal for bone breaks, creature impacts, heavy organic destruction, or cinematic crunch layers in sound design.	pine cone crush, hard impact, bone crack, woody fracture, crushing deformation, organic destruction, crackling friction, splintering wood, stress texture, creature impact, forest debris, cinematic crunch, sound design element	00:45.000	VEGETATION	MISC	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGEMisc_IMPACT SHORT MODERATE-Pine Cones Impact Gentle Crush_BS_Cracklehead.wav	Moderately gentle impact on pine cones producing controlled woody crackle and light crushing friction. The hit delivers a defined but not overpowering transient, followed by brittle scale snaps and textured debris breakup as the cones compress and shift. The sound carries a natural organic destruction character with balanced crunch and restrained splintering detail. Versatile and tactile, ideal for soft bone-like impacts, forest-floor interactions, creature movement accents, or organic destruction layering in sound design.	pine cone impact, gentle crush, woody crackle, organic destruction, crushing friction, brittle snap, forest debris, soft bone texture, natural crunch, debris hit, environmental foley, sound design element	00:27.000	VEGETATION	MISC	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGEMisc_IMPACT SHORT MODERATE-Pine Cones Medium Impact_BS_Cracklehead.wav	Moderate impact of pine cones producing a defined woody hit followed by natural tumbling and crackling movement. The initial contact delivers a balanced transient with lightweight wooden body, transitioning into dry scale snaps and organic debris agitation as the cones roll and settle. The texture feels earthy and tactile, combining soft crunch with subtle rolling friction. Versatile and natural, ideal for forest-floor impacts, creature footsteps, foliage interaction, or organic texture layering in sound design.	pine cone impact, woody hit, forest debris, organic crunch, foliage movement, tumbling cones, dry crackle, natural texture, environmental foley, moderate impact, sound design element	00:27.000	VEGETATION	MISC	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGEMisc_IMPACT SHORT SUBTLE-Pine Cones Soft Impact_BS_Cracklehead.wav	Gentle impact of pine cones producing a soft woody hit followed by light crackling and natural debris movement. The initial contact is restrained and airy, with delicate scale snaps and subtle organic friction as the cones shift and settle. The texture feels earthy and lightweight, with fine high-frequency detail and minimal density. Ideal for soft forest-floor interactions, quiet foliage movement, creature footsteps, or understated organic layering in sound design.	pine cone impact, soft woody hit, forest debris, gentle crackle, organic texture, foliage movement, light crunch, natural foley, subtle impact, environmental sound, sound design element	00:27.000	VEGETATION	MISC	IMPACT SHORT SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGEMisc_LONG VARIATIONS INTENSE-Pine Cones Intense Crush_BS_Cracklehead.wav	Variations of intense movement of pine cones colliding and tumbling, producing dense woody crackle, brittle snaps, and aggressive organic friction. Each take captures forceful compression and scraping of dry scales, generating sharp high-frequency detail, gritty midrange crunch, and layered debris agitation. The texture feels stressed and chaotic, with constant surface drag and splintering crackle throughout. Raw and energetic, ideal for forest-floor destruction, heavy foliage beds, creature movement, or impactful organic texture layering in sound design.	pine cones, intense foliage movement, woody crackle, dry crunch, organic debris, brittle snap, forest floor, tumbling cones, material stress, woody friction, chaotic texture, natural destruction, sound design element	01:30.000	VEGETATION	MISC	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGEMisc_LONG VARIATIONS MODERATE-Pine Cones Medium Intense Movement_BS_Cracklehead.wav	Variations of moderate movement of pine cones colliding and tumbling, producing steady woody crackle and natural organic friction. Each take captures dry scales scraping and compressing against one another, creating brittle snaps, soft crunch, and layered debris texture with controlled intensity. The sound remains balanced and airy, with clear high-frequency detail and a lightweight wooden character. Versatile and natural, ideal for forest-floor movement, foliage beds, creature footsteps, or organic texture layering in sound design.	