

Library	Cracklehead
Manufacturer	badsound
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badsound

Cracklehead

Granular Debris & Texture Impacts

DATA SHEET · 14 OCTOBER 2026

337	2,178	332	13.3
FILES	SOUNDS	MINUTES, APPROX.	GB

WAV · 96 kHz · 24-bit · stereo

INSIDE

Cracklehead Library · 337 WAV files

Cracklehead Tool · a single HTML file that runs in your web browser, no installation

Docs · this data sheet as PDF and XLSX, the license, the cover art

CATEGORIES

PLASTIC	98 files	ICE	26 files	RUBBER	15 files
DESIGNED	37 files	OBJECTS	26 files	PAPER	11 files
METAL	36 files	VEGETATION	26 files	WOOD	11 files
FOOD & DRINK	35 files	ROCKS	15 files	FIRE	1 file

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DESIGNED · 37 files					
DSGNGran_Bass Clicks And Cracks Continuous Moderate_BS_Cracklehead.wav	Continuous stream of deep, dull clicks across a wide stereo image, heavier and more muted than a typical Geiger counter. A dark, pulsing bed of scattered granular impacts, like distant radioactive debris. For radiation zones and subterranean ambiences.	deep clicks, dull transients, geiger counter low, radiation texture, wide stereo, bass clicks, granular bed, sci fi ambience, radioactive zone, underground particles, dark texture, sound design element	00:50.435	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNGran_Bouncy Bass Clicks And Cracks Continuous Moderate_BS_Cracklehead.wav	Continuous bass-heavy impacts across a wide stereo image: low thumps and scattered sub-driven cracks with a bouncing, unstable pulse, like distant fireworks. Dense and spacious. For sci-fi reactors and low-end tension beds.	bass impacts, low frequency hits, wide stereo, fireworks bursts, radiation texture, sub thumps, granular cracks, cinematic low end, sci fi ambience, explosive bed, deep impacts, sound design element	01:08.713	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNGran_Bouncy Clicks And Cracks Continuous Moderate_BS_Cracklehead.wav	Continuous vinyl-style clicks and crackles across a wide stereo image: record surface noise with scattered pops and bright micro-clicks. Restless and analog in character. For lo-fi ambiences and glitch beds.	vinyl clicks, record crackle, surface noise, radiation texture, wide stereo, continuous crackle, analog noise, granular pops, lo fi ambience, glitch bed, noisy texture, sound design element	01:01.610	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNGran_Click Storm Continuous Intense_BS_Cracklehead.wav	Continuous storm of sharp, dense clicks across a wide stereo image, like a Geiger counter reacting to heavy radiation. Bright, rapid micro-impacts give it a nervous, electrical feel. For radiation zones and glitch beds.	geiger counter, radiation clicks, click storm, continuous clicking, wide stereo, granular texture, electrical noise, glitch bed, sci fi ambience, particle sound, nervous texture, high density transients, sound design element	00:57.701	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNGran_Dull Broken Clicks And Cracks Continuous Moderate_BS_Cracklehead.wav	Continuous stream of high-cut clicks across a wide stereo image: a filtered, muffled Geiger counter, as if heard through walls or protective gear. Soft transients and restrained crackle make a steady, understated bed. For distant radiation zones.	high cut clicks, filtered geiger counter, radiation texture, muffled crackle, wide stereo, continuous clicking, subdued transients, glitch bed, distant interference, granular noise, sci fi ambience, sound design element	00:50.981	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNGran_Dull Broken Clicks And Cracks Long Impacts Subtle_BS_Cracklehead.wav	Long variations of high-cut clicks across a wide stereo image: a soft, filtered Geiger counter texture with an intimate, ASMR-like closeness. Muted, dusty clicks and restrained crackle, never harsh. For subtle tension layers and filtered glitch beds.	high cut clicks, filtered geiger counter, radiation texture, muted crackle, wide stereo, ASMR clicks, soft transients, subtle noise bed, granular detail, distant interference, sci fi ambience, sound design element	00:55.462	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNGran_Dull Clicks And Cracks Continuous Moderate_BS_Cracklehead.wav	Continuous scattered clicks over a low, rolling rumble in a wide stereo image: radiation-style ticking on top of heavy, stone-like boulder movement. Expansive and unstable. For collapsing caverns and radioactive landscapes.	radiation clicks, stone rumble, boulder movement, granular transients, wide stereo texture, continuous clicking, low frequency rumble, seismic ambience, underground movement, sci fi environment, debris bed, sound design element	01:00.899	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNGran_Granular Dull Clicks Impacts Subtle_BS_Cracklehead.wav	Short variations of high-cut, granular clicks across a wide stereo image: a muted, filtered Geiger counter with an intimate, ASMR-like feel. Dry, dusty and minimal. For subtle radiation atmospheres and filtered glitch layers.	high cut clicks, granular dull clicks, filtered geiger counter, radiation texture, ASMR click, wide stereo, muted transients, subtle crackle, minimal noise bed, particle detail, sci fi ambience, sound design element	00:45.000	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNGran_Granular Fireplace Texture Continuous Moderate_BS_Cracklehead.wav	Continuous stylized fireplace, made by granular processing of burning wood: recognizable crackle with a slightly abstract, shimmering micro-texture and subtle rhythmic movement. Warm but synthetic. For magical fires and fantasy ambiences.	granular fireplace, processed fire, stylized fire crackle, granular texture, magical fire, fantasy ambience, game sound effect, experimental fire, synthetic crackle, abstract fire sound, processed flame, textured fire loop, atmospheric crackle, hybrid fire sound, granular sound design	01:32.213	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNGran_Granular Heavy Clicks Short Tail Impacts Subtle_BS_Cracklehead.wav	Short variations of heavy granular clicks like wet stone and pebble drips: dense mineral transients with a moist, weighty character and a compact tail. For wet debris impacts and cavern drips.	wet stone drips, pebble impact, heavy particles, mineral clicks, granular impact, rocky drip, damp debris, short tail hit, cavern texture, dense transients, stone droplets, sound design element	00:18.000	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNGran_Granular Heavy Clicks With Decay Impacts Subtle_BS_Cracklehead.wav	Short variations of heavy granular clicks like wet stone and pebble drips: dense mineral transients with a moist, weighty character and a longer textured tail of resonant debris. For cavern drips and wet rubble.	wet stone drips, pebble impact, heavy particles, mineral clicks, granular decay, rocky drip, damp debris, longer tail, cavern ambience, dense transients, stone droplets, sound design element	00:54.000	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNGran_Gritty Impact With Bouncy Long Tail Moderate_BS_Cracklehead.wav	Long variations of gritty click impacts with an elastic, bouncy tail: sharp, stone-like transients and a resonant decay that rebounds outward, with a dusty vinyl-style crackle on top. For stylized rock hits and trailer sweeteners.	gritty impact, stone click, gravel hit, boulder impact, rock transients, bouncy tail, vinyl crackle, mineral texture, debris hit, resonant decay, granular impact, sound design element	01:03.000	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNGran_Gritty Short Impact With Bouncy Decay Moderate_BS_Cracklehead.wav	Short variations of distorted impacts with a bouncy, gritty tail: a compressed, slightly overdriven hit that breaks into granular crackle and elastic rebound, between stone debris and digital grit. For glitchy impacts and trailer sweeteners.	distorted impact, gritty tail, bouncy decay, clicky transients, granular crackle, overdriven hit, elastic rebound, rock debris texture, glitch impact, trailer sweetener, abrasive texture, sound design element	00:27.000	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNGran_Gritty Very Short Impact Moderate_BS_Cracklehead.wav	Short variations of compact distorted impacts with a subtle gritty tail: a tight, slightly overdriven hit, then a short granular crackle that fades quickly. Controlled and focused. For UI impacts and glitch accents.	distorted impact, short hit, gritty tail, subtle crackle, overdriven transient, granular texture, compact punch, glitch accent, debris impact, tight transition, abrasive detail, sound design element	00:27.000	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNGran_Heavy Impact With Bouncy Bass Click Tails Intense_BS_Cracklehead.wav	Short variations of heavy, distorted impacts with bouncy bass and gritty, clicky tails: a driven hit with elastic rebound, then sharp clicks and crackling grit. Aggressive, with low-end weight. For cinematic punches and trailer accents.	distorted impact, bouncy hit, gritty tail, bass punch, clicky decay, granular crackle, heavy transient, cinematic impact, trailer hit, glitch texture, abrasive detail, sound design element	00:29.000	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNGran_Small Stone Particle Shuffling Continuous Moderate_BS_Cracklehead.wav	Continuous light shuffle of tiny stones and pebbles: small particle impacts in a steady, rain-like scatter across the stereo field, with soft vinyl-like dust crackle. For particle beds and trickling gravel.	small stones, pebbles, granular drip, particle shuffling, vinyl dust, light debris, gravel movement, continuous texture, mineral grit, rain like scatter, surface crackle, sound design element	01:02.633	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNGran_Sparse Click Storm Continuous Subtle_BS_Cracklehead.wav	Continuous sparse clicks across a wide stereo image, like a quiet Geiger counter: light, crisp transients that appear and vanish against a still background. Calm, intimate and slightly unsettling. For radiation ambiences and tension beds.	geiger counter, radiation clicks, sparse click storm, wide stereo, continuous clicking, ASMR texture, granular transients, subtle crackle, sci fi ambience, particle movement, minimal noise bed, sound design element	00:55.765	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNGran_Stone Cobble Shuffle Continuous Moderate_BS_Cracklehead.wav	Continuous cascade of small stone falls: pebble-sized collisions and sharp mineral clicks, like loose cobblestones in motion, with a fine vinyl-dust crackle on top. For debris movement and collapsing rubble.	stone falls, pebble impacts, cobble shuffle, granular clicks, mineral transients, debris movement, vinyl dust texture, continuous impacts, rubble bed, particle layer, gravel cascade, sound design element	00:58.150	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNGran_Synthetic Particle Storm Continuous Intense_BS_Cracklehead.wav	Continuous dense storm of synthetic, stone-like particles in a wide stereo field: sharp clicks and small impacts scatter like digital gravel tumbling in space. For sci-fi particle systems and debris fields.	synthetic stones, particle storm, rock impacts, granular clicks, digital debris, wide stereo texture, continuous impacts, mineral texture, sci fi particles, rubble movement, glitch gravel, sound design element	00:49.262	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNGran_Synthetic Particle Storm Continuous Moderate_BS_Cracklehead.wav	Continuous stream of synthetic, laser-like particles across a wide stereo image: sharp clicks and high-frequency micro-impacts with a digital edge, scattering in all directions. For sci-fi interfaces and energy shields.	synthetic particles, laser clicks, radiation texture, wide stereo, digital crackle, sci fi ambience, energy field, particle storm, high frequency transients, glitch bed, futuristic texture, sound design element	01:10.000	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNGran_Synthetic Particle Storm Impact Variations Subtle_BS_Cracklehead.wav	Short variations of synthetic, laser-like particle bursts across a wide stereo image: crisp digital micro-transients with a springy rebound and a light tonal ring. Clean and futuristic. For holographic UI and energy pulses.	synthetic particles, laser clicks, springy impact, wide stereo, digital transients, elastic rebound, sci fi texture, particle burst, holographic UI, energy pulse, futuristic sound, sound design element	00:27.000	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNGran_Synthetic Wet Laser Particle Storm Continuous Moderate_BS_Cracklehead.wav	Continuous stream of bouncy, laser-like synthetic particles across a wide stereo image: crisp clicks and elastic micro-impacts ricochet with a slightly wet, reactive character, like charged particles in a contained chamber. For plasma fields.	synthetic particles, bouncy laser clicks, radiation texture, wide stereo, elastic transients, digital crackle, sci fi ambience, plasma field, particle storm, energetic clicks, futuristic noise, sound design element	00:59.363	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNGran_Very Quick Synthetic Particle Storm Impact Variations Subtle_BS_Cracklehead.wav	Short variations of very quick, laser-like particle bursts across a wide stereo image: tight, high-frequency micro-clicks with a subtle springy rebound and a light tonal ring. Fast and controlled. For sci-fi UI ticks and energy sparks.	synthetic particles, short laser clicks, springy burst, wide stereo, quick transients, digital micro clicks, elastic rebound, sci fi UI, energy spark, particle accent, futuristic texture, sound design element	00:18.000	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNImpt_Balloon Slam_BS_Cracklehead.wav	Variations of designed slams built from balloon recordings, with a heavy, rubbery punch and a short elastic tail. Ideal for body hits, cartoon impacts and stylized punches, or as a low-mid layer under debris impacts.	balloon, slam, rubber impact, punch, body hit, designed impact, elastic, latex, thud, cartoon impact, heavy hit, stylized impact, sound design element	01:03.634	DESIGNED IMPACT DSGNImpt	stereo 96 kHz 24-bit
