

badBass

Library	Manufacturer	Filename	Description	Keywords	Duration	Category	SubCategory	VendorCategory	URL	Channels	BWOriginator	SampleRate	BitDepth	TrackYear
badBass	badsound	DIRTImpt_IMPACT-Dirty Blend Of Rock And Wood Impact_BS_badBass.wav	Cinematic variations of an organic impact blending fragments of stone, rock, and wood with deep low-end force. Each hit delivers a solid thump reinforced by LFE weight and infrasound depth, while gritty debris elements crack and splinter around the core transient. The combination of earthy material breakup and sub-driven punch creates a raw, physical character suited for combat and destruction. Heavy, tactile, and aggressive, ideal for trailer hits, fight impacts, environmental destruction, or brutal cinematic punches.	organic impact, rock and wood hit, debris punch, dirty impact, LFE thump, sub bass hit, low frequency impact, infrasound, cinematic punch, trailer hit, combat impact, violent strike, heavy thud, sound design element	00:45.000	DIRT & SAND	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
badBass	badsound	DOORCab_IMPACT-Old Cabinet Being Closed Gently Bass Thud_BS_badBass.wav	Old cabinet gently closing variations with a soft, weighty bass thud. The impact is controlled and natural, featuring a muted wooden resonance and subtle low-end bloom. A warm, slightly hollow body tone follows the transient, giving a grounded and organic feel without harshness. Ideal for cinematic interiors, subtle environmental impacts, grounded UI moments, or layering for organic low-frequency texture.	cabinet close, wooden thud, gentle impact, bass knock, low frequency thud, muted wood hit, organic impact, soft slam, interior sound, subtle LFE, grounded hit, natural resonance	00:18.000	DOORS	CABINET	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
badBass	badsound	DOORCab_IMPACT-Old Cabinet Being Closed Hard Bass Thud_BS_badBass.wav	Old cabinet being closed hard variations with a strong, weighty bass thud. The transient hits with solid wooden force, followed by a deep, resonant low-end bloom that emphasizes mass and impact. The body carries a slightly hollow cabinet tone with subtle interior rattle and short decay, giving it a realistic yet cinematic weight. Excellent for grounded impacts, interior slams, character interactions, UI confirmations with weight, or layering beneath heavier hits for organic low-end texture.3	cabinet slam, hard wooden thud, bass knock, low frequency impact, heavy wood slam, interior hit, organic bass impact, deep thud, grounded impact, wooden resonance, cinematic foley hit, room slam	00:17.344	DOORS	CABINET	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
badBass	badsound	DOORGlas_IMPACT-Giant Glass Door Knocking Deep Infrasound Bass_BS_badBass.wav	Giant glass door knocking variations with deep infrasound-driven bass weight and massive low-end presence. The impact delivers a heavy, sub-focused punch that extends into a powerful infrasonic bloom, emphasizing scale and physical mass. Subtle glass resonance rides above the low-frequency core, creating a sense of towering architecture and pressure. Designed for cinematic impacts, large sci-fi structures, dramatic reveals, environmental hits, or layering for extreme LFE depth.	giant glass knock, infrasound impact, deep sub hit, LFE knock, low frequency thud, architectural boom, massive bass impact, cinematic low end, heavy sub resonance, glass door slam, trailer impact, deep rumble	00:26.820	DOORS	GLASS	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
badBass	badsound	DOORGlas_IMPACT-Giant Glass Door Knocking Deep Resonant Bass_BS_badBass.wav	Giant glass door knocking variations with deep, resonant bass weight and expansive tonal presence. The initial knock carries a solid, low-frequency punch, followed by a broad, glassy resonance that blooms with depth and subtle vibration. The decay sustains with a hollow, architectural tone, emphasizing scale and mass. Ideal for cinematic interiors, large facility environments, dramatic scene punctuation, sci-fi structures, or layering for resonant low-end texture.	giant glass knock, deep resonant hit, architectural impact, bass knock, low frequency thud, glass resonance, large door slam, cinematic interior hit, hollow tone, heavy knock, resonant impact, spacious low end	00:27.000	DOORS	GLASS	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
badBass	badsound	DOORGlas_IMPACT-Giant Glass Door Knocking Hollow Bass_BS_badBass.wav	Giant glass door knocking variations with a hollow, weighty bass character and resonant architectural tone. The impact hits with a solid low-frequency core, followed by a spacious, cavernous bloom that emphasizes interior depth and structural mass. The glass resonance feels airy yet grounded, creating a balanced mix of body and hollow sustain. Perfect for cinematic interiors, large halls, sci-fi facilities, dramatic scene punctuation, or layering for tonal low-end presence.	giant glass knock, hollow bass impact, resonant door hit, architectural thud, low frequency knock, spacious resonance, cavernous impact, cinematic interior hit, glass door slam, deep tonal bloom, atmospheric low end, sound design impact	00:17.266	DOORS	GLASS	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
badBass	badsound	DSGNBass_IMPACT-Classic Deep Sub Boom With Wet Tail_BS_badBass.wav	A classic, cinematic deep sub boom with a powerful low-frequency impact and a smooth, wet tail. The sound delivers a solid, rounded transient followed by a spacious decay that enhances scale and depth. Focused on rich LFE weight and timeless boom character, it works perfectly for trailer hits, cinematic transitions, game events, logo stingers, and dramatic moments that require a familiar, authoritative low-end punch.	classic boom, deep sub impact, cinematic bass, LFE boom, low frequency hit, wet tail, trailer hit, game sound effect, dramatic impact, logo boom, heavy low end, spacious decay, epic bass, cinematic transition, powerful sub	01:30.000	DESIGNED	BASS DIVE	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
badBass	badsound	DSGNBass_IMPACT-Deep Metallic Sub Boom With Wet Tail_BS_badBass.wav	A heavy sub boom layered with metallic tonal character and a spacious wet tail. The sound delivers a deep, powerful low-frequency impact enriched by subtle metallic resonance, followed by a reverberant decay that adds scale and atmosphere. The contrast between solid sub weight and shimmering metal texture creates a bold, cinematic presence. Ideal for sci-fi impacts, industrial hits, boss abilities, trailer moments, and game events that require both depth and metallic edge.	metallic boom, deep sub impact, wet tail, reverberant decay, cinematic bass, sci-fi hit, industrial impact, game sound effect, trailer boom, LFE impact, metallic resonance, heavy low end, spacious tail, dramatic impact, hybrid bass hit	01:12.000	DESIGNED	BASS DIVE	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
badBass	badsound	DSGNBass_IMPACT-Deep Quick Downer Sub With Pitch Movement After Impact_BS_badBass.wav	A powerful deep sub impact followed by a quick downward pitch movement. The sound hits with solid low-frequency weight, then immediately dips in tone, creating a dynamic "downer" effect that enhances motion and impact perception. The post-impact pitch shift adds character and tension while maintaining a tight, controlled decay. Ideal for game ability triggers, UI confirmations, cinematic accents, trailer hits, and transitions that benefit from a sharp, descending low-end movement.	deep sub impact, quick downer, pitch drop, post impact glide, low frequency hit, cinematic bass, game sound effect, trailer accent, LFE impact, downward sweep, bass movement, tension drop, heavy low end, impact with motion, dynamic sub hit	01:30.000	DESIGNED	BASS DIVE	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
badBass	badsound	DSGNBass_IMPACT-Deep Quick Downer Sub_BS_badBass.wav	A deep, punchy sub impact featuring a fast downward pitch movement that creates a tight "downer" effect. The sound delivers immediate low-frequency weight, then quickly drops in tone, adding momentum and attitude while keeping the decay compact and controlled. Focused and powerful, it's ideal for game ability triggers, UI confirmations, combat hits, cinematic accents, and trailer transitions that require a sharp, descending low-end punch.	deep sub impact, quick downer, pitch dive, bass drop, low frequency hit, cinematic bass, game sound effect, trailer accent, LFE impact, downward glide, punchy sub, tension drop, compact decay, dynamic bass movement, heavy low end	01:30.000	DESIGNED	BASS DIVE	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
badBass	badsound	DSGNBass_IMPACT-Short Tonal Bass Dive_BS_badBass.wav	Short variations of a quick, semi-distant synth bass dive with a clean, dry character. Each hit features a fast descending pitch movement followed by a tight low-frequency decay, creating a controlled and focused sub-driven effect. The semi-distant tonal quality gives a sense of space without added reverb, keeping the transient clear and mix-ready. Subtle yet cinematic, ideal for transitions, trailer accents, hybrid music cues, or reinforcing impact moments with tonal low-end movement.	synth bass dive, quick pitch drop, dry sub hit, tonal bass impact, LFE accent, low frequency sweep, cinematic bass, trailer transition, semi distant bass, sub drop, clean transient, sound design element	00:18.000	DESIGNED	BASS DIVE	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
badBass	badsound	DSGNBass_IMPACT-Tonal Plastic Kick Drum_BS_badBass.wav	Variations of tonal bass impact with a tight, punchy attack and a defined low-end body. The transient hits with a plastic, slightly percussive character, followed by a controlled sub resonance that gives the impact weight without excessive tail bloom. The tone carries a subtle pitch identity, making it ideal for rhythmic accents and tonal impact layering. Clean, focused, and mix-ready for modern cinematic and game sound design. Works well for trailer hits, UI confirmations, ability triggers, downbeats, logo stings, and hybrid kick layering.	tonal impact, bass hit, kick impact, plastic kick, low end, sub punch, cinematic hit, trailer impact, tonal boom, hybrid kick, game impact, downbeat, stinger, logo hit, tight impact, punchy bass, percussive boom, sound design element	00:18.000	DESIGNED	BASS DIVE	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
badBass	badsound	DSGNBass_TONAL-808 Bass Subtle Downward Pitch_BS_badBass.wav	Long variations of extremely deep 808-style bass with massive low-end presence and subtle downward pitch movement. Each hit delivers a rounded sub-driven thump with powerful LFE weight and extended low-frequency sustain. The tone is smooth yet dominant, emphasizing infrasound depth and cinematic pressure without harsh distortion. Clean, heavy, and authoritative, ideal for trailer impacts, cinematic drops, hip-hop influenced sound design, dramatic transitions, or reinforcing low-end energy in large-scale scenes.	808 bass, deep sub bass, LFE rumble, low frequency thump, infrasound, cinematic bass, trailer low end, sub drop, bass impact, tonal sub, heavy thud, downward pitch, sound design element	00:54.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved.	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Bass Activator_BS_badBass.wav	A powerful bass impact featuring a hard, aggressive transient followed by a subtle riser movement during the decay. The sound strikes with sharp, defined force, then evolves with an upward tonal motion that adds energy and activation-like momentum as it fades. The contrast between the punchy attack and the lifting tail creates a dynamic and attention-grabbing effect. Ideal for game ability activations, UI confirmations, cinematic transitions, trailer hits, and impactful moments that require both punch and forward drive.	hard transient, bass impact, rising decay, sub riser, activation sound, punchy attack, low frequency hit, cinematic bass, game sound effect, UI activator, trailer accent, LFE impact, dynamic bass movement, tonal rise, powerful low end	01:03.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved.	96000	24	2026

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badBass	badsound	DSGNBass_TONAL-Big Dive Saturated Detuned Sine Bass_BS_badBass.wav	Big dive saturated detuned sine bass variations with heavy low-end movement and rich harmonic weight. The tone drops with a powerful downward pitch sweep, driven by thick saturation and subtle detune that creates width and instability. The low frequencies feel dense and physical, while the harmonics add aggression and cinematic texture. The tail sustains with a warm, distorted bloom before fading into deep sub presence. Ideal for trailers, bass drops, transitions, ability activations, logo stings, or dramatic low-end punctuation.	bass dive, detuned sine, saturated sub, pitch drop, deep low frequency, LFE sweep, cinematic bass, trailer drop, distorted low end, heavy sub movement, dark bass tone, sound design sub dive	00:54.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Big Dive Wide Distorted Detuned Sine Bass_BS_badBass.wav	Big dive wide distorted detuned sine bass variations with massive stereo presence and aggressive low-end weight. The pitch dives downward with thick detune and layered distortion, creating width and movement across the stereo field. The sub remains powerful and centered while the upper harmonics spread outward, delivering scale and cinematic intensity. The decay carries a saturated, textured bloom before settling into deep sub energy. Perfect for trailers, heavy transitions, bass drops, logo stings, ability activations, or large-scale impact layering.	wide bass dive, distorted sine bass, detuned sub drop, stereo bass sweep, LFE dive, cinematic bass drop, trailer low end, aggressive sub impact, saturated bass tone, pitch fall, heavy low frequency, sound design bass	00:54.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Bouncy Bass Pitch Movement Bounce Short_BS_badBass.wav	Very short tonal variations of a square-wave sub bass dipping down and snapping back up in pitch, creating a tight, playful bounce. Each hit delivers a compact LFE-driven thump with a quick stepped pitch movement that feels elastic and slightly humorous. The square waveform keeps the tone punchy and defined while maintaining deep low-frequency weight and infrasound presence. Snappy and characterful, ideal for comedic low-end accents, stylized impacts, trailer sweeteners with personality, or punchy bass stingers.	square sub bass, short pitch bounce, down up bass, bouncy sub tone, LFE thump, low frequency hit, infrasound, funny bass accent, tonal thud, elastic sub, quick bass movement, sound design element	00:09.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Bouncy Bass Pitch Movement Bounce_BS_badBass.wav	Short tonal variations of a square-style sub bass moving down and then up in pitch, creating a playful bouncing motion. Each hit delivers a solid LFE-driven thump with a clearly defined stepped pitch dip followed by a quick return, giving the low end a humorous, elastic character. The square waveform adds firmness and clarity to the movement while maintaining deep infrasound weight. Fun yet powerful, ideal for stylized impacts, cartoonish low-end accents, trailer sweeteners with personality, or quirky cinematic transitions.	square sub bass, pitch bounce, down up bass, bouncy sub tone, LFE thump, low frequency movement, infrasound, funny bass hit, tonal thud, elastic bass, sub drop bounce, sound design element	00:09.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Deep Frequency Sub Impact_BS_badBass.wav	Deep frequency sub impact variations with focused low-end power and minimal top-end distraction. The transient lands with controlled weight, immediately followed by a dense, sub-heavy bloom that emphasizes pure low-frequency energy. The sustain remains clean and tonal, maintaining depth without excessive distortion or noise. Designed for cinematic hits, trailer accents, environmental drops, UI impacts with gravity, or as a foundational sub layer beneath larger explosions and impacts.	deep sub impact, low frequency hit, LFE punch, sub bass thud, infrasound impact, cinematic low end, tonal sub boom, trailer hit, bass drop, minimal top end, heavy low frequency, sound design sub	00:27.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Deep LFE Bass With Slow Filter Wow_BS_badBass.wav	A super deep LFE bass shaped by a slow filter envelope with gradual attack and decay, creating a subtle "wow" effect as the harmonics gently bloom and recede over time. The low end remains massive and grounded, while the evolving filter movement introduces a smooth tonal swell that adds depth and character without overpowering the sub foundation. The result is a rich, immersive bass tone that feels alive and breathing—ideal for cinematic transitions, environmental tension, game UI emphasis, and powerful low-frequency design moments.	LFE bass, deep sub, super deep bass, filter envelope, slow attack, slow decay, wow effect, filter sweep, evolving bass, resonant low end, tonal sub, cinematic bass, game sound effect, UI low frequency, immersive rumble, atmospheric bass, dynamic filter movement, heavy sub, low-end design	00:45.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Deep Long Sine Bass Dive_BS_badBass.wav	Deep long clean sine bass dive variations with smooth, controlled low-frequency movement and pure tonal character. The pitch descends steadily with minimal distortion, maintaining clarity and focused sub presence throughout. The sustain is even and rounded, delivering a polished, cinematic low-end sweep without grit or harmonic aggression. Ideal for clean trailer transitions, cinematic builds, sci-fi movements, UI bass accents, or layering beneath textured elements for solid sub foundation.	clean sine bass, deep bass dive, pure sub sweep, low frequency drop, LFE movement, smooth pitch fall, cinematic sub, trailer transition, tonal bass sweep, minimal distortion, deep low end, sound design sub dive	01:39.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Deep Sine Bass Huge Dive_BS_badBass.wav	Deep sine bass dive variations with smooth tonal movement and controlled sub weight. The pitch drops with steady momentum, delivering a focused low-frequency sweep that feels clean and balanced. The decay is moderate in length, maintaining presence without overwhelming the mix. Clear, rounded, and minimal in distortion, making it versatile for cinematic transitions, gameplay events, UI accents, or layering beneath larger impacts for added sub depth.	sine bass dive, deep sub drop, low frequency sweep, LFE movement, clean bass fall, cinematic transition, tonal sub impact, trailer bass element, smooth pitch dive, medium length sub, minimal distortion bass, sound design sub	00:54.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Deep Sine Bass Low Dive_BS_badBass.wav	Deep sine bass low dive variations with smooth, controlled pitch descent and focused sub energy. The movement feels grounded and weighty, emphasizing clean low-frequency presence without distortion or harsh overtones. The dive settles into a stable, rounded sub tail that maintains depth while remaining mix-friendly. Subtle, powerful, and versatile for cinematic transitions, trailer accents, environmental drops, UI weight, or layering beneath impacts for added low-end gravity.	deep sine dive, sub bass drop, low frequency sweep, clean LFE movement, smooth pitch fall, cinematic sub, trailer bass accent, tonal low end, infrasound dive, minimal distortion bass, sound design sub element, deep low frequency	00:36.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Deep Tremolo Long Sine Bass Dive_BS_badBass.wav	A deep, tonal sine bass dive featuring a long, sustained downward glide with pronounced tremolo modulation. The sound starts with a clean, weighty low-end presence and gradually descends in pitch, maintaining a smooth sine character while the tremolo adds rhythmic movement and tension. Ideal for cinematic transitions, game UI feedback, dramatic drops, sci-fi elements, and impact build-downs where a controlled yet powerful low-frequency sweep is needed.	bass dive, sine bass, deep bass, tremolo bass, low frequency, sub drop, tonal bass, pitch glide, downward sweep, LFO modulation, cinematic transition, game sound effect, sci-fi bass, dramatic drop, tension build, low-end impact, sustained bass, minimal bass tone, clean sub, long bass sweep	01:39.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Dip And Up Distorted Sine Bass_BS_badBass.wav	A tonal sine bass featuring a pronounced pitch dip followed by a rising glide, enhanced with gritty distortion for added edge and character. The sound begins with a controlled low-frequency tone, drops downward in pitch, and then sweeps back up, creating a dynamic push-and-pull motion. The added distortion gives the otherwise pure sine wave extra harmonics and presence, making it cut through a mix while still retaining solid sub weight. Ideal for game UI interactions, power-up/down effects, transitions, glitchy movements, and stylized cinematic elements.	distorted bass, sine bass, bass dip, pitch drop, pitch rise, bass glide, tonal bass, sub bass, gritty bass, harmonic distortion, game sound effect, UI bass, transition effect, glitch bass, sci-fi movement, low frequency sweep, dynamic bass, LFO bass, electronic bass, stylized impact	00:27.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Distorted Gritty Bass Downer_BS_badBass.wav	A heavy, distorted bass downer with a gritty, aggressive character and pronounced low-frequency weight. The sound delivers a forceful impact followed by a descending pitch movement, creating a dark and powerful drop effect. Rich harmonic distortion adds texture and edge, allowing the bass to cut through while maintaining deep sub presence. Ideal for game ability deactivations, failure cues, cinematic drops, trailer transitions, and intense moments that require a raw, descending low-end statement.	distorted bass, gritty downer, bass drop, pitch dive, aggressive low end, cinematic bass, game sound effect, trailer transition, LFE impact, downward sweep, heavy sub, harmonic distortion, dark bass hit, intense drop, powerful low frequency	02:06.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Distorted Wet Gritty Center Bass Downer Dropouts_BS_badBass.wav	A distorted, wet, and gritty bass downer centered in the stereo field, featuring intentional dropouts during the descending movement. The sound delivers thick low-frequency weight with saturated harmonic texture, while the wet processing adds depth and space. As the pitch falls, brief dropouts create rhythmic gaps that enhance tension and dynamic interest. Dark, aggressive, and characterful, it's ideal for game ability deactivations, glitchy transitions, cinematic drops, trailer moments, and stylized sci-fi impacts that need both grit and movement.	distorted bass, wet downer, gritty bass drop, center bass, pitch dive, dropout effect, glitchy bass, cinematic drop, game sound effect, trailer transition, LFE impact, saturated low end, dark bass movement, aggressive sub, stylized bass effect	01:48.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026

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badBass	badsound	DSGNBass_TONAL-Distorted Wet Gritty Hard Tremolo Bass Downer_BS_badBass.wav	A hard-hitting distorted bass downer featuring wet processing, gritty harmonic saturation, and aggressive tremolo modulation. The sound delivers a powerful low-frequency impact followed by a descending pitch movement shaped by sharp, rhythmic tremolo pulses. The wet character adds spatial depth, while the grit and modulation create tension and intensity throughout the drop. Ideal for game ability deactivations, glitchy transitions, cinematic drops, trailer moments, and dark sci-fi sequences that demand movement, texture, and heavy low-end force.	distorted bass, gritty downer, hard tremolo, wet bass drop, pitch dive, aggressive modulation, cinematic bass, game sound effect, trailer transition, LFE impact, rhythmic tremolo, saturated low end, dark bass movement, intense sub, sci-fi drop	01:48.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Distorted Wet Gritty Tremolo Bass Downer_BS_badBass.wav	A distorted, wet, and gritty bass downer featuring pronounced tremolo modulation throughout the descending pitch movement. The sound begins with solid low-frequency weight and evolves into a textured drop shaped by rhythmic amplitude pulses. Saturation adds harmonic richness and edge, while the wet processing enhances depth and atmosphere. The tremolo introduces movement and intensity without overpowering the core sub foundation. Ideal for game ability deactivations, glitchy UI transitions, cinematic drops, trailer moments, and dark sci-fi sequences that require heavy, modulated low-end impact.	distorted bass, gritty downer, tremolo bass, wet bass drop, pitch dive, amplitude modulation, cinematic bass, game sound effect, trailer transition, LFE impact, rhythmic modulation, saturated low end, dark bass movement, heavy sub, sci-fi drop	01:48.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Distorted Wet Gritty Wide Bass Downer Dropouts_BS_badBass.wav	A wide stereo distorted bass downer with a wet, gritty character and intentional dropouts during the descending movement. The sound delivers thick low-frequency weight spread across the stereo field, enhanced by saturated harmonics and spacious processing. As the pitch falls, brief dropouts create rhythmic gaps and dynamic tension, adding a glitch-like edge to the heavy sub foundation. Ideal for game ability deactivations, stylized UI transitions, cinematic drops, trailer moments, and dark sci-fi sequences that demand width, grit, and movement.	distorted bass, wet downer, gritty bass drop, wide stereo bass, pitch dive, dropout effect, glitchy bass, cinematic drop, game sound effect, trailer transition, LFE impact, saturated low end, stereo bass movement, dark sub, aggressive bass effect	01:30.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Distorted Wide Bass Downer_BS_badBass.wav	A wide stereo distorted bass downer delivering powerful low-frequency weight with an expansive spatial presence. The sound features a strong impact followed by a descending pitch movement, enhanced by saturated harmonics that add grit and intensity. The stereo width creates a larger-than-life feel while maintaining a solid sub foundation. Ideal for game ability deactivations, cinematic drops, trailer transitions, and dramatic moments that require both width and heavy low-end authority.	distorted bass, wide bass downer, stereo bass drop, pitch dive, gritty low end, cinematic bass, game sound effect, trailer transition, LFE impact, saturated sub, heavy bass movement, dark bass hit, aggressive low frequency, dramatic drop, powerful sub	01:03.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Dubstep Wobble Overdrive Deep Bass Downer Subtle Tremolo_BS_badBass.wav	Deep tonal variations of a dubstep-style wobbling bass featuring distorted overdrive, subtle tremolo modulation, and a descending dive movement. The sound carries powerful LFE weight and sustained infrasound pressure while the pitch sinks downward with cinematic intensity. Rhythmic modulation adds movement and tension, and the distortion introduces gritty character without overwhelming the low-end depth. Dark, massive, and atmospheric, ideal for cinematic drops, trailer transitions, hybrid music cues, or reinforcing dramatic low-frequency moments.	dubstep wobble bass, distorted sub dive, tremolo modulation, deep LFE rumble, low frequency sweep, infrasound, cinematic bass drop, overdrive sub, wobble effect, heavy low end, trailer bass, dark bass movement, sound design element	00:27.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Dubstep Wobble Overdrive Deep Bass Riser Subtle Tremolo_BS_badBass.wav	Tonal variations of a dubstep-inspired wobbling bass with distorted overdrive, subtle tremolo modulation, and an upward pitch movement. The sound builds with rising low-frequency energy while maintaining heavy LFE weight and deep infrasound presence. Rhythmic amplitude movement adds pulsing intensity, and the distortion introduces gritty edge without sacrificing sub depth. Dark yet uplifting in motion, ideal for cinematic risers, trailer builds, hybrid music transitions, or driving low-end tension before a drop.	dubstep wobble riser, distorted sub bass, tremolo modulation, upward bass movement, LFE rumble, low frequency riser, infrasound, cinematic bass build, overdrive sub, wobble effect, trailer tension, heavy low end, sound design element	00:27.