pine cones, wooden crackle, dry foliage movement, organic friction, forest debris, brittle snap, natural texture, tumbling cones, woody crunch, debris movement, environmental foley, sound design element	01:12.000	VEGETATION	MISC	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGEMisc_LONG VARIATIONS SUBTLE-Pine Cones Soft Movement_BS_Cracklehead.wav	Variations of subtle movement of pine cones colliding and tumbling, producing soft woody crackle and delicate organic friction. Each take captures light scraping and gentle compression of dry scales, creating airy snaps, fine crunch, and restrained debris texture. The sound remains light and natural, with subtle high-frequency detail and minimal density. Quiet and earthy, ideal for soft forest-floor movement, subtle foliage beds, creature footsteps, or nuanced organic texture layering in sound design.	pine cones, soft wooden crackle, subtle foliage movement, organic friction, forest debris, gentle crunch, natural texture, light tumbling, woody sound, environmental foley, sound design element	01:12.000	VEGETATION	MISC	LONG VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGEMisc_SHORT VARIATIONS SUBTLE-Pine Cones Separated Gently_BS_Cracklehead.wav	Gentle separation of pine cones that are lightly stuck together, producing soft woody friction and delicate crackling release. The sound captures subtle surface drag and brittle scale snaps as the cones pull apart, followed by a light settling rustle. The texture is intimate and organic, with fine high-frequency detail and restrained natural resonance. Ideal for close-up foliage handling, organic release effects, subtle creature textures, or nuanced forest-floor sound design layers.	pine cones, gentle separation, woody friction, organic release, soft crackle, foliage handling, brittle snap, natural texture, forest debris, subtle movement, environmental foley, sound design element	00:27.000	VEGETATION	MISC	SHORT VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	VEGEMisc_SHORT VARIATIONS SUBTLE-Pine Cones Separation_BS_Cracklehead.wav	Short variations of gentle separation of pine cones lightly stuck together, producing soft woody friction and delicate crackling release. Each take captures subtle surface drag, brittle scale snaps, and a light organic rustle as the cones pull apart and settle. The texture is intimate and natural, with fine high-frequency detail and restrained resonance. Ideal for close-up foliage handling, organic release effects, subtle creature textures, or detailed forest-floor sound design layers.	pine cones, gentle separation, woody friction, organic release, soft crackle, foliage handling, brittle snap, natural texture, forest debris, subtle movement, environmental foley, sound design element	00:27.000	VEGETATION	MISC	SHORT VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026

Library	Manufacturer	Filename	Description	Keywords	Duration	Category	SubCategory	VendorCategory	URL	Channels	BWOriginator	SampleRate	BitDepth	TrackYear
Cracklehead	badsound	WOODCrsh_IMPACT SHORT INTENSE-Small Wood Pieces_BS_Cracklehead.wav	Variations of tiny wood pieces being slammed together, producing sharp woody impacts and bright splintering transients. Each hit captures tight collisions, brittle chip-like crack, and compact debris movement as the small fragments strike and scatter. The sound is punchy and articulate, with clear midrange presence and natural wooden resonance. Energetic and tactile, ideal for small debris impacts, wood chip sweeteners, creature texture layering, or detailed organic sound design accents.	small wood pieces, wood impact, wooden chips, splinter crack, wood collision, debris hit, brittle wood, woody snap, compact impact, organic debris, foley wood, textured movement, sound design elemen	00:27.000	WOOD	CRASH & DEBRIS	IMPACT SHORT INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	WOODCrsh_IMPACT SHORT MODERATE-Small Wood Pieces_BS_Cracklehead.wav	Variations of tiny wood pieces being moved and pressed together, producing tight woody clicks and compact chip-like collisions. Each take captures small wooden fragments shifting, lightly striking, and settling against one another with natural midrange crack and subtle debris movement. The texture remains controlled and detailed, offering crisp articulation without heavy impact weight. Natural and versatile, ideal for wood debris foley, small object handling, surface interaction, or organic texture layering in sound design.	