DSGNImpt_Balloon Wrapped Rock Impact_BS_Cracklehead.wav	Variations of designed impacts built from rocks wrapped in balloons: hard stone contact cushioned by stretched latex, with a heavy designed body. Ideal for rubberized debris, creature hits, stylized destruction and hybrid impacts.	balloon wrapped rocks, rock impact, stone hit, rubber, latex, designed impact, hybrid impact, debris hit, heavy hit, creature hit, stylized destruction, thud, sound design element	01:03.634	DESIGNED IMPACT DSGNImpt	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNImpt_Bone Cracking Hit_BS_Cracklehead.wav	Variations of designed bone-cracking hits: a crunchy impact followed by splintering cracks as the break settles. Ideal for fight scenes, injuries, creature attacks, horror and stylized gore.	bone crack, bone break, bone hit, crunch, snap, splinter, gore, injury, fight hit, punch, horror, creature attack, designed impact, crunchy impact, sound design element	00:43.000	DESIGNED IMPACT DSGNImpt	stereo 96 kHz 24-bit
DSGNImpt_Bottle Slam_BS_Cracklehead.wav	Variations of designed bottle slams with a hollow, knocking body and a crunchy edge. Ideal for prop hits, table slams, cartoon impacts and stylized foley.	bottle, slam, bottle hit, hollow impact, knock, designed impact, prop hit, table slam, cartoon impact, punchy, stylized foley, thud, sound design element	01:03.634	DESIGNED IMPACT DSGNImpt	stereo 96 kHz 24-bit
DSGNImpt_Cellophane Slam_BS_Cracklehead.wav	Variations of cellophane slammed and crushed in one fast motion, bursting into sharp crackle with a short, bright tail. Ideal for punchy foley accents, wrapper hits, spark and fire sweeteners and glitchy UI impacts.	cellophane, slam, crush, plastic crackle, wrapper, quick impact, sharp crackle, burst, bright, short tail, foley accent, spark sweetener, glitch impact, sound design element	00:18.000	DESIGNED IMPACT DSGNImpt	stereo 96 kHz 24-bit
DSGNImpt_Crackling Kick_BS_Cracklehead.wav	Variations of processed shockwave impacts using Cracklehead sound sources	impact, bass drum, debris, shockwave, designed	01:13.900	DESIGNED IMPACT DSGNImpt	stereo 96 kHz 24-bit
DSGNImpt_Wooden Punch With Short Plastic Rattle Intense_BS_Cracklehead.wav	Variations of wood and plastic struck with force: sharp, punchy hits with a hard, axe-like attack, solid wooden body and a short plastic rattle. Tight, with a compact decay. For weapon impacts and tool strikes.	wood impact, plastic impact, axe hit, hard strike, wooden punch, hybrid impact, tool strike, construction hit, debris rattle, sharp transient, percussive hit, short impact, action sound, foley impact, sound design element	00:27.000	DESIGNED IMPACT DSGNImpt	stereo 96 kHz 24-bit
DSGNMisc_Cellophane Exaggerated Bone Cracking Friction Long Variations_BS_Cracklehead.wav	Long variations of cellophane twisted and crushed with exaggerated force to imitate cracking bones. Each take strings dense crackle, sharp snaps and creaking friction into a gruesome, larger-than-life texture. Ideal for stylized gore, creature transformations, bone breaks and horror foley.	cellophane, bone cracking, bone break, bone crunch, snapping, creaking, crackle, friction, gore, horror foley, creature transformation, stylized foley, exaggerated, plastic crackle, sound design element	02:53.437	DESIGNED MISC DSGNMisc	stereo 96 kHz 24-bit
DSGNMisc_Cellophane Exaggerated Friction Long Variations_BS_Cracklehead.wav	Long variations of cellophane rubbed, squeezed and twisted with exaggerated movement. Dense, crunchy crackle and restless friction give the thin plastic a bigger, more aggressive presence than natural handling. Ideal for stylized foley, fire and electricity sweeteners, creature textures and noisy transitions.	cellophane, plastic friction, crackle, crunchy texture, exaggerated foley, stylized foley, plastic stress, dense crackle, rubbing, squeezing, twisting, fire sweetener, electric crackle, noisy texture, sound design element	01:03.000	DESIGNED MISC DSGNMisc	stereo 96 kHz 24-bit
DSGNMisc_Cellophane Exaggerated Unfolding Long Variations_BS_Cracklehead.wav	Variations of cellophane unfolded with exaggerated, deliberate motion, opening in bursts of crisp crackle and stretching plastic. Short, articulate gestures with bright high-frequency detail. Ideal for stylized unwrapping, cartoon foley, UI movement and quick texture accents.	cellophane, unfolding, unwrapping, plastic crackle, stretching plastic, crisp crackle, exaggerated foley, stylized foley, wrapper, packaging, thin plastic, high frequency detail, texture accent, sound design element	00:25.168	DESIGNED MISC DSGNMisc	stereo 96 kHz 24-bit
DSGNWhsh_Debris Whoosh 1_BS_Cracklehead.wav	Variations of granular whooshes using Cracklehead sources	whoosh, granular, designed	01:02.878	DESIGNED WHOOSH DSGNWhsh	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNWhsh_Debris Whoosh 2_BS_Cracklehead.wav	Variations of granular whooshes using Cracklehead sources	whoosh, granular, designed	01:03.634	DESIGNED WHOOSH DSGNWhsh	stereo 96 kHz 24-bit
DSGNWhsh_Debris Whoosh 3_BS_Cracklehead.wav	Variations of granular whooshes using Cracklehead sources	whoosh, granular, designed	01:03.634	DESIGNED WHOOSH DSGNWhsh	stereo 96 kHz 24-bit
DSGNWhsh_Rumbling Granular Whoosh_BS_Cracklehead.wav	Designed whooshes that rumble through granular debris, pairing a low, gritty body with crackling grain detail. Ideal for transitions, debris pass-bys, magic and sci-fi movement, and as a textured layer under impacts.	whoosh, rumble, granular, debris whoosh, gritty, low end, crackle, grain texture, transition, pass by, swoosh, magic, sci fi, designed whoosh, sound design element	01:11.446	DESIGNED WHOOSH DSGNWhsh	stereo 96 kHz 24-bit
FIRE · 1 file					
FIREBurn_Indoor Fireplace Wood Burn Continuous Moderate_BS_Cracklehead.wav	Continuous recording of wood burning in an indoor fireplace at moderate intensity: steady flames with detailed crackle and popping embers. Warm and natural. For cozy interiors and cabin ambiences.	fireplace burn, indoor fire, wood crackle, burning wood, fire ambience, cozy fireplace, game sound effect, cabin atmosphere, crackling fire, ember pops, warm ambience, interior fire sound, natural flame, burning logs, fireplace loop	00:36.978	FIRE BURNING FIREBurn	stereo 96 kHz 24-bit
FOOD & DRINK · 35 files					
FOODIngr_Cornflakes Crunch Fast Impacts Intense_BS_Cracklehead.wav	Short variations of a fast cornflakes crunch: a tight, punchy snap, then crackling debris and dry crumble. Convincing as bone breaks and graphic chewing. For bone snaps and creature bites.	cornflakes crunch, bone break, gore texture, chew sound, eating crunch, brittle fracture, granular debris, cereal crush, crunchy snap, creature bite, graphic impact, organic destruction, sound design element	00:45.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Cornflakes Crunch Fast Wide Impacts Intense_BS_Cracklehead.wav	Short variations of a fast cornflakes crunch in a very wide stereo image: a tight, punchy snap, then crackling debris and dusty crumble spreading left to right. Convincing as large-scale bone breaks. For bone snaps and gore layers.	cornflakes crunch, bone break, gore texture, wide stereo impact, brittle fracture, granular debris, organic destruction, cereal crush, crunchy snap, creature bite, graphic impact, stereo debris, sound design element	00:45.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Cornflakes Crunch Slow Continuous Intense_BS_Cracklehead.wav	Continuous slow crunching and grinding of a large amount of cornflakes: dense brittle crackle and dry friction as the flakes compress and snap, with dusty midrange breakup. Busy and restless. For bone-crush layers and creature chewing.	cornflakes crunch, cereal crush, brittle crackle, dry crunch, granular friction, food breaking, crunchy debris, organic texture, crumbling sound, bone crush layer, creature chew, continuous crunch, sound design element	00:37.762	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Cornflakes Crunch Slow Long Variations Intense_BS_Cracklehead.wav	Long variations of a slow cornflakes crunch: the flakes snap, compress and grind into sharp crackle with dusty midrange crumble, each take evolving as it goes. Convincing as bone breaking. For bone snaps and gore layers.	cornflakes crunch, bone break, gore texture, brittle fracture, granular debris, organic destruction, cereal crush, crunchy breakup, creature chew, graphic impact, debris layer, sound design element	02:24.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
FOODIngr_Cornflakes Crunch Slow Wide Long Variations Intense_BS_Cracklehead.wav	Long variations of a slow cornflakes crunch in a very wide stereo image: the flakes snap, collapse and grind into sharp crackle with dusty midrange crumble, debris spreading left to right. Visceral bone breaking on a large scale. For gore layers.	cornflakes crunch, bone break, gore texture, brittle fracture, wide stereo crunch, granular debris, organic destruction, cereal crush, crunchy breakup, creature chew, graphic impact, stereo debris, sound design element	01:30.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Cornflakes Crunch Small Fast Impacts Moderate_BS_Cracklehead.wav	Short variations of a fast crunch of just a few cornflakes: compact, dry snaps with sharp crackle and almost no debris tail. Clear and precise, like small bones breaking. For light gore accents and creature bites.	cornflakes crunch, small crunch, bone break, gore texture, brittle snap, granular fracture, cereal crush, breaking sound, creature bite, organic crack, dry crumble, short impact, sound design element	00:27.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Cornflakes Few Drop A Subtle_BS_Cracklehead.wav	Short variations of a few cornflakes dropped and lightly handled: soft granular taps and small brittle contacts, then light shifting as the flakes settle. Airy, with fine crackle. For food handling and sprinkle effects.	cornflakes drop, cereal handling, soft granular tap, light crunch, papery movement, food sprinkle, subtle debris, brittle texture, press release, organic detail, foley food, sound design element	00:18.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Cornflakes Few Drop B Subtle_BS_Cracklehead.wav	Short variations of a few cornflakes dropped and lightly handled: soft granular taps and small brittle contacts, then light shifting as the flakes settle. Airy, with fine crackle. For food handling and sprinkle effects.	cornflakes drop, cereal handling, soft granular tap, light crunch, papery movement, food sprinkle, subtle debris, brittle texture, press release, organic detail, foley food, sound design element	00:18.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Cornflakes Few Movement Continuous Moderate_BS_Cracklehead.wav	Continuous crunching and grinding of a small amount of cornflakes: lighter brittle crackle with defined snaps and dry crumble, and more space between movements than the dense layers. For soft bone-like crunches and creature chewing.	cornflakes crunch, cereal crush, brittle crackle, dry crunch, granular friction, food breaking, crunchy debris, organic texture, crumbling sound, light crunch, creature chew, continuous movement, sound design element	00:56.336	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Cornflakes Few Movement Long Variations Moderate_BS_Cracklehead.wav	Long variations of a small amount of cornflakes moved and handled: light, dry friction and airy rustling with no distinct breaking, just gentle sliding and papery scrape. For soft rustle layers and organic debris beds.	cornflakes movement, cereal friction, dry rustle, granular texture, food handling, organic debris, papery scrape, subtle movement, brittle texture, friction layer, light granular sound, sound design element	01:12.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Cornflakes Few Pick Up A Short Variations Subtle_BS_Cracklehead.wav	Short variations of a few cornflakes picked up and gently handled: light granular rustle and papery friction, with faint finger contact as the flakes are lifted and set down. Intimate and airy. For close-up food handling.	cornflakes pick up, cereal handling, soft granular rustle, papery friction, food foley, light crunch, subtle debris, press release, organic texture, close up handling, sound design element	00:27.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Cornflakes Few Pick Up B Short Variations Subtle_BS_Cracklehead.wav	Short variations of a few cornflakes picked up and gently handled: light granular rustle and papery friction, with faint finger contact as the flakes are lifted and set down. Intimate and airy. For close-up food handling.	cornflakes pick up, cereal handling, soft granular rustle, papery friction, food foley, light crunch, subtle debris, press release, organic texture, close up handling, sound design element	00:27.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Cornflakes Hard Impact Intense_BS_Cracklehead.wav	Hard impacts of cornflakes smashed with force: an explosive brittle fracture, then rapid crackling debris and dry crumble, with almost no tail. Punchy and graphic, like a bone breaking. For gore accents and creature bites.	cornflakes smash, bone break, gore crunch, hard impact, brittle fracture, granular debris, cereal crush, crunchy snap, creature bite, graphic impact, organic destruction, sound design element	00:45.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