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Dubstep Wobble Tremolo Overdrive Bass Downer_BS_badBass.wav	Tonal variations of a dubstep-inspired wobbling bass featuring distorted tremolo modulation and a descending dive movement. The sound combines aggressive low-frequency weight with rhythmic amplitude modulation, creating a pulsing, overdriven sub texture that sinks downward in pitch. Heavy LFE presence and infrasound depth give the effect cinematic power while the wobble and distortion add grit and movement. Intense and characterful, ideal for trailer builds, bass drops, dark transitions, hybrid music cues, or powerful low-end design moments.	dubstep wobble, distorted bass, tremolo bass, sub dive, LFE rumble, low frequency modulation, infrasound, cinematic bass, bass drop, overdriven sub, wobble effect, heavy low end, sound design element	00:30.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Dubstep Wobble Tremolo Overdrive Deep Bass Downer_BS_badBass.wav	Deep tonal variations of a dubstep-style wobbling bass with distorted tremolo modulation and a powerful downward dive. The sound delivers heavy LFE weight and sustained infrasound pressure while rhythmic amplitude movement creates an aggressive pulsing texture. Overdrive saturation adds grit and edge, enhancing the cinematic intensity of the descending low-end sweep. Massive, dark, and energetic, ideal for trailer drops, hybrid music cues, dramatic transitions, or reinforcing large-scale low-frequency moments.	dubstep wobble bass, distorted sub, tremolo modulation, bass dive, deep LFE, low frequency sweep, infrasound rumble, cinematic bass drop, overdrive sub, wobble effect, heavy low end, trailer bass, sound design element	00:36.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Dubstep Wobble Tremolo Overdrive Short Bass Downer_BS_badBass.wav	Tonal variations of a dubstep-inspired wobbling bass with distorted tremolo movement and heavy low-end presence. The sound delivers strong LFE weight and deep infrasound pressure while rhythmic amplitude modulation creates a pulsing, aggressive texture. Saturated overdrive adds grit and edge, giving the bass a cinematic and hybrid character. Dark, energetic, and powerful, ideal for trailer builds, bass drops, cinematic transitions, or reinforcing dramatic low-frequency moments.	dubstep wobble, distorted bass, tremolo modulation, LFE rumble, sub bass, low frequency movement, infrasound, cinematic bass, bass drop, overdrive sub, hybrid trailer sound, heavy low end, sound design element	00:18.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Flirty Bass Pitch Movement_BS_badBass.wav	Tonal variations of a deep sub bass with playful, whistle-like pitch movement. The sound features a smooth LFE-driven low-end body while the pitch glides and bends in a slightly flirty, expressive motion. Despite the light melodic contour, the core remains heavy and grounded with strong infrasound presence and cinematic weight. Subtle movement in the tone adds character and tension without losing low-frequency power. Ideal for trailers, cinematic transitions, stylized bass accents, or adding personality to deep low-end moments.	sub tone movement, pitch glide bass, LFE rumble, low frequency tone, infrasound, cinematic bass, trailer low end, sub bass bend, tonal thump, deep bass sweep, expressive sub, sound design element	00:27.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Flirty Short Bass Pitch Movement_BS_badBass.wav	Short tonal variations of a deep sub bass with a playful, whistle-like pitch movement. Each hit delivers a compact LFE-driven thump with a quick, expressive pitch glide that adds personality without sacrificing low-frequency weight. The motion is tight and controlled, blending cinematic low-end power with subtle tonal animation. Punchy yet characterful, ideal for trailer accents, bass stingers, stylized transitions, or adding dynamic movement to sub-heavy moments.	short sub tone, pitch glide bass, flirty bass movement, LFE hit, low frequency thump, infrasound, cinematic bass, trailer accent, tonal sub drop, bass stinger, deep low end, sound design element	00:18.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Impacting Saw Oscillators_BS_badBass.wav	Dry variations of saw-oscillator-based thumps with a sharp, harmonically rich attack. Each hit delivers a punchy low-frequency impact layered with the gritty, buzzy character of a raw saw wave. The sound is tight and unprocessed, offering clean transients and defined tonal weight without added reverb or saturation. Direct and versatile, ideal for synthetic impacts, hybrid trailer layers, electronic hits, or further processing and distortion in sound design.	saw oscillator thump, synthetic impact, dry bass hit, raw saw wave, harmonic punch, tonal bass hit, electronic thud, low frequency impact, hybrid trailer layer, clean transient, synth hit, sound design element	00:18.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Jump And Dive Overdrive Sine Bass_BS_badBass.wav	A wide stereo sine bass featuring a pronounced pitch dip followed by a rising glide, driven with gritty distortion for extra attitude and presence. The sound moves dynamically downward and then sweeps back up, creating a strong sense of motion and energy. While maintaining solid low-end weight, the stereo width enhances spatial impact and makes the movement feel larger and more immersive. The added distortion introduces rich harmonics that help the bass cut through a mix, making it ideal for game UI feedback, power-up/down effects, transitions, and bold cinematic elements.	wide stereo bass, stereo bass, distorted sine bass, bass dip, pitch drop, pitch rise, bass glide, tonal bass, sub bass, gritty bass, harmonic distortion, game sound effect, UI bass, transition effect, cinematic bass, stereo sweep, dynamic bass movement, electronic bass, immersive low end, stylized impact	00:44.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	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
badBass	badsound	DSGNBass_TONAL-Long Diving Sub Bass Impact_BS_badBass.wav	Long diving sub bass impact variations with deep cinematic weight and extended low-frequency movement. Each hit begins with a solid LFE-driven thump that transitions into a smooth descending sub dive, carrying strong infrasound presence throughout the tail. The decay remains controlled and tonal, emphasizing depth and scale rather than distortion. Massive and atmospheric, ideal for trailer transitions, dramatic drops, cinematic reveals, or reinforcing large-scale moments with evolving low-end energy.	long sub bass dive, deep LFE impact, descending sub, low frequency sweep, infrasound rumble, cinematic bass drop, trailer transition, tonal sub impact, heavy low end, dramatic dive, epic boom, sound design element	00:36.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Monster Deep Tonal Bass Impact Analog Overdrive_BS_badBass.wav	A wide stereo sine bass created from processed vocal material, featuring a pronounced pitch dip followed by a rising glide. The core tone carries gritty distortion while retaining a subtle breath texture from its vocal origin, adding an organic edge to the synthetic low end. The sound moves dynamically downward and then sweeps back up, combining solid sub weight with airy, human nuance in the upper harmonics. Its stereo width enhances the sense of space and motion, making it ideal for expressive game UI feedback, character abilities, power shifts, and stylized cinematic transitions.	vocal bass, vocal-derived bass, processed vocals, breath texture, airy bass, distorted sine bass, wide stereo bass, stereo movement, bass dip, pitch drop, pitch rise, bass glide, tonal bass, sub bass, organic texture, gritty bass, harmonic distortion, game sound effect, cinematic bass, expressive low end	00:38.961	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Monster Tonal Bass Impact Analog Overdrive_BS_badBass.wav	A tonal bass sound designed from processed vocal recordings, carrying a subtle breath texture that adds an organic, airy layer to the low-frequency body. The vocal origin introduces natural movement and micro-variations, while processing shapes it into a solid, controlled bass tone with presence and character. The slight breathiness softens the attack and gives the sound a human, textured edge—ideal for expressive game UI, character abilities, organic sci-fi elements, and stylized cinematic transitions.	vocal bass, vocal-derived, processed vocals, breath texture, airy tone, organic bass, textured bass, tonal bass, low frequency, sub bass, expressive bass, cinematic sound, game sound effect, UI bass, humanized synth, hybrid sound design, soft attack bass, atmospheric low end	00:17.987	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Resonant Slightly Rising Wide Bass LFE_BS_badBass.wav	A deep, resonant LFE bass with a subtle upward pitch movement and wide stereo presence. The sound carries a strong low-frequency foundation while gently rising in tone, creating a sense of lift and anticipation without losing weight. Its resonant character adds richness and depth, while the stereo width enhances spatial impact and immersion. Ideal for cinematic transitions, game UI emphasis, environmental tension, sci-fi elements, and powerful low-end build moments.	LFE bass, low frequency, sub bass, resonant bass, wide stereo bass, slightly rising bass, pitch rise, bass sweep, deep low end, cinematic bass, game sound effect, UI low end, tension build, atmospheric bass, immersive sub, stereo low frequency, tonal bass, rumble bass, dramatic transition	00:37.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Robotic Overdriven Detuned Sine Bass Dive_BS_badBass.wav	A deep tonal bass dive infused with glitchy, robotic effects throughout the downward pitch movement. As the bass descends, digital artifacts, mechanical textures, and subtle stuttered modulations add a synthetic, machine-like character to the sound. The combination of solid low-end weight and fragmented, robotic detailing creates a dynamic contrast between smooth sub energy and sharp electronic accents. Ideal for sci-fi transitions, game UI interactions, tech-themed impacts, hacking sequences, and futuristic cinematic drops.	robotic bass, glitch bass, bass dive, pitch drop, digital artifacts, mechanical texture, stutter effect, distorted bass, detuned sine, sci-fi sound, futuristic bass, game sound effect, UI bass, tech transition, cyberpunk audio, electronic low end, synthetic movement, glitchy dive, machine sound design	01:48.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Short Sine Wave Bass Pitch Movement_BS_badBass.wav	Short tonal variations of a deep sub bass featuring a subtle downward pitch dive. Each hit delivers a compact LFE-focused thump with smooth sine-wave character and controlled low-frequency decay. The slight pitch movement adds tension and motion while maintaining clean infrasound weight and cinematic depth. Tight, minimal, and powerful, ideal for trailer accents, low-end sweeteners, dramatic transitions, or reinforcing impacts with precise sub presence.	short sub bass, slight bass dive, sine wave sub, LFE hit, low frequency thump, infrasound, cinematic bass, trailer low end, tonal sub impact, deep thud, bass drop accent, sound design element	00:18.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Short Sine Wave Bass Upward Bounce Pitch Movement_BS_badBass.wav	Short tonal variations of a deep sub bass featuring a subtle upward pitch movement. Each hit delivers a tight LFE-driven thump with smooth sine-wave character and controlled low-frequency decay. The slight upward glide adds lift and forward motion while retaining solid infrasound weight and cinematic depth. Clean, focused, and powerful, ideal for trailer accents, low-end sweeteners, dramatic transitions, or reinforcing impacts with dynamic sub movement.	short sub bass, upward pitch glide, sine wave sub, LFE thump, low frequency hit, infrasound, cinematic bass, trailer accent, tonal sub movement, deep thud, bass rise, low end impact, sound design element	00:18.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Sine Sub Bass Dive 1_BS_badBass.wav	A clean sine-wave sub bass dive delivering smooth, pure low-frequency movement. The sound features a controlled downward pitch glide with minimal harmonic content, focusing on deep LFE energy and fluid motion. Its pure tonal character makes it ideal for layering beneath impacts, cinematic transitions, trailer drops, game ability triggers, and moments that require a clear, weighty sub descent without added distortion or texture.	sine sub dive, sub bass drop, pitch glide, clean low frequency, LFE movement, cinematic bass, game sound effect, trailer drop, pure sine wave, deep sub layer, downward sweep, smooth bass motion, tonal sub, minimal harmonic bass, low end transition	00:36.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Sine Sub Bass Dive 2_BS_badBass.wav	A deep, clean sine-wave sub bass dive featuring a smooth and controlled downward pitch glide. Focused on pure low-frequency energy with minimal harmonic content, the sound delivers a weighty LFE descent that feels fluid and grounded. Its simplicity and clarity make it ideal for layering under impacts, cinematic drops, trailer transitions, game ability triggers, and moments that require a focused, distortion-free sub dive.	sine sub dive, sub bass drop, pitch glide, clean low frequency, LFE sweep, cinematic bass, game sound effect, trailer drop, pure sine wave, deep sub layer, downward bass movement, smooth sub descent, tonal sub, minimal bass, low end transition	00:36.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Sine Sub Bass Dive 3_BS_badBass.wav	A smooth sine-wave sub bass dive delivering deep, controlled low-frequency movement. The sound features a steady downward pitch glide with a pure tonal character and minimal harmonic coloration, emphasizing clean LFE weight and fluid motion. Focused and cinematic, it works perfectly as a sub layer beneath impacts, trailer drops, game transitions, ability triggers, and dramatic moments that require a clear, powerful bass descent.	sine sub dive, sub bass drop, pitch glide, clean low frequency, LFE sweep, cinematic bass, game sound effect, trailer drop, pure sine wave, deep sub layer, downward movement, smooth bass descent, tonal sub, minimal harmonic bass, low end transition	00:36.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Sine Sub Bass Dive 4_BS_badBass.wav	A deep, pure sine-wave sub bass dive with a smooth and deliberate downward pitch glide. The sound maintains minimal harmonic content, focusing on clean, powerful LFE energy and controlled tonal movement. Its fluid descent and solid low-frequency weight make it ideal for cinematic transitions, trailer drops, game ability triggers, layered impacts, and moments that require a focused, distortion-free sub bass fall.	sine sub dive, sub bass drop, pitch glide, clean low frequency, LFE movement, cinematic bass, game sound effect, trailer drop, pure sine wave, deep sub layer, downward sweep, smooth bass motion, tonal sub, minimal harmonic content, low end transition	00:36.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Sine Sub Bass Dive 5_BS_badBass.wav	A clean, deep sine-wave sub bass dive featuring a smooth and focused downward pitch glide. The sound emphasizes pure low-frequency energy with minimal harmonic coloration, delivering controlled LFE weight and fluid tonal movement. Its simplicity and clarity make it highly versatile for layering beneath impacts, cinematic drops, trailer transitions, game ability activations, and any moment requiring a strong, distortion-free sub descent.	sine sub dive, sub bass drop, pitch glide, clean low frequency, LFE sweep, cinematic bass, game sound effect, trailer drop, pure sine wave, deep sub layer, downward bass movement, smooth sub descent, tonal bass, minimal harmonic content, low end transition	00:36.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Sine Sub Bass Dive 6_BS_badBass.wav	A deep, pure sine-wave sub bass dive with a smooth, controlled downward pitch glide. Focused on clean LFE energy and minimal harmonic content, the sound delivers a fluid, weighty descent that feels solid and cinematic. The simplicity of the tone makes it highly adaptable for layering under impacts, enhancing trailer drops, reinforcing game transitions, or adding focused low-end motion without added distortion or texture.	sine sub dive, sub bass drop, pitch glide, clean low frequency, LFE movement, cinematic bass, game sound effect, trailer drop, pure sine wave, deep sub layer, downward sweep, smooth bass descent, tonal sub, minimal harmonic bass, low end transition	00:36.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	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
badBass	badsound	DSGNBass_TONAL-Sine Sub Bass Dive 7_BS_badBass.wav	A deep and focused sine-wave sub bass dive featuring a smooth, continuous downward pitch glide. The sound maintains a pure tonal character with minimal harmonic coloration, emphasizing clean LFE weight and controlled low-frequency movement. Its steady descent and solid sub foundation make it ideal for cinematic transitions, trailer drops, game ability triggers, layered impacts, and moments requiring a clear, powerful bass fall without distortion.	sine sub dive, sub bass drop, pitch glide, clean low frequency, LFE sweep, cinematic bass, game sound effect, trailer drop, pure sine wave, deep sub layer, downward bass movement, smooth sub descent, tonal sub, minimal harmonic content, low end transition	00:36.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Sine Sub Bass Dive 8_BS_badBass.wav	A deep sine-wave sub bass dive with a smooth, steady downward pitch glide and focused low-frequency weight. The sound emphasizes pure tonal clarity with minimal harmonic content, delivering clean LFE movement and a fluid, controlled descent. Its simplicity and depth make it highly effective for layering under impacts, enhancing cinematic drops, reinforcing trailer transitions, and adding precise low-end motion in game sound design.	sine sub dive, sub bass drop, pitch glide, clean low frequency, LFE movement, cinematic bass, game sound effect, trailer drop, pure sine wave, deep sub layer, downward sweep, smooth bass descent, tonal sub, minimal harmonic bass, low end transition	00:36.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Sine Sub Bass Dive FM_BS_badBass.wav	A deep sine-based sub bass dive enhanced with FM modulation, adding subtle harmonic complexity and evolving texture to the downward pitch glide. While maintaining strong low-frequency weight and solid LFE presence, the FM modulation introduces movement and tonal richness beyond a pure sine, giving the dive a slightly edgy, animated character. Ideal for cinematic drops, sci-fi transitions, game ability triggers, and layered impacts that require clean sub power with added modulation detail.	FM sub dive, modulated sine bass, sub bass drop, pitch glide, frequency modulation, cinematic bass, game sound effect, trailer drop, LFE movement, deep sub layer, harmonic movement, sci-fi bass, downward sweep, evolving low end, modulated sub	00:36.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Sine Sub Bass Dive Into Rumble_BS_badBass.wav	A clean sine-wave sub bass dive that transitions seamlessly into a sustained deep rumble. The sound begins with a smooth downward pitch glide focused on pure tonal low-frequency movement, then evolves into a heavier, more textured sub rumble that expands the sense of scale and weight. The combination of controlled dive and grounded rumble makes it ideal for cinematic transitions, trailer drops, game boss reveals, environmental shifts, and layered low-end design requiring both motion and sustained depth.	sine sub dive, sub into rumble, bass drop to rumble, pitch glide, LFE movement, cinematic bass, game sound effect, trailer transition, deep sub layer, sustained rumble, low frequency evolution, downward sweep, immersive low end, tension build, powerful bass movement	00:36.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Sine Sub Bass Quick Wobble Attack_BS_badBass.wav	A deep sine-wave sub bass featuring a quick upward pitch movement that immediately transitions into a smooth downward dive. The short initial rise adds a sense of lift and anticipation before the controlled descent delivers solid LFE weight. Clean and tonal with minimal harmonic content, the motion feels expressive and dynamic while remaining focused in the low end. Ideal for game ability triggers, cinematic transitions, stylized impacts, and moments that benefit from a subtle pitch "scoop" before the drop.	sine sub scoop, upward pitch before drop, sub bass dive, pitch up then down, clean low frequency, LFE movement, cinematic bass, game sound effect, trailer transition, tonal sub motion, expressive bass, downward sweep, smooth sub descent, minimal harmonic bass, dynamic low end	00:36.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Sine Sub Bass Rise_BS_badBass.wav	A clean sine-wave sub bass featuring a smooth upward pitch movement with focused low-frequency weight. The sound delivers pure tonal LFE energy with minimal harmonic content, creating a controlled and fluid rise that builds subtle anticipation without becoming aggressive. Its clarity and simplicity make it ideal for cinematic builds, trailer transitions, game ability activations, UI highlights, and layered low-end motion where a refined sub ascent is needed.	sine sub rise, sub bass build, pitch glide up, clean low frequency, LFE sweep, cinematic bass, game sound effect, trailer build, pure sine wave, deep sub layer, upward movement, smooth bass ascent, tonal sub, minimal harmonic content, low end transition	01:12.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Sine Sub Bass Wobble 1_BS_badBass.wav	A deep sine-wave sub bass featuring subtle wobble modulation that introduces gentle pitch or amplitude movement to the low-frequency tone. The sound maintains a clean, focused LFE foundation while adding controlled oscillation that creates motion and character without heavy distortion. Smooth yet animated, it's ideal for creature presence, sci-fi ambiances, tension beds, cinematic layering, and game moments that benefit from evolving low-end movement.	sine sub wobble, modulated sub bass, low frequency movement, LFE oscillation, deep bass modulation, cinematic sub, game sound effect, sci-fi bass, tension rumble, animated low end, pure sine movement, evolving sub layer, subtle pitch modulation, immersive bass, tonal wobble	00:36.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Sine Sub Bass Wobble 2_BS_badBass.wav	A deep sine-wave sub bass with pronounced wobble modulation, adding stronger low-frequency movement and animated character. The clean tonal foundation remains intact while the oscillation introduces rhythmic or undulating motion, giving the sub a lively, expressive feel. Balanced between purity and modulation, it works well for creature presence, sci-fi ambiances, tension builds, stylized game moments, and evolving cinematic low-end layers.	sine sub wobble, modulated sub bass, LFE oscillation, low frequency movement, deep bass modulation, cinematic sub, game sound effect, sci-fi rumble, animated low end, tonal wobble, evolving bass layer, subtle oscillation, immersive sub, tension movement, expressive low frequency	00:36.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Sub Bass Deep Resonant Tone_BS_badBass.wav	A super deep, resonant sub bass tone with a rich and focused low-frequency body. The sound emphasizes pure LFE weight combined with pronounced resonance, giving it a strong tonal character and immersive depth. Stable and sustained, it delivers a powerful foundation without excessive movement, making it ideal for cinematic tension beds, game ambience layers, UI emphasis, trailer moments, and any scene that requires a massive, grounded low-end presence.	deep sub bass, resonant tone, LFE bass, low frequency tone, cinematic low end, game sound effect, tonal sub, heavy bass foundation, ambient low frequency, trailer bass, immersive rumble, sustained sub, powerful low end, atmospheric bass, grounded bass tone	02:15.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Sub Bass Impact Hold With Short Pre Riser_BS_badBass.wav	A deep sub bass impact that begins with a short pre-riser leading into a solid hit and sustained low-frequency hold. The brief upward movement adds anticipation before the main impact lands, followed by a steady, weighty sub body that maintains presence. The combination of tension, impact, and controlled sustain makes it ideal for game ability activations, UI confirmations, cinematic transitions, and trailer moments that need both buildup and grounded low-end power.	sub bass impact, pre riser, short riser, bass hold, low frequency hit, sub sustain, cinematic bass, game sound effect, UI impact, tension build, trailer hit, LFE impact, bass anticipation, sustained low end, deep sub, transition bass	01:03.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Sub Bass Impact With Short Dive_BS_badBass.wav	A punchy sub bass impact combined with a short downward pitch dive, delivering immediate low-end weight followed by a quick, controlled drop in tone. The sound hits with a solid, focused transient and smoothly dips in pitch, adding movement and depth without overstaying its presence. Clean yet powerful, it works well for game UI confirmations, ability triggers, menu selections, cinematic accents, and tight low-frequency hits that need both impact and motion.	sub bass impact, short bass dive, pitch drop, low frequency hit, sub drop, bass transient, tonal impact, LFE hit, game sound effect, UI bass, cinematic hit, low-end punch, quick bass sweep, impact with movement, electronic bass hit, deep thud, controlled bass drop	00:27.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Sub Bass Long Classic Wide Chorus Dive_BS_badBass.wav	A classic long sub bass dive with a wide stereo chorus character, delivering a smooth and extended downward pitch glide. The sound maintains a strong low-frequency foundation while the chorus adds width, shimmer, and subtle movement across the stereo field. The result is a rich, enveloping bass sweep that feels both powerful and spacious. Ideal for cinematic transitions, dramatic drops, game UI moments, sci-fi elements, and any scene that benefits from a deep, immersive low-end descent.	sub bass dive, long bass sweep, chorus bass, wide stereo bass, pitch drop, downward glide, classic sub, LFE sweep, cinematic bass, game sound effect, UI transition, stereo low end, immersive bass, deep rumble, tonal bass, spacious sub, dramatic drop, electronic bass sweep	00:54.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Sub Bass Short Tone_BS_badBass.wav	A short, sustained sub bass tone with no pitch movement, delivering a stable and controlled low-frequency presence. The sound holds a consistent tonal body from start to finish, while a subtle wide chorus effect adds stereo depth and gentle movement without altering the pitch. Clean, focused, and weighty, it works well for game UI confirmations, menu interactions, cinematic accents, and situations that require solid low-end support without sweeps or glides.	sub bass tone, sustained bass, no pitch movement, static bass, stable low end, chorus bass, wide stereo bass, LFE tone, tonal sub, low frequency hit, game sound effect, UI bass, cinematic low end, deep rumble, clean sub, controlled bass, short bass tone, immersive low frequency	00:27.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	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