small wood pieces, wooden chips, wood movement, wood collision, woody click, splinter texture, debris movement, organic crackle, light wood impact, surface interaction, foley wood, textured movement, sound design element	00:45.000	WOOD	CRASH & DEBRIS	IMPACT SHORT MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	WOODMvmt_CONTINUOUS INTENSE-Small Wood Pieces Shuffling_BS_Cracklehead.wav	Small wood pieces continuously tumbling and shuffling against each other, producing dense woody crackle and layered chip-like collisions. The fragments roll, bounce, and scrape together, creating constant midrange articulation with brittle wooden snaps and granular debris movement. The texture is active and energetic, with steady surface agitation and natural wood resonance throughout. Ideal for debris beds, forest floor movement, wooden object handling, or organic texture layering in sound design.	small wood pieces, wood shuffling, wooden chips, wood debris, tumbling wood, woody crackle, granular movement, debris texture, wooden fragments, continuous movement, foley wood, forest floor, textured movement, sound design element	00:44.506	WOOD	MOVEMENT	CONTINUOUS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	WOODMvmt_CONTINUOUS MODERATE-Small Wood Pieces Shuffling_BS_Cracklehead.wav	Small wood pieces continuously tumbling and shuffling against each other, producing steady woody crackle and layered chip-like collisions. The fragments roll and slide together with balanced intensity, creating textured midrange articulation and natural wooden resonance without excessive density. The movement feels controlled yet lively, with consistent debris agitation and clear surface detail. Versatile and realistic, ideal for wood debris beds, forest floor movement, object handling, or organic sound design layering.	small wood pieces, wood shuffling, wooden chips, wood debris, tumbling wood, woody crackle, granular movement, debris texture, wooden fragments, continuous movement, foley wood, forest floor, textured movement, sound design element	01:05.800	WOOD	MOVEMENT	CONTINUOUS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	WOODMvmt_CONTINUOUS SUBTLE-Small Wood Pieces Shuffling_BS_Cracklehead.wav	Small wood pieces continuously tumbling gently against each other, producing soft woody clicks and light chip-like collisions. The fragments roll and settle with restrained movement, creating delicate midrange articulation and subtle debris texture without heavy impact weight. The sound remains airy and controlled, with natural wooden resonance and fine surface detail. Ideal for quiet wood debris beds, subtle forest floor movement, object handling, or understated organic texture layering in sound design.	small wood pieces, gentle wood movement, wooden chips, wood debris, soft tumbling, woody clicks, light wood crackle, granular movement, wooden fragments, subtle shuffle, foley wood, forest floor, textured movement, sound design element	01:10.900	WOOD	MOVEMENT	CONTINUOUS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	WOODMvmt_LONG VARIATIONS INTENSE-Small Wood Pieces Shuffling A_BS_Cracklehead.wav	Variations of small wood pieces being actively tumbled and shuffled together, producing dense woody crackle and layered chip-like collisions. Each take captures rolling fragments, brittle wooden snaps, and constant debris agitation with lively midrange articulation. The texture feels energetic and tactile, with natural wood resonance and scattered micro-impacts throughout. Bold and immersive, ideal for debris beds, forest floor activity, creature movement, or dynamic organic sound design layering.	small wood pieces, wood shuffling, wooden chips, wood debris, tumbling wood, woody crackle, granular movement, debris texture, wooden fragments, layered collisions, forest floor, foley wood, textured movement, sound design element	01:48.000	WOOD	MOVEMENT	LONG VARIATIONS INTENSE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	WOODMvmt_LONG VARIATIONS MODERATE-Small Wood Pieces Shuffling A_BS_Cracklehead.wav	Variations of small wood pieces being tumbled and shuffled together, producing detailed woody crackle and natural chip-like collisions. Each take captures rolling fragments, compact wooden clicks, and steady debris movement with balanced intensity. The texture remains clear and tactile, with defined midrange articulation and controlled surface agitation. Versatile and realistic, ideal for wood debris beds, forest floor movement, object handling, or organic texture layering in sound design.	