FOODIngr_Cornflakes Intense Movement Continuous_BS_Cracklehead.wav	Continuous intense movement of a large amount of cornflakes: dense, dry friction and layered papery rustling as the flakes slide and rub against each other, with no noticeable breaking. Busy and detailed. For debris beds and creature skin movement.	cornflakes movement, cereal friction, dry rustle, granular texture, food handling, organic debris, papery scrape, continuous movement, brittle texture, friction layer, creature skin texture, sound design element	00:27.799	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Cornflakes Many Movement Long Variations Intense_BS_Cracklehead.wav	Long variations of a large amount of cornflakes moved and handled: dense, dry friction and layered papery rustling with no distinct breaking, a busy granular bed with constant agitation. For organic debris layers and creature skin movement.	cornflakes movement, cereal friction, dry rustle, granular texture, food handling, organic debris, papery scrape, continuous movement, brittle texture, friction layer, dense granular bed, sound design element	01:12.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Cornflakes Medium Drop A Moderate_BS_Cracklehead.wav	Short variations of cornflakes dropped and lightly handled: crisp granular taps and small brittle impacts, then light shifting as the flakes settle. Dry and papery, with airy crackle. For food handling foley and sprinkle effects.	cornflakes drop, cereal handling, granular tap, papery rustle, food foley, light crunch, subtle debris, press release, organic texture, sprinkle sound, short impact, sound design element	00:18.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Cornflakes Medium Movement Continuous Moderate_BS_Cracklehead.wav	Continuous movement of a smaller amount of cornflakes: light, dry friction and airy rustling as the flakes gently slide against each other, with no distinct breaking. Subtle, with space between details. For organic rustle layers.	cornflakes movement, cereal friction, dry rustle, granular texture, food handling, organic debris, papery scrape, continuous movement, subtle friction, brittle texture, light rustle, sound design element	00:36.151	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Cornflakes Medium Movement Long Variations Moderate_BS_Cracklehead.wav	Long variations of a medium amount of cornflakes moved and handled: dry friction and layered papery rustling with no noticeable breaking, a natural, airy granular bed. For soft rustle beds and creature skin textures.	cornflakes movement, cereal friction, dry rustle, granular texture, food handling, organic debris, papery scrape, continuous movement, brittle texture, friction layer, natural granular bed, sound design element	01:12.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Noodles Breaking Crackling Hard Short Variations Intense_BS_Cracklehead.wav	Short variations of dry noodles snapped very close up: tension builds, then a sudden brittle snap and a splintering crumble with fine stress creaks. Sounds like a graphic bone break, for gore and creature joint snaps.	dry noodles break, bone snap, gore texture, brittle fracture, close up crack, splintering snap, granular crumble, organic destruction, creature joint break, violent crunch, graphic impact, sound design element	01:12.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Noodles Breaking Crackling Medium Slow Short Variations Intense_BS_Cracklehead.wav	Short variations of dry noodles broken slowly, very close up: gradual tension and brittle stress creaks, then a pronounced crack and fine granular crumble. Sounds like a slow-motion bone snap, for creature joint breaks and gore.	dry noodles break, slow bone snap, gore texture, brittle fracture, close up crack, stress creak, splintering snap, granular crumble, organic destruction, creature joint break, visceral crunch, sound design element	01:12.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Noodles Breaking Crackling Medium With Debris Short Variations Intense_BS_Cracklehead.wav	Short variations of dry noodles broken slowly and forcefully, very close up: tension and stress creaks, a pronounced bone-like snap, then splintering and scattered debris. For slow-motion bone breaks and creature joint snaps.	dry noodles break, slow bone snap, gore texture, brittle fracture, close up crack, stress creak, splintering debris, granular crumble, organic destruction, creature joint break, visceral crunch, sound design element	01:12.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Noodles Breaking Crackling Very Short Impacts Moderate_BS_Cracklehead.wav	Short variations of dry noodles snapped very close up, very short: a tight peak of tension, then a sharp, punchy fracture and a quick crumble. Like a quick bone snap, for creature bites and gore accents.	dry noodles break, short bone snap, gore texture, brittle fracture, close up crack, splintering snap, granular crumble, organic destruction, creature bite, graphic crunch, quick impact, sound design element	00:18.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
FOODIngr_Noodles Breaking Crackling Wide Short Variations Intense_BS_Cracklehead.wav	Short variations of dry noodles broken slowly, extremely close up and very wide: tension and stressed creaks, a pronounced brittle snap, then splintering crackle and debris spreading across the stereo field. For slow-motion bone breaks.	dry noodles break, slow bone snap, gore texture, wide stereo fracture, brittle crack, close up crunch, splintering debris, granular crumble, organic destruction, creature joint break, cinematic impact, visceral texture, sound design element	00:54.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Noodles Crackling Without Breaking Long Variations Intense_BS_Cracklehead.wav	Long variations of sparse, gentle dry noodle crackling, very close up: delicate tension, controlled cracks and splintering snaps with fine dusty crumble. A slow, restrained bone-break texture. For subtle gore layers.	dry noodles break, slow bone break, gore texture, brittle fracture, close up crack, splintering snap, granular crumble, organic destruction, creature joint snap, sparse crunch, visceral texture, sound design element	01:12.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Noodles Endless Crackling Without Breaking Continuous Intense_BS_Cracklehead.wav	Continuous loop of dry noodles crunched very close up: dense brittle crackle and sharp splintering snaps with relentless energy, like bones crunching. For gore layers and violent creature bites.	dry noodles crunch, bone break, gore texture, violent crack, brittle fracture, splintering snap, granular debris, organic destruction, creature bite, graphic crunch, close up crackle, sound design element	00:29.732	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Noodles Large Chunks Impact Intense_BS_Cracklehead.wav	Short variations of large chunks of dry noodles tossed and thrown: sharp, woody knocks and papery clatter as the rigid pieces hit, bounce and settle quickly. Dry and snappy. For debris drops and food toss foley.	dry noodles impact, noodle toss, granular drop, brittle clatter, food throw, woody knock, papery debris, dry impact, scattered fragments, short drop, organic debris, sound design element	00:18.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Noodles Large Chunks Movement Continuous Moderate_BS_Cracklehead.wav	Continuous tumbling and handling of large chunks of dry noodles: woody clatter, hollow clicks and papery scraping, like someone rummaging through a container of hard, light fragments. For rummaging scenes and debris beds.	dry noodles movement, noodle chunks, rummage sound, granular clatter, brittle knock, food handling, jumble texture, searching sound, woody click, organic debris, continuous movement, sound design element	01:09.719	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Noodles Large Chunks Movement Long Variations Intense_BS_Cracklehead.wav	Long variations of large chunks of dry noodles tumbled and handled: bold, brittle clatter, hollow woody knocks and dry scraping, like active rummaging through a container of hard, light fragments. For rummage scenes and prop handling.	dry noodles movement, noodle chunks, rummage sound, granular clatter, brittle knock, food handling, jumble texture, searching sound, woody click, organic debris, container shuffle, layered movement, sound design element	01:12.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Noodles Medium Chunks Impact Moderate_BS_Cracklehead.wav	Short variations of medium chunks of dry noodles tossed and thrown: crisp, woody knocks and light papery clatter as the pieces hit and settle, with a fast decay. Bright and dry. For debris drops and food toss foley.	dry noodles impact, noodle toss, granular drop, brittle clatter, food throw, woody knock, papery debris, dry texture, scattered fragments, short impact, organic debris, sound design element	00:18.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Noodles Medium Chunks Movement Continuous Moderate_BS_Cracklehead.wav	Continuous tumbling and handling of medium chunks of dry noodles: crisp brittle clatter, woody clicks and papery friction, like someone rummaging through a container of light fragments. For rummaging scenes and debris beds.	dry noodles movement, noodle handling, rummage sound, granular clatter, brittle knock, food jumble, searching texture, papery friction, organic debris, container shuffle, continuous movement, sound design element	01:09.441	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Noodles Medium Chunks Movement Long Variations Moderate_BS_Cracklehead.wav	Long variations of medium chunks of dry noodles tumbled and handled: steady brittle clatter, woody knocks and dry scraping as the fragments jumble together, like rummaging through a container. For searching scenes and prop handling.	dry noodles movement, noodle handling, rummage sound, granular clatter, brittle knock, food jumble, searching texture, papery friction, organic debris, container shuffle, layered movement, sound design element	01:03.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
FOODIngr_Noodles Small Chunks Impact Subtle_BS_Cracklehead.wav	Short variations of small chunks of dry noodles lightly tossed: small brittle impacts, fine woody clicks and subtle papery clatter as the pieces settle. Light and airy. For subtle debris drops and food handling foley.	dry noodles impact, noodle toss, light granular drop, brittle click, food throw, papery clatter, dry texture, small fragments, subtle impact, organic debris, short drop, sound design element	00:18.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Noodles Small Chunks Movement Continuous Subtle_BS_Cracklehead.wav	Continuous tumbling and handling of tiny broken noodles: bright, high-frequency clatter, light woody clicks and crisp papery friction, like searching through a container of tiny dry pieces. For subtle rummage scenes and debris beds.	dry noodles movement, tiny noodle pieces, granular clatter, bright rustle, rummage sound, brittle knock, food handling, searching texture, papery friction, organic debris, container shuffle, subtle movement, sound design element	00:39.933	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Noodles Small Chunks Movement Long Variations Subtle_BS_Cracklehead.wav	Long variations of tiny broken noodles tumbled and handled: bright clatter, light woody clicks, crisp papery scraping and rapid micro-collisions, like searching through a container of tiny dry pieces. For rummage scenes and debris beds.	dry noodles movement, tiny noodle pieces, bright granular clatter, brittle rustle, rummage sound, food handling, searching texture, papery friction, organic debris, container shuffle, subtle movement, high frequency detail, sound design element	01:12.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
FOODIngr_Noodles Tiny Bits Impact Subtle_BS_Cracklehead.wav	Short variations of tiny bits of dry noodles tossed: fine, crisp impacts and delicate papery clicks with sparkling high-frequency detail and a fast decay. For subtle debris drops and sprinkle effects.	dry noodles impact, tiny noodle pieces, granular drop, brittle click, food toss, papery clatter, dry texture, small fragments, subtle impact, sprinkle sound, organic debris, sound design element	00:18.000	FOOD & DRINK INGREDIENTS FOODIngr	stereo 96 kHz 24-bit
ICE · 26 files					
ICECrsh_Ice Cubes Dropped A_BS_Cracklehead.wav	Variations of a handful of ice cubes dropped onto a hard surface, clattering into bright, glassy bounces and scattered debris. Ideal for kitchen and bar foley, drinks, frozen debris and crisp high-frequency impact layers.	ice cubes, ice drop, dropped ice, ice clatter, ice impact, glassy, crystalline, bounce, debris, kitchen foley, bar, drinks, frozen debris, high frequency layer, sound design element	00:18.000	ICE CRASH & DEBRIS ICECrsh	stereo 96 kHz 24-bit
ICECrsh_Ice Cubes Dropped B_BS_Cracklehead.wav	A second set of ice cubes dropped onto a hard surface, each fall a bright clatter of glassy bounces and settling pieces. Ideal for kitchen and bar foley, drinks, frozen debris and crisp high-frequency impact layers.	ice cubes, ice drop, dropped ice, ice clatter, ice impact, glassy, crystalline, bounce, debris, kitchen foley, bar, drinks, frozen debris, high frequency layer, sound design element	00:18.000	ICE CRASH & DEBRIS ICECrsh	stereo 96 kHz 24-bit
ICEFric_Ice Cubes Melting Continuous Subtle_BS_Cracklehead.wav	Continuous close-up recording of ice cubes slowly melting: delicate creaks, subtle internal cracks and fine water movement, with micro-drips as the ice shifts and releases tension. Intimate and organic. For melting and thawing scenes.	melting ice, ice cubes, water drops, dripping, wet texture, ice creak, internal cracking, frozen melt, subtle movement, close up foley, moisture, boiling texture, granular detail, environmental texture, organic ambience, winter sound, sound design element	01:04.715	ICE FRICTION ICEFric	stereo 96 kHz 24-bit
ICEFric_Ice Cubes Melting Extreme Closeup Continuous_BS_Cracklehead.wav	Continuous extreme close-up of ice cubes melting, full of tiny creaks, internal cracks and wet micro-drips. Intimate, delicate and highly detailed. Ideal for close-up foley, melting and thawing scenes, wet textures and subtle tension beds.	melting ice, ice cubes, extreme close up, ice creak, internal cracking, micro drips, wet texture, thawing, crackle, close up foley, delicate texture, subtle bed, tension bed, organic texture, sound design element	02:00.583	ICE FRICTION ICEFric	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