badBass	badsound	DSGNBass_TONAL-Sub Unstable Bass Tone_BS_badBass.wav	A short, tonal sub bass with subtle pitch movement that adds a gentle sense of instability and character. The low end remains solid and focused, while the slight modulation in pitch introduces organic motion without becoming a full glide or dive. This restrained movement gives the sound extra depth and life, making it ideal for game UI feedback, menu interactions, ambient low-frequency layers, and cinematic accents that need controlled but expressive bass presence.	sub bass tone, slight pitch movement, unstable bass, subtle modulation, tonal sub, low frequency, LFE tone, gentle pitch drift, organic bass, minimal bass movement, game sound effect, UI bass, cinematic low end, deep rumble, short bass tone, expressive sub, controlled low end	00:46.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBass_TONAL-Wobbling Rattling Synthitic Bass Impact Tone_BS_badBass.wav	A deep synthetic bass impact tone with a wobbly, slightly rattling character that gives it a quirky and somewhat funny personality. The low end carries solid weight, while subtle pitch instability and rattling overtones introduce playful movement and mechanical charm. The combination of sub depth and irregular modulation makes it suitable for stylized game UI, cartoonish impacts, comedic moments, gadget sounds, and lighthearted sci-fi elements that need bass with character.	wobbly bass, rattling synth, funny bass impact, quirky low end, unstable bass tone, synthetic bass, playful sub, game sound effect, cartoon impact, comedic boom, mechanical wobble, tonal bass hit, stylized impact, low frequency character, humorous bass	00:18.000	DESIGNED	BASS DIVE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Deep Cinematic Drip Impact_BS_badBass.wav	Variations of a deep, cinematic bass impact with a heavy low-frequency punch and an extended, textured decay tail. The transient hits with controlled weight rather than sharp aggression, followed by a resonant, sub-rich bloom that slowly dissipates into a dark, atmospheric drip-like sustain. The tail evolves subtly, maintaining low-end presence while thinning into a moody, spatial wash. Designed for trailer impacts, cinematic transitions, dark UI moments, logo stings, game ability hits, environmental drops, or dramatic scene punctuation. Works especially well layered with metallic hits, braams, or sub drops for added scale.	deep cinematic impact, bass punch, heavy LFE, sub bass hit, low frequency thump, infrasound, extended decay, textured tail, resonant bloom, atmospheric sustain, dark wash, trailer hit, cinematic transition, logo sting, game ability impact, environmental drop, dramatic punctuation, sub drop layer, braam layer, epic low end	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Deep Kick Impact_BS_badBass.wav	Deep cinematic kick impact variations with a solid low-frequency punch and controlled sub weight. Each hit delivers a tight, rounded transient followed by a focused LFE-driven thump that feels grounded and powerful without excessive tail. Clean and direct, the impact sits well in a mix while still providing strong infrasound presence. Ideal for trailer hits, cinematic downbeats, logo stings, game impacts, or reinforcing large-scale moments with punchy low-end energy.	deep kick impact, cinematic thump, LFE hit, sub bass punch, low frequency impact, infrasound, trailer hit, bass thud, clean low end, dramatic downbeat, game impact, sound design element	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Dirty Plasma Impact_BS_badBass.wav	Cinematic variations of a heavy plasma impact layered with deep bass weight and gritty radiation texture. Each hit combines a powerful low-frequency thump with crackling, charged particle noise, creating the impression of unstable energy discharging on impact. The sub-driven core delivers strong LFE presence and infrasound depth, while abrasive high-frequency grit adds intensity and detail. Aggressive and futuristic, ideal for sci-fi weapon blasts, plasma explosions, trailer hits, or high-energy cinematic impacts.	plasma impact, heavy bass hit, radiation grit, charged energy blast, LFE thump, sub bass boom, infrasound, cinematic explosion, sci fi weapon, dirty impact, energetic debris, futuristic hit, sound design element	00:27.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Distant LFE Explosion_BS_badBass.wav	Deep cinematic variations of a wet sub impact with massive low-frequency weight and distant explosive character. Each hit delivers a powerful LFE-driven thump followed by a damp, resonant tail that feels like a far-away explosion rolling through space. The low end is thick and saturated, emphasizing infrasound pressure and spacious decay while maintaining clarity in the transient. Dark, heavy, and atmospheric, ideal for trailer impacts, distant explosions, dramatic downbeats, or reinforcing large-scale cinematic moments with deep sub energy.	deep sub impact, wet bass boom, LFE explosion, distant explosion, low frequency thump, infrasound rumble, cinematic boom, trailer hit, heavy low end, sub bass impact, atmospheric bass, epic downbeat, sound design element	01:12.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Distorted Attack Bass Dives_BS_badBass.wav	A series of aggressive bass dives featuring a sharp, distorted attack that cuts through before dropping into a heavy low-frequency descent. The initial transient carries grit and edge, adding punch and presence, while the following dive delivers powerful sub weight and momentum. The combination of crunchy distortion and deep bass movement creates a bold, high-impact sound ideal for cinematic hits, game ability triggers, UI confirmations, trailer moments, and intense sci-fi transitions.	distorted bass, bass dive, aggressive attack, gritty transient, sub drop, pitch dive, low frequency impact, cinematic hit, game sound effect, UI impact, trailer bass, heavy low end, overdriven bass, powerful drop, intense transition, electronic impact, deep rumble, hard-hitting bass	00:45.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Dusty Synthetic Kick Sweetener_BS_badBass.wav	A punchy synthetic kick sweetener with a dusty, textured character designed to enhance and reinforce low-end impacts. The sound delivers a tight transient with a slightly gritty, lo-fi edge, followed by a controlled and weighty low-frequency body. Perfect for layering under kicks, impacts, and cinematic hits to add definition, warmth, and subtle crunch without overpowering the main element. Ideal for game sound design, trailer impacts, electronic music layering, and punch enhancement.	kick sweetener, synthetic kick, dusty kick, gritty transient, lo-fi texture, low-end layer, kick layer, impact sweetener, sub reinforcement, cinematic impact, game sound effect, punchy bass, textured low end, electronic kick, transient enhancer, bass layer, trailer hit layer	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Glassy Bass Tonal Hit_BS_badBass.wav	A dull, glassy bass impact with a slight tonal character and defined low-end weight. The sound combines a bright, subtle top layer with a solid sub foundation, creating a crisp yet powerful hit that cuts through the mix while retaining depth. Its tonal nature makes it suitable for key-matched impacts, game UI confirmations, ability triggers, and cinematic accents where both clarity and low-frequency presence are essential.	glassy bass, tonal impact, bass hit, low frequency impact, bright transient, brittle texture, sub layer, cinematic hit, game sound effect, UI impact, tonal bass, key-matched impact, sharp attack, deep low end, hybrid impact, electronic hit, impact sweetener	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Knocking Plop Bass Impact Kick_BS_badBass.wav	Knocking plop bass impact kick variations with a rounded transient and weighty low-end punch. The hit combines a short knocking attack with a soft, ploppy body that drops into a compact sub bloom. The character sits between organic and synthetic, delivering both tactile knock and controlled bass weight. Tight decay with minimal wash keeps it clean and punch-focused. Ideal for stylized impacts, gameplay hits, UI confirmations, trailer accents, or layering beneath heavier booms for added knock definition.	knocking impact, plop bass hit, punchy kick, low frequency thud, sub bass impact, rounded transient, compact boom, cinematic hit, stylized punch, bass knock, trailer accent, sound design impact	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Knocking Wet Bass Impact With Deep Attack_BS_badBass.wav	Short variations of bass-heavy attack impacts with a deep, wet tail. Each hit delivers a strong low-frequency thump with pronounced LFE weight, followed by a damp, resonant decay that adds texture and depth. The transient is punchy and focused, while the tail carries a slightly fluid, saturated character that enhances the cinematic impact. Powerful and atmospheric, ideal for trailer hits, dramatic transitions, heavy downbeats, or reinforcing low-end energy with a textured wet finish.	bass impact, wet tail, LFE hit, low frequency thump, sub bass, infrasound, cinematic boom, trailer impact, deep attack, heavy thud, saturated decay, low end punch, sound design element	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Knocking Wet Bass Impact With Subtle Strange Vibrating Tail_BS_badBass.wav	Short variations of bass kick-style impacts with a deep low-frequency thump and a subtle, strange vibrating character in the tail. Each hit delivers solid LFE weight and controlled sub pressure, followed by a brief oscillating or trembling decay that adds tension and uniqueness. The transient is punchy and grounded, while the short vibrating tail introduces an organic, slightly unstable low-end texture. Tight yet characterful, ideal for cinematic impacts, dark transitions, heavy downbeats, or adding distinctive low-frequency movement to a mix.	bass kick impact, vibrating tail, LFE thump, sub bass hit, low frequency impact, infrasound, deep thud, cinematic low end, oscillating decay, strange vibration, bass punch, sound design element	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Large Resonant Plastic Impact_BS_badBass.wav	A large plastic object impact featuring a strong hit followed by pronounced hollow resonance. The sound combines a firm initial transient with a distinctive plastic tonal ring and internal cavity vibration, giving it a slightly hollow but weighty character. The resonance emphasizes the size and rigidity of the material while maintaining a clear, defined impact. Ideal for container hits, large plastic props, industrial objects, stylized impacts, and game environments requiring resonant synthetic material collisions.	plastic impact, resonant plastic hit, hollow object impact, large plastic collision, container hit, plastic resonance, cinematic foley, game sound effect, material impact, hollow thud, plastic object hit, resonant strike, industrial prop impact, rigid plastic sound, material collision	00:26.440	DESIGNED	BOOM	IMPACT	www.badsound.co	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
badBass	badSound	DSGNBoom_IMPACT-Long Tailed Resonating Bass Impact_BS_badBass.wav	A powerful bass impact with a long, resonating tail that sustains and blooms after the initial hit. The sound begins with a solid, weighty transient and evolves into a deep, ringing low-frequency resonance that gradually decays, creating a sense of scale and space. Its extended tail adds cinematic depth and atmosphere, making it ideal for dramatic transitions, trailer moments, game ability triggers, environmental impacts, and large-scale sci-fi or action sequences.	bass impact, resonant bass, long tail, sustained decay, low frequency hit, cinematic boom, sub impact, deep rumble, trailer hit, game sound effect, UI impact, dramatic transition, atmospheric bass, LFE impact, heavy low end, evolving resonance, epic hit, cinematic low end	00:36.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badSound	DSGNBoom_IMPACT-Multiple Pre Transient Knocky Synthetic Kick Sweeteners_BS_badBass.wav	A set of synthetic kick sweeteners featuring pronounced pre-transient knock elements before the main impact. Each hit includes a sharp, knocky attack that leads into a tight, controlled low-frequency body, enhancing definition and perceived punch. Designed for layering, these sweeteners add clarity, rhythmic articulation, and extra impact to kicks, bass hits, and cinematic booms. Ideal for game sound design, trailer impacts, electronic productions, and any mix that needs added transient detail and low-end reinforcement.	kick sweetener, pre-transient knock, knocky attack, synthetic kick, transient enhancer, impact layer, low-end reinforcement, punch enhancer, bass layer, cinematic hit layer, game sound effect, trailer impact, tight sub, attack boost, rhythmic knock, electronic kick layer, layered impact	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badSound	DSGNBoom_IMPACT-Narrow Deep Rumbling Impact_BS_badBass.wav	Narrow, deep rumbling impact variations with focused low-frequency weight and restrained stereo spread. Each hit delivers a concentrated LFE-driven thump followed by a compact, controlled rumble that stays centered and tight in the mix. The impact feels dense and grounded, emphasizing sub pressure and infrasound depth without excessive width. Ideal for cinematic hits, trailer accents, dramatic transitions, or reinforcing impacts that require strong low-end presence in a controlled stereo field.	deep rumble impact, narrow bass hit, focused LFE thump, sub bass impact, low frequency rumble, infrasound, cinematic hit, trailer accent, centered low end, compact boom, dramatic thud, sound design element	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badSound	DSGNBoom_IMPACT-Noisy Synthetic Kick Sweetener_BS_badBass.wav	A tight synthetic kick sweetener layered with a controlled noisy texture to enhance attack and presence. The sound delivers a punchy transient supported by a focused low-frequency body, while the added noise layer introduces grit and definition that helps the impact cut through dense mixes. Designed for layering under kicks and impacts, it adds clarity, edge, and low-end reinforcement without overwhelming the main element. Ideal for game sound design, cinematic hits, trailers, and electronic productions.	kick sweetener, noisy kick, synthetic kick, gritty transient, noise layer, low-end layer, impact sweetener, sub reinforcement, punch enhancer, cinematic impact, game sound effect, electronic kick layer, textured bass, attack enhancer, trailer hit layer, bass reinforcement	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badSound	DSGNBoom_IMPACT-Roomy Impact With Sub Tail_BS_badBass.wav	A spacious, room-infused impact featuring a solid initial hit followed by a deep sub bass tail. The transient carries a natural sense of space, as if captured or designed within a large room, while the extended low-frequency decay adds weight and cinematic depth. The combination of airy ambience and grounded sub energy makes this sound ideal for dramatic transitions, environmental impacts, game ability triggers, and trailer-style hits that require both scale and low-end power.	roomy impact, spacious hit, sub tail, bass decay, low frequency impact, cinematic boom, ambient impact, deep rumble, trailer hit, game sound effect, UI impact, environmental hit, LFE tail, atmospheric bass, large space impact, heavy low end, cinematic transition	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badSound	DSGNBoom_IMPACT-Short Bass Flutter With Noise_BS_badBass.wav	A short, punchy bass impact featuring a subtle fluttering low-end movement and an embedded noise oscillator for added texture. The core delivers a tight sub-focused hit, while the internal noise layer enhances the attack with a gritty, slightly airy edge that improves clarity and presence. The brief flutter adds character and motion without extending the tail, making it ideal for game UI interactions, ability triggers, combo hits, and stylized electronic impacts that need both punch and texture.	bass flutter, noise oscillator, noisy bass, short bass impact, gritty transient, textured low end, synthetic hit, sub impact, game sound effect, UI bass, punchy low frequency, electronic impact, flutter bass, layered bass, attack enhancer, stylized hit, compact boom	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badSound	DSGNBoom_IMPACT-Short Deep Laser Shot_BS_badBass.wav	Short variations of deep laser-like shots with a quick bass dive and powerful low-end impact. Each hit combines a sharp, focused transient with a fast descending sub-bass sweep, delivering a tight LFE thump and controlled infrasound weight. The result is punchy yet cinematic, with a compact decay that emphasizes low-frequency pressure and impact clarity. Perfect for trailer hits, sci-fi weapon blasts, dramatic downbeats, or reinforcing transitions with deep sub energy.	deep laser shot, bass dive, LFE hit, sub impact, low frequency thump, infrasound drop, cinematic boom, trailer hit, sci fi blast, sub bass sweep, quick bass drop, low end impact, sound design element	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badSound	DSGNBoom_IMPACT-Short Double Plastic Bass Impacts_BS_badBass.wav	A pair of tight, short bass impacts with a distinct plastic-like attack character. Each hit delivers a punchy, slightly hollow transient followed by a compact low-frequency body, creating a rhythmic double-hit effect with clarity and snap. The synthetic, percussive texture gives the sound a modern and stylized edge, making it ideal for game UI interactions, menu confirmations, combo triggers, and punchy cinematic accents that require definition without excessive tail.	double impact, plastic bass, short bass hit, punchy transient, synthetic impact, percussive bass, tight low end, game sound effect, UI click bass, combo hit, rhythmic impact, stylized hit, compact bass, electronic impact, modern game audio, low frequency hit, short boom	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badSound	DSGNBoom_IMPACT-Short Many Bass Drum Like Hits_BS_badBass.wav	A rapid series of tight, punchy bass drum-style impacts inspired by metal double kick patterns. The sound delivers multiple low-end hits in quick succession, each with a defined attack and compact sub body, creating an aggressive and driving rhythmic burst. Designed to emulate the intensity of double bass drum work while remaining synthetic and controlled, it's ideal for action-heavy game moments, combo attacks, trailer builds, combat sequences, and high-energy transitions.	double bass drum, metal kick, multi impact, rapid hits, bass drum burst, aggressive low end, fast kick pattern, rhythmic impact, heavy attack, sub hits, game sound effect, combat impact, action transition, trailer percussion, intense low frequency, driving bass, combo hit sequence	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badSound	DSGNBoom_IMPACT-Short Multiple Bass Drum Like Hits_BS_badBass.wav	A sequence of short, punchy bass drum-style hits delivered in rapid succession. Each impact features a tight, defined transient and a compact low-frequency body, creating a rhythmic multi-hit burst with strong drive and clarity. The controlled low end keeps the pattern focused and energetic without excessive tail, making it ideal for game combat moments, combo triggers, UI feedback, action transitions, and high-intensity cinematic accents.	multiple impacts, bass drum hits, rapid kick pattern, multi hit burst, punchy low end, short bass hits, rhythmic impact, aggressive transient, sub hits, game sound effect, combat impact, combo trigger, action transition, trailer percussion, tight kick sequence, energetic low frequency	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badSound	DSGNBoom_IMPACT-Short Punchy Thump_BS_badBass.wav	Short punchy thump variations with tight low-end focus and controlled transient weight. The hit lands quickly with a compact bass punch, followed by a brief, rounded sub bloom that stays clean and direct. Minimal tail, maximum impact, designed for clarity and punch without unnecessary wash. Ideal for UI hits, gameplay feedback, logo taps, trailer accents, rhythmic stingers, or layering beneath larger impacts for added low-end definition.	short thump, punchy impact, tight bass hit, LFE punch, low frequency thud, compact boom, cinematic hit, trailer accent, UI impact, sub bass knock, clean bass transient, sound design hit	00:17.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badSound	DSGNBoom_IMPACT-Short Roomy Bass Impact_BS_badBass.wav	Short, roomy bass impact variations with a deep low-frequency punch and natural spatial bloom. Each hit delivers a solid LFE-driven thump followed by a subtle room resonance that adds depth and scale without excessive tail. The transient remains tight and controlled while the ambience provides cinematic space. Clean yet powerful, ideal for trailer hits, logo stings, dramatic transitions, or reinforcing impacts with grounded low-end weight and natural air.	roomy bass impact, short cinematic hit, LFE thump, sub bass punch, low frequency impact, infrasound, trailer accent, deep thud, spatial bloom, dramatic downbeat, clean low end, sound design element	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badSound	DSGNBoom_IMPACT-Short Single Bass Drum Like Hit_BS_badBass.wav	A tight, single bass drum-style impact with a punchy transient and compact low-frequency body. The sound delivers focused low-end weight with a clean, controlled decay, making it versatile and easy to layer. Its defined attack and solid sub presence make it ideal for game UI confirmations, combat hits, menu interactions, trailer accents, and any moment that requires a short, impactful low-frequency punch.	single impact, bass drum hit, short kick, punchy low end, tight transient, sub hit, low frequency impact, game sound effect, UI impact, combat hit, cinematic accent, trailer hit, compact boom, focused bass, electronic kick style, clean low end	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badSound	DSGNBoom_IMPACT-Short Single Plastic Bass Impacts_BS_badBass.wav	A short, punchy bass impact with a distinct plastic-like attack and a compact low-frequency body. The transient has a slightly hollow, synthetic snap that gives it a modern, stylized character, while the controlled sub layer adds weight without excessive decay. Clean and precise, it's well suited for game UI clicks, menu confirmations, ability triggers, combo hits, and tight cinematic accents that require definition and punch in a small footprint.	plastic bass impact, short bass hit, punchy transient, synthetic snap, compact low end, tight sub, stylized impact, game sound effect, UI click bass, menu hit, combo trigger, electronic impact, modern game audio, low frequency hit, clean boom, percussive bass	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	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
badBass	badsound	DSGNBoom_IMPACT-Slam Impact_BS_badBass.wav	A powerful slam impact delivering a bold, aggressive hit with solid low-frequency weight. The sound features a strong initial transient followed by a dense and controlled bass body, creating a sense of force and immediacy. Tight yet impactful, it works well for game combat hits, ability activations, UI confirmations, cinematic transitions, and trailer moments that require a hard-hitting, authoritative impact.	slam impact, heavy hit, aggressive transient, bass impact, low frequency hit, cinematic boom, game sound effect, combat impact, UI hit, trailer slam, powerful low end, punchy bass, LFE impact, hard hitting sound, action transition	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Slightly Distorted Bulky Bass Impact And Smooth Transient_BS_badBass.wav	A heavy, bulky, noisy bass impact featuring slight distortion and a smooth, rounded transient. The sound delivers thick low-end weight with enhanced harmonic presence, while the softened attack keeps it controlled and less clicky than sharper impacts. The subtle distortion adds character and density without becoming harsh, making it ideal for cinematic hits, game ability triggers, UI confirmations, and layered trailer impacts that require mass and warmth with a refined front edge.	bulky bass impact, distorted bass hit, smooth transient, heavy low end, thick sub, cinematic boom, game sound effect, UI impact, trailer hit, warm bass impact, low frequency punch, harmonic distortion, rounded attack, LFE impact, dense low end, layered bass hit	00:27.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Sub Bass Bouncy Sweetener_BS_badBass.wav	A tight, bouncy sub bass sweetener designed to add movement and punch to impacts and kicks. The sound delivers a compact low-frequency hit with a subtle rebound character, giving it a lively, elastic feel while maintaining solid sub weight. Clean and controlled, it layers well under impacts, cinematic hits, and game UI elements that need extra low-end energy without overwhelming the mix.	sub bass sweetener, bouncy bass, low frequency layer, elastic sub, punchy low end, impact layer, kick sweetener, cinematic bass layer, game sound effect, UI bass enhancement, compact sub hit, bass reinforcement, rhythmic low end, trailer sweetener, tight boom	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Sub Bass Deep Dig_BS_badBass.wav	A heavy sub bass impact with a deep "digging" low-end character that feels grounded and forceful. The sound delivers a solid initial hit followed by a dense, weighty sub body that presses downward with authority. Focused on powerful low-frequency energy and physical presence, it works well for cinematic hits, game ability triggers, combat impacts, trailer moments, and any scene that calls for a thick, earth-shaking bass punch.	sub bass impact, deep dig, heavy low end, sub hit, low frequency impact, cinematic boom, game sound effect, combat impact, trailer hit, dense sub, powerful bass, LFE impact, grounded low end, earth shaking bass, impact layer, deep rumble	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Sub Bass Double Transient_BS_badBass.wav	A powerful sub bass impact featuring a pronounced double transient at the front, creating a sharp two-stage attack before settling into a solid low-frequency body. The initial dual hit adds extra punch and rhythmic definition, while the deep sub foundation delivers weight and authority. Tight yet impactful, it's ideal for game combat hits, UI confirmations, combo triggers, cinematic accents, and trailer moments that need enhanced attack and controlled low-end power.	sub bass impact, double transient, dual attack, punchy low end, low frequency hit, sub impact, cinematic boom, game sound effect, combat impact, UI bass, trailer hit, layered transient, tight sub, heavy low frequency, rhythmic impact, bass punch	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Sub Bass Short Dive_BS_badBass.wav	A punchy sub bass impact followed by a short, controlled downward pitch dive. The sound delivers a solid low-frequency hit that quickly drops in tone, adding movement and weight without extending too long. Focused and tight, it combines impact and motion in a compact form, making it ideal for game UI triggers, combat hits, cinematic accents, trailer transitions, and layered low-end reinforcement where a quick bass drop is needed.	sub bass dive, short bass drop, pitch dive, low frequency impact, sub drop, cinematic bass, game sound effect, combat hit, UI bass, trailer transition, LFE impact, downward glide, punchy low end, compact bass movement, deep sub hit	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Sub Bass Short Impact Sweetener_BS_badBass.wav	A tight and compact sub bass sweetener designed to reinforce impacts with focused low-frequency weight. The sound delivers a short, controlled hit with clean sub energy, making it ideal for layering under kicks, booms, and cinematic impacts. Its minimal decay and solid low-end presence enhance punch and depth without overpowering the main element, perfect for game UI interactions, combat hits, and trailer accents that need subtle but powerful reinforcement.	sub bass sweetener, short sub impact, low frequency layer, bass reinforcement, impact layer, cinematic sub, game sound effect, UI bass, combat hit layer, trailer sweetener, tight low end, compact sub, LFE layer, punch enhancer, deep bass support	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Sub Bass Short LFE Thump_BS_badBass.wav	A compact and focused LFE thump delivering a tight burst of deep sub energy. The sound emphasizes a rounded, punchy low-frequency hit with minimal tail, providing clean and controlled impact. Its short duration makes it highly versatile for layering under cinematic hits, reinforcing game UI interactions, enhancing combat impacts, and adding precise low-end weight without cluttering the mix.	