small wood pieces, wood shuffling, wooden chips, wood debris, tumbling wood, woody crackle, granular movement, debris texture, wooden fragments, layered collisions, forest floor, foley wood, textured movement, sound design element	01:21.000	WOOD	MOVEMENT	LONG VARIATIONS MODERATE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	WOODMvmt_LONG VARIATIONS SUBTLE-Small Wood Pieces Shuffling_BS_Cracklehead.wav	Variations of small wood pieces being gently tumbled and shuffled together, producing soft woody clicks and light chip-like collisions. Each take captures subtle rolling fragments, restrained wooden snaps, and delicate debris movement with natural midrange warmth. The texture remains airy and controlled, offering fine surface detail without heavy impact weight. Ideal for quiet wood debris beds, subtle forest floor movement, intimate object handling, or understated organic texture layering in sound design.	small wood pieces, gentle wood movement, wooden chips, wood debris, soft tumbling, woody clicks, light wood crackle, granular movement, wooden fragments, subtle shuffle, forest floor, foley wood, textured movement, sound design element	01:30.000	WOOD	MOVEMENT	LONG VARIATIONS SUBTLE	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	WOODMvmt_SHORT VARIATIONS-Small Wood Pieces Shuffling Soft B_BS_Cracklehead.wav	Variations of small wood pieces being moved and lightly shifted together, producing compact woody clicks and subtle chip-like collisions. Each take captures natural fragment movement, gentle rolling contact, and fine debris articulation with balanced midrange presence. The texture remains controlled and realistic, offering clear surface detail without heavy impact weight. Flexible and natural, ideal for wood debris foley, small object handling, forest floor movement, or organic texture layering in sound design.	small wood pieces, wood movement, wooden chips, wood debris, light wood shuffle, woody clicks, subtle collision, granular movement, wooden fragments, surface interaction, forest floor, foley wood, textured movement, sound design element	00:27.000	WOOD	MOVEMENT	SHORT VARIATIONS	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	WOODMvmt_SHORT VARIATIONS-Small Wood Pieces Soft Shuffling A_BS_Cracklehead.wav	Variations of small wood pieces being moved and softly shuffled together, producing light woody clicks and gentle chip-like collisions. Each take captures subtle fragment shifts, restrained rolling contact, and fine debris articulation with natural wooden resonance. The texture is controlled and detailed, offering clear midrange presence without strong impact weight. Natural and versatile, ideal for quiet wood debris foley, surface interaction, forest floor movement, or understated organic texture layering in sound design.	small wood pieces, wood movement, wooden chips, soft wood shuffle, wood debris, gentle collision, woody clicks, granular movement, wooden fragments, surface interaction, forest floor, foley wood, textured movement, sound design element	00:27.000	WOOD	MOVEMENT	SHORT VARIATIONS	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026
Cracklehead	badsound	WOODMvmt_SHORT VARIATIONS-Small Wood Pieces Soft Shuffling B_BS_Cracklehead.wav	Variations of small wood pieces being moved and softly shuffled together, producing light woody clicks and gentle chip-like collisions. Each take captures subtle fragment shifts, restrained rolling contact, and fine debris articulation with natural wooden resonance. The texture is controlled and detailed, offering clear midrange presence without strong impact weight. Natural and versatile, ideal for quiet wood debris foley, surface interaction, forest floor movement, or understated organic texture layering in sound design.	small wood pieces, wood movement, wooden chips, soft wood shuffle, wood debris, gentle collision, woody clicks, granular movement, wooden fragments, surface interaction, forest floor, foley wood, textured movement, sound design element	00:27.000	WOOD	MOVEMENT	SHORT VARIATIONS	<a href="http://www.badsound.co">www.badsound.co</a>	2	©2026 Bad Sound. All rights reserved	96000	24	2026