ICEFric_Ice Cubes With Popping Candy Continuous_BS_Cracklehead.wav	Continuous recording of ice cubes with popping candy, a dense fizz of tiny crackling pops over the creak and shift of the ice. Ideal for carbonation, sizzling, electrical crackle, magic sparkle and sci-fi textures.	popping candy, pop rocks, ice cubes, fizz, crackle, sizzle, carbonation, tiny pops, electric crackle, sparkle, magic, sci fi texture, bubbling, granular texture, sound design element	02:24.438	ICE FRICTION ICEFric	stereo 96 kHz 24-bit
ICEHndl_Ice Cubes Impact Long Variations Intense_BS_Cracklehead.wav	Long variations of strong ice cube impacts: a hard collision sets off a cascade of sharp cracks, brittle snaps and grinding that keeps shifting and settling. Dense and energetic, but clear. For frozen debris impacts and heavy foley.	ice impact, ice cubes, intense ice, cracking ice, brittle snap, crystalline texture, frozen debris, ice collision, sharp crackle, arctic impact, winter foley, glassy hit, granular friction, long decay, settling ice, creature texture, magical ice, sound design element	02:06.000	ICE HANDLE ICEHndl	stereo 96 kHz 24-bit
ICEHndl_Ice Cubes Impact Long Variations Moderate_BS_Cracklehead.wav	Long variations of moderate ice cube impacts: a solid brittle crack without excess sharpness, then layered shifts and small secondary collisions as the cubes settle. Natural and balanced. For foley impacts and frozen object handling.	ice impact, ice cubes, moderate ice, cracking ice, brittle collision, crystalline texture, frozen debris, granular movement, settling ice, winter foley, arctic, glassy hit, natural impact, detailed crackle, long variation, layered texture, sound design element	02:15.000	ICE HANDLE ICEHndl	stereo 96 kHz 24-bit
ICEHndl_Ice Cubes Impact Long Variations Subtle_BS_Cracklehead.wav	Long variations of light ice cube impacts: a soft, restrained contact, then delicate crystalline ticks and fine shifts as the cubes gently settle. Airy and controlled. For quiet foley and close-up ice handling.	ice impact, subtle ice, ice cubes, light collision, soft crackle, crystalline texture, gentle movement, frozen debris, granular shifts, winter foley, arctic, glassy texture, natural impact, delicate detail, long decay, organic texture, sound design element	01:44.000	ICE HANDLE ICEHndl	stereo 96 kHz 24-bit
ICEHndl_Ice Cubes Intense Movement Continuous_BS_Cracklehead.wav	Continuous intense movement of ice cubes shaken and ground together in the hands, with dense clatter, brittle snaps and grinding friction. Ideal for active ice handling, frozen debris, arctic foley and bright crackle layers.	ice cubes, ice movement, intense ice, ice handling, clatter, grinding ice, brittle snaps, crystalline, frozen debris, arctic, winter foley, crackle, continuous texture, sound design element	00:54.043	ICE HANDLE ICEHndl	stereo 96 kHz 24-bit
ICEHndl_Ice Cubes Intense Movement Long Variations_BS_Cracklehead.wav	Long variations of ice cubes shaken and ground together with intense movement, each take a dense burst of clatter, brittle snaps and grinding friction. Ideal for active ice handling, frozen debris, arctic foley and energetic crackle accents.	ice cubes, ice movement, intense ice, ice handling, clatter, grinding ice, brittle snaps, crystalline, frozen debris, arctic, winter foley, crackle, long variation, sound design element	00:54.000	ICE HANDLE ICEHndl	stereo 96 kHz 24-bit
ICEHndl_Ice Cubes Medium Movement Continuous_BS_Cracklehead.wav	Continuous medium movement of ice cubes shifted and rolled in the hands, with steady clinks, light collisions and granular friction. Natural and balanced, with clear crystalline detail. Ideal for ice handling, drinks, frozen debris and winter foley.	ice cubes, ice movement, ice handling, clinks, light collisions, granular friction, crystalline, glassy texture, frozen debris, drinks, winter foley, arctic, continuous texture, sound design element	01:10.601	ICE HANDLE ICEHndl	stereo 96 kHz 24-bit
ICEHndl_Ice Cubes Medium Movement Long Variations_BS_Cracklehead.wav	Long variations of ice cubes shifted and rolled in the hands at a medium pace, with steady clinks, light collisions and granular friction. Ideal for ice handling, drinks, frozen debris and winter foley.	ice cubes, ice movement, ice handling, clinks, light collisions, granular friction, crystalline, glassy texture, frozen debris, drinks, winter foley, long variation, sound design element	00:54.000	ICE HANDLE ICEHndl	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
ICEHndl_Ice Cubes Movement Continuous Intense_BS_Cracklehead.wav	Continuous intense movement of ice cubes grinding and colliding: dense crackle, brittle snaps, granular friction and high-frequency sparkle, with constant micro-impacts. Active and energetic. For frozen environments and debris movement.	ice movement, ice cubes, crackle, cracking ice, frozen texture, brittle, crystalline, granular, friction, debris movement, arctic, winter, foley, texture layer, high frequency, sharp, collision, organic movement, crunchy, sound design element	01:03.734	ICE HANDLE ICEHndl	stereo 96 kHz 24-bit
ICEHndl_Ice Cubes Movement Continuous Moderate_BS_Cracklehead.wav	Continuous moderate movement of ice cubes shifting and sliding: a steady stream of brittle ticks, light collisions and granular friction, without the density of heavier movement. Natural and balanced. For ice handling foley.	ice movement, ice cubes, crackling ice, frozen texture, brittle, crystalline, granular friction, light collisions, winter, arctic, foley, handling, debris movement, organic texture, subtle crackle, high frequency detail, glassy texture, sound design element	01:55.755	ICE HANDLE ICEHndl	stereo 96 kHz 24-bit
ICEHndl_Ice Cubes Movement Continuous Subtle_BS_Cracklehead.wav	Continuous subtle movement of ice cubes gently shifting: delicate ticks, fine crackle and airy friction, with clear high-frequency detail that never turns harsh. Restrained and supportive. For quiet foley and soft high-end layers.	ice movement, subtle ice, ice cubes, light crackle, delicate texture, crystalline, brittle ticks, granular friction, soft collisions, winter ambience, arctic, foley, glass texture, handling, organic detail, high frequency layer, subtle movement, sound design element	01:58.038	ICE HANDLE ICEHndl	stereo 96 kHz 24-bit
ICEHndl_Ice Cubes Soft Movement Continuous_BS_Cracklehead.wav	Continuous soft movement of ice cubes gently shifted in the hands, with delicate ticks, faint clinks and fine crackle. Quiet and intimate. Ideal for close-up ice handling, subtle winter ambience and soft high-frequency layers.	ice cubes, soft ice, ice movement, gentle handling, delicate ticks, faint clinks, fine crackle, crystalline, subtle texture, winter foley, arctic, close up, continuous texture, sound design element	00:50.001	ICE HANDLE ICEHndl	stereo 96 kHz 24-bit
ICEHndl_Ice Cubes Soft Movement Long Variations_BS_Cracklehead.wav	Long variations of ice cubes moved gently in the hands, with delicate ticks, faint clinks and fine crackle. Quiet and detailed. Ideal for close-up ice handling, subtle winter accents and soft high-frequency layers.	ice cubes, soft ice, ice movement, gentle handling, delicate ticks, faint clinks, fine crackle, crystalline, subtle texture, winter foley, close up, long variation, sound design element	01:03.000	ICE HANDLE ICEHndl	stereo 96 kHz 24-bit
ICEHndl_Ice Cubes Soft Short Variations Subtle_BS_Cracklehead.wav	Short variations of soft ice cube movement: light contacts and gentle shifts with small brittle ticks and fine crystalline texture, no strong transients and no long decay. Intimate and close. For subtle foley accents.	ice cubes, subtle ice, soft movement, light crackle, crystalline texture, brittle ticks, granular detail, gentle collision, frozen texture, winter foley, glass handling, delicate movement, short impact, organic texture, high frequency detail, sound design element	00:45.000	ICE HANDLE ICEHndl	stereo 96 kHz 24-bit
ICEImpt_Ice Cubes Catch_BS_Cracklehead.wav	Variations of ice cubes caught in a hand or container, a short, bright clatter that stops abruptly. Ideal for drink and bar foley, quick ice accents and crisp high-frequency hits.	ice cubes, ice catch, ice impact, short clatter, glassy, crystalline, quick hit, drinks, bar foley, kitchen foley, frozen, high frequency accent, sound design element	00:18.000	ICE IMPACT ICEImpt	stereo 96 kHz 24-bit
ICEImpt_Ice Cubes Hard Drop_BS_Cracklehead.wav	Variations of ice cubes dropped hard onto a surface, each a sharp, glassy impact with lively bounces and scattering pieces. Ideal for kitchen and bar foley, frozen debris and crisp impact layers.	ice cubes, ice drop, hard drop, ice impact, glassy hit, crystalline, bounce, scatter, debris, kitchen foley, bar foley, frozen debris, sharp transient, sound design element	00:18.000	ICE IMPACT ICEImpt	stereo 96 kHz 24-bit
ICEImpt_Ice Cubes Impact Variations Moderate_BS_Cracklehead.wav	Short, medium-strength ice cube impacts, made by crushing and pressing cubes together: a defined brittle crack, then tight granular shifts and small secondary collisions. Also works as pebbles or small stones. For foley and frozen debris.	ice cubes, ice impact, moderate ice, crushing ice, brittle crack, granular texture, pebbles, marbles, small stones, glassy hit, frozen debris, collision, crystalline, short impact, organic texture, winter foley, movement, sound design element	00:45.000	ICE IMPACT ICEImpt	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
ICEImpt_Ice Cubes Impact Variations Subtle_BS_Cracklehead.wav	Short, soft ice cube impacts, made by barely touching and pressing cubes together: delicate crystalline ticks and fine brittle detail with no sharp spikes. Also works as pebbles or small stones. For quiet foley and gentle accents.	ice cubes, subtle ice, soft impact, light collision, delicate crackle, crystalline texture, granular movement, pebbles, marbles, small stones, glass texture, frozen debris, short hit, organic detail, winter foley, dice movement, sound design element	00:45.000	ICE IMPACT ICEImpt	stereo 96 kHz 24-bit
ICEImpt_Ice Cubes Impact Variations With Friction Intense_BS_Cracklehead.wav	Short, hard ice cube impacts: a fast crystalline hit, then abrasive grinding and tight crackles as the cubes scrape against each other. Dense and bright, with a compact decay. For sharp foley accents and frozen debris hits.	ice impact, intense ice, ice cubes, sharp crack, brittle snap, ice friction, grinding ice, crystalline texture, frozen debris, arctic impact, aggressive collision, glassy hit, high frequency detail, short impact, winter foley, creature texture, sound design element	01:12.000	ICE IMPACT ICEImpt	stereo 96 kHz 24-bit
ICEImpt_Ice Cubes Medium Drop_BS_Cracklehead.wav	Variations of ice cubes dropped from a medium height, with a clear glassy impact, a few bounces and short settling. Ideal for kitchen and bar foley, drinks and frozen debris accents.	ice cubes, ice drop, medium drop, ice impact, glassy hit, crystalline, bounce, settle, kitchen foley, bar foley, drinks, frozen debris, sound design element	00:18.000	ICE IMPACT ICEImpt	stereo 96 kHz 24-bit
ICEImpt_Ice Cubes Single Drop_BS_Cracklehead.wav	Variations of a single ice cube dropped onto a hard surface, a clean, glassy tick with small bounces. Precise and uncluttered. Ideal for drinks, close-up foley, UI ticks and delicate frozen accents.	ice cube, single ice cube, ice drop, ice tick, glassy, crystalline, small bounce, clean impact, drinks, close up foley, ui tick, delicate hit, sound design element	00:18.000	ICE IMPACT ICEImpt	stereo 96 kHz 24-bit
ICEImpt_Ice Cubes Soft Drop_BS_Cracklehead.wav	Variations of ice cubes dropped softly from a low height, with light clinks and a short, gentle settle. Ideal for quiet drink foley, subtle frozen accents and soft high-frequency layers.	ice cubes, soft drop, ice drop, light clinks, gentle impact, glassy, crystalline, settle, drinks, quiet foley, subtle accent, high frequency layer, sound design element	00:18.000	ICE IMPACT ICEImpt	stereo 96 kHz 24-bit
METAL · 36 files					
METLCrsh_Aluminum Foil Large Size Crushed Quickly Impacts Intense_BS_Cracklehead.wav	Short variations of large aluminum foil sheets crushed quickly: sharp metallic crackle, aggressive high-frequency bursts and dense, chaotic transients with a compact decay. Raw and abrasive. For metallic debris hits and industrial foley.	aluminum foil, tin foil, metal crush, metallic impact, foil crackle, metal crunch, sharp metallic, industrial hit, debris impact, brittle metal, aggressive texture, short impact, high frequency burst, chaotic transients, foley metal, sci fi texture, sound design element	00:45.000	METAL CRASH & DEBRIS METLCrsh	stereo 96 kHz 24-bit
METLCrsh_Aluminum Foil Large Size Crushed Quickly Processed Impacts Intense_BS_Cracklehead.wav	Short variations of large aluminum foil sheets crushed quickly: sharp metallic crackle, aggressive high-frequency bursts and dense, chaotic transients with a compact decay. Raw and abrasive. For metallic debris hits and industrial foley. Processed master of the same takes: compressed and darker, with denser crackle.	aluminum foil, tin foil, metal crush, metallic impact, foil crackle, metal crunch, sharp metallic, industrial hit, debris impact, brittle metal, aggressive texture, short impact, high frequency burst, chaotic transients, foley metal, sci fi texture, processed, compressed, dense, dark, sound design element	00:45.000	METAL CRASH & DEBRIS METLCrsh	stereo 96 kHz 24-bit