LFE thump, sub bass hit, short sub impact, low frequency burst, deep bass thud, compact rumble, cinematic low end, game sound effect, UI bass, combat hit, impact reinforcement, tight sub, bass layer, minimal decay, heavy low frequency, sound design element	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Sub Bass Short Rumble Sweetener_BS_badBass.wav	A compact sub bass rumble sweetener designed to add controlled low-frequency depth beneath impacts. The sound delivers a short burst of deep sub energy with a slightly textured rumble character, enhancing weight and atmosphere without extending too long. Ideal for layering under cinematic hits, game UI events, combat impacts, and trailer accents that require subtle but powerful low-end reinforcement.	sub bass sweetener, short rumble, LFE layer, low frequency reinforcement, bass layer, cinematic sub, game sound effect, UI bass, combat hit layer, trailer sweetener, deep low end, compact rumble, impact enhancement, bass support, heavy sub burst	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Sub Bass Short Tone Impact_BS_badBass.wav	A short, focused sub bass tone with a clean and controlled low-frequency presence. The sound delivers a compact hit with minimal movement, emphasizing pure sub weight and clarity. Its tight duration and stable tonal body make it ideal for layering under impacts, reinforcing game UI interactions, enhancing combat hits, and adding precise low-end support in cinematic or trailer-style moments.	sub bass tone, short sub hit, low frequency impact, clean sub, compact bass, LFE tone, cinematic low end, game sound effect, UI bass, combat hit layer, bass reinforcement, tight low end, minimal decay, deep sub, impact support	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Sub Bass Short Twitch And Boom_BS_badBass.wav	A compact sub bass impact featuring a quick twitch-like transient followed by a solid low-frequency boom. The initial snap adds sharp definition and rhythmic character, while the following sub body delivers controlled weight and depth. Tight and energetic, this sound is ideal for game UI interactions, combat hits, ability triggers, cinematic accents, and trailer moments that need both snap and punch in a short, focused burst.	sub bass impact, twitch transient, short boom, low frequency hit, punchy sub, snap and boom, cinematic bass, game sound effect, UI impact, combat hit, trailer accent, tight low end, rhythmic bass, compact sub, LFE hit	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Sub Bass Wide Tonal Hit_BS_badBass.wav	A wide stereo sub bass impact with a clear tonal character and solid low-frequency weight. The sound delivers a focused initial hit supported by a deep, sustained sub body, while the stereo spread adds size and presence without losing punch. Its tonal nature makes it suitable for key-matched impacts, game UI confirmations, ability triggers, cinematic accents, and trailer moments that require both width and controlled low-end power.	wide bass impact, tonal sub hit, stereo sub, low frequency impact, cinematic boom, game sound effect, UI impact, trailer hit, LFE impact, deep low end, key-matched impact, spacious bass, heavy sub, stereo low frequency, punchy bass	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Sweetener Bass Impacts Rock Boulder_BS_badBass.wav	A heavy bass impact sweetener inspired by the weight and mass of a falling rock or boulder. The sound delivers a solid, grounded low-frequency hit with dense sub energy, designed to reinforce and thicken larger impacts. Focused and powerful without excessive tail, it adds physical weight and scale to cinematic destruction, environmental hits, game combat moments, and trailer-style impacts that require an earth-shaking low-end foundation.	rock impact, boulder hit, bass sweetener, heavy low end, sub reinforcement, cinematic boom, environmental impact, game sound effect, combat hit layer, trailer impact, deep rumble, LFE impact, grounded bass, destruction sweetener, massive low frequency	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Sweetener Super Dry Grit Bass Impact_BS_badBass.wav	A tight, super dry bass impact sweetener with a gritty, textured edge. The sound delivers a focused low-frequency hit with minimal ambience or tail, emphasizing punch, clarity, and raw character. The added grit enhances presence and attack, making it ideal for layering under impacts, reinforcing combat hits, sharpening game UI interactions, and adding definition to cinematic or trailer-style booms without introducing extra space.	bass sweetener, dry impact, gritty bass, low frequency layer, punch enhancer, impact reinforcement, cinematic bass layer, game sound effect, combat hit layer, trailer impact sweetener, tight sub, textured low end, raw bass hit, LFE layer, minimal tail impact	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	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
badBass	badsound	DSGNBoom_IMPACT-Wet Knocking Impact With LFE Dive_BS_badBass.wav	Cinematic variations of a wet, resonant wood-inspired knock with a sharp, quick transient at the front. Each hit begins with a defined attack that immediately gives way to a damp, resonant body, blending organic wooden character with subtle low-frequency depth. The wet tonal resonance adds richness and weight, while the fast initial transient keeps the impact punchy and controlled. Textured and atmospheric, ideal for cinematic knocks, stylized door hits, organic impact layers, or dramatic trailer accents.	wet wood knock, resonant hit, cinematic impact, wooden thump, sharp transient, damp resonance, organic impact, trailer accent, deep knock, textured hit, dramatic strike, sound design element	00:27.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Whoosh Buildup To In Your Face Deep Punch_BS_badBass.wav	Cinematic variations of a granular build-up whoosh that surges forward into an in-your-face deep impact and holds briefly with sustained low-end pressure. The textured particle swell accelerates into a powerful LFE-driven thump, delivering massive sub weight and infrasound depth. After the hit, the low frequencies linger for a moment, creating a dramatic, chest-hitting presence before fading. Aggressive and high-impact, ideal for trailer transitions, cinematic reveals, massive drops, or emphasizing climactic moments with granular energy and deep bass force.	granular whoosh, build up impact, deep punch, LFE thump, sub bass hit, low frequency boom, infrasound, cinematic trailer hit, bass drop, particle swell, heavy transition, epic impact, sound design element	00:36.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Whooshing LFE Impact With Pretail_BS_badBass.wav	Short variations of whoosh-driven bass impacts combining a brief low-frequency swell with a powerful LFE thump. Each hit features a subtle pre-tail or air movement that rushes into a deep sub impact, delivering strong infrasound weight and cinematic pressure. The transient feels rounded yet forceful, followed by a controlled low-end decay that reinforces scale and impact. Dramatic and spacious, ideal for cinematic transitions, trailer hits, heavy downbeats, or reinforcing large-scale impacts with moving low-end energy.	whoosh impact, bass thump, LFE hit, sub bass impact, low frequency swell, infrasound, cinematic boom, trailer transition, deep thud, low end pressure, bass drop, sound design element	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Wide Bulky Impact with Subtle Distortion_BS_badBass.wav	A wide, bulky impact with a slightly distorted edge that adds grit and presence to its heavy low-end foundation. The sound delivers a thick, weighty hit with broad stereo spread, while the subtle distortion enhances harmonics and helps it cut through dense mixes. Powerful yet controlled, it works well for cinematic transitions, game ability triggers, UI confirmations, trailer hits, and large-scale action moments that require both width and impact.	wide impact, bulky bass hit, distorted impact, subtle distortion, heavy low end, stereo impact, thick bass, cinematic boom, game sound effect, UI impact, trailer hit, action transition, gritty bass, LFE impact, powerful low frequency, broad stereo, hybrid impact	00:27.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Wobbly Pillow Punch Bright Attack_BS_badBass.wav	Wobbly pillow punch variations with a brighter, snappier attack and soft elastic body. The transient carries a clearer top-end click before dropping into a cushioned, rounded low-frequency thud. A subtle sub wobble follows, giving the hit playful movement while maintaining punch. The balance of brightness and soft bass makes it cut through while still feeling padded and flexible. Ideal for stylized combat, cartoony impacts, character abilities, UI feedback, or layering beneath sharper hits for added body.	pillow punch, bright soft impact, wobbly thud, elastic bass hit, cushioned slam, playful punch, soft low end, snappy attack, cartoony impact, sub wobble, stylized hit, sound design punch	00:18.004	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_IMPACT-Wobbly Pillow Punch_BS_badBass.wav	Wobbly pillow punch variations with a soft, muffled impact and elastic low-end wobble. The transient is rounded and cushioned rather than sharp, followed by a subtle sub movement that gently warps and settles. The tail has a slightly floppy, air-filled character, giving it a playful yet weighty feel. Great for comedic hits, soft combat moments, cartoony impacts, UI feedback with character, or layering beneath harder punches for added body and movement.	pillow punch, soft impact, muffled thud, wobbly bass, elastic low end, cushioned hit, cartoony punch, playful thump, soft slam, rounded transient, comedic impact, sub wobble	00:18.000	DESIGNED	BOOM	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_LFE-Short Deep LFE Rumble_BS_badBass.wav	A short but powerful deep LFE rumble delivering concentrated low-frequency energy with a controlled, compact decay. The sound focuses on pure sub weight, creating a grounded and cinematic low-end presence without excessive movement or brightness. Its tight duration makes it ideal for reinforcing impacts, adding tension to transitions, enhancing environmental moments, or layering under cinematic hits and game events that require solid, authoritative sub energy.	LFE rumble, deep sub, short rumble, low frequency, sub bass, cinematic low end, tension rumble, impact layer, game sound effect, environmental bass, deep low end, compact sub, bass reinforcement, atmospheric rumble, heavy low frequency, trailer low end	00:18.000	DESIGNED	BOOM	LFE	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_LFE-Short Deep Slide Sweetener_BS_badBass.wav	A compact deep sub sweetener featuring a subtle sliding pitch movement that adds motion and weight to impacts. The sound delivers focused low-frequency energy with a short, controlled glide, enhancing transitions and hits without becoming overwhelming. Its clean yet powerful sub presence makes it ideal for layering under cinematic impacts, game UI events, trailer moments, and action cues that need extra low-end depth with a touch of movement.	sub sweetener, deep slide, short bass glide, pitch slide, low frequency layer, LFE sweetener, cinematic sub, game sound effect, impact layer, trailer bass, low-end reinforcement, sliding bass, compact sub movement, tension enhancer, deep low frequency	00:18.000	DESIGNED	BOOM	LFE	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_LFE-Short Dive LFE Rumble_BS_badBass.wav	A short, powerful LFE rumble featuring a controlled downward pitch dive. The sound begins with concentrated low-frequency energy and quickly descends, creating a sense of drop and weight within a compact time frame. Deep and cinematic, it delivers strong sub impact without excessive length, making it ideal for game transitions, UI events, dramatic accents, trailer moments, and layering under impacts that need added motion and low-end authority.	LFE rumble, bass dive, short sub drop, pitch dive, low frequency, deep rumble, cinematic bass, game sound effect, transition bass, impact layer, trailer low end, sub sweep, downward glide, heavy low frequency, compact rumble, tension drop	00:18.000	DESIGNED	BOOM	LFE	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_LFE-Shorter Deep LFE Rumble_BS_badBass.wav	An ultra-compact deep LFE rumble delivering concentrated sub energy in a very short burst. The sound focuses on pure low-frequency weight with minimal movement, providing a tight and controlled rumble that enhances impacts without adding excessive tail. Ideal for reinforcing hits, UI confirmations, subtle cinematic accents, and layered low-end support where precision and brevity are essential.	LFE rumble, deep sub, short rumble, ultra short bass, low frequency burst, sub hit, cinematic low end, game sound effect, impact reinforcement, compact sub, bass layer, environmental rumble, heavy low frequency, minimal movement bass, tight low end	00:18.000	DESIGNED	BOOM	LFE	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_LFE-Very Short Deep LFE Rumble 2_BS_badBass.wav	A very short, ultra-tight deep LFE rumble delivering a quick burst of concentrated sub energy. The sound is focused on pure low-frequency weight with an extremely controlled and minimal decay, making it ideal for precise low-end reinforcement. Subtle yet powerful, it works well for layering under impacts, UI clicks, combat hits, and cinematic accents that require instant depth without lingering tail.	LFE rumble, very short sub, deep bass burst, low frequency hit, ultra short rumble, sub impact, cinematic low end, game sound effect, impact layer, tight sub, bass reinforcement, minimal decay, compact low frequency, heavy sub, precise bass hit	00:18.000	DESIGNED	BOOM	LFE	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_LFE-Very Short Deep LFE Rumble_BS_badBass.wav	An ultra-short deep LFE rumble delivering an immediate burst of solid sub energy. Focused and tightly controlled, the sound emphasizes pure low-frequency weight with virtually no tail, making it ideal for precise layering and subtle reinforcement. Its compact nature allows it to enhance impacts, UI interactions, combat hits, and cinematic accents without muddying the mix or extending the decay.	LFE rumble, ultra short sub, deep bass hit, low frequency burst, compact rumble, sub impact, cinematic low end, game sound effect, impact reinforcement, tight sub, bass layer, minimal decay, heavy low frequency, precise bass, short sub hit	00:18.000	DESIGNED	BOOM	LFE	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_TONAL-Kick Impact With Deep Tone_BS_badBass.wav	Tonal kick impact variations with deep low-frequency body and resonant sub character. Each hit delivers a punchy transient followed by a sustained deep tone that adds weight and cinematic presence. The balance between attack and tonal low-end bloom makes the sound both percussive and atmospheric. Strong, controlled, and versatile, ideal for trailer hits, logo stings, dramatic downbeats, game impacts, or reinforcing scenes with powerful low-end tone.	tonal kick impact, deep bass hit, LFE thump, sub tone, low frequency impact, infrasound, cinematic kick, trailer hit, bass punch, resonant low end, dramatic thud, sound design element	00:36.000	DESIGNED	BOOM	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_Whoosh-Quick Pre Impact Whoosh Sweetener_BS_badBass.wav	Super quick riser variations designed as pre-impact sweeteners. Each sound delivers a fast, focused upward movement that builds tension in a split second before a hit. Tight and controlled, the transient energy ramps rapidly without overwhelming the mix, making it perfect for stacking in front of impacts or explosions. Clean and punchy, ideal for trailers, cinematic transitions, logo stings, UI hits, or enhancing dramatic scene punctuation.	quick riser, pre impact whoosh, impact sweetener, fast build up, transition accent, cinematic riser, trailer pre hit, tension ramp, short whoosh, dramatic build, sound design element	00:18.000	DESIGNED	BOOM	Whoosh	www.badsound.co	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
badBass	badsound	DSGNBoom_WHOOSH-Rumbling Whoosh Roll_BS_badBass.wav	Rumbling whoosh roll variations with deep low-frequency movement and cinematic momentum. A heavy sub-driven sweep builds with rolling bass energy, creating a sense of mass, pressure, and large-scale motion. The tail carries a textured rumble that sustains briefly before dissipating into a dark, atmospheric wash. Ideal for trailer transitions, scene builds, environmental movements, heavy object pass-bys, and dramatic pre-impact moments.	rumbling whoosh, bass roll, LFE sweep, sub bass movement, cinematic transition, deep whoosh, trailer build, low frequency rumble, heavy motion, atmospheric sweep, sound design whoosh, dark low end	01:03.000	DESIGNED	BOOM	WHOOSH	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNBoom_WHOOSH-Sub Bass Whoosh Hit_BS_badBass.wav	A dynamic sub bass hit combined with a fast whoosh element, blending low-frequency impact with airy movement. The sound begins with a brief sweeping motion that leads into a solid sub hit, creating a sense of speed and momentum before the weight lands. The combination of air and depth makes it ideal for game ability activations, UI transitions, combat moves, cinematic accents, and trailer moments that require both motion and low-end punch.	sub bass whoosh, whoosh hit, low frequency impact, bass sweep, cinematic transition, game sound effect, UI transition, combat impact, trailer accent, LFE hit, air and sub, fast sweep, punchy low end, hybrid impact, dynamic bass movement	00:27.000	DESIGNED	BOOM	WHOOSH	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNDist_IMPACT-Deep Saturated Crumbling Impact_BS_badBass.wav	A heavy, deep impact with intense saturation and a crumbling, breaking character in the tail. The sound hits with dense low-frequency weight and rich harmonic distortion, then evolves into a textured, fragmented decay that feels like material collapsing or disintegrating. Gritty and powerful, it's ideal for destruction moments, heavy combat hits, environmental collapses, cinematic transitions, and trailer-style impacts that need both sub depth and aggressive character.	saturated impact, crumbling bass, distorted boom, deep low end, heavy impact, destruction sound, collapsing hit, gritty bass, cinematic boom, game sound effect, combat impact, trailer hit, LFE impact, fragmented decay, aggressive low frequency, textured bass	00:18.000	DESIGNED	DISTORTION	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNImpt_IMPACT-Breaking Impact Slightly Distorted With Rolling Objects_BS_badBass.wav	A forceful breaking impact with slight distortion and layered rolling object elements. The initial hit delivers solid low-frequency weight and a gritty edge, suggesting material fracture or structural failure. Following the impact, rolling debris textures add motion and realism, creating a sense of scattered fragments and shifting objects. The subtle distortion enhances aggression without overpowering the natural material character. Ideal for environmental destruction, combat impacts, cinematic collapses, and game moments that require both breakage and aftermath movement.	breaking impact, rolling debris, distorted hit, structural break, material fracture, environmental destruction, game sound effect, combat impact, cinematic collapse, low frequency hit, gritty texture, debris movement, impact aftermath, heavy object roll, realistic destruction	00:27.011	DESIGNED	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNImpt_IMPACT-Flutter Bounce Plastic Laser Roll Impact_BS_badBass.wav	Variations of super plastic, high-energy rolling movement with a synthetic, fluttering character. The sound features elastic bounces, hollow plastic collisions, and rapid rolling transients that create a lively, toy-like texture. Bright, slightly laser-like tonal elements add a stylized edge, while the rolling motion keeps the energy flowing. Playful yet punchy, ideal for plastic debris movement, sci-fi props, toy impacts, UI motion elements, or quirky transitional effects.	plastic rolling, elastic bounce, hollow plastic hit, toy movement, synthetic roll, flutter impact, laser-like texture, rolling debris, bright transients, playful collision, sci-fi prop, sound design element	00:27.000	DESIGNED	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNImpt_IMPACT-Giant Fireball Shot Or Impact_BS_badBass.wav	A massive, cinematic fireball shot or impact delivering explosive low-frequency weight and aggressive energy. The sound combines a powerful initial blast with dense sub presence and fiery midrange texture, conveying heat, force, and scale. Whether used as a projectile launch or a heavy impact on contact, it carries dramatic intensity and destructive power. Ideal for fantasy spells, boss attacks, large explosions, cinematic battles, and high-impact game moments requiring epic presence.	giant fireball, fireball impact, explosive blast, fantasy spell, cinematic explosion, low frequency boom, game sound effect, boss attack, magic projectile, fiery impact, trailer hit, heavy detonation, epic battle sound, sub impact, destructive blast	01:12.000	DESIGNED	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNImpt_IMPACT-Giant Robot Stomp Or Massive Gun Reload_BS_badBass.wav	A colossal, heavy impact suitable for a giant robot stomp or a massive gun reload. The sound delivers dense low-frequency weight with a powerful, mechanical character, emphasizing scale and force. A solid, grounded thud anchors the impact, while subtle metallic and industrial textures suggest heavy machinery in motion. Ideal for mech footsteps, titan movements, oversized weapon handling, boss encounters, and cinematic game moments that demand extreme mass and authority.	giant robot stomp, mech footstep, massive gun reload, heavy mechanical impact, low frequency thud, cinematic bass hit, game sound effect, industrial impact, boss movement, titan stomp, LFE impact, metal machinery sound, powerful reload, heavy low end, epic mech sound	00:27.000	DESIGNED	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNImpt_IMPACT-Hard Smack Kick Boom_BS_badBass.wav	A sharp, aggressive smack leading into a powerful kick-like boom with strong low-frequency weight. The sound begins with a crisp, hard transient that immediately grabs attention, followed by a deep bass body that delivers solid impact and cinematic punch. The combination of slap-like attack and heavy low end makes it feel both percussive and explosive. Ideal for combat hits, game ability triggers, trailer accents, UI confirmations, and high-impact moments requiring a strong, punchy low-end statement.	hard smack, kick boom, punchy impact, percussive hit, cinematic bass hit, game sound effect, combat impact, trailer accent, low frequency boom, aggressive transient, deep thud, powerful kick, slap attack, heavy low end, impact accent	00:44.000	DESIGNED	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNImpt_IMPACT-Hard Smack Kick Impact_BS_badBass.wav	A sharp, aggressive smack combined with a punchy kick-style impact. The sound features a crisp transient that delivers immediate percussive force, followed by a tight, controlled low-frequency body that adds weight without an extended boom. The result is a direct and impactful hit that feels both snappy and powerful. Ideal for combat strikes, game ability triggers, UI feedback, trailer accents, and rhythmic impacts requiring strong attack with focused low-end punch.	hard smack, kick impact, punchy hit, percussive attack, cinematic impact, game sound effect, combat strike, trailer accent, tight low frequency, aggressive transient, deep thud, rhythmic hit, punch bass, impact accent, powerful strike	00:26.987	DESIGNED	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNImpt_IMPACT-Laser Shot Bass_BS_badBass.wav	A punchy bass impact fused with a sharp laser-like attack, combining sci-fi energy with solid low-frequency weight. The sound delivers a focused transient that cuts through like a blaster shot, followed by a compact sub body that adds depth and punch. Clean yet powerful, it's ideal for weapon fire, ability triggers, futuristic UI interactions, arcade shooters, and cinematic sci-fi moments that need both snap and bass authority.	laser bass, laser shot impact, sci-fi weapon, blaster sound, bass impact, low frequency hit, futuristic sound effect, game sound effect, UI weapon, arcade shooter, cinematic sci-fi, punchy sub, synthetic impact, sharp transient, electronic bass hit	00:45.000	DESIGNED	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNImpt_IMPACT-Sub Bass Rolling Slam_BS_badBass.wav	A heavy sub bass slam with a very hard, aggressive initial attack and saturated low-end body. The sharp, clipped transient hits with authority, immediately grabbing attention before rolling into a dense, weighty sub foundation. The saturation adds harmonic richness and grit, enhancing presence and perceived loudness while keeping the impact thick and powerful. Ideal for game combat hits, ability slams, trailer moments, cinematic drops, and any scene that demands an intense, hard-hitting low-frequency punch.	saturated bass, hard attack, aggressive transient, sub bass slam, rolling bass, distorted low end, heavy impact, cinematic boom, game sound effect, combat hit, trailer slam, LFE impact, gritty bass, powerful low frequency, punchy sub, intense bass hit	00:18.000	DESIGNED	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNImpt_IMPACT-Sweetener Bouncy Bass Impacts_BS_badBass.wav	A punchy bass impact sweetener with a lively, bouncy low-end character. The sound delivers a tight transient followed by a subtle rebound in the sub frequencies, adding movement and energy to the impact. Clean yet weighty, it's designed for layering under kicks, cinematic hits, and game sound effects to enhance punch and rhythm without overpowering the main element. Ideal for UI interactions, combat hits, trailer accents, and energetic transitions.	bass sweetener, bouncy impact, punchy low end, sub rebound, impact layer, cinematic bass, game sound effect, UI bass, combat hit layer, trailer impact sweetener, low frequency reinforcement, tight sub, rhythmic bass, energetic boom, layered impact	00:18.000	DESIGNED	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNImpt_IMPACT-Sweetener Multi Dry Wide_BS_badBass.wav	A multi-hit impact sweetener with a dry, wide stereo character. The sound delivers several tightly spaced impacts with minimal reverb, maintaining clarity and punch while spreading broadly across the stereo field. Its dry profile keeps the transients sharp and controlled, while the width adds scale and presence. Ideal for layering under cinematic hits, enhancing game combat sequences, reinforcing UI events, and adding rhythmic energy to trailer-style impacts.	impact sweetener, multi hit, dry impact, wide stereo impact, layered hits, punchy transient, bass reinforcement, cinematic layer, game sound effect, combat impact layer, UI hit enhancer, trailer sweetener, stereo width, tight low end, rhythmic impact layer	00:18.000	DESIGNED	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNImpt_IMPACT-Sweetener Single Dry Wide_BS_badBass.wav	A single-hit impact sweetener with a dry, wide stereo presentation. The sound features a sharp, controlled transient and a focused low-frequency body, delivered without added ambience for maximum clarity. Its stereo spread adds size and presence while maintaining tight punch, making it ideal for layering under cinematic hits, reinforcing game UI interactions, enhancing combat impacts, and adding definition to trailer-style moments.	impact sweetener, single hit, dry impact, wide stereo impact, punchy transient, low frequency layer, bass reinforcement, cinematic layer, game sound effect, combat hit layer, UI impact enhancer, trailer sweetener, stereo width, tight sub, clean bass hit	00:18.000	DESIGNED	IMPACT	IMPACT	www.badsound.co	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