METLCrsh_Aluminum Foil Medium Size Crushed Quickly Impacts Moderate_BS_Cracklehead.wav	Short variations of medium aluminum foil sheets crushed quickly: bright metallic crackle and tight brittle crunches with a compact, punchy decay. Suggests bone-like cracking with a metallic edge. For foley impacts and bone crack sweeteners.	aluminum foil, tin foil, metal crush, metallic impact, foil crackle, metal crunch, crushing metal, bone crack, brittle texture, sharp snap, industrial hit, debris impact, short impact, high frequency detail, creature texture, foley metal, sound design element	01:12.000	METAL CRASH & DEBRIS METLCrsh	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
METLCrsh_Aluminum Foil Medium Size Crushed Quickly Processed Impacts Moderate_BS_Cracklehead.wav	Short variations of medium aluminum foil sheets crushed quickly: bright metallic crackle and tight brittle crunches with a compact, punchy decay. Suggests bone-like cracking with a metallic edge. For foley impacts and bone crack sweeteners. Processed master of the same takes: compressed and darker, with denser crackle.	aluminum foil, tin foil, metal crush, metallic impact, foil crackle, metal crunch, crushing metal, bone crack, brittle texture, sharp snap, industrial hit, debris impact, short impact, high frequency detail, creature texture, foley metal, processed, compressed, dense, dark, sound design element	00:54.000	METAL CRASH & DEBRIS METLCrsh	stereo 96 kHz 24-bit
METLCrsh_Metal Rings Hard Impact Intense_BS_Cracklehead.wav	Variations of metal rings colliding hard: sharp, bright impacts and dense clatter with layered ringing and scattered secondary hits, like chains dropping or coins striking together. For chain impacts and coin accents.	metal rings, metal collision, chain impact, coin clatter, metallic hit, metal clank, bright metal, ringing metal, industrial debris, money sound, hard impact, metallic resonance, sound design element	00:27.000	METAL CRASH & DEBRIS METLCrsh	stereo 96 kHz 24-bit
METLCrsh_Metal Rings Medium Impact Moderate_BS_Cracklehead.wav	Variations of metal rings colliding at medium strength: clear, defined impacts with controlled ringing and light secondary clatter, like small chains shifting or coins striking together. Bright but not harsh. For chain movement and coin accents.	metal rings, metal collision, chain sound, coin clatter, metallic impact, metal clink, bright metal, ringing metal, industrial foley, money sound, moderate impact, metallic resonance, sound design element	00:27.000	METAL CRASH & DEBRIS METLCrsh	stereo 96 kHz 24-bit
METLFric_Aluminum Foil Large Size Crushed Continuous Intense_BS_Cracklehead.wav	Continuous intense crushing of large aluminum foil sheets: dense metallic crackle, sharp high-frequency bursts and chaotic brittle movement as the sheets are pressed and compacted. Raw and cutting. For metallic sweetening.	aluminum foil, tin foil, metal crush, metallic crackle, thin metal, continuous metal, foil friction, metal crunch, industrial texture, brittle metal, high frequency detail, abrasive texture, chaotic movement, debris layer, creature texture, sound design element	00:34.814	METAL FRICTION METLFric	stereo 96 kHz 24-bit
METLFric_Aluminum Foil Large Size Crushed Long Variations Intense_BS_Cracklehead.wav	Variations of large aluminum foil sheets crushed and crumpled hard: dense metallic crackle, sharp high-frequency bursts and chaotic thin-metal friction as the foil folds under pressure. The large sheets add weight and wider movement.	aluminum foil, tin foil, large metal sheet, metal crush, metal crumple, metallic crackle, thin metal, aggressive crunch, industrial impact, brittle metal, chaotic friction, debris texture, high frequency burst, long variation, creature layer, sound design element	02:15.000	METAL FRICTION METLFric	stereo 96 kHz 24-bit
METLFric_Aluminum Foil Large Size Crushed Processed Continuous Intense_BS_Cracklehead.wav	Continuous intense crushing of large aluminum foil sheets: dense metallic crackle, sharp high-frequency bursts and chaotic brittle movement as the sheets are pressed and compacted. Raw and cutting. For metallic sweetening. Processed master of the same takes: compressed and darker, with denser crackle.	aluminum foil, tin foil, metal crush, metallic crackle, thin metal, continuous metal, foil friction, metal crunch, industrial texture, brittle metal, high frequency detail, abrasive texture, chaotic movement, debris layer, creature texture, processed, compressed, dense, dark, sound design element	00:34.814	METAL FRICTION METLFric	stereo 96 kHz 24-bit
METLFric_Aluminum Foil Large Size Crushed Processed Long Variations Intense_BS_Cracklehead.wav	Variations of large aluminum foil sheets crushed and crumpled hard: dense metallic crackle, sharp high-frequency bursts and chaotic thin-metal friction as the foil folds under pressure. The large sheets add weight and wider movement. Processed master of the same takes: compressed and darker, with denser crackle.	aluminum foil, tin foil, large metal sheet, metal crush, metal crumple, metallic crackle, thin metal, aggressive crunch, industrial impact, brittle metal, chaotic friction, debris texture, high frequency burst, long variation, creature layer, processed, compressed, dense, dark, sound design element	02:15.000	METAL FRICTION METLFric	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
METLFric_Aluminum Foil Large Size Quickly Unfolded Impacts_BS_Cracklehead.wav	Short variations of large aluminum foil sheets unfolded quickly: built-up tension released in a sharp metallic burst of brittle ripples and crackle as the folds snap open, then slight settling movement. For metallic accents and tension releases.	aluminum foil, tin foil, metal unfold, quick unfold, metal tension release, thin metal crackle, metallic snap, brittle ripple, foil movement, metal stress, short impact, bright metallic, high frequency detail, industrial foley, sound design element	00:45.000	METAL FRICTION METLFric	stereo 96 kHz 24-bit
METLFric_Aluminum Foil Large Size Quickly Unfolded Processed Impacts_BS_Cracklehead.wav	Short variations of large aluminum foil sheets unfolded quickly: built-up tension released in a sharp metallic burst of brittle ripples and crackle as the folds snap open, then slight settling movement. For metallic accents and tension releases. Processed master of the same takes: compressed and darker, with denser crackle.	aluminum foil, tin foil, metal unfold, quick unfold, metal tension release, thin metal crackle, metallic snap, brittle ripple, foil movement, metal stress, short impact, bright metallic, high frequency detail, industrial foley, processed, compressed, dense, dark, sound design element	00:45.000	METAL FRICTION METLFric	stereo 96 kHz 24-bit
METLFric_Aluminum Foil Medium Size Crushed Continuous Moderate_BS_Cracklehead.wav	Continuous moderate crushing and crumpling of medium aluminum foil sheets: detailed thin-metal friction and controlled crackle, with layered crunching that never turns aggressive. Balanced and clear. For realistic foley and metallic layers.	aluminum foil, tin foil, metal crumple, metal friction, thin metal, metallic crackle, continuous metal, foil crunch, brittle texture, industrial movement, debris layer, high frequency detail, metal handling, creature texture, sound design element	00:36.893	METAL FRICTION METLFric	stereo 96 kHz 24-bit
METLFric_Aluminum Foil Medium Size Crushed Long Variations Intense_BS_Cracklehead.wav	Variations of medium aluminum foil sheets crushed and crumpled hard: bright metallic crackle, sharp brittle folds and compact crunches as the foil compresses and releases. Tighter and more focused than the large sheets.	aluminum foil, tin foil, medium metal sheet, metal crush, metal crumple, metallic crackle, thin metal friction, brittle texture, crunching metal, industrial foley, debris movement, high frequency detail, sharp metallic, long variation, creature texture, sound design element	01:30.000	METAL FRICTION METLFric	stereo 96 kHz 24-bit
METLFric_Aluminum Foil Medium Size Crushed Processed Continuous Moderate_BS_Cracklehead.wav	Continuous moderate crushing and crumpling of medium aluminum foil sheets: detailed thin-metal friction and controlled crackle, with layered crunching that never turns aggressive. Balanced and clear. For realistic foley and metallic layers. Processed master of the same takes: compressed and darker, with denser crackle.	aluminum foil, tin foil, metal crumple, metal friction, thin metal, metallic crackle, continuous metal, foil crunch, brittle texture, industrial movement, debris layer, high frequency detail, metal handling, creature texture, processed, compressed, dense, dark, sound design element	00:36.893	METAL FRICTION METLFric	stereo 96 kHz 24-bit
METLFric_Aluminum Foil Medium Size Crushed Processed Long Variations Intense_BS_Cracklehead.wav	Variations of medium aluminum foil sheets crushed and crumpled hard: bright metallic crackle, sharp brittle folds and compact crunches as the foil compresses and releases. Tighter and more focused than the large sheets. Processed master of the same takes: compressed and darker, with denser crackle.	aluminum foil, tin foil, medium metal sheet, metal crush, metal crumple, metallic crackle, thin metal friction, brittle texture, crunching metal, industrial foley, debris movement, high frequency detail, sharp metallic, long variation, creature texture, processed, compressed, dense, dark, sound design element	01:30.000	METAL FRICTION METLFric	stereo 96 kHz 24-bit
METLFric_Aluminum Foil Medium Size Unfolded Long Variations Moderate_BS_Cracklehead.wav	Variations of medium aluminum foil sheets unfolded: bright, detailed crackle, sharp brittle ripples and fluttering high-frequency movement as the folds open, stretch and release tension. Clean and expressive. For realistic and stylized foley.	aluminum foil, tin foil, metal unfold, unfolding metal, thin metal sheet, metallic crackle, metal friction, brittle texture, foil movement, metal stress, high frequency detail, industrial foley, debris layer, metallic texture, sound design element	02:33.000	METAL FRICTION METLFric	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
METLFric_Aluminum Foil Medium Size Unfolded Processed Long Variations Moderate_BS_Cracklehead.wav	Variations of medium aluminum foil sheets unfolded: bright, detailed crackle, sharp brittle ripples and fluttering high-frequency movement as the folds open, stretch and release tension. Clean and expressive. For realistic and stylized foley. Processed master of the same takes: compressed and darker, with denser crackle.	aluminum foil, tin foil, metal unfold, unfolding metal, thin metal sheet, metallic crackle, metal friction, brittle texture, foil movement, metal stress, high frequency detail, industrial foley, debris layer, metallic texture, processed, compressed, dense, dark, sound design element	01:30.000	METAL FRICTION METLFric	stereo 96 kHz 24-bit
METLFric_Aluminum Foil Small Size Crushed Continuous Subtle_BS_Cracklehead.wav	Continuous gentle crumpling of small aluminum foil sheets: fine thin-metal friction, light crackle and airy brittle movement, detailed but without sharp spikes. Intimate and controlled. For close-up texture work.	aluminum foil, tin foil, thin metal, metal friction, subtle metal, gentle crumple, metallic crackle, metal stress, continuous metal, brittle texture, light crunch, industrial foley, high frequency detail, debris layer, sound design element	00:45.940	METAL FRICTION METLFric	stereo 96 kHz 24-bit
METLFric_Aluminum Foil Small Size Crushed Processed Continuous Subtle_BS_Cracklehead.wav	Continuous gentle crumpling of small aluminum foil sheets: fine thin-metal friction, light crackle and airy brittle movement, detailed but without sharp spikes. Intimate and controlled. For close-up texture work. Processed master of the same takes: compressed and darker, with denser crackle.	aluminum foil, tin foil, thin metal, metal friction, subtle metal, gentle crumple, metallic crackle, metal stress, continuous metal, brittle texture, light crunch, industrial foley, high frequency detail, debris layer, processed, compressed, dense, dark, sound design element	00:40.374	METAL FRICTION METLFric	stereo 96 kHz 24-bit
METLFric_Aluminum Foil Small Size Crushed Quickly Impacts_BS_Cracklehead.wav	Short variations of small aluminum foil sheets crushed quickly but gently: soft thin-metal crackle, light brittle folds and compact micro-transients, clear but never harsh. For subtle metallic foley.	aluminum foil, tin foil, small metal sheet, gentle crumple, soft metal crunch, thin metal friction, metallic crackle, subtle metal, brittle texture, light crunch, metal stress, short impact, industrial foley, high frequency detail, sound design element	01:12.000	METAL FRICTION METLFric	stereo 96 kHz 24-bit
METLFric_Aluminum Foil Small Size Crushed Quickly Processed Impacts_BS_Cracklehead.wav	Short variations of small aluminum foil sheets crushed quickly but gently: soft thin-metal crackle, light brittle folds and compact micro-transients, clear but never harsh. For subtle metallic foley. Processed master of the same takes: compressed and darker, with denser crackle.	aluminum foil, tin foil, small metal sheet, gentle crumple, soft metal crunch, thin metal friction, metallic crackle, subtle metal, brittle texture, light crunch, metal stress, short impact, industrial foley, high frequency detail, processed, compressed, dense, dark, sound design element	00:54.000	METAL FRICTION METLFric	stereo 96 kHz 24-bit
METLFric_Aluminum Foil Small Size Crushed Slowly Long Variations Subtle_BS_Cracklehead.wav	Variations of small aluminum foil sheets crushed and crumpled slowly: delicate thin-metal stress, gradual deformation and fine crackle, with the slow motion revealing every bit of friction. For tension textures and close-up foley.	aluminum foil, tin foil, small metal sheet, metal crush, slow crumple, metal stress, deformation, metallic crunch, thin metal friction, brittle texture, subtle metal, industrial foley, high frequency detail, tension texture, debris layer, sound design element	01:48.000	METAL FRICTION METLFric	stereo 96 kHz 24-bit
METLFric_Aluminum Foil Small Size Crushed Slowly Processed Long Variations Subtle_BS_Cracklehead.wav	Variations of small aluminum foil sheets crushed and crumpled slowly: delicate thin-metal stress, gradual deformation and fine crackle, with the slow motion revealing every bit of friction. For tension textures and close-up foley. Processed master of the same takes: compressed and darker, with denser crackle.	aluminum foil, tin foil, small metal sheet, metal crush, slow crumple, metal stress, deformation, metallic crunch, thin metal friction, brittle texture, subtle metal, industrial foley, high frequency detail, tension texture, debris layer, processed, compressed, dense, dark, sound design element	01:30.000	METAL FRICTION METLFric	stereo 96 kHz 24-bit
METLFric_Aluminum Foil Wide Stress Breaking Long Variations Subtle_BS_Cracklehead.wav	Variations of aluminum foil pulled and stretched under tension, in a wide stereo image: layered crackle, snapping stress points and fluttering ripples with an abrasive, ASMR-like intensity. Can pass for fireplace crackle or light rain.	aluminum foil, tin foil, metal stress, metal tension, stretching metal, thin metal friction, metallic crackle, brittle snap, stress break, wide texture, bright metal, ASMR texture, fireplace crackle, rain texture, clicking metal, high frequency detail, experimental sound design element	05:17.000	METAL FRICTION METLFric	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
METLFric_Aluminum Foil Wide Stress Breaking Processed Long Variations Subtle_BS_Cracklehead.wav	Variations of aluminum foil pulled and stretched under tension, in a wide stereo image: layered crackle, snapping stress points and fluttering ripples with an abrasive, ASMR-like intensity. Can pass for fireplace crackle or light rain. Processed master of the same takes: compressed and darker, with denser crackle.	aluminum foil, tin foil, metal stress, metal tension, stretching metal, thin metal friction, metallic crackle, brittle snap, stress break, wide texture, bright metal, ASMR texture, fireplace crackle, rain texture, clicking metal, high frequency detail, experimental sound design element, processed, compressed, dense, dark, sound design element	05:17.000	METAL FRICTION METLFric	stereo 96 kHz 24-bit
METLFric_Metal Rings Squeezed In Hands Continuous Subtle_BS_Cracklehead.wav	Continuous squeezing of small metal rings in the hands: tight metal-on-metal friction and subtle grinding, with intermittent sharp clicks and sudden cracking stress releases. Mechanical and tactile. For tension layers and industrial foley.	metal rings, metal squeeze, metal friction, metallic stress, metal clicks, metal cracks, metal tension, mechanical texture, small metal movement, subtle metal, industrial foley, high frequency detail, continuous metal, sound design element	01:21.484	METAL FRICTION METLFric	stereo 96 kHz 24-bit
METLMvmt_Metal Rings Gentle Movement Continuous Subtle_BS_Cracklehead.wav	Continuous low-energy movement of metal rings: gentle clicks and soft layered clatter with natural metal decay, like chains lightly shifting or coins jostling. Restrained and detailed. For quiet chain movement and coin handling.	metal rings, gentle chain movement, coin clink, soft metal collision, subtle metallic clatter, resonating metal, light coin sound, continuous metal, low energy movement, metallic texture, foley metal, sound design element	01:15.309	METAL MOVEMENT METLMvmt	stereo 96 kHz 24-bit
METLMvmt_Metal Rings Intense Movement Continuous_BS_Cracklehead.wav	Continuous high-energy movement of metal rings: dense, rapid clatter and overlapping ring resonance, like chains being shaken or coins pouring onto a hard surface. Chaotic and kinetic. For chain movement and money pours.	metal rings, chain movement, pouring coins, metal clatter, metallic collision, coin sound, bright metal, ringing resonance, industrial debris, continuous metal, high energy movement, metallic texture, sound design element	00:52.976	METAL MOVEMENT METLMvmt	stereo 96 kHz 24-bit
METLMvmt_Metal Rings Medium Movement Continuous Moderate_BS_Cracklehead.wav	Continuous medium-energy movement of metal rings: steady clatter and overlapping ring tones with controlled decay, like chains shifting or coins pouring in a measured stream. Lively but balanced. For chain movement and money pours.	metal rings, chain movement, pouring coins, resonating metal, metal clatter, metallic collision, coin sound, ringing metal, industrial texture, continuous metal, medium energy movement, metallic resonance, sound design element	00:56.771	METAL MOVEMENT METLMvmt	stereo 96 kHz 24-bit
METLMvmt_Metal Rings Movement Long Variations Intense_BS_Cracklehead.wav	Long variations of metal rings colliding with high energy: dense, aggressive clatter with overlapping ring resonance and rapid-fire hits, like chains shaken or coins scattering. Bright and cutting. For chain drops and money pours.	metal rings, chain collision, coin clatter, pouring coins, metallic impact, metal clank, bright metal, resonating metal, industrial debris, high energy movement, layered metal, metallic texture, sound design element	01:30.000	METAL MOVEMENT METLMvmt	stereo 96 kHz 24-bit
METLMvmt_Metal Rings Movement Long Variations Moderate_BS_Cracklehead.wav	Long variations of metal rings colliding with medium energy: steady clatter with clear contact transients and overlapping ring resonance, like chains shifting or coins pouring in a measured stream. For chain movement and money pours.	metal rings, chain movement, pouring coins, metallic clatter, metal collision, coin sound, resonating metal, industrial texture, layered impacts, medium energy movement, metallic shimmer, foley metal, sound design element	01:12.000	METAL MOVEMENT METLMvmt	stereo 96 kHz 24-bit
METLMvmt_Metal Rings Movement Long Variations Subtle_BS_Cracklehead.wav	Long variations of metal rings colliding with low energy: soft clicks and light clatter with gentle overlapping resonance, like chains lightly shifting or coins quietly settling. For quiet chain movement and coin handling.	metal rings, gentle chain movement, soft coin clink, subtle metallic collision, light metal clatter, resonating metal, coin pour, continuous metal, low energy movement, metallic texture, foley metal, sound design element	01:12.000	METAL MOVEMENT METLMvmt	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
METLMvmt_Metal Rings Release Short Variations Subtle_BS_Cracklehead.wav	Short variations of metal rings picked up, grabbed and released: the grip, small cascading ring collisions as they are lifted, then a light rattle and settling resonance on release. Like chain handling. For prop interaction and industrial foley.	metal handling, lifting chains, grabbing metal, metal release, chain movement, metal rattle, metallic clink, ring collision, object handling, industrial foley, subtle metal, short movement, sound design element	00:27.000	METAL MOVEMENT METLMvmt	stereo 96 kHz 24-bit
METLMvmt_Metal Rings Soft Release Short Variations Subtle_BS_Cracklehead.wav	Short variations of metal rings picked up and gently released: a subtle grip, delicate ring collisions as they are lifted, then a soft, controlled rattle as they settle. Like quiet chain handling. For prop interaction.	metal handling, lifting chains, grabbing metal, gentle metal release, chain movement, soft metal rattle, metallic clink, ring collision, object handling, industrial foley, subtle metal, short movement, sound design element	00:27.000	METAL MOVEMENT METLMvmt	stereo 96 kHz 24-bit
METLMvmt_Metal Rings Soft Short Variations Subtle_BS_Cracklehead.wav	Short variations of metal rings picked up, lifted and let go: the grip, shifting weight and subtle ring collisions, then a light settling rattle with smooth resonance. Clean, like chain handling. For prop interaction and metallic accents.	metal handling, lifting chains, grabbing metal, metal release, chain movement, metal rattle, metallic clink, ring collision, object handling, industrial foley, subtle metal, short movement, sound design element	00:30.000	METAL MOVEMENT METLMvmt	stereo 96 kHz 24-bit
OBJECTS · 26 files					
OBJPack_Wood Wool Crackle Continuous Intense_BS_Cracklehead.wav	Continuous aggressive tumbling and crushing of wood wool: dense fibrous crackle, splinter-like snaps and chaotic organic noise as the material compresses and tears. Dry and loud. For destruction layers and fire-like crackle.	wood wool, wood fiber, fibrous crackle, organic noise, splinter snap, brittle texture, crushing wood, debris movement, continuous crackle, dry texture, chaotic movement, destruction layer, creature texture, sound design element	00:43.650	OBJECTS PACKAGING OBJPack	stereo 96 kHz 24-bit
OBJPack_Wood Wool Crackle Continuous Moderate_BS_Cracklehead.wav	Continuous tumbling and crushing of wood wool: layered fibrous crackle and brittle splinter-like snaps with a bright, flowing surface agitation. Light and airy despite its density. For fire-like textures and debris beds.	wood wool, wood fiber, fibrous crackle, organic noise, splinter snap, brittle texture, tumbling wood, debris movement, bright texture, flowing crackle, continuous movement, fire-like texture, creature layer, sound design element	00:41.000	OBJECTS PACKAGING OBJPack	stereo 96 kHz 24-bit
OBJPack_Wood Wool Crackle Continuous Subtle_BS_Cracklehead.wav	Continuous gentle tumbling and light crushing of wood wool: soft fibrous crackle, delicate splinter-like snaps and dusty, airy friction. Controlled and intimate. For soft debris beds and fire-like sweetening.	wood wool, wood fiber, soft crackle, fibrous texture, dusty noise, gentle crushing, splinter snap, organic debris, subtle movement, dry texture, continuous crackle, fire-like layer, creature texture, sound design element	00:36.000	OBJECTS PACKAGING OBJPack	stereo 96 kHz 24-bit
OBJPack_Wood Wool Crackle Long Variations Intense_BS_Cracklehead.wav	Long variations of wood wool tumbled and crushed aggressively: dense fibrous crackle, sharp splinter-like snaps and layered friction as the material collapses and shifts. Dry and bright. For destruction layers and fire-like crackle.	wood wool, wood fiber, intense crackle, fibrous texture, organic noise, splinter snap, brittle cracking, crushing wood, debris movement, chaotic texture, dry material, fire-like crackle, destruction layer, creature texture, sound design element	01:48.000	OBJECTS PACKAGING OBJPack	stereo 96 kHz 24-bit
OBJPack_Wood Wool Crackle Long Variations Moderate_BS_Cracklehead.wav	Long variations of wood wool tumbled and crushed: layered fibrous crackle, brittle snaps and dusty friction, each take settling into a clear natural ending. For debris beds and organic transition tails.	wood wool, wood fiber, fibrous crackle, organic noise, splinter snap, brittle texture, tumbling wood, debris movement, dusty friction, natural ending, textured tail, fire-like crackle, creature texture, sound design element	01:30.000	OBJECTS PACKAGING OBJPack	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
OBJPack_Wood Wool Crackle Long Variations Subtle_BS_Cracklehead.wav	Long variations of wood wool gently tumbled and lightly crushed: soft fibrous crackle, delicate splinter-like snaps and fine, dusty friction, settling naturally. Subtle and airy. For soft debris beds and fire-like sweetening.	wood wool, wood fiber, soft crackle, fibrous texture, gentle crushing, dusty noise, splinter snap, organic debris, subtle movement, dry texture, continuous crackle, fire-like layer, creature texture, sound design element	01:30.000	OBJECTS PACKAGING OBJPack	stereo 96 kHz 24-bit
OBJPack_Wood Wool Crushed Hard Impacts Intense_BS_Cracklehead.wav	Short variations of wood wool pressed down hard and fast: a punchy burst of fibrous crackle and splinter-like snaps, then a crackling aftermath of settling strands. For organic impact layers and fire-like sweeteners.	wood wool, wood fiber, hard crush, fibrous crackle, organic impact, splinter snap, crackling tail, debris movement, dry texture, impact crackle, fire-like texture, short organic hit, sound design element	00:45.000	OBJECTS PACKAGING OBJPack	stereo 96 kHz 24-bit
OBJPack_Wood Wool Crushed Impacts Moderate_BS_Cracklehead.wav	Short variations of wood wool pressed down quickly: a compact burst of fibrous crackle and brittle snaps without much weight, then a controlled crackling aftermath. For organic impact layers and transition textures.	wood wool, wood fiber, wood crush, fibrous crackle, organic impact, splinter snap, crackling tail, debris movement, dry texture, short organic hit, fire-like crackle, textured aftermath, sound design element	00:36.000	OBJECTS PACKAGING OBJPack	stereo 96 kHz 24-bit
OBJPack_Wood Wool Fast Hand Crush Impacts Subtle_BS_Cracklehead.wav	Short variations of wood wool crushed quickly in the hand: tight fibrous crackle and crunchy snaps with little low end, like chewing dry cereal or light crunchy footsteps. For crunchy foley and food-like textures.	wood wool, wood fiber, hand crush, crunchy texture, chewing sound, cereal crunch, light footsteps, fibrous crackle, splinter snap, organic debris, dry crunch, short organic hit, foley texture, sound design element	01:03.000	OBJECTS PACKAGING OBJPack	stereo 96 kHz 24-bit
OBJPack_Wood Wool Huge Slow Crush Long Variations Intense_BS_Cracklehead.wav	Long variations of a large amount of wood wool pressed down heavily: wide stereo crackle and splinter-like snaps around a deeper, weightier center as the material collapses. For organic crush layers and fire-like beds.	wood wool, wood fiber, heavy crush, fibrous crackle, stereo texture, wide crackle, splinter snap, organic compression, debris movement, deep center impact, textured layer, fire-like crackle, cinematic organic, sound design element	02:32.753	OBJECTS PACKAGING OBJPack	stereo 96 kHz 24-bit
OBJPack_Wood Wool Press Release Impacts Subtle_BS_Cracklehead.wav	Short variations of wood wool gently pressed and released: soft fibrous compression and delicate crackle as the strands spring back into shape, like quiet, cushioned footsteps on dry matter. For soft footstep sweetening.	wood wool, wood fiber, gentle press, press and release, soft crackle, fibrous texture, light footsteps, organic compression, splinter snap, subtle debris, dry surface, foley texture, short organic hit, sound design element	00:18.000	OBJECTS PACKAGING OBJPack	stereo 96 kHz 24-bit