badBass	badsound	DSGNlmpT_IMPACT-Whoosh To Hit Organic Short Deep Hit_BS_badBass.wav	A short, organic whoosh leading into a deep, solid impact with rich low-frequency weight. The sound builds with a natural, airy movement that smoothly transitions into a grounded, heavy hit, creating a satisfying sense of momentum and arrival. The impact carries strong sub presence while maintaining an organic, textured character rather than a purely synthetic tone. Ideal for game ability triggers, creature movements, cinematic transitions, trailer accents, and impactful moments that require both motion and depth.	whoosh to hit, organic impact, deep bass hit, cinematic transition, game sound effect, creature movement, low frequency impact, trailer accent, LFE hit, airy movement, heavy sub, momentum build, textured bass, dynamic impact, short cinematic boom	00:27.000	DESIGNED	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNlmpT_TONAL-Distorted Synth Impact_BS_badBass.wav	Hard, distorted synth impact variations with aggressive transient punch and driven tonal body. Each hit delivers a sharp, forceful attack followed by saturated low-end weight and gritty harmonic texture. The sound feels tight and confrontational, blending synthetic edge with cinematic impact depth. Powerful and assertive, ideal for trailer hits, combat impacts, industrial transitions, logo stings, or adding raw intensity to modern sound design.	hard synth impact, distorted hit, aggressive transient, saturated bass, gritty texture, cinematic punch, industrial impact, trailer hit, heavy thump, tonal impact, combat strike, sound design element	00:18.000	DESIGNED	IMPACT	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNlmpT_WHOOSH-To Hit Impact Gritty Cyber LFE_BS_badBass.wav	Cinematic variations of a granular, data-infused build-up whoosh that surges into an aggressive, in-your-face impact and briefly sustains with deep low-end pressure. Digital grit and particle-like movement accelerate into a powerful LFE-driven thump, delivering heavy sub weight and infrasound depth. The impact holds momentarily, emphasizing bass presence and cyber-textured detail before decaying. Intense and modern, ideal for trailer transitions, tech reveals, cyber impacts, dramatic drops, or futuristic cinematic moments with strong low-frequency force.	granular whoosh, cyber impact, data texture, LFE thump, sub bass hit, low frequency boom, infrasound, cinematic trailer hit, digital grit, bass drop, tech transition, futuristic impact, heavy low end, sound design element	01:03.000	DESIGNED	IMPACT	WHOOSH	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_IMPACT-Short Super Deep Infra Sound LFE Hit_BS_badBass.wav	Short variations of ultra-low, smooth sub-bass impacts with a deep blowing character. Each hit delivers a compact yet powerful LFE-focused thump, emphasizing infrasound weight and controlled low-frequency pressure. The transient is soft and rounded, followed by a tight, clean sub decay that feels cinematic and massive without harshness. Pure low-end energy, ideal for trailer hits, cinematic transitions, dramatic downbeats, or reinforcing large-scale impacts with deep sub presence.	sub bass impact, LFE hit, infra sound, low frequency thump, cinematic bass, trailer hit, deep sub, low end punch, smooth thud, bass blow, sub drop, impact sweetener, sound design element	00:18.000	DESIGNED	RUMBLE	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Rumble Accelerate Short_BS_badBass.wav	A short LFE rumble that accelerates in intensity, delivering deep low-frequency energy with increasing momentum. The sound begins with a grounded sub presence and quickly builds in speed and pressure, creating a sense of propulsion and urgency. Compact yet powerful, it works well for engine revs, power-ups, incoming threats, cinematic transitions, and game moments that require a brief but escalating low-end surge.	accelerating rumble, short LFE build, deep sub movement, low frequency surge, cinematic tension, game sound effect, engine rev bass, power up rumble, trailer transition, heavy sub, rising intensity, bass acceleration, compact rumble, dynamic low end, propulsion sound	00:26.776	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Rumble Tremor Decay_BS_badBass.wav	A deep LFE rumble featuring a tremor-like modulation that gradually decays over time. The sound delivers powerful low-frequency energy with subtle shaking movement, creating a sense of instability and fading seismic force. As the tremor diminishes, the sub energy smoothly tapers off, leaving a controlled and cinematic tail. Ideal for earthquake effects, collapsing structures, environmental tension, boss defeats, and game moments that require a fading but impactful low-end presence.	LFE tremor, seismic rumble, decaying sub, low frequency shake, earthquake bass, cinematic rumble, game sound effect, environmental collapse, heavy low end, sub decay, tension fade, atmospheric bass, deep rumble, ground shake, immersive low frequency	01:02.479	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Rumble Tremor Wave Friction_BS_badBass.wav	A deep LFE rumble featuring tremor-like wave modulation combined with textured friction elements. The sound delivers heavy sub energy shaped by rolling, wave-like pulses, while subtle friction layers add grit and movement to the low-frequency body. The result is a powerful, unstable rumble that feels seismic and mechanical at the same time. Ideal for earthquakes, massive creature movement, industrial machinery stress, environmental tension, and cinematic game moments that require evolving low-end pressure with tactile texture.	LFE tremor, seismic wave, friction rumble, deep sub movement, low frequency shake, earthquake bass, cinematic rumble, game sound effect, industrial stress, heavy low end, textured sub, ground vibration, atmospheric bass, unstable rumble, immersive low frequency	01:11.404	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Rumble Tremor Wave Long_BS_badBass.wav	A long, evolving LFE rumble shaped by slow tremor-like wave modulation. The sound delivers sustained deep sub energy with rolling pulses that create a sense of seismic movement and massive scale. Its extended duration allows the low-frequency waves to fully develop, generating immersive pressure and cinematic depth. Ideal for earthquakes, massive creature presence, environmental tension beds, industrial stress moments, and game scenes that require prolonged, ground-shaking low-end power.	LFE tremor, long seismic rumble, deep sub wave, low frequency modulation, earthquake bass, cinematic rumble, game sound effect, environmental tension, massive creature movement, heavy low end, sustained sub, ground vibration, atmospheric bass, immersive low frequency, rolling rumble	01:11.404	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Rumble Tremor Wave Monster_BS_badBass.wav	A massive LFE rumble driven by powerful tremor-like wave modulation, designed to evoke the presence of a colossal creature or overwhelming force. The sound delivers deep, rolling sub pulses that feel heavy and threatening, with intense low-frequency pressure and evolving movement. Its scale and weight create a cinematic, ground-shaking effect ideal for monster footsteps, boss encounters, environmental destruction, trailer builds, and high-impact game moments that demand extreme low-end authority.	monster rumble, LFE tremor, seismic wave, deep sub pulses, ground shake, massive creature bass, cinematic rumble, game sound effect, boss encounter, heavy low end, earthquake bass, atmospheric tension, immersive low frequency, rolling sub, epic rumble	01:11.404	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Rumble Tremor Wave Short_BS_badBass.wav	A compact LFE rumble shaped by tremor-like wave modulation, delivering a brief but powerful burst of deep sub energy. The rolling low-frequency pulses create a sense of seismic movement and ground vibration within a short duration. Focused and impactful, it conveys weight and instability without extended decay. Ideal for creature footsteps, environmental hits, boss actions, cinematic accents, and game moments that require a quick, ground-shaking low-end surge.	short tremor rumble, LFE wave, deep sub burst, seismic bass, ground shake, cinematic rumble, game sound effect, monster step, heavy low end, earthquake pulse, sub wave, environmental impact, immersive low frequency, rolling bass, compact rumble	00:26.776	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Rumble Tremor Wave_BS_badBass.wav	A deep LFE rumble driven by rolling tremor-like wave modulation, delivering powerful low-frequency movement and cinematic weight. The sound features steady sub pulses that create a sense of seismic activity and ground vibration, with evolving motion that adds tension and scale. Balanced between impact and sustain, it's ideal for earthquakes, massive creature presence, environmental stress, trailer builds, and game moments requiring immersive, ground-shaking low-end energy.	LFE tremor, seismic rumble, deep sub wave, ground vibration, earthquake bass, cinematic low end, game sound effect, monster presence, heavy low frequency, rolling sub pulses, environmental tension, immersive bass, sustained rumble, epic low end, wave modulation	00:35.702	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Sub Sweetener Short Tremor_BS_badBass.wav	A compact LFE sub sweetener featuring a brief tremor-like modulation in the lowest frequencies. The sound delivers a tight burst of deep sub energy with subtle shaking movement, adding weight and instability without extending the decay. Focused and controlled, it enhances impacts, creature steps, environmental hits, and cinematic accents that require a quick, ground-shivering low-end layer.	sub tremor, short LFE rumble, low frequency shake, deep sub burst, cinematic bass layer, game sound effect, impact sweetener, ground vibration, heavy low end, compact rumble, seismic pulse, bass reinforcement, environmental hit, quick sub movement, immersive low frequency	00:27.000	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Sub Sweetener Slow Hit_BS_badBass.wav	A deep LFE sub sweetener with a slower, more gradual impact onset. The sound builds low-frequency weight before settling into a solid, controlled hit, emphasizing depth and physical pressure rather than sharp attack. Its smooth, rounded character makes it ideal for cinematic impacts, creature movements, environmental hits, and trailer moments that benefit from a heavy but less aggressive low-end layer.	slow sub hit, LFE sweetener, deep bass impact, low frequency build, cinematic sub layer, game sound effect, impact reinforcement, heavy low end, rounded bass hit, environmental impact, creature step, trailer boom, smooth sub, bass weight, immersive low frequency	00:27.000	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026

Library	Manufacturer	Filename	Description	Keywords	Duration	Category	SubCategory	VendorCategory	URL	Channels	BWOriginator	SampleRate	BitDepth	TrackYear
badBass	badsound	DSGNRmbl_LFE-Sub Sweetener Whoosh With Slight Impact 1_BS_badBass.wav	A deep LFE sub sweetener combining a smooth whoosh movement with a subtle, controlled impact at the end. The sound carries low-frequency motion that gently builds momentum before landing in a light but weighty hit. The impact remains restrained, serving more as reinforcement than a dominant transient. Ideal for cinematic transitions, game UI movements, creature abilities, environmental shifts, and layered low-end design that requires motion with a soft landing.	sub whoosh, LFE sweep, slight impact, low frequency movement, cinematic transition, game sound effect, sub sweetener, bass reinforcement, trailer layer, deep rumble, gentle sub hit, immersive low end, tension movement, soft bass impact, atmospheric sweep	00:27.000	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Sub Sweetener Whoosh With Slight Impact 2_BS_badBass.wav	A deep LFE sub sweetener featuring a smooth low-frequency whoosh that transitions into a subtle, weighty impact. The sound builds gentle sub momentum before landing with a restrained, controlled hit that reinforces rather than dominates. The combination of motion and soft impact makes it ideal for cinematic transitions, game UI movements, creature abilities, environmental shifts, and layered low-end design requiring depth with a light touch.	sub whoosh, LFE sweep, slight impact, low frequency movement, cinematic transition, game sound effect, sub sweetener, bass reinforcement, trailer layer, deep rumble, gentle sub hit, immersive low end, tension movement, soft bass impact, atmospheric sweep	00:27.000	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Sub Sweetener Continuous 1_BS_badBass.wav	An extremely deep, continuous low-frequency bass rumble focused on pure sub energy. The sound emphasizes ultra-low LFE presence with minimal tonal detail, delivering a heavy, sustained foundation that feels more like pressure than pitch. Smooth and controlled, it works perfectly as a sub sweetener layer for cinematic builds, environmental tension beds, horror atmospheres, trailer moments, and game scenes that require massive, underlying low-end weight.	super low rumble, deep LFE, sub bass layer, continuous sub, ultra low frequency, cinematic low end, tension bed, horror bass, game sound effect, trailer sub, environmental rumble, bass sweetener, sustained low frequency, heavy sub foundation, immersive low end	01:15.083	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Sub Sweetener Continuous 2_BS_badBass.wav	An extremely deep, continuous low-frequency bass rumble focused on pure sub energy. The sound emphasizes ultra-low LFE presence with minimal tonal detail, delivering a heavy, sustained foundation that feels more like pressure than pitch. Smooth and controlled, it works perfectly as a sub sweetener layer for cinematic builds, environmental tension beds, horror atmospheres, trailer moments, and game scenes that require massive, underlying low-end weight.	super low rumble, deep LFE, sub bass layer, continuous sub, ultra low frequency, cinematic low end, tension bed, horror bass, game sound effect, trailer sub, environmental rumble, bass sweetener, sustained low frequency, heavy sub foundation, immersive low end	00:43.000	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Sub Sweetener Impact 2_BS_badBass.wav	An extremely deep sub bass impact sweetener delivering concentrated ultra-low-frequency energy in a short, powerful burst. The sound focuses on pure LFE weight with minimal tonal character, adding physical pressure and depth beneath primary impacts. Tight and controlled, it enhances cinematic hits, trailer booms, game combat moments, and dramatic transitions by reinforcing the lowest end of the spectrum without introducing clutter.	super low sub, LFE impact, sub bass sweetener, ultra low frequency, deep bass hit, cinematic low end, trailer boom, game sound effect, impact layer, bass reinforcement, heavy sub burst, low frequency enhancement, tension hit, deep rumble impact, immersive sub layer	00:27.000	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Sub Sweetener Impact_BS_badBass.wav	A powerful ultra-deep sub bass impact sweetener focused on pure low-frequency pressure and weight. The sound delivers a tight, concentrated LFE hit with minimal tonal detail, designed to reinforce and extend the lowest end of larger impacts. Clean yet massive, it adds physical depth and cinematic authority without drawing attention to itself. Ideal for trailer booms, game combat hits, cinematic transitions, and layered low-end reinforcement where maximum sub energy is required.	ultra deep sub, LFE impact, sub bass sweetener, low frequency hit, deep bass layer, cinematic low end, trailer boom, game sound effect, impact reinforcement, heavy sub burst, bass enhancement, tension impact, immersive low frequency, powerful sub hit, deep rumble layer	00:27.000	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Sub Sweetener Infrasound Tremor_BS_badBass.wav	An ultra-deep infrasound sub sweetener featuring a subtle tremor-like movement in the lowest frequencies. The sound emphasizes extreme LFE energy with a faint shaking modulation that creates a sense of instability and subterranean power. More felt than heard, it delivers physical pressure and cinematic weight without prominent tonal content. Ideal for earthquake effects, massive creature presence, environmental tension beds, trailer builds, and game moments that require ominous, ground-shaking low-end depth.	infrasound tremor, ultra deep sub, LFE rumble, seismic bass, subterranean vibration, low frequency shake, cinematic tension, game sound effect, earthquake rumble, trailer sub, environmental bass, heavy low end, deep rumble layer, ominous bass, physical sub pressure	00:49.624	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Sub Sweetener Short Impact_BS_badBass.wav	A very short, ultra-deep sub bass sweetener designed to add tight LFE weight to impacts. The sound delivers a compact burst of low-frequency energy with minimal tonal detail and fast decay, reinforcing hits without adding length or clutter. Focused and controlled, it enhances cinematic booms, game combat moments, UI impacts, and trailer-style transitions by strengthening the lowest end of the spectrum.	short sub impact, ultra deep LFE, sub bass sweetener, low frequency hit, deep bass burst, cinematic low end, game sound effect, trailer boom, impact reinforcement, heavy sub layer, tight bass hit, minimal decay sub, immersive low frequency, punch enhancer, deep rumble burst	00:27.000	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Sub Sweetener Slow Whoosh_BS_badBass.wav	A deep LFE sub sweetener with a slow, smooth whoosh movement in the lowest frequencies. The sound gradually swells with ultra-low energy, creating a sense of scale and motion without sharp transients. Focused on pure sub pressure and controlled evolution, it adds cinematic depth and tension beneath transitions, trailer builds, environmental shifts, and game moments that require a massive but refined low-end sweep.	slow sub whoosh, LFE sweep, deep bass swell, ultra low frequency, cinematic transition, game sound effect, trailer build, low frequency movement, sub bass sweetener, tension riser, immersive low end, atmospheric bass, heavy sub layer, smooth bass sweep, deep rumble whoosh	00:35.000	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Sub Sweetener Very Slow Whoosh_BS_badBass.wav	An ultra-deep LFE sub sweetener featuring a very slow, gradual whoosh movement in the lowest frequencies. The sound evolves patiently, building subtle low-frequency pressure over time without sharp transients or obvious tonal detail. More felt than heard, it creates a massive sense of scale and anticipation, making it ideal for cinematic builds, environmental transitions, trailer swells, and game moments that require slow, powerful low-end movement.	very slow sub whoosh, ultra deep LFE, low frequency swell, cinematic build, trailer bass sweep, game sound effect, deep rumble movement, sub bass sweetener, tension rise, atmospheric low end, immersive bass, slow LFE sweep, heavy sub layer, environmental transition, massive low frequency	01:12.000	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Sub Sweetener Whoosh_BS_badBass.wav	A deep LFE sub sweetener with a smooth whoosh movement, combining low-frequency weight with subtle forward motion. The sound delivers controlled ultra-low energy that sweeps gently, adding depth and momentum without a pronounced transient. Focused on pure sub pressure and cinematic scale, it's ideal for transitions, game UI moments, trailer builds, environmental shifts, and layered low-end reinforcement where motion and weight are both required.	sub whoosh, LFE sweep, deep bass movement, low frequency swell, cinematic transition, game sound effect, trailer build, sub bass sweetener, immersive low end, atmospheric rumble, bass sweep, tension layer, heavy sub, environmental shift, smooth low frequency movement	00:27.000	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Tonal Sub Slight Movement Excited Short_BS_badBass.wav	A short tonal sub bass with slight pitch movement that creates an excited, "wow"-like vocal character rather than a harmonic exciter effect. The low-frequency body carries solid LFE weight, while the gentle tonal shift gives it an expressive, almost syllabic quality—like the sub is subtly saying "wow." Compact and animated, it's ideal for playful UI reactions, game rewards, ability triggers, character moments, and stylized cinematic accents that need low-end personality with a hint of charm.	tonal sub, wow bass, vocal-like movement, slight pitch shift, expressive low end, animated sub, playful bass, game sound effect, UI reaction, character ability, short LFE hit, stylized bass, sub with movement, cinematic accent, personality bass	00:26.776	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Tonal Sub Slight Movement Excited_BS_badBass.wav	A deep tonal sub bass with subtle pitch movement that creates an expressive "oh-wow" vocal-like contour. Rather than sounding processed with an exciter, the movement feels almost syllabic, as if the low end is gently forming the phrase "oh-wow." The solid LFE foundation provides weight and warmth, while the shifting tone adds personality and emotional lift. Ideal for game rewards, playful UI reactions, ability activations, character moments, and cinematic accents that benefit from a touch of expressive low-frequency charm.	tonal sub, oh wow bass, vocal-like movement, expressive pitch shift, animated low end, playful sub, characterful bass, game sound effect, UI reward, ability activation, LFE tone, stylized bass, emotional low frequency, cinematic accent, sub with personality	00:44.628	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026

Library	Manufacturer	Filename	Description	Keywords	Duration	Category	SubCategory	VendorCategory	URL	Channels	BWOriginator	SampleRate	BitDepth	TrackYear
badBass	badsound	DSGNRmbl_LFE-Tonal Sub Slight Movement Spooky_BS_badBass.wav	A deep tonal sub bass with slight pitch movement that creates an eerie, unsettling character. The subtle tonal shifts introduce a ghostly, almost whisper-like motion in the low end, while the LFE foundation remains heavy and grounded. The combination of steady sub weight and uneasy movement gives the sound a tense, foreboding presence. Ideal for horror atmospheres, suspense builds, dark environments, boss encounters, and cinematic moments that require ominous low-frequency depth.	spooky sub, eerie bass, tonal LFE, subtle pitch movement, unsettling rumble, horror low end, cinematic tension, game sound effect, dark atmosphere, ominous bass, ghostly movement, deep sub layer, suspense rumble, foreboding low frequency, atmospheric bass	01:11.404	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Tremor With Some Choppy Friction Faster_BS_badBass.wav	A deep LFE tremor rumble driven by faster, rolling low-frequency pulses combined with choppy friction textures. The sound delivers heavy sub energy with a sense of urgency, while the layered friction elements add gritty, tactile movement on top of the seismic foundation. The faster modulation creates tension and forward momentum, making it ideal for chase sequences, mechanical stress moments, creature movement, environmental instability, and high-intensity cinematic builds.	fast tremor rumble, choppy friction, LFE movement, seismic bass, low frequency pulses, gritty texture, cinematic tension, game sound effect, creature movement, environmental instability, heavy low end, sub modulation, urgent bass, ground shake, textured rumble	00:26.418	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_LFE-Tremor With Some Choppy Friction_BS_badBass.wav	A deep LFE tremor rumble layered with irregular, choppy friction textures. The sound delivers rolling low-frequency pulses that create a sense of seismic instability, while the added friction elements introduce gritty, tactile movement and surface agitation. The combination of heavy sub energy and fragmented texture gives it a raw, mechanical edge. Ideal for environmental stress, creature movement, industrial strain, cinematic tension, and game moments that require unstable, ground-shaking low-end presence.	LFE tremor, choppy friction, seismic rumble, deep sub pulses, gritty texture, low frequency shake, cinematic tension, game sound effect, environmental stress, industrial rumble, heavy low end, ground vibration, textured bass, unstable sub, atmospheric rumble	00:44.628	DESIGNED	RUMBLE	LFE	www.badsound.co	1	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_RUMBLE-Broken Deep Analog Bass Rumble_BS_badBass.wav	A deep analog bass rumble with a broken, unstable character and rich low-frequency weight. The sound delivers thick sub energy infused with subtle irregularities and textured movement, giving it a slightly fractured, worn analog feel. Warm yet gritty, it maintains a powerful foundation while introducing organic instability that adds tension and character. Ideal for cinematic tension beds, environmental rumbles, game boss moments, sci-fi atmospheres, and layered low-end reinforcement with personality.	analog bass rumble, broken bass, unstable sub, deep low frequency, gritty analog, textured rumble, cinematic bass, game sound effect, environmental rumble, tension low end, LFE rumble, distorted sub, sci-fi atmosphere, heavy bass layer, organic instability	00:24.000	DESIGNED	RUMBLE	RUMBLE	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_RUMBLE-Deep LFE Rumble Long 2_BS_badBass.wav	A long, wide stereo deep LFE rumble delivering massive low-frequency weight with an expansive spatial presence. The sound sustains rich sub energy while spreading broadly across the stereo field, creating a sense of scale and immersion. Smooth and powerful, it works well as a cinematic tension bed, environmental atmosphere, trailer foundation, or layered low-end support in game moments that require both depth and width.	wide LFE rumble, deep stereo bass, long sub rumble, cinematic low end, immersive bass, environmental tension, trailer foundation, game sound effect, sustained sub, heavy low frequency, atmospheric rumble, stereo low end, massive bass bed, deep rumble layer, expansive sub	01:30.000	DESIGNED	RUMBLE	RUMBLE	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_RUMBLE-Deep LFE Rumble Long_BS_badBass.wav	A long, wide stereo deep LFE rumble delivering massive low-frequency weight with an expansive spatial presence. The sound sustains rich sub energy while spreading broadly across the stereo field, creating a sense of scale and immersion. Smooth and powerful, it works well as a cinematic tension bed, environmental atmosphere, trailer foundation, or layered low-end support in game moments that require both depth and width.	wide LFE rumble, deep stereo bass, long sub rumble, cinematic low end, immersive bass, environmental tension, trailer foundation, game sound effect, sustained sub, heavy low frequency, atmospheric rumble, stereo low end, massive bass bed, deep rumble layer, expansive sub	01:22.000	DESIGNED	RUMBLE	RUMBLE	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_RUMBLE-Deep Resonant Earthquake LFE Tremor_BS_badBass.wav	A powerful deep LFE rumble designed to evoke the sensation of a resonant earthquake tremor. The sound features heavy low-frequency movement with slow, rolling pulses that create the impression of shifting ground and massive subterranean force. Rich sub energy and resonant vibration give it a cinematic sense of scale and instability. Ideal for earthquakes, environmental destruction, creature movement, boss encounters, and dramatic game moments requiring intense ground-shaking low-end presence.	earthquake rumble, LFE tremor, deep seismic bass, ground shake, cinematic rumble, game sound effect, environmental destruction, monster movement, heavy low frequency, sub vibration, ground movement, resonant rumble, tension bass, immersive low end, seismic impact	02:06.000	DESIGNED	RUMBLE	RUMBLE	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_RUMBLE-Deep Rumble Bouncy Riser_BS_badBass.wav	A deep low-frequency rumble that evolves into a bouncy rising motion, combining sub weight with energetic upward movement. The sound starts with a grounded, heavy rumble and gradually lifts in pitch, creating anticipation while maintaining strong LFE presence. The subtle bounce in the low end adds rhythmic character and momentum, making it ideal for cinematic builds, game ability charge-ups, UI transitions, trailer moments, and tension-driven scenes that need both depth and lift.	rumble riser, deep sub rise, bouncy bass, low frequency build, LFE riser, pitch rise, cinematic tension, game sound effect, UI transition, trailer build, sub movement, heavy low end, upward glide, atmospheric bass, energetic rumble	00:43.000	DESIGNED	RUMBLE	RUMBLE	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_RUMBLE-Deep Wide Rumble Whoosh With Soft Impact_BS_badBass.wav	A deep, wide stereo rumble combined with a smooth whoosh movement and a soft, controlled impact at the end. The sound begins with spacious low-frequency energy that sweeps forward, creating a sense of scale and motion, before landing in a gentle but weighty sub hit. The wide stereo field enhances immersion, while the soft impact keeps it refined and cinematic. Ideal for transitions, environmental builds, game UI moments, atmospheric reveals, and trailer-style swells that require depth without harsh aggression.	deep rumble, wide stereo bass, rumble whoosh, soft impact, low frequency sweep, cinematic transition, game sound effect, UI transition, atmospheric bass, LFE movement, sub whoosh, immersive low end, trailer swell, spacious rumble, gentle bass hit	01:30.000	DESIGNED	RUMBLE	RUMBLE	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_RUMBLE-Engine Drone LFE Loopable_BS_badBass.wav	A deep LFE engine drone designed to be seamlessly loopable, delivering continuous low-frequency power and mechanical presence. The sound features a steady, sustained sub foundation with subtle internal movement, evoking the hum of a massive engine or reactor core. Smooth and consistent, it maintains tension and weight over time without noticeable seams. Ideal for sci-fi environments, machinery ambiences, vehicle interiors, industrial settings, and game scenes requiring a persistent, powerful low-end drone.	engine drone, LFE loop, loopable rumble, deep sub, mechanical hum, reactor core, industrial ambience, sci-fi engine, continuous bass, game sound effect, environmental drone, sustained low frequency, heavy sub layer, machinery rumble, atmospheric bass	01:00.313	DESIGNED	RUMBLE	RUMBLE	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_RUMBLE-Long Wide Deep LFE Space Rumble_BS_badBass.wav	A long, wide stereo LFE rumble with a deep, spacious character suited for vast environments and cinematic scale. The sound delivers sustained sub energy with a broad stereo spread, creating an immersive sense of depth and distance. Its smooth, evolving low-frequency body feels atmospheric and expansive, making it ideal for space scenes, environmental tension beds, sci-fi ambiences, trailer builds, and game moments that require a powerful yet controlled foundation of low-end presence.	LFE rumble, deep space bass, long sub, wide stereo rumble, cinematic low end, atmospheric bass, sci-fi rumble, environmental tension, game sound effect, trailer build, immersive sub, spacious low frequency, sustained rumble, heavy low end, ambient bass bed	01:57.000	DESIGNED	RUMBLE	RUMBLE	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_RUMBLE-Threatening Resonant Deep Rumble Distant Movement Sweetener_BS_badBass.wav	A deep, resonant low-frequency rumble with a slightly scary and threatening character. The sound carries a distant tonal movement that feels ominous and foreboding, as if something massive is approaching from afar. Its sustained sub energy and subtle resonance create tension and unease without becoming overpowering. Ideal for horror atmospheres, boss encounters, dark cinematic builds, environmental tension, and suspense-driven game moments.	scary rumble, threatening bass, resonant sub, deep tonal movement, ominous low end, horror atmosphere, cinematic tension, game sound effect, dark ambient bass, LFE rumble, suspense build, distant bass movement, foreboding sub, eerie low frequency, atmospheric rumble	00:25.496	DESIGNED	RUMBLE	RUMBLE	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_RUMBLE-Very Deep LFE Soft Rumble_BS_badBass.wav	A very deep and soft LFE rumble delivering smooth, sustained low-frequency energy with a gentle presence. The sound focuses on pure sub depth without aggressive transients, creating a calm yet powerful foundation. Its controlled and rounded character makes it ideal for subtle cinematic tension, environmental atmospheres, distant impacts, game ambience layers, and trailer moments that require deep low-end support without drawing too much attention.	very deep rumble, soft LFE, sub bass bed, low frequency atmosphere, cinematic low end, ambient rumble, game sound effect, environmental bass, subtle tension, deep sub layer, smooth bass, sustained low frequency, atmospheric sub, heavy low end, immersive rumble	01:21.000	DESIGNED	RUMBLE	RUMBLE	www.badsound.co	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