OBJPack_Wood Wool Slow Hand Crush Long Variations Subtle_BS_Cracklehead.wav	Long variations of wood wool crushed slowly in both hands: wide stereo crackle with airy, splinter-like detail and soft but defined snaps, with an ASMR-like intimacy. For stereo organic beds and fire-like textures.	wood wool, wood fiber, hand crush, stereo crackle, wide texture, fibrous snap, organic compression, ASMR texture, splinter crack, subtle debris, fire-like crackle, immersive stereo, sound design element	01:48.000	OBJECTS PACKAGING OBJPack	stereo 96 kHz 24-bit
OBJWrite_Chalks Hard Impact A Intense_BS_Cracklehead.wav	Short variations of large chalk pieces striking each other: bold mineral knocks with a brief tonal ring, then dry scraping and gritty breakup. Weighty and ceramic-like. For mineral impacts and ceramic debris hits.	large chalk impact, chalk collision, limestone knock, mineral clatter, ceramic hit, chalk strike, brittle snap, dry scrape, tonal mineral, granular debris, short impact, stone texture, sound design element	00:27.000	OBJECTS WRITING OBJWrite	stereo 96 kHz 24-bit
OBJWrite_Chalks Hard Impact B Intense_BS_Cracklehead.wav	Short variations of large chalk pieces striking each other: bold mineral knocks with a brief tonal ring, then dry scraping and gritty breakup. Weighty and ceramic-like. For mineral impacts and ceramic debris hits.	large chalk impact, chalk collision, limestone knock, mineral clatter, ceramic hit, chalk strike, brittle snap, dry scrape, tonal mineral, granular debris, short impact, stone texture, sound design element	00:27.000	OBJECTS WRITING OBJWrite	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
OBJWrite_Chalks Hard Impact Single A Subtle_BS_Cracklehead.wav	Short variations of single chalk pieces striking each other: clean mineral knocks with ceramic-like articulation, light chalky grit and a brief, dry decay. Isolated and uncluttered. For small mineral hits and ceramic accents.	single chalk impact, chalk collision, limestone knock, mineral hit, ceramic clack, chalk strike, brittle snap, dry decay, granular texture, short impact, stone accent, sound design element	00:18.000	OBJECTS WRITING OBJWrite	stereo 96 kHz 24-bit
OBJWrite_Chalks Hard Impact Single B Subtle_BS_Cracklehead.wav	Short variations of single chalk pieces striking each other: clean mineral knocks with ceramic-like articulation, light chalky grit and a brief, dry decay. Isolated and uncluttered. For small mineral hits and ceramic accents.	single chalk impact, chalk collision, limestone knock, mineral hit, ceramic clack, chalk strike, brittle snap, dry decay, granular texture, short impact, stone accent, sound design element	00:18.000	OBJECTS WRITING OBJWrite	stereo 96 kHz 24-bit
OBJWrite_Chalks Medium Impact Moderate_BS_Cracklehead.wav	Short variations of small chalk pieces striking each other: crisp mineral knocks and tight ceramic-like clatter, brighter and higher-pitched than the large pieces, with dry scraping and minimal tail. For mineral debris hits.	small chalk impact, chalk collision, limestone knock, mineral clatter, ceramic hit, chalk strike, brittle click, dry scrape, granular debris, short impact, bright mineral, sound design element	00:18.000	OBJECTS WRITING OBJWrite	stereo 96 kHz 24-bit
OBJWrite_Chalks Movement Continuous Intense_BS_Cracklehead.wav	Continuous clacking, knocking and grinding of large tonal chalk pieces: bright mineral clatter with a resonant, ceramic-like ring and dry scraping. Gritty and abrasive. For mineral debris beds and ceramic clutter.	chalk movement, limestone clatter, mineral friction, ceramic knock, chalk collision, dry scrape, tonal mineral, brittle clack, chalk texture, stone friction, continuous clatter, granular debris, sound design element	01:15.849	OBJECTS WRITING OBJWrite	stereo 96 kHz 24-bit
OBJWrite_Chalks Movement Continuous Moderate_BS_Cracklehead.wav	Continuous clacking, knocking and grinding of small chalk pieces: tighter, higher-pitched clicks and crisp ceramic-like clatter with a bright, slightly tonal shimmer. For chalkboard movement and mineral debris beds.	small chalks, chalk movement, limestone clatter, mineral friction, ceramic knock, chalk collision, dry scrape, bright mineral, brittle click, chalk texture, stone friction, continuous clatter, granular debris, sound design element	00:49.601	OBJECTS WRITING OBJWrite	stereo 96 kHz 24-bit
OBJWrite_Chalks Movement Continuous Subtle_BS_Cracklehead.wav	Continuous clacking and scraping of tiny chalk pieces: light, high-pitched clicks, airy scraping and rapid micro-collisions with a bright granular shimmer. Restrained and crisp. For subtle mineral debris and ceramic texture.	tiny chalks, chalk movement, limestone texture, mineral friction, ceramic clatter, chalk collision, dry scrape, bright clicks, brittle texture, granular debris, subtle clatter, stone particles, sound design element	00:52.313	OBJECTS WRITING OBJWrite	stereo 96 kHz 24-bit
OBJWrite_Chalks Movement Long Variations Intense_BS_Cracklehead.wav	Long variations of large tonal chalk pieces knocking and grinding: bold mineral clatter with a full, slightly tonal body, clear ringing and gritty surface drag. Bright yet weighty. For mineral debris beds and ceramic clutter.	large chalks, chalk movement, limestone clatter, mineral friction, ceramic knock, chalk collision, tonal mineral, dry scrape, brittle clack, chalk texture, stone impact, granular debris, sound design element	01:04.000	OBJECTS WRITING OBJWrite	stereo 96 kHz 24-bit
OBJWrite_Chalks Movement Long Variations Moderate_BS_Cracklehead.wav	Long variations of small chalk pieces knocking and scraping: crisp, higher-pitched clatter with brittle clicks and granular surface drag. Clear and lively. For chalkboard handling and mineral debris beds.	small chalks, chalk movement, limestone clatter, mineral friction, ceramic knock, chalk collision, bright mineral, brittle click, dry scrape, granular debris, textured clatter, stone particles, sound design element	01:12.000	OBJECTS WRITING OBJWrite	stereo 96 kHz 24-bit
OBJWrite_Chalks Movement Long Variations Subtle_BS_Cracklehead.wav	Long variations of tiny chalk pieces knocking and tumbling: light, high-pitched clicks, airy scraping and rapid granular collisions with a subtle tonal shimmer. For subtle chalk handling and ceramic texture accents.	tiny chalks, chalk movement, limestone texture, mineral friction, ceramic clatter, chalk collision, bright clicks, brittle mineral, dry scrape, granular debris, subtle clatter, stone particles, sound design element	00:54.000	OBJECTS WRITING OBJWrite	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
OBJWrite_Chalks Soft Tiny Impact A Subtle_BS_Cracklehead.wav	Short variations of chalk pieces touching gently: soft mineral knocks and delicate ceramic-like clatter with light scraping as they settle. Airy and restrained, with bright detail. For soft chalkboard touches and ceramic foley.	chalk soft impact, gentle chalk collision, limestone knock, mineral clack, ceramic click, chalk strike, dry scrape, granular friction, subtle impact, bright mineral texture, foley chalk, sound design element	00:18.000	OBJECTS WRITING OBJWrite	stereo 96 kHz 24-bit
OBJWrite_Chalks Soft Tiny Impact B Subtle_BS_Cracklehead.wav	Short variations of chalk pieces touching gently: soft mineral knocks and delicate ceramic-like clatter with light scraping as they settle. Airy and restrained, with bright detail. For soft chalkboard touches and ceramic foley.	chalk soft impact, gentle chalk collision, limestone knock, mineral clack, ceramic click, chalk strike, dry scrape, granular friction, subtle impact, bright mineral texture, foley chalk, sound design element	00:18.000	OBJECTS WRITING OBJWrite	stereo 96 kHz 24-bit
OBJWrite_Chalks Soft Tiny Movement Short Variations Subtle_BS_Cracklehead.wav	Short variations of chalk pieces gently handled and shifted: light limestone contact, subtle dry scraping and fine granular friction with crisp detail and little weight. For chalkboard handling and subtle mineral foley.	chalk handling, soft chalk movement, limestone texture, mineral friction, ceramic touch, chalk scrape, granular detail, subtle movement, dry texture, foley chalk, short variation, sound design element	00:27.000	OBJECTS WRITING OBJWrite	stereo 96 kHz 24-bit
PAPER · 11 files					
PAPRImpt_Toilet Paper Hard Crunchy Long Impact Intense_BS_Cracklehead.wav	Long variations of toilet paper crushed and forcefully deformed: a soft but punchy hit, then layered crumpling and compressed fiber crackle. Unexpectedly bone-like and gritty. For stylized bone breaks and creature body impacts.	toilet paper crush, organic impact, papery crunch, fibrous crackle, bone break texture, soft destruction, crumple impact, organic fracture, gritty breakup, creature body hit, stylized gore layer, sound design element	01:30.000	PAPER IMPACT PAPRImpt	stereo 96 kHz 24-bit
PAPRImpt_Toilet Paper Medium Crunchy Impact Intense_BS_Cracklehead.wav	Short variations of toilet paper crushed and forcefully deformed: a tight, punchy hit with a brief crumple and fiber breakup. Soft material with a surprisingly solid impact. For punch accents and light footsteps on dry ground.	toilet paper impact, organic punch, papery crunch, fibrous compression, soft body hit, lightweight footsteps, crumple impact, organic deformation, dry texture, short impact, foley layer, sound design element	00:45.000	PAPER IMPACT PAPRImpt	stereo 96 kHz 24-bit
PAPRMisc_Toilet Paper Hard Crunch Continuous Intense_BS_Cracklehead.wav	Continuous, very intense toilet paper rummaging: constant fibrous friction and rapid crumpling that make a dense, harsh broadband noise bed, close to white noise but still organic. For noise transitions and tension builds.	toilet paper rummage, white noise texture, papery friction, fibrous crunch, continuous crumple, noise bed, chaotic movement, organic noise, high frequency texture, abrasive rustle, tension layer, experimental sound design, sound design element	00:53.857	PAPER MISC PAPRMisc	stereo 96 kHz 24-bit
PAPRMisc_Toilet Paper Hard Crunch Long Variations Intense_BS_Cracklehead.wav	Long variations of toilet paper handled violently: aggressive crunching, tearing compression and gritty agitation that evolve into a sustained, textured decay. Dense and chaotic. For destruction beds and gritty organic transitions.	toilet paper crunch, violent handling, papery friction, fibrous crackle, gritty texture, organic destruction, crumple noise, abrasive rustle, long tail decay, debris layer, chaotic movement, sound design element	02:15.000	PAPER MISC PAPRMisc	stereo 96 kHz 24-bit
PAPRMisc_Toilet Paper Medium Crunch Continuous Intense_BS_Cracklehead.wav	Continuous intense toilet paper rummaging: forceful crumpling and steady fibrous crackle that make a dense broadband noise bed with a strong white-noise character. For noise swells and chaotic transitions.	toilet paper rummage, white noise texture, papery friction, fibrous crunch, continuous crumple, noise bed, chaotic movement, organic noise, high frequency rustle, abrasive texture, tension layer, experimental sound design, sound design element	00:58.317	PAPER MISC PAPRMisc	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
PAPRMisc_Toilet Paper Medium Crunch Long Variations Intense_BS_Cracklehead.wav	Long variations of toilet paper handled firmly: steady crumpling and compression with layered crackle that evolve into a sustained, gritty decay. Clear and textured. For organic debris beds and evolving noise transitions.	toilet paper handling, papery crunch, fibrous friction, gritty texture, organic rustle, crumple noise, surface drag, long tail decay, debris layer, continuous movement, sound design element	01:30.000	PAPER MISC PAPRMisc	stereo 96 kHz 24-bit
PAPRMisc_Toilet Paper Quickly Squished Impacts Intense_BS_Cracklehead.wav	Short variations of toilet paper squished fast: a quick, compressed hit with fibrous crunch and papery breakup, both fleshy and brittle. For stylized body hits and soft gore accents.	toilet paper impact, squishy hit, gritty crunch, papery squish, organic impact, fibrous compression, soft gore texture, body hit layer, quick impact, hybrid texture, sound design element	01:30.000	PAPER MISC PAPRMisc	stereo 96 kHz 24-bit
PAPRMisc_Toilet Paper Slowly Squished Short Variations Moderate_BS_Cracklehead.wav	Short variations of toilet paper squeezed slowly: a compact squish with layered papery crackle and soft deformation, oddly moist and fleshy for a dry source. For stylized body hits and soft gore accents.	toilet paper impact, squishy hit, gritty crunch, papery compression, organic impact, fibrous crackle, soft gore texture, body hit layer, squeeze sound, hybrid impact, tactile texture, sound design element	01:30.000	PAPER MISC PAPRMisc	stereo 96 kHz 24-bit
PAPRMisc_Toilet Paper Soft Crunch Continuous Moderate_BS_Cracklehead.wav	Continuous rummaging of toilet paper: steady papery rustle and soft fibrous friction, like dry leaves or vegetation being handled. Natural and airy. For foliage beds and underbrush movement.	toilet paper rummage, papery rustle, vegetation texture, leaf movement, fibrous friction, organic noise, dry foliage, continuous rustle, debris bed, environmental texture, sound design element	01:16.784	PAPER MISC PAPRMisc	stereo 96 kHz 24-bit
PAPRMisc_Toilet Paper Soft Crunch Impacts Moderate_BS_Cracklehead.wav	Short variations of toilet paper squished gently: soft compression with fibrous crunch and papery breakup, organic with a slightly abrasive grit. For stylized body hits and creature impacts.	toilet paper impact, squishy hit, gritty crunch, papery compression, organic impact, fibrous crackle, soft gore texture, body hit layer, squeeze sound, hybrid impact, tactile texture, sound design element	00:45.000	PAPER MISC PAPRMisc	stereo 96 kHz 24-bit
PAPRMisc_Toilet Paper Soft Crunch Long Variations Moderate_BS_Cracklehead.wav	Long variations of toilet paper handled gently: soft crumpling and layered surface drag that trail into a sustained, gritty decay. Organic and airy. For foliage-like movement and soft destruction layers.	toilet paper handling, papery crunch, fibrous friction, gritty texture, organic rustle, soft crumple, surface drag, long tail decay, debris layer, continuous movement, environmental texture, sound design element	01:48.000	PAPER MISC PAPRMisc	stereo 96 kHz 24-bit
PLASTIC · 98 files					
PLASBrk_Cellophane Crackle Impacts Intense_BS_Cracklehead.wav	Short variations of cellophane deformed quickly and hard: sharp, brittle crackle with rapid stress snaps and fast friction bursts. Thin and piercing, with almost no low end. For sharp foley accents and debris sweeteners.	cellophane, thin plastic, intense crackle, plastic deformation, sharp snap, brittle texture, plastic stress, quick impact, high frequency detail, crisp plastic, short plastic hit, glitch texture, foley plastic, debris layer, sound design element	00:45.000	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Cellophane Crackle Impacts Moderate_BS_Cracklehead.wav	Short variations of cellophane deformed quickly: bright, detailed crackle with fast stress snaps and crisp friction. Thin and articulate, with minimal low end. For realistic plastic foley and texture sweetening.	cellophane, thin plastic, plastic crackle, plastic deformation, quick snap, brittle texture, plastic stress, short plastic hit, crisp crackle, high frequency detail, foley plastic, light impact, textured movement, sound design element	00:45.000	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Cellophane Crackle Impacts Subtle_BS_Cracklehead.wav	Short variations of cellophane deformed quickly but softly: light, delicate crackle with gentle stress releases and fine friction. Airy and crisp. For quiet foley accents and soft high-frequency sweetening.	cellophane, thin plastic, soft plastic crackle, gentle deformation, subtle snap, brittle texture, plastic stress, short plastic hit, light crackle, high frequency detail, foley plastic, delicate texture, sound design element	00:45.000	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
PLASBrk_Cellophane Crackle Long Variations Subtle_BS_Cracklehead.wav	Long variations of cellophane deformed gently and softly: fine crackle, light flexing and airy micro-snaps as the thin material shifts and releases tension. Intimate and controlled. For close-up foley and ASMR textures.	cellophane, soft plastic, gentle deformation, subtle crackle, plastic texture, thin plastic, brittle micro snaps, plastic stress, friction movement, layered texture, high frequency detail, foley plastic, ASMR texture, sound design element	00:45.000	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Cellophane Impact Crackle Long Variations Intense_BS_Cracklehead.wav	Long variations of cellophane deformed with force: aggressive crackle, sharp brittle snaps and dense high-frequency noise from rapid stress fractures. Bright and abrasive. For harsh texture layers and storm-like noise beds.	cellophane, plastic crackle, intense plastic, plastic deformation, crackling noise, brittle snap, plastic stress, high frequency texture, chaotic friction, aggressive plastic, noisy layer, debris texture, storm noise, creature texture, sound design element	01:12.000	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Cellophane Impact Crackle Long Variations Moderate_BS_Cracklehead.wav	Long variations of cellophane flexed and compressed: layered crackle, brittle micro-snaps and thin friction ripples, bright but not harsh. Balanced and versatile. For realistic foley and texture sweetening.	cellophane, plastic deformation, plastic texture, plastic crackle, thin plastic, brittle snap, plastic stress, friction movement, layered crackle, continuous plastic, high frequency detail, foley plastic, granular texture, sound design element	01:12.000	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Cellophane Intense Crackle Continuous_BS_Cracklehead.wav	Continuous intense deformation of cellophane: dense crackling noise with rapid-fire brittle snaps and restless friction that fill the spectrum. Bright, raw and chaotic. For harsh texture layers.	cellophane, plastic crackle, plastic deformation, intense plastic, crackling noise, brittle snap, plastic stress, high frequency texture, noisy friction, continuous plastic, aggressive texture, debris layer, industrial foley, chaotic movement, sound design element	00:51.557	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Cellophane Medium Crackle Continuous Moderate_BS_Cracklehead.wav	Continuous steady deformation of cellophane: detailed crackle, textured friction and rhythmic stress snaps with an ASMR-like clarity that never turns harsh. For realistic foley and creative texture layers.	cellophane, plastic crackle, plastic deformation, plastic friction, textured noise, ASMR texture, brittle snap, plastic stress, continuous plastic, high frequency detail, crackling texture, foley plastic, granular movement, tension texture, sound design element	00:54.581	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Cellophane Soft Crackle Continuous Subtle_BS_Cracklehead.wav	Continuous very gentle deformation of cellophane: soft crackle, delicate friction and airy micro-snaps with an intimate, ASMR-like quality and a faint frying or sizzling character. For close-up texture layers.	cellophane, plastic crackle, soft plastic, gentle deformation, subtle crackle, ASMR texture, frying texture, sizzling plastic, plastic friction, brittle micro snaps, continuous plastic, high frequency detail, foley plastic, granular texture, sound design element	00:59.921	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Plastic Bag Crackle A Long Variations Subtle_BS_Cracklehead.wav	Long variations of a plastic bag deformed gently: delicate clicks, light cracks and subtle surface movement with fine stress detail. Restrained and intimate. For subtle foley layers and close-up material handling.	plastic bag, soft plastic, plastic texture, plastic clicks, plastic cracks, subtle crackle, gentle deformation, plastic stress, light rustle, flexible material, high frequency detail, foley plastic, granular texture, sound design element	01:30.000	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Plastic Bag Crackle B Long Variations Subtle_BS_Cracklehead.wav	Long variations of a plastic bag deformed gently: delicate clicks, light cracks and subtle surface movement with fine stress detail. Restrained and intimate. For subtle foley layers and close-up material handling.	plastic bag, soft plastic, plastic texture, plastic clicks, plastic cracks, subtle crackle, gentle deformation, plastic stress, light rustle, flexible material, high frequency detail, foley plastic, granular texture, sound design element	01:12.000	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
PLASBrk_Plastic Bag Crackle Impacts Intense_BS_Cracklehead.wav	Short variations of a plastic bag deformed quickly and hard: aggressive crackle bursts with rapid stress snaps, tight folds and punchy transients. Bright and chaotic. For sharp foley accents and debris sweeteners.	plastic bag, intense plastic, plastic crackle, plastic deformation, sharp snap, aggressive friction, short plastic hit, plastic stress, high frequency detail, chaotic texture, impact crackle, foley plastic, textured movement, sound design element	00:45.000	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Plastic Bag Crackle Impacts Moderate_BS_Cracklehead.wav	Short variations of a plastic bag deformed quickly: controlled crackle with fast stress movement, compact folds and crisp friction. Energetic but not chaotic. For realistic foley accents and texture sweetening.	plastic bag, plastic deformation, plastic crackle, plastic texture, quick snap, plastic stress, short plastic hit, friction movement, high frequency detail, flexible material, foley plastic, textured noise, sound design element	00:45.000	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Plastic Bag Crackle Impacts Subtle_BS_Cracklehead.wav	Short variations of a plastic bag deformed quickly but gently: light crackle with subtle stress releases, small folds and delicate friction. Airy and controlled. For quiet foley accents and subtle material handling.	plastic bag, soft plastic, gentle deformation, plastic texture, subtle crackle, light snap, plastic stress, short plastic hit, friction movement, high frequency detail, flexible material, foley plastic, textured noise, sound design element	00:45.000	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Plastic Bag Impact Crackle Long Variations Intense_BS_Cracklehead.wav	Long variations of a plastic bag deformed with energy: layered crackle and sharp stress snaps with a fluid, splash-like character, like water splashing. Bright and lively. For realistic foley and water-like textures.	plastic bag, plastic deformation, plastic texture, plastic crackle, splash texture, water splash sound, fluid movement, plastic stress, flexible material, impact crackle, layered friction, high frequency detail, foley plastic, textured noise, sound design element	01:12.000	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Plastic Bag Impact Crackle Long Variations Moderate_BS_Cracklehead.wav	Long variations of a plastic bag deformed: layered crackle and articulated snaps with a fluid, splash-like character, like liquid agitation. Energetic but controlled. For realistic foley and water-like sweetening.	plastic bag, plastic deformation, plastic texture, plastic crackle, splash texture, water splash sound, liquid movement, flexible material, plastic stress, impact crackle, layered friction, textured noise, high frequency detail, foley plastic, sound design element	01:12.000	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Plastic Bag Intense Crackle Continuous_BS_Cracklehead.wav	Continuous intense deformation of a plastic bag, compressed and shaken: loud, chaotic crackle and dense broadband noise, almost like a cartoon fight inside the bag, or heavy rain and wind on thin plastic. For exaggerated foley and storm-like textures.	plastic bag, plastic crackle, intense plastic, plastic deformation, noisy texture, chaotic crackle, heavy rain texture, strong wind sound, cartoon fight, plastic friction, aggressive plastic, broadband noise, high frequency detail, debris movement, creature texture, sound design element	01:18.705	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Plastic Bag Medium Intense Crackle Continuous Moderate_BS_Cracklehead.wav	Continuous deformation of a plastic bag, repeatedly compressed and shifted: steady crackle and restless friction, like rain on a surface or wind through thin material. Balanced intensity. For realistic foley and weather-like textures.	plastic bag, plastic crackle, plastic deformation, plastic friction, rain texture, wind texture, continuous plastic, noisy movement, plastic stress, high frequency detail, rustling plastic, foley plastic, textured noise, environmental layer, sound design element	00:56.000	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Plastic Bag Soft Crackle Continuous Subtle_BS_Cracklehead.wav	Continuous very gentle deformation of a plastic bag: light clicks, fine crackle and delicate stress textures, with quiet friction and close-up detail. Restrained, with no harsh spikes. For subtle foley layers.	plastic bag, soft plastic, gentle deformation, subtle crackle, plastic clicks, plastic cracks, light rustle, thin plastic friction, plastic stress, continuous plastic, high frequency detail, quiet texture, foley plastic, granular movement, sound design element	00:55.779	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
PLASBrk_Thick Plastic Bag Impacts Intense_BS_Cracklehead.wav	Short variations of a small, thick plastic bag deformed quickly and hard: dense, weighty crackle bursts with fuller stress snaps and tighter friction than thin plastic. Rounded but forceful. For impactful foley accents.	thick plastic bag, intense plastic, plastic deformation, heavy plastic texture, dense crackle, plastic stress, aggressive snap, short plastic hit, friction movement, high frequency detail, material handling, foley plastic, textured movement, sound design element	00:45.000	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Thick Plastic Bag Impacts Moderate_BS_Cracklehead.wav	Short variations of a small, thick plastic bag deformed quickly: tight, tactile crackle with fuller snaps and rounded folds than thin plastic, and compact transients. Natural yet punchy. For realistic foley accents.	thick plastic bag, plastic deformation, plastic texture, medium plastic crackle, plastic stress, quick snap, short plastic hit, friction movement, dense plastic, material handling, high frequency detail, foley plastic, textured noise, sound design element	00:45.000	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Thick Plastic Bag Impacts Subtle_BS_Cracklehead.wav	Short variations of a small, thick plastic bag deformed quickly but gently: soft, rounded crackle with muted stress snaps and compact folds, keeping some weight without aggression. For subtle foley accents.	thick plastic bag, gentle plastic, soft deformation, plastic texture, subtle crackle, plastic stress, light snap, short plastic hit, friction movement, dense plastic, material handling, high frequency detail, foley plastic, textured noise, sound design element	00:45.000	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Thick Plastic Bag Intense Texture Continuous_BS_Cracklehead.wav	Continuous intense deformation of a small, thick plastic bag: dense, weighty crackle with deeper friction than thin plastic, like heavy rain on a resistant surface. Broadband, with pronounced clicks and folds. For storm-like layers.	thick plastic bag, plastic deformation, intense plastic, heavy plastic texture, plastic crackle, dense friction, plastic stress, heavy rain texture, storm layer