badBass	badsound	DSGNRmbl_TONAL-Deep LFE Rumble With Resonant Overtone_BS_badBass.wav	Long variations of resonant, cinematic distant metal friction layered with deep low-frequency energy. The sound combines a textured metallic drag with a powerful LFE-focused rumble, producing a dark, evolving tone with subtle overtones. The low end carries weight and infrasound pressure while the resonant friction adds character and spatial depth. Works exceptionally well with additional reverb to enhance scale and distance. Ideal for cinematic builds, ominous transitions, trailer tension beds, or reinforcing heavy impacts with tonal low-end presence.	cinematic rumble, metal friction, resonant overtone, LFE rumble, sub bass, infrasound, low frequency texture, distant metallic drag, trailer tension, deep thump, tonal low end, cinematic atmosphere, sound design element	00:36.000	DESIGNED	RUMBLE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_TONAL-Long Tonal Rumble Very Deep LFE_BS_badBass.wav	A collection of super deep, resonant LFE rumble variations featuring a slow attack and long, evolving decay. Each variation blooms gradually from silence into a powerful sub foundation, allowing the low frequencies to swell naturally before sustaining and slowly fading out. The pronounced resonance adds tonal character and depth, creating a rich and immersive low-end presence. Ideal for cinematic tension beds, dark atmospheres, sci-fi environments, trailer builds, and game moments that require massive, evolving sub energy with controlled movement.	deep LFE rumble, slow attack bass, long decay sub, resonant rumble, tonal low frequency, cinematic tension bed, game sound effect, trailer build bass, atmospheric sub, evolving rumble, heavy low end, immersive bass, sustained sub, dark ambience, super deep bass, low frequency swell	03:00.000	DESIGNED	RUMBLE	TONAL	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_WHOOSH-Deep Rumbling Whoosh_BS_badBass.wav	Deep rumbling whoosh variations with powerful low-frequency movement and cinematic weight. Each pass delivers a broad, sub-driven sweep that carries strong LFE presence and infrasound depth. The rumble evolves smoothly, creating a sense of large-scale air displacement and approaching mass. Dark, heavy, and atmospheric, ideal for trailer transitions, scene reveals, seismic movements, or reinforcing dramatic moments with deep rolling low-end energy.	deep whoosh, rumbling sweep, LFE rumble, sub bass movement, low frequency whoosh, infrasound, cinematic transition, trailer sweep, seismic motion, dark atmosphere, heavy low end, sound design element	01:03.000	DESIGNED	RUMBLE	WHOOSH	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_WHOOSH-Distorted Warm Rumble_BS_badBass.wav	A warm yet gritty low-frequency rumble with rich distortion and textured harmonic character. The sound delivers deep sub energy wrapped in saturated warmth, blending analog-style thickness with rough, slightly abrasive edges. Its evolving rumble body feels powerful and grounded while retaining a raw, tactile quality. Ideal for cinematic transitions, dark atmospheres, game ability moments, trailer builds, and layered low-end reinforcement that needs both warmth and edge.	warm rumble, gritty bass, distorted sub, saturated low end, analog warmth, textured bass, deep LFE, cinematic rumble, game sound effect, trailer bass, dark atmosphere, heavy low frequency, harmonic distortion, immersive sub, rough bass texture	01:03.000	DESIGNED	RUMBLE	WHOOSH	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_WHOOSH-Dusty Whoosh LFE Rumble_BS_badBass.wav	A deep LFE rumble blended with a dusty whoosh texture, combining low-frequency weight with airy, slightly lo-fi movement. The sound carries a grounded sub foundation while the dusty layer adds grit and character to the sweeping motion. The result is a textured, atmospheric low-end effect that feels organic and worn rather than clean and polished. Ideal for cinematic transitions, environmental builds, game UI movements, trailer swells, and layered bass effects that require both depth and texture.	dusty whoosh, LFE rumble, textured bass, lo-fi sweep, deep sub, cinematic transition, game sound effect, trailer swell, atmospheric rumble, gritty low end, bass movement, immersive sub, environmental build, low frequency sweep, worn texture	01:03.000	DESIGNED	RUMBLE	WHOOSH	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_WHOOSH-Galloping Horde Whoosh Rumble_BS_badBass.wav	A powerful low-frequency rumble combined with a rhythmic, galloping whoosh motion that evokes the distant approach of a charging horde. The sound blends deep sub energy with pulsing movement, creating a sense of mass, momentum, and impending impact. Its rolling, layered texture builds tension and scale, making it ideal for cinematic battle builds, boss encounters, large creature approaches, trailer moments, and high-intensity game transitions.	galloping rumble, horde approach, rhythmic whoosh, deep LFE, cinematic build, battle tension, game sound effect, boss encounter, trailer build, low frequency movement, charging impact, heavy sub, atmospheric rumble, epic transition, pulsing bass	01:03.000	DESIGNED	RUMBLE	WHOOSH	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_WHOOSH-Rolling Heavy Particle Whoosh_BS_badBass.wav	Cinematic variations of a deep, rolling boulder-like whoosh with gritty, dry stone texture and distant low-end weight. The sound combines heavy particle movement with a broad flyby motion, creating the impression of massive rocky debris rushing past. Subtle LFE rumble and infrasound pressure add depth beneath the textured midrange grit, while the dry character keeps the impact grounded and natural. Powerful yet atmospheric, ideal for trailer transitions, large-scale environmental movement, seismic flybys, or reinforcing epic cinematic moments.	boulder whoosh, rolling stone flyby, gritty particle movement, dry rock texture, LFE rumble, low frequency whoosh, infrasound, cinematic transition, trailer sweep, deep thump, heavy debris movement, epic low end, sound design element	01:03.000	DESIGNED	RUMBLE	WHOOSH	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSGNRmbl_WHOOSH-Rumbling Crescendo_BS_badBass.wav	A deep, evolving rumble that builds into a powerful crescendo with strong low-frequency presence. The sound gradually intensifies, layering sub energy and movement to create a rising sense of tension and scale. Its growing rumble and forward momentum make it ideal for cinematic builds, trailer swells, boss introductions, environmental transitions, and game moments that demand a dramatic increase in weight and anticipation.	rumbling crescendo, bass build, LFE rise, cinematic tension, trailer swell, game sound effect, boss intro, deep rumble, low frequency build, atmospheric bass, dramatic transition, heavy sub, evolving rumble, epic build, whoosh rumble	00:27.000	DESIGNED	RUMBLE	WHOOSH	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	EXPLDsgn_IMPACT-Cyber Explosion_BS_badBass.wav	Deep cinematic variations of a wet sub impact layered with a subtle gritty bass tail. Each hit delivers a powerful LFE-driven thump with thick low-frequency weight and infrasound pressure, followed by a textured, slightly abrasive decay that adds character and edge. The wet, explosive body feels massive and distant, while the gritty tail introduces detail and movement in the low end. Dark, heavy, and dramatic, ideal for trailer hits, cyber explosions, cinematic downbeats, or reinforcing large-scale impacts with textured sub energy.	deep sub impact, wet bass boom, gritty tail, LFE explosion, low frequency thump, infrasound rumble, cinematic bass hit, trailer impact, sub bass decay, heavy low end, textured explosion, epic downbeat, sound design element	00:45.000	EXPLOSIONS	DESIGNED	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	EXPLDsgn_IMPACT-Deep Heavy Distorted Shockwave_BS_badBass.wav	Cinematic variations of a deep shockwave impact followed by a fluttering, textured tail. The initial hit delivers a powerful low-frequency blast with strong LFE weight and infrasound pressure, expanding outward like a heavy air displacement. The tail carries subtle fluttering modulation and granular movement, adding instability and tension to the decay. Massive and atmospheric, ideal for trailer hits, explosive reveals, sci-fi detonations, or emphasizing large-scale cinematic moments with evolving low-end energy.	cinematic shockwave, deep impact blast, fluttering tail, LFE rumble, sub bass boom, infrasound, distorted explosion, trailer hit, air displacement, low frequency wave, epic impact, sound design element	00:45.000	EXPLOSIONS	DESIGNED	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	EXPLDsgn_IMPACT-Deep Heavy Synthetic Explosion With Aftermath Rolls_BS_badBass.wav	Cinematic variations of a powerful impact layered with bright grit and synthetic dust, followed by thunder-like rolls in the tail. Each hit delivers a strong LFE-driven thump with deep sub and infrasound weight, while sharp high-frequency debris adds clarity and aggression to the initial transient. The decay evolves into rolling low-end rumbles that resemble distant thunder or collapsing structures, extending the sense of scale and impact. Massive and dramatic, ideal for trailer hits, explosive transitions, apocalyptic moments, or reinforcing high-energy cinematic sequences.	synthetic explosion, gritty impact, bright debris, thunder roll tail, LFE thump, sub bass hit, low frequency boom, infrasound, cinematic trailer hit, heavy aftermath, rolling rumble, epic impact, sound design element	00:54.000	EXPLOSIONS	DESIGNED	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	EXPLDsgn_IMPACT-Deep Heavy Synthetic Explosion With Colliding Particles_BS_badBass.wav	Cinematic variations of a deep, heavy synthetic impact layer built for enhancing explosions and large-scale hits. Each sound delivers a bouncy, bass-driven thump combined with gritty, colliding particle detail that adds aggression and texture to the transient. The powerful LFE core provides solid low-frequency weight, while synthetic debris elements create movement and density in the attack. Designed as a mix-ready sweetener, perfect for stacking in trailer impacts, explosive moments, combat hits, or reinforcing high-energy cinematic transitions.	impact sweetener, synthetic explosion layer, bouncy bass hit, gritty particles, colliding debris, LFE thump, sub bass impact, cinematic explosion, trailer hit layer, heavy transition, aggressive punch, low end reinforcement, sound design element	00:45.000	EXPLOSIONS	DESIGNED	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	EXPLDsgn_IMPACT-Deep Heavy Synthetic Explosion_BS_badBass.wav	Deep heavy synthetic explosion variations with massive low-frequency weight and dense cinematic presence. The impact delivers a powerful sub-driven punch followed by a thick, rolling bass bloom that expands into a textured synthetic decay. Gritty particle layers and distorted low-end energy add aggression while maintaining controlled depth. Designed for trailers, cinematic hits, game abilities, environmental destruction, logo stings, and large-scale impact moments.	deep explosion, heavy synthetic impact, LFE hit, sub bass boom, cinematic explosion, trailer impact, low frequency blast, gritty bass tail, distorted low end, massive hit, sound design explosion, dark cinematic boom	01:02.000	EXPLOSIONS	DESIGNED	IMPACT	www.badsound.co	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
badBass	badsound	EXPLDsgn_IMPACT-Deep Massive Explosion And Rumble_BS_badBass.wav	A huge, cinematic explosion impact followed by a deep, sustained rumble that reinforces scale and destruction. The initial blast delivers powerful low-frequency weight with dense sub energy, while the extended rumble tail creates a sense of mass, debris, and environmental aftermath. The combination of impact force and lingering LFE presence makes it ideal for large-scale detonations, boss battles, environmental collapses, trailer moments, and epic game events that demand maximum power and depth.	massive explosion, deep rumble, cinematic blast, low frequency boom, LFE impact, environmental destruction, trailer explosion, game sound effect, heavy detonation, sustained sub, epic impact, debris rumble, large scale blast, atmospheric aftermath, powerful low end	01:33.000	EXPLOSIONS	DESIGNED	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	EXPLDsgn_IMPACT-Deep Massive Explosion_BS_badBass.wav	A powerful, large-scale explosion delivering immense low-frequency weight and cinematic force. The impact hits with dense sub energy and a thick, aggressive body, emphasizing scale and destructive power. Focused on deep LFE presence and physical punch, it conveys mass and intensity without relying on an extended rumble tail. Ideal for boss fights, large detonations, environmental destruction, trailer moments, and high-impact game events that require overwhelming low-end authority.	massive explosion, deep blast, cinematic boom, low frequency impact, LFE explosion, heavy detonation, game sound effect, trailer hit, environmental destruction, powerful sub, epic impact, dense low end, high intensity blast, action explosion, deep bass boom	02:15.000	EXPLOSIONS	DESIGNED	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	EXPLDsgn_IMPACT-Deep Particle Heavy Synthetic Explosion_BS_badBass.wav	Deep particle-driven synthetic explosion variations with massive low-frequency weight and heavy debris energy. Each hit delivers a powerful LFE thump supported by dense granular particle textures that add grit and motion to the transient. The sub-driven core provides strong infrasound presence, while synthetic fragments create a layered, explosive character. Bold and cinematic, ideal for trailer impacts, sci-fi detonations, combat moments, or reinforcing large-scale destruction with deep bass force.	synthetic explosion, particle impact, deep bass boom, LFE thump, sub bass hit, low frequency explosion, infrasound rumble, cinematic blast, trailer hit, debris impact, heavy low end, epic destruction, sound design element	00:45.000	EXPLOSIONS	DESIGNED	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	EXPLDsgn_IMPACT-Distant Deep Heavy Synthetic Explosion_BS_badBass.wav	Distant deep heavy synthetic explosion variations with massive low-frequency weight and atmospheric scale. The initial impact lands with controlled sub punch, followed by a broad, rolling bass bloom that feels powerful yet slightly removed in space. Textured synthetic debris and dark tonal resonance create a sense of depth and cinematic distance. Perfect for trailers, large-scale destruction, environmental blasts, dramatic scene punctuation, and background war-zone elements.	distant explosion, deep synthetic boom, LFE impact, sub bass blast, cinematic explosion, trailer hit, low frequency rumble, atmospheric blast, heavy bass tail, dark impact, large scale destruction, sound design explosion	00:45.000	EXPLOSIONS	DESIGNED	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	EXPLDsgn_IMPACT-Distorted Gritty Impact With Smooth Tail_BS_badBass.wav	Layered variations of a distorted, gritty bass impact designed as a powerful sweetener for explosions and cinematic hits. Each element delivers a bouncy low-frequency thump with colliding transient detail, followed by a smoother tail that adds weight without cluttering the mix. The combination of abrasion and controlled sub energy makes it ideal for reinforcing core impacts, adding aggression, density, and punch. Flexible and mix-ready, perfect for trailers, explosive transitions, combat hits, or enhancing large-scale cinematic moments.	impact sweetener, explosion layer, distorted bass hit, gritty collision, bouncy thump, LFE punch, sub bass layer, cinematic impact, trailer hit layer, heavy transition, aggressive accent, smooth tail decay, sound design element	00:54.000	EXPLOSIONS	DESIGNED	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	EXPLDsgn_IMPACT-Explosion Impact With Noise Texture And Long Tail_BS_badBass.wav	A powerful explosion impact featuring slight noise content in the initial hit and a long, evolving tail. The transient carries a controlled burst of noisy texture that enhances realism and grit, while the extended four-second decay delivers deep, sustained low-frequency weight and atmosphere. The combination of impact punch, subtle noise detail, and lingering sub energy makes it ideal for cinematic destruction, large-scale game events, environmental blasts, and trailer moments that require both power and depth.	explosion impact, noisy transient, long tail explosion, cinematic blast, low frequency boom, deep sub explosion, game sound effect, environmental destruction, trailer explosion, gritty impact, sustained decay, LFE blast, atmospheric tail, powerful detonation, heavy low end	00:45.000	EXPLOSIONS	DESIGNED	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	EXPLDsgn_IMPACT-Explosion On Another Floor_BS_badBass.wav	A powerful explosion heard from a different floor, delivering a muffled yet heavy low-frequency impact. The sound emphasizes dense sub energy and structural transmission through walls and floors, with reduced high-frequency detail to convey distance and separation. The result feels enclosed and filtered, as if the blast is occurring nearby but not in direct line of sight. Ideal for cinematic destruction, building collapses, distant combat events, and immersive game scenarios requiring realistic interior explosion perspective.	distant explosion, muffled blast, building interior explosion, low frequency boom, structural transmission, cinematic destruction, game sound effect, environmental impact, offscreen explosion, filtered detonation, LFE impact, heavy sub, immersive perspective, indoor blast, distant rumble	00:44.983	EXPLOSIONS	DESIGNED	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	EXPLDsgn_IMPACT-Explosion Sweetner Material_BS_badBass.wav	Layered variations of a bouncy, gritty, bass-heavy impact designed as a sweetener for explosions and large cinematic hits. Each element delivers a punchy low-frequency thump combined with elastic rebound and textured collision detail. The gritty transient energy and compact sub weight make it ideal for reinforcing the core of impacts, adding movement, density, and character without overpowering the main sound. Versatile and mix-ready, perfect for stacking in trailers, cinematic explosions, heavy transitions, or aggressive combat impacts.	impact sweetener, explosion layer, bouncy bass hit, gritty collision, LFE thump, sub bass impact, low frequency punch, cinematic layer, trailer sweetener, elastic rebound, debris accent, heavy transition, sound design element	00:45.000	EXPLOSIONS	DESIGNED	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	EXPLDsgn_IMPACT-Glassy Shockwave Explosion Impact_BS_badBass.wav	A powerful distorted explosion featuring a sharp, glass-like element that whooshes past as if carried by the shockwave. The impact delivers heavy low-frequency weight and gritty saturation, while the high-end glassy shards add a slicing, crystalline texture that enhances speed and aggression. The combination of deep sub energy and shimmering debris-like movement creates a dramatic, stylized blast—ideal for cinematic destruction, sci-fi detonations, game combat moments, and trailer impacts that need both power and striking detail.	glassy explosion, shockwave impact, distorted blast, crystalline debris, glass shatter whoosh, cinematic boom, low frequency explosion, game sound effect, sci-fi detonation, trailer blast, gritty explosion, high frequency shards, LFE impact, aggressive detonation, stylized destruction	01:03.000	EXPLOSIONS	DESIGNED	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	EXPLDsgn_IMPACT-Narrow Lofi Explosion_BS_badBass.wav	A compact, narrow stereo explosion with a distinct lo-fi character and gritty texture. The impact delivers a focused midrange punch with controlled low-end weight, avoiding excessive width while maintaining clarity and presence. Its slightly degraded, saturated tone gives it a raw and stylized feel, making it ideal for retro-inspired games, UI destruction cues, indie titles, arcade-style effects, and moments that call for a tight, characterful blast rather than a massive cinematic boom.	lofi explosion, narrow impact, gritty blast, retro explosion, distorted boom, compact explosion, midrange punch, game sound effect, arcade explosion, stylized blast, saturated impact, indie game audio, focused low end, raw explosion, small scale detonation, mono explosion, textured impact, retro	00:36.000	EXPLOSIONS	DESIGNED	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	EXPLDsgn_IMPACT-Retro Game Explosion With Dub Delay_BS_badBass.wav	Classic 90's game-style explosion designed to simulate distance with a retro digital character. The impact delivers a compact, slightly compressed blast followed by a stylized delayed tail that mimics early game engine reverb and dub-style echo. The low end is present but controlled, while the midrange crack and trailing repeats create nostalgic arcade energy. Perfect for retro shooters, pixel-art games, throwback cinematic moments, or adding old-school distance simulation to modern sound design.	retro explosion, 90s game explosion, arcade blast, old school game sound, distant explosion, dub delay tail, pixel game impact, classic shooter effect, vintage game audio, compressed blast, nostalgic sfx, sound design element	00:30.000	EXPLOSIONS	DESIGNED	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	EXPLDsgn_IMPACT-Rolling Stones Explosion With Gritty Tail_BS_badBass.wav	A heavy synthetic explosion with a rolling, stone-like low-end character and a pronounced gritty tail. The impact lands with solid sub weight, then evolves into a textured, rough decay that feels like debris grinding and scattering across the ground. The gritty tail adds realism and aggression, extending the sense of destruction beyond the initial blast. Ideal for cinematic collapses, environmental destruction, game combat moments, and trailer impacts that require both depth and raw texture.	synthetic explosion, gritty tail, rolling debris, stone impact, cinematic blast, low frequency boom, game sound effect, environmental destruction, trailer explosion, rough decay, textured tail, LFE impact, heavy detonation, debris rumble, aggressive explosion	00:45.000	EXPLOSIONS	DESIGNED	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	EXPLDsgn_IMPACT-Roomy Grit Breaking Impact Roll_BS_badBass.wav	Clean variations of a bouncy, gritty, bass-heavy impact layer designed for stacking in explosions and cinematic hits. Each sound delivers a solid low-frequency thump with colliding transient detail and subtle gritty texture, while remaining controlled and free of heavy distortion. The roomy character and rolling decay add depth without overwhelming the mix, making it ideal for further processing or saturation. Flexible and mix-ready, perfect for trailer impacts, explosive transitions, combat hits, or custom distortion chains in sound design.	impact sweetener, clean explosion layer, bouncy bass hit, gritty collision, LFE thump, sub bass layer, cinematic impact, trailer hit layer, colliding debris, roomy impact, low end reinforcement, distortion ready, sound design element	00:18.000	EXPLOSIONS	DESIGNED	IMPACT	www.badsound.co	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
badBass	badsound	EXPLDsgn_IMPACT-Saturated Explosion Impact_BS_badBass.wav	A hard-hitting explosion impact with heavy saturation and dense low-frequency weight. The sound delivers an aggressive, harmonically rich blast with a gritty transient and thick sub foundation. The added saturation enhances presence and intensity, giving the explosion a bold, larger-than-life character. Ideal for cinematic destruction, high-impact game moments, combat sequences, and trailer-style blasts that demand power, grit, and authority.	saturated explosion, distorted blast, cinematic boom, heavy impact, gritty transient, low frequency explosion, game sound effect, combat explosion, trailer blast, LFE impact, aggressive detonation, harmonic distortion, deep sub boom, intense explosion, powerful low end	01:03.000	EXPLOSIONS	DESIGNED	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	EXPLDsgn_IMPACT-Slow Deep Flickering Heavy Synthetic Explosion_BS_badBass.wav	Cinematic variations of a distorted, smashy deep impact with massive low-end presence. Each hit delivers a heavy LFE-driven thump layered with saturated, flickering distortion that adds aggressive texture and intensity. The core transient feels crushing and synthetic, followed by a deep sub decay that emphasizes infrasound pressure and cinematic scale. Brutal and powerful, ideal for trailer hits, explosive transitions, dramatic downbeats, or reinforcing high-impact moments with gritty low-frequency weight.	distorted impact, smashy hit, deep sub thump, LFE explosion, low frequency boom, infrasound, cinematic bass impact, trailer hit, synthetic explosion, heavy thud, saturated low end, epic punch, sound design element	01:03.000	EXPLOSIONS	DESIGNED	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	EXPLDsgn_IMPACT-Thunder Like Explosion With Rolling Aftermath_BS_badBass.wav	A massive thunder-like explosion impact followed by a deep, rolling low-frequency aftermath. The initial blast hits with powerful, stormy force, delivering heavy sub energy and wide-scale presence. As the impact settles, a sustained rolling rumble continues beneath, evoking distant thunder and shifting debris. The layered low end and evolving decay make it ideal for cinematic destruction, large-scale game events, environmental collapses, and trailer moments that require epic scale and prolonged power.	thunder explosion, rolling aftermath, cinematic blast, deep rumble, low frequency boom, game sound effect, environmental destruction, trailer explosion, storm impact, LFE rumble, heavy detonation, epic boom, sustained bass tail, large scale impact, atmospheric thunder	01:03.141	EXPLOSIONS	DESIGNED	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	FEETMisc_IMPACT-Deep Resonating Footstep Impact_BS_badBass.wav	A heavy, deep footstep impact with strong resonating low-frequency weight. The sound delivers a solid initial stomp followed by a rich, sustained sub resonance that emphasizes mass and scale. Designed to convey size and power, it works well for giant creatures, boss characters, mech steps, cinematic slow-motion stomps, and dramatic game moments that require grounded, earth-shaking impact.	deep footstep, resonating stomp, heavy step, giant foot impact, low frequency hit, cinematic stomp, game sound effect, boss step, mech footstep, LFE impact, earth shaking step, massive character movement, sub bass stomp, dramatic impact, heavy low end	00:27.000	FOOTSTEPS	MISC	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	FEETMisc_IMPACT-Jump Landing On Floor Above_BS_badBass.wav	A heavy jump landing heard from the floor above, delivering a solid, muffled impact transmitted through the building structure. The sound emphasizes low-frequency thump and structural vibration while higher frequencies are softened by the ceiling and floor materials. The result conveys the sense of weight and distance, as if someone lands forcefully in the room above. Ideal for interior environments, stealth gameplay cues, apartment or house ambiences, and cinematic moments requiring believable upstairs movement.	upstairs impact, jump landing above, ceiling thump, structural vibration, indoor footstep, building transmission, muffled impact, game sound effect, interior foley, floor above movement, low frequency thud, apartment noise, distant stomp, room above impact, environmental sound	00:27.000	FOOTSTEPS	MISC	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	FEETMisc_IMPACT-Wooden Deep Infra Sub Impact with Rattle_BS_badBass.wav	A heavy wooden-style impact reinforced with deep infra-sub energy and subtle rattling textures. The sound combines a solid, grounded wooden hit with powerful low-frequency weight that extends into the infra range, while light rattling elements add realism and tactile detail. The result feels massive yet organic, ideal for large wooden structures, heavy doors, environmental collapses, giant footsteps on wood, and cinematic game moments that need both physical presence and deep sub power.	wooden impact, infra sub, deep low frequency, wood stomp, heavy wooden hit, sub bass reinforcement, rattling texture, cinematic impact, game sound effect, environmental hit, LFE impact, massive door slam, structural impact, organic bass, deep resonance	00:18.000	FOOTSTEPS	MISC	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	FEETMisc_IMPACT-Wooden Low Impact Roomy Stomp_BS_badBass.wav	A deep wooden stomp impact with a roomy, spacious character and strong low-frequency presence. The sound delivers a solid wooden hit reinforced by warm sub energy, while the natural room ambience adds scale and depth. Its combination of grounded material texture and immersive low-end weight makes it ideal for large footsteps on wooden surfaces, heavy object drops, environmental interactions, and cinematic game moments that require both realism and power.	wooden stomp, low wooden impact, roomy footstep, deep low frequency, wood hit, cinematic stomp, game sound effect, environmental impact, sub bass reinforcement, LFE stomp, spacious impact, heavy footstep, organic low end, room ambience, grounded bass	00:18.000	FOOTSTEPS	MISC	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	FEETMisc_IMPACT-Wooden Sub And Rattle_BS_badBass.wav	A solid wooden impact reinforced with deep sub bass and subtle rattling details. The sound delivers a grounded wooden hit supported by low-frequency weight, while the light rattle texture adds realism and tactile character. The combination of organic material tone and controlled sub energy makes it ideal for heavy wooden footsteps, door slams, crate drops, structural impacts, and cinematic game moments that require both physical texture and depth.	wooden impact, sub bass wood, wooden stomp, rattling texture, deep low frequency, wood hit, cinematic footstep, game sound effect, environmental impact, LFE reinforcement, heavy door slam, crate drop, organic bass, material impact, grounded low end	00:18.000	FOOTSTEPS	MISC	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	HMNSkin_IMPACT-Deep Subtle Soft Skin Four Impacts_BS_badBass.wav	A set of four deep yet subtle soft-skin impacts with controlled low-frequency support. Each hit delivers a muted, fleshy contact sound reinforced by gentle sub energy, creating weight without harshness. The soft transient and rounded low-end body make these impacts ideal for close combat moments, body hits, creature interactions, stealth takedowns, and cinematic scenes that require tactile realism with restrained but present bass depth.	soft skin impact, subtle body hit, fleshy impact, deep low frequency, muted stomp, combat hit, game sound effect, cinematic fight, creature impact, LFE reinforcement, rounded transient, close combat sound, organic impact, soft bass hit, controlled low end	00:09.000	HUMAN	SKIN	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	HMNSkin_IMPACT-Deep Subtle Soft Skin Three Impacts_BS_badBass.wav	A set of three deep yet subtle soft-skin impacts with controlled low-frequency support. Each hit delivers a muted, fleshy contact sound reinforced by gentle sub energy, creating weight without harshness. The soft transient and rounded low-end body make these impacts ideal for close combat moments, body hits, creature interactions, stealth takedowns, and cinematic scenes that require tactile realism with restrained but present bass depth.	soft skin impact, subtle body hit, fleshy impact, deep low frequency, muted stomp, combat hit, game sound effect, cinematic fight, creature impact, LFE reinforcement, rounded transient, close combat sound, organic impact, soft bass hit, controlled low end	00:09.000	HUMAN	SKIN	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	FGHTImp_IMPACT-Medium Hard Punch Impact_BS_badBass.wav	A solid medium-hard punch impact with a defined transient and controlled low-frequency weight. The sound strikes with clear force, delivering a balanced combination of sharp attack and compact sub body. Not overly exaggerated, it maintains realism while still providing satisfying impact and depth. Ideal for game combat mechanics, fight sequences, character abilities, and cinematic action moments that require a strong but natural punch.	punch impact, medium hard hit, combat punch, fight sound effect, low frequency punch, cinematic fight, game sound effect, body hit, action impact, sub reinforcement, tight transient, realistic punch, LFE support, combat hit, balanced bass impact	00:17.000	FIGHT	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	FGHTImp_IMPACT-Punch Bass Sweetener_BS_badBass.wav	A tight bass sweetener designed to reinforce punch impacts with focused low-frequency weight. The sound delivers a compact, rounded sub hit that enhances body and power without overpowering the main transient. Clean and controlled, it layers seamlessly under punches, combat hits, and close-range impacts to add depth, authority, and cinematic presence. Ideal for game fighting mechanics, action sequences, and trailer-style hit reinforcement.	punch sweetener, bass reinforcement, sub layer, combat impact, low frequency hit, cinematic punch, game sound effect, fight impact, LFE layer, tight sub, impact enhancer, rounded bass hit, action sound, deep low end, layered punch	00:20.000	FIGHT	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	HMNHart_IMPACT-Real Geophone Heartbeat Impact_BS_badBass.wav	An authentic heartbeat recording captured with a geophone, delivering deep, organic low-frequency thumps with natural resonance. The sound emphasizes the physical, internal character of a real heartbeat, with subtle variations and earthy sub presence that enhance realism and intimacy. Its raw, grounded quality makes it ideal for tense cinematic moments, horror atmospheres, suspense builds, medical scenes, character-focused storytelling, and immersive game sequences requiring visceral, bodily low-end detail.	real heartbeat, geophone recording, deep thump, organic low frequency, medical sound, horror tension, cinematic suspense, game sound effect, internal body sound, realistic heart beat, LFE pulse, visceral bass, atmospheric tension, natural resonance, intimate impact	00:18.000	HUMAN	HEARTBEAT	IMPACT	www.badsound.co	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
badBass	badsound	METLlmpct_IMPACT-Resonant Large Metal Impact 1_BS_badBass.wav	A powerful impact on a large metal surface, delivering a strong initial hit followed by pronounced metallic resonance. The sound emphasizes the size and rigidity of the material, with a ringing, vibrating decay that carries weight and presence. Deep low-frequency support enhances the sense of mass, while the resonant tail conveys scale and structural vibration. Ideal for industrial collisions, mech impacts, large door slams, sci-fi environments, and cinematic moments requiring heavy metallic force.	large metal impact, resonant metal hit, industrial collision, metallic resonance, heavy metal slam, cinematic impact, game sound effect, mech hit, metal door slam, structural vibration, low frequency support, ringing metal, sci-fi impact, heavy machinery sound, massive metal hit	00:27.000	METAL	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	METLlmpct_IMPACT-Resonant Large Metal Impact 2_BS_badBass.wav	A heavy impact on a large metal structure, delivering a forceful initial strike followed by a sustained, resonant metallic ring. The sound emphasizes mass and rigidity, with vibrating overtones that convey size and industrial strength. Deep low-frequency weight supports the impact, while the ringing decay adds scale and spatial presence. Ideal for factory environments, mech collisions, giant doors, sci-fi machinery, and cinematic sequences requiring powerful metallic force.	large metal impact, resonant metal hit, industrial slam, metallic ring, heavy metal collision, cinematic impact, game sound effect, mech stomp, metal door hit, structural vibration, low frequency thud, ringing decay, sci-fi machinery, factory sound, massive metal strike	00:36.000	METAL	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	MUSCPerc_IMPACT-Bass Drum Clean_BS_badBass.wav	A clean, focused bass drum impact with a tight transient and well-defined low-frequency body. The sound delivers solid punch and depth without added distortion or excessive resonance, maintaining clarity and balance across the spectrum. Its controlled decay and natural character make it versatile for layering, rhythmic accents, game impacts, cinematic hits, and trailer-style moments that require a pure, powerful low-end foundation.	bass drum, clean kick, low frequency hit, punchy drum, cinematic impact, game sound effect, trailer hit, tight transient, deep thud, percussion impact, sub support, rhythmic accent, drum boom, controlled decay, powerful low end	00:27.000	MUSICAL	PERCUSSION	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	MUSCPerc_IMPACT-Bass Drum Hard Attack Smooth Tone_BS_badBass.wav	A powerful bass drum impact featuring a hard, defined attack paired with a smooth, rounded tonal body. The sharp transient delivers immediate punch and clarity, while the low-frequency sustain remains clean and controlled without harsh overtones. This balance of aggression and smoothness makes it ideal for cinematic hits, trailer accents, rhythmic game impacts, and layered percussion that requires both presence and depth.	bass drum impact, hard attack kick, smooth tone drum, low frequency hit, punchy percussion, cinematic drum, game sound effect, trailer accent, tight transient, deep thud, rhythmic impact, sub support, clean bass drum, powerful kick, controlled decay	00:27.000	MUSICAL	PERCUSSION	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	MUSCPerc_IMPACT-Bass Drum Hard Deep_BS_badBass.wav	A hard-hitting, deep bass drum impact delivering strong low-frequency weight and a solid, punchy attack. The sound emphasizes powerful sub presence with a firm transient, creating a bold and grounded percussive hit. Dense and authoritative without excessive resonance, it's ideal for cinematic accents, trailer moments, combat impacts, and rhythmic game elements that require a heavy, deep low-end punch.	bass drum impact, hard deep kick, low frequency hit, heavy percussion, cinematic drum, game sound effect, trailer boom, punchy transient, deep thud, sub bass drum, powerful kick, rhythmic impact, LFE support, strong low end, aggressive drum hit	00:27.000	MUSICAL	PERCUSSION	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	MUSCPerc_IMPACT-Bass Drum Hard_BS_badBass.wav	A punchy hard bass drum impact with a strong, defined transient and solid low-frequency body. The sound delivers immediate attack and clear percussive presence while maintaining a controlled, weighty sub foundation. Direct and powerful without excessive tail, it's well suited for cinematic hits, trailer accents, combat impacts, rhythmic game elements, and layered percussion requiring tight, authoritative low-end punch.	bass drum impact, hard kick, punchy drum, low frequency hit, cinematic percussion, game sound effect, trailer accent, tight transient, deep thud, rhythmic impact, sub support, powerful kick, percussive boom, strong low end, drum hit	00:27.000	MUSICAL	PERCUSSION	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	MUSCPerc_IMPACT-Tom Dive Attack_BS_badBass.wav	A powerful tom drum impact featuring a downward pitch dive for added motion and aggression. The sound begins with a sharp, percussive attack and quickly descends in tone, creating a dynamic, punchy drop effect. The low-frequency body remains solid and controlled, giving the hit both rhythmic clarity and cinematic weight. Ideal for trailer accents, game combat moments, UI transitions, and rhythmic builds that benefit from percussive movement with low-end authority.	tom dive, tom drum impact, pitch drop drum, percussive downer, cinematic drum hit, game sound effect, trailer accent, rhythmic impact, low frequency drum, punchy tom, descending percussion, dynamic drum hit, sub support, aggressive drum accent, percussive drop	00:27.000	MUSICAL	PERCUSSION	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	OBJCont_IMPACT-Cardboard Box Drop Impact_BS_badBass.wav	A natural impact of a cardboard box filled with objects being dropped onto a surface. The sound combines a hollow cardboard thud with internal shifting and rattling contents, creating a layered, realistic impact. The low-frequency body is present but controlled, while the midrange texture captures the box flex and debris movement. Ideal for environmental interactions, object drops, physics-based gameplay, cinematic Foley, and grounded, everyday impact moments.	cardboard box drop, box impact, object fall, foley impact, hollow thud, rattling contents, environmental sound, game sound effect, realistic impact, prop drop, physics interaction, crate drop, midrange thump, natural hit, everyday object impact	00:36.000	OBJECTS	CONTAINER	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	OBJCont_IMPACT-Cardboard Box Hard Hit Impact_BS_badBass.wav	A forceful impact of a cardboard box filled with contents being struck hard. The sound delivers a punchy, hollow cardboard hit combined with pronounced internal shifting and rattling debris. The transient is sharper and more aggressive than a simple drop, while the layered midrange textures emphasize the box flex and the movement of objects inside. Ideal for environmental interactions, prop collisions, physics-based gameplay, cinematic Foley, and realistic object impacts in games or film.	cardboard box hit, hard box impact, hollow thud, rattling contents, prop collision, foley impact, environmental sound, game sound effect, realistic object hit, crate impact, physics interaction, box smash, midrange punch, everyday object impact, layered debris sound	00:18.000	OBJECTS	CONTAINER	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	OBJCont_IMPACT-Cardboard Box Soft Hit Impact_BS_badBass.wav	A gentle impact of a cardboard box filled with contents being hit softly. The sound features a light, hollow cardboard tap with subtle internal shifting and muted rattling from the items inside. The transient is controlled and understated, emphasizing realism and material texture over force. Ideal for environmental interactions, prop handling, physics-based gameplay, cinematic Foley, and quiet object contact moments that require natural, believable detail.	cardboard box hit, soft box impact, hollow tap, subtle rattle, prop interaction, foley sound, environmental audio, game sound effect, realistic object contact, crate touch, light impact, muted thud, everyday object sound, box movement, natural hit	00:18.000	OBJECTS	CONTAINER	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	OBJFurn_IMPACT-Jump Into Bed With Lots Of Fabric_BS_badBass.wav	A full-body jump into a bed layered with thick fabric and cushioning materials. The sound combines a soft, dense impact with heavy cloth movement, producing a deep, muffled thump supported by rustling fabric textures. The cushioning absorbs sharp transients, resulting in a warm, rounded low-end body and rich textile detail. Ideal for comedic falls, character interactions, cinematic Foley, bedroom scenes, and game moments requiring soft but weighty impact with fabric presence.	jump into bed, fabric impact, soft thud, cloth rustle, cushioned landing, bedroom foley, game sound effect, soft body fall, textile movement, muffled impact, low frequency thump, cinematic foley, bedding sound, padded impact, cozy fall	00:27.000	OBJECTS	FURNITURE	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	OBJFurn_IMPACT-Jump Into Bed With Rattle And Fabric_BS_badBass.wav	A full-body jump into a bed combining soft fabric cushioning with subtle internal rattle elements. The impact delivers a dense, muffled thump layered with rich cloth movement, while light rattling details suggest bed frame vibration or nearby objects reacting to the force. The mix of padded low-end weight and structural response adds realism and depth. Ideal for comedic falls, character interactions, cinematic Foley, bedroom scenes, and game moments requiring a soft but lively impact with added detail.	jump into bed, fabric impact, bed rattle, soft thud, cloth rustle, cushioned landing, bedroom foley, game sound effect, padded impact, furniture vibration, low frequency thump, cinematic foley, bedding movement, structural rattle, cozy fall	00:27.011	OBJECTS	FURNITURE	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	OBJFurn_IMPACT-Jump Into Bed With Rattle_BS_badBass.wav	A full-body jump into a bed emphasizing structural rattle alongside the cushioned impact. The sound delivers a soft, padded thump from the mattress, combined with noticeable frame vibration and rattling elements that add realism and character. The balance between muted low-frequency weight and reactive furniture noise makes it feel lively and grounded. Ideal for comedic falls, character interactions, cinematic Foley, and game scenes requiring a soft landing with structural movement detail.	jump into bed, bed impact, furniture rattle, cushioned thud, bedroom foley, game sound effect, padded landing, mattress hit, structural vibration, low frequency thump, cinematic foley, frame rattle, soft body fall, interior sound, realistic furniture impact	00:27.000	OBJECTS	FURNITURE	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	PLASlmpct_IMPACT-Large Plastic Lid Hand Hit_BS_badBass.wav	A clear impact of a large plastic lid being struck by hand, delivering a resonant, slightly hollow plastic tone with natural hand contact detail. The sound features a defined transient followed by a brief, lightweight resonance characteristic of thin plastic material. Its realistic texture and midrange presence make it ideal for prop interactions, inventory handling, physics-based gameplay, Foley work, and everyday object impacts in games and film.	plastic lid hit, hand impact, hollow plastic sound, object interaction, foley impact, large plastic lid, prop contact, game sound effect, realistic material hit, plastic resonance, everyday object sound, midrange thud, hand strike, environmental audio	00:18.000	PLASTIC	IMPACT	IMPACT	www.badsound.co	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
badBass	badsound	PLASImpt_IMPACT-Large Water Canister Drop_BS_badBass.wav	A heavy drop of a large water canister delivering a solid, hollow plastic impact with internal mass movement. The sound combines a firm initial hit with resonant plastic body vibrations and subtle sloshing character, conveying both the rigidity of the container and the weight of the liquid inside. The impact feels bulky and grounded, with a slightly hollow tone typical of large plastic containers. Ideal for industrial environments, prop handling, container drops, and game scenes requiring heavy plastic object impacts.	water canister drop, plastic container impact, heavy plastic hit, hollow plastic thud, industrial prop drop, game sound effect, large container fall, plastic resonance, bulky object impact, liquid container drop, rigid plastic collision, environmental foley, material impact, container slam, heavy object drop	00:27.000	PLASTIC	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	PLASImpt_IMPACT-Large Water Canister Impact_BS_badBass.wav	A heavy impact from a large plastic water canister striking a surface. The sound features a solid, bulky hit with a hollow plastic resonance and subtle internal movement suggesting the mass of liquid inside. The combination of rigid container tone and weighty low-frequency thump conveys the size and density of the object. Ideal for prop handling, industrial environments, container collisions, and game scenes requiring realistic heavy plastic object impacts.	water canister impact, plastic container hit, heavy plastic thud, hollow plastic resonance, large container impact, industrial prop sound, game sound effect, bulky object hit, plastic collision, liquid container movement, rigid plastic impact, environmental foley, container slam, heavy object hit, material impact	00:18.299	PLASTIC	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	PLASImpt_IMPACT-Plastic Box Dampened Impact_BS_badBass.wav	A muted impact of a plastic box being struck, featuring a dampened transient and controlled resonance. The sound delivers a soft, slightly hollow plastic hit with reduced ring and minimal tail, emphasizing a tight and contained character. Its restrained attack and subtle body make it ideal for close-up object interactions, inventory handling, UI elements, physics-based gameplay, and realistic Foley where a plastic material response is needed without sharp brightness.	plastic box hit, dampened impact, hollow plastic thud, muted transient, object interaction, foley impact, environmental sound, game sound effect, realistic plastic hit, prop contact, tight resonance, soft material impact, controlled decay, everyday object sound	00:18.000	PLASTIC	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	PLASImpt_IMPACT-Plastic Lid Medium Size Hit With Hand_BS_badBass.wav	A realistic impact of a medium-sized plastic lid struck by hand, producing a light, slightly hollow plastic tone with natural hand contact detail. The sound features a clear transient followed by a short, controlled resonance typical of molded plastic material. Balanced and versatile, it works well for prop handling, UI interactions, inventory movements, physics-based gameplay, and Foley applications requiring authentic everyday object impacts.	plastic lid hit, hand impact, medium plastic lid, hollow plastic sound, object interaction, foley impact, prop contact, game sound effect, realistic material hit, plastic resonance, everyday object sound, hand strike, environmental audio, short plastic thud	00:18.000	PLASTIC	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	ROCKImpt_IMPACT-Heavy Cement Tile Drop on Grass_BS_badBass.wav	A massive 50 kg cement tile falling onto grass, delivering a deep, weighty impact with dense low-frequency energy. The initial hit is heavy and solid, emphasizing the sheer mass of the object, while the grassy surface slightly dampens the high-end snap, resulting in a thick, grounded thud. Subtle debris movement and material resonance enhance realism, making it ideal for environmental destruction, physics-driven gameplay, cinematic impacts, and large-object drops that require convincing scale and physical weight.	cement tile drop, heavy object impact, 50kg impact, concrete slab hit, low frequency thud, grass impact, environmental sound, game sound effect, physics interaction, massive object fall, deep sub impact, grounded thump, realistic debris, heavy material hit, cinematic object drop	00:18.000	ROCKS	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	ROCKTonI_IMPACT-Thin Resonant Stone Tile Hit_BS_badBass.wav	A sharp impact of a thin stone tile, characterized by a bright, resonant ring and solid material presence. The sound delivers a clear, defined transient followed by a brief, ringing resonance that highlights the rigidity and brittleness of the stone. Lighter in mass than thicker slabs, it emphasizes mid-to-high frequency detail while still retaining a subtle low-end body. Ideal for environmental interactions, stone debris hits, tile collisions, physics-based gameplay, and realistic Foley applications.	stone tile hit, thin stone impact, resonant stone, tile collision, brittle material, hard surface impact, environmental sound, game sound effect, foley stone, ringing impact, masonry hit, realistic debris, sharp transient, stone resonance, material collision	00:18.000	ROCKS	TONAL	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	RUBRImpT_IMPACT-Concrete Brick Dropped On Rubber Tile_BS_badBass.wav	A solid concrete brick dropped onto a rubber tile surface, combining heavy material weight with a slightly dampened, cushioned impact response. The initial hit delivers dense, grounded low-frequency energy from the brick, while the rubber surface softens the high-end snap and shortens the resonance. It's followed by rumbling and rolling. The result is a thick, controlled thud with subtle surface absorption, ideal for environmental interactions, physics-based gameplay, construction scenes, and realistic object drop Foley.	concrete brick drop, rubber tile impact, heavy object hit, dampened thud, construction sound, environmental impact, game sound effect, physics interaction, masonry drop, cushioned impact, low frequency thump, realistic object fall, material collision, grounded hit, foley impact, rolling	00:18.000	RUBBER	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	RUBRImpT_IMPACT-Concrete Brick Hit Rubber Tile Hard A_BS_badBass.wav	A forceful impact of a concrete brick striking a rubber tile surface, delivering a heavy, grounded thud with controlled resonance. The brick provides dense low-frequency weight and solid material presence, while the rubber tile absorbs part of the high-frequency snap, resulting in a punchy yet slightly dampened character. The harder strike emphasizes impact force and mass, making it ideal for environmental collisions, physics-based gameplay, construction scenes, and realistic object interaction Foley.	concrete brick impact, hard brick hit, rubber tile collision, heavy object thud, dampened impact, construction sound, environmental audio, game sound effect, masonry hit, cushioned surface impact, low frequency thump, realistic object collision, material interaction, grounded hit, foley impact	00:18.199	RUBBER	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	RUBRImpT_IMPACT-Concrete Brick Hit Rubber Tile Hard B_BS_badBass.wav	A forceful impact of a concrete brick striking a rubber tile surface, delivering a heavy, grounded thud with controlled resonance. The brick provides dense low-frequency weight and solid material presence, while the rubber tile absorbs part of the high-frequency snap, resulting in a punchy yet slightly dampened character. The harder strike emphasizes impact force and mass, making it ideal for environmental collisions, physics-based gameplay, construction scenes, and realistic object interaction Foley.	concrete brick impact, hard brick hit, rubber tile collision, heavy object thud, dampened impact, construction sound, environmental audio, game sound effect, masonry hit, cushioned surface impact, low frequency thump, realistic object collision, material interaction, grounded hit, foley impact	00:18.200	RUBBER	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	RUBRImpT_IMPACT-Concrete Brick Hit Rubber Tile Hard Double Bounce_BS_badBass.wav	A heavy concrete brick striking a rubber tile surface with force, followed by a distinct double bounce. The initial impact delivers dense, weighty low-frequency energy from the brick, while the rubber tile softens the high-end snap and introduces a slightly elastic rebound. The secondary bounce adds realism and physicality, emphasizing the interaction between rigid masonry and flexible flooring. Ideal for environmental collisions, physics-driven gameplay, construction scenes, and detailed object interaction Foley.	concrete brick impact, double bounce, rubber tile collision, heavy object hit, masonry drop, elastic rebound, dampened thud, construction sound, environmental audio, game sound effect, physics interaction, realistic object collision, low frequency thump, material bounce, foley impact	00:18.000	RUBBER	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	RUBRImpT_IMPACT-Concrete Brick Hit Rubber Tile Hard Quick Double Bounce_BS_badBass.wav	A forceful concrete brick impact on a rubber tile surface featuring a quick double bounce. The initial strike delivers a dense, heavy thud with strong low-frequency weight from the brick, while the rubber tile absorbs part of the sharpness and creates a fast, elastic rebound. The rapid secondary bounce adds dynamic realism and emphasizes the contrast between rigid masonry and flexible flooring. Ideal for physics-driven gameplay, environmental collisions, construction scenes, and detailed Foley work requiring believable material interaction.	concrete brick impact, quick double bounce, rubber tile collision, heavy object hit, masonry strike, elastic rebound, dampened thud, construction sound, environmental audio, game sound effect, physics interaction, realistic object collision, low frequency thump, material bounce, foley impact	00:18.000	RUBBER	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	RUBRImpT_IMPACT-Concrete Brick Hit Rubber Tile Low Soft_BS_badBass.wav	A controlled, low-force impact of a concrete brick striking a rubber tile surface. The sound delivers a subdued, weighty thud with softened transients due to the cushioning effect of the rubber. The brick's mass is still present in the low-frequency body, but the overall character is restrained and dampened, with minimal resonance and no sharp snap. Ideal for subtle environmental interactions, physics-based gameplay, construction scenes, and realistic Foley requiring a softer masonry collision.	concrete brick soft hit, rubber tile impact, low force collision, dampened thud, masonry impact, cushioned surface, environmental sound, game sound effect, physics interaction, realistic object collision, low frequency thump, construction audio, material interaction, soft brick hit, foley impact	00:18.000	RUBBER	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	RUBRImpT_IMPACT-Concrete Brick Hit Rubber Tile Soft Wide_BS_badBass.wav	A softer concrete brick impact on a rubber tile surface with a wider stereo presentation. The hit delivers a controlled, weighty thud with dampened transients due to the cushioning rubber, while the stereo spread adds a sense of space and scale. The brick's mass remains present in the low-frequency body, but the overall character is restrained and less aggressive. Ideal for environmental interactions, physics-based gameplay, construction scenes, and realistic Foley where a broader yet softened masonry collision is needed.	concrete brick soft hit, wide impact, rubber tile collision, dampened thud, masonry impact, cushioned surface, environmental sound, game sound effect, physics interaction, stereo impact, low frequency thump, construction audio, material interaction, realistic object collision, foley impact	00:18.199	RUBBER	IMPACT	IMPACT	www.badsound.co	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
badBass	badsound	RUBRlmpT_IMPACT-Concrete Brick Hit Rubber Tile Soft_BS_badBass.wav	A gentle impact of a concrete brick striking a rubber tile surface, producing a muted, cushioned thud. The rubber absorbs much of the high-frequency snap, resulting in a soft transient and controlled low-frequency body that still conveys the brick's weight. The overall character is restrained and realistic, with minimal resonance and a natural material response. Ideal for subtle environmental interactions, physics-based gameplay, construction scenes, and detailed Foley work.	concrete brick soft hit, rubber tile impact, cushioned thud, masonry collision, dampened impact, environmental sound, game sound effect, physics interaction, realistic object hit, low frequency thump, construction audio, material interaction, soft brick strike, foley impact, controlled resonance	00:18.006	RUBBER	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	RUBRlmpT_IMPACT-Concrete Brick Wobble On Rubber Tile Close Up Low_BS_badBass.wav	A close-up recording of a concrete brick wobbling on a rubber tile surface, emphasizing low-frequency movement and material friction. The sound captures subtle rocking motions, muted contact points, and soft rubber damping, resulting in a controlled, grounded texture rather than a sharp impact. The close perspective enhances detail and intimacy, making it ideal for physics-based gameplay, environmental interactions, construction scenes, and realistic Foley requiring nuanced heavy object movement.	concrete brick wobble, rubber tile movement, close-up impact, low frequency movement, masonry rock, subtle thud, dampened contact, construction sound, environmental audio, game sound effect, physics interaction, heavy object movement, material friction, realistic object detail, foley texture	00:18.000	RUBBER	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	RUBRlmpT_IMPACT-Multiple Concrete Bricks Drop with Slight Bounce_BS_badBass.wav	Several concrete bricks dropped simultaneously onto a rubber tile surface, creating a dense, layered impact with overlapping thuds. The combined mass produces strong low-frequency weight, while the rubber flooring softens the sharpness and introduces a slight elastic bounce after the initial hit. Subtle secondary movements and contact variations add realism and depth, making it ideal for construction scenes, environmental destruction, physics-based gameplay, and detailed Foley work involving heavy materials.	multiple bricks drop, concrete brick impact, rubber tile collision, layered thuds, heavy object drop, slight bounce, elastic rebound, construction sound, environmental audio, game sound effect, physics interaction, masonry fall, low frequency impact, realistic material collision, foley heavy drop	00:18.000	RUBBER	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	RUBRlmpT_IMPACT-Rubber Hammer Bounce On Rubber Tile_BS_badBass.wav	A rubber hammer striking and bouncing on a rubber tile surface, producing a soft, elastic impact with a muted, cushioned character. The initial hit is rounded and controlled, followed by a natural rubbery rebound that emphasizes flexibility and surface absorption. With minimal high-frequency snap and a tight, dampened low-end body, this sound is ideal for playful physics interactions, tool handling, construction scenes, UI feedback, and realistic Foley involving soft materials.	rubber hammer hit, rubber bounce, rubber tile impact, soft thud, elastic rebound, cushioned impact, tool interaction, environmental sound, game sound effect, physics bounce, muted contact, soft material hit, realistic foley, construction audio, dampened impact	00:18.000	RUBBER	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	RUBRlmpT_IMPACT-Rubber Hammer Hit Concrete Brick On Rubber Tile Hard_BS_badBass.wav	A forceful strike of a rubber hammer hitting a concrete brick resting on a rubber tile surface. The impact combines the dense, rigid character of concrete with the slightly cushioned, muted response of both the rubber hammer head and the rubber flooring. The result is a heavy, controlled thud with reduced sharpness but solid low-frequency weight, capturing the contrast between hard masonry and soft impact materials. Ideal for construction scenes, physics-based gameplay, tool interactions, and realistic Foley work.	rubber hammer hit, concrete brick impact, rubber tile surface, heavy thud, dampened strike, construction sound, tool impact, environmental audio, game sound effect, physics interaction, masonry hit, cushioned impact, low frequency thump, realistic object collision, foley construction	00:18.000	RUBBER	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	RUBRlmpT_IMPACT-Rubber Hammer Hit Concrete Brick On Rubber Tile Medium_BS_badBass.wav	A medium-force strike of a rubber hammer hitting a concrete brick placed on a rubber tile surface. The sound balances weight and control, delivering a firm thud from the brick while the rubber hammer head and flooring soften the transient and limit resonance. The result is a solid, grounded impact with restrained sharpness and natural material interaction. Ideal for construction scenes, tool handling, physics-based gameplay, and realistic Foley applications requiring believable mid-strength impacts.	rubber hammer hit, concrete brick impact, medium strike, rubber tile surface, construction sound, tool impact, environmental audio, game sound effect, physics interaction, masonry hit, dampened thud, low frequency contact, realistic object collision, foley construction, controlled impact	00:18.000	RUBBER	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	RUBRlmpT_IMPACT-Rubber Hammer Hit Rubber Tile Hard_BS_badBass.wav	A forceful strike of a rubber hammer directly onto a rubber tile surface, producing a dense, elastic impact with a pronounced cushioned character. The sound features a strong but muted transient, emphasizing the soft material interaction and controlled low-frequency body. The rubber-on-rubber contact results in minimal sharpness and a tight, dampened thud with subtle rebound. Ideal for construction scenes, tool interactions, physics-based gameplay, and realistic Foley involving soft, impact-absorbing materials.	rubber hammer hit, rubber tile impact, hard strike, elastic thud, cushioned impact, rubber contact, tool interaction, environmental sound, game sound effect, physics interaction, soft material hit, dampened transient, low frequency thump, construction audio, foley impact	00:18.000	RUBBER	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	RUBRlmpT_IMPACT-Rubber Hammer Hit Rubber Tile Soft_BS_badBass.wav	A gentle strike of a rubber hammer on a rubber tile surface, producing a soft, muted thud with strong cushioning characteristics. The impact emphasizes rubber-on-rubber contact, resulting in a rounded transient, minimal high-frequency detail, and a tight, controlled low-frequency body. The sound feels subdued and elastic, making it ideal for subtle tool interactions, physics-based gameplay, construction scenes, and realistic Foley requiring soft material contact.	rubber hammer hit, soft rubber impact, rubber tile contact, muted thud, elastic strike, cushioned impact, tool interaction, environmental sound, game sound effect, physics interaction, soft material hit, dampened contact, low frequency thump, construction audio, foley impact	00:18.000	RUBBER	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	RUBRlmpT_IMPACT-Rubber Hammer Hit Rubber Tile Super Hard_BS_badBass.wav	An extremely forceful strike of a rubber hammer on a rubber tile surface, delivering a dense, heavy thud with pronounced elastic compression. Despite the intensity, the rubber-on-rubber contact keeps the transient rounded and controlled, avoiding sharp high-frequency snap while emphasizing strong low-frequency weight. The impact feels powerful yet cushioned, with subtle rebound characteristics. Ideal for exaggerated tool hits, physics-driven gameplay, construction scenes, and realistic Foley involving high-force soft-material impacts.	rubber hammer super hard hit, rubber tile impact, heavy elastic thud, cushioned strike, rubber contact, powerful tool impact, environmental sound, game sound effect, physics interaction, soft material collision, deep low frequency thump, dampened transient, construction audio, foley impact, strong rubber hit	00:18.000	RUBBER	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	RUBRlmpT_IMPACT-Rubber Hammer Hit Rubber Tile With Wood Rattle_BS_badBass.wav	A rubber hammer striking a rubber tile surface accompanied by subtle wooden rattle elements. The main impact delivers a cushioned, elastic thud with a rounded transient and controlled low-frequency body, characteristic of rubber-on-rubber contact. The added wood rattle introduces a light, organic texture that enhances realism and complexity, suggesting nearby wooden structures or secondary material interaction. Ideal for construction scenes, tool handling, physics-based gameplay, and detailed Foley requiring layered material character.	rubber hammer hit, rubber tile impact, wood rattle, layered material sound, elastic thud, cushioned strike, tool interaction, environmental audio, game sound effect, physics interaction, mixed material impact, low frequency thump, construction sound, realistic foley, textured contact	00:18.000	RUBBER	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	RUBRlmpT_IMPACT-Rubber Hammer Hit Rubber Tile With Wood_BS_badBass.wav	A rubber hammer striking a rubber tile surface with an added wooden element in the impact. The primary hit delivers a rounded, cushioned thud typical of rubber-on-rubber contact, while subtle wooden resonance introduces a light, organic tonal layer. The blend of soft elasticity and natural wood texture creates a balanced, material-rich impact. Ideal for construction scenes, tool interactions, physics-based gameplay, and realistic Foley where mixed material contact enhances authenticity.	rubber hammer hit, rubber tile impact, wood element, mixed material contact, elastic thud, cushioned strike, wooden resonance, tool interaction, environmental sound, game sound effect, physics interaction, low frequency thump, construction audio, realistic foley, layered material impact	00:18.000	RUBBER	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	WOODlmpT_IMPACT-Clean Deep Stomp Inside Wooden House Deep Resonance_BS_badBass.wav	A clean, deep stomp recorded inside a wooden house, featuring strong low-frequency weight and rich structural resonance. The initial foot impact is solid and controlled, followed by a warm, resonant bloom as the wooden floor and interior space vibrate. The enclosed environment enhances the depth and sustain, giving the sound a grounded yet spacious character. Ideal for character footsteps in wooden interiors, dramatic entrances, environmental tension, and cinematic moments requiring deep, resonant wooden impact.	wooden stomp, deep footstep, indoor wood impact, house resonance, floor vibration, low frequency thump, cinematic stomp, game sound effect, interior foley, structural resonance, heavy step, wooden floor hit, deep low end, environmental impact, grounded bass	00:27.000	WOOD	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	WOODlmpT_IMPACT-Clean Deep Stomp Inside Wooden House Intense Bass Resonance_BS_badBass.wav	A powerful, clean stomp recorded inside a wooden house with intense bass resonance. The impact delivers a strong, grounded foot hit followed by a pronounced low-frequency bloom as the wooden floor and surrounding structure vibrate heavily. The enclosed interior amplifies the sub energy, creating a dense, room-filling resonance that emphasizes weight and presence. Ideal for dramatic character entrances, heavy creature footsteps, cinematic interior scenes, and game moments requiring massive wooden impact with deep bass authority.	wooden stomp, intense footstep, indoor wood impact, bass resonance, house vibration, low frequency thump, cinematic stomp, game sound effect, interior foley, structural rumble, heavy step, wooden floor hit, deep sub, environmental impact, massive wooden resonance	00:24.000	WOOD	IMPACT	IMPACT	www.badsound.co	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
badBass	badsound	WOODImpt_IMPACT-Clean Deep Stomp Inside Wooden House With Rattle_BS_badBass.wav	A clean, deep stomp recorded inside a wooden house, enhanced with subtle structural rattle. The sound delivers a solid, grounded foot impact followed by warm wooden resonance and light rattling elements from the surrounding structure. The combination of low-frequency weight and reactive interior details adds realism and depth, making it feel immersive and alive. Ideal for heavy character footsteps, interior environmental interactions, cinematic moments, and game scenes requiring resonant wooden impact with added movement.	wooden stomp, house footstep, interior wood impact, structural rattle, floor vibration, low frequency thump, cinematic stomp, game sound effect, interior foley, wooden floor hit, deep resonance, environmental movement, heavy step, room vibration, realistic wooden impact	00:27.000	WOOD	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	WOODImpt_IMPACT-Creek From Jump Inside Wooden House Rattle_BS_badBass.wav	A playful jump impact inside a wooden house featuring a pronounced creak and light structural rattle. The sound combines a soft landing with exaggerated wooden bending and reactive frame noise, giving it a slightly comedic, characterful tone. The creaking resonance and subtle rattling details highlight the elasticity of the wooden floor and interior structure. Ideal for humorous character movements, cartoon-style landings, light interior interactions, and game moments that require expressive wooden impact with personality.	wooden creak, funny stomp, jump inside house, floor rattle, cartoon impact, playful wooden sound, game sound effect, interior foley, creaking floor, light structural vibration, comedic landing, wooden house noise, character movement, exaggerated creak, lively wood impact	00:36.000	WOOD	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	WOODImpt_IMPACT-Deep Stomp Inside Wooden House Deep Resonance_BS_badBass.wav	A heavy stomp inside a wooden house, emphasizing deep structural resonance and strong low-frequency presence. The impact lands with solid weight, followed by a pronounced bloom as the wooden floor and interior framework vibrate and carry the energy. The resonance feels rich and immersive, highlighting the enclosed space and material depth. Ideal for dramatic footsteps, large character movement, interior tension scenes, and cinematic game moments requiring grounded, resonant wooden impact.	deep wooden stomp, house footstep, interior wood impact, structural resonance, floor vibration, low frequency thump, cinematic stomp, game sound effect, interior foley, wooden floor hit, deep bass resonance, heavy step, room vibration, environmental impact, grounded low end	00:27.000	WOOD	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	WOODImpt_IMPACT-Deep Wooden Knocking Rattling Impact_BS_badBass.wav	A deep wooden knocking impact enriched with subtle internal rattling details. The sound delivers a solid, weighty wood hit with warm low-frequency resonance, followed by light rattling textures that add realism and material depth. The layered character suggests hollow wooden structures or loose internal components reacting to the strike. Ideal for environmental interactions, heavy wooden doors, furniture impacts, cinematic Foley, and grounded game sound design requiring organic material presence.	wooden knock, deep wood impact, rattling wood, hollow wooden hit, resonant wood thud, furniture impact, door knock, environmental sound, game sound effect, cinematic foley, low frequency wood, organic material hit, structural impact, wooden resonance, layered wood sound	00:36.000	WOOD	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	WOODImpt_IMPACT-Distorted Deep Stomp Inside Wooden House Deep Resonance_BS_badBass.wav	A heavy, distorted stomp recorded inside a wooden house, emphasizing deep structural resonance and aggressive low-frequency weight. The impact hits with strong force, while added distortion enhances grit and intensity, giving the wooden resonance a raw, overdriven edge. The floor and interior structure vibrate with powerful sub energy, creating a dramatic and slightly exaggerated presence. Ideal for boss footsteps, monstrous movement, cinematic interior destruction, and game moments requiring intense, resonant wooden impact with added aggression.	distorted wooden stomp, heavy footstep, indoor wood impact, aggressive resonance, structural vibration, low frequency thump, cinematic stomp, game sound effect, interior foley, wooden floor hit, deep bass distortion, monster step, intense house impact, gritty stomp, powerful low end	00:27.000	WOOD	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	WOODImpt_IMPACT-Dry Hit On Table_BS_badBass.wav	Dry table hit variations with a tight, direct wooden transient and minimal resonance. The impact is clean and controlled, delivering a focused knock without extended bloom or heavy low-end tail. The character feels close, natural, and grounded, emphasizing the sharp contact of wood on surface. Ideal for realistic foley, UI taps with organic texture, interior impacts, rhythmic accents, or layering beneath larger hits for added attack definition.	dry wood hit, table knock, wooden impact, tight transient, organic foley, clean knock, minimal resonance, interior hit, sharp wooden tap, grounded impact, percussive wood, sound design layer	00:18.000	WOOD	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	WOODImpt_IMPACT-Impact-Deep Piano Knocking Impact_BS_badBass.wav	A deep, resonant knocking impact on a piano body, emphasizing rich wooden resonance and solid low-frequency presence. The sound delivers a firm, rounded knock with a warm tonal character, followed by subtle internal vibrations from the instrument's wooden structure. The combination of weight and musical resonance creates a distinctive, organic impact ideal for cinematic moments, stylized UI feedback, environmental interactions, and Foley work requiring characterful wood with depth.	piano knock, wooden impact, deep wood hit, resonant knock, piano body impact, warm low frequency, organic wood sound, game sound effect, cinematic impact, foley wood, instrument knock, hollow resonance, tonal impact, wooden thud, natural material hit	01:10.934	WOOD	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	WOODImpt_IMPACT-Rattling Hit On Table_BS_badBass.wav	Rattling table hit variations with a punchy wooden transient and lively secondary vibrations. The impact strikes with solid weight, followed by subtle object rattle and surface resonance that adds texture and realism. The low-end presence gives the hit body, while the upper rattling details create movement and character. Great for interior foley, grounded cinematic impacts, gameplay feedback, UI hits with texture, or layering for added realism and tactile detail.	wood table hit, rattling impact, wooden knock, bass thud, surface vibration, object rattle, organic impact, interior foley, cinematic knock, textured hit, grounded slam, resonant wood impact	00:18.000	WOOD	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	WOODImpt_IMPACT-Resonant Hit On Table_BS_badBass.wav	Resonant table hit variations with a solid wooden transient and rich tonal body. The impact lands with a firm knock, followed by a warm, resonant bloom that emphasizes the natural character of wood. The sustain carries subtle harmonic vibration, giving the hit weight and presence without excessive aggression. Ideal for grounded cinematic impacts, interior foley, UI confirmations with organic tone, or layering beneath heavier hits for natural resonance.	wood table hit, resonant knock, wooden impact, bass knock, low frequency thud, organic hit, warm resonance, interior impact, cinematic foley, wood slam, tonal body, grounded impact	00:18.006	WOOD	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	WOODImpt_IMPACT-Three Very Deep Stomps Inside Wooden House LFE Sweetener_BS_badBass.wav	A sequence of three very deep stomps inside a wooden house, reinforced with additional LFE sweetening for enhanced low-frequency weight. Each stomp delivers a solid, grounded impact followed by rich wooden resonance and structural vibration, with boosted sub energy adding cinematic depth and power. The layered low-end presence emphasizes mass and intensity while maintaining natural interior character. Ideal for heavy character footsteps, giant creature movement, dramatic interior moments, and game scenes requiring powerful, resonant wooden impacts with extra sub reinforcement.	wooden stomps, deep footstep sequence, LFE sweetener, interior wood impact, structural resonance, floor vibration, heavy low end, cinematic stomp, game sound effect, monster footsteps, wooden floor hit, deep sub layer, house rumble, environmental impact, powerful interior stomp	00:36.000	WOOD	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	WOODImpt_IMPACT-Very Deep Stomp Inside Wooden House LFE Sweetener_BS_badBass.wav	A single very deep stomp inside a wooden house, enhanced with LFE sweetening for maximum low-frequency weight. The impact lands with strong, grounded force, followed by rich wooden resonance and pronounced structural vibration. The added sub layer amplifies the sense of scale and mass, giving the stomp cinematic depth while retaining natural interior character. Ideal for heavy character entrances, giant creature footsteps, dramatic interior scenes, and game moments requiring powerful, resonant wooden impact with reinforced low end.	very deep wooden stomp, LFE sweetener, heavy footstep, interior wood impact, structural resonance, floor vibration, deep sub, cinematic stomp, game sound effect, monster step, wooden floor hit, house rumble, powerful low end, environmental impact, resonant interior stomp	00:27.000	WOOD	IMPACT	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026
badBass	badsound	DSNGNan_IMPACT-Bouncy Balls Impact With Long Tail_BS_badBass.wav	Long variations of bouncy, bass-heavy boulder impacts spreading widely across the stereo field. Each hit delivers a deep sub-driven thump followed by a distant, resonant tail that rolls outward with cinematic weight. The impacts feel massive yet elastic, combining low-end punch with spacious decay and subtle stereo movement. Powerful but slightly distant in character, ideal for trailer hits, cinematic transitions, low-end sweeteners, or large-scale environmental impacts.	bass impact, sub thump, boulder hit, cinematic boom, trailer impact, wide stereo, distant hit, long tail decay, low frequency impact, deep resonance, epic transition, sound design element	01:30.000	DESIGNED	GRANULAR	IMPACT	www.badsound.co	2	©2026 Bad Sound. All rights reserved	96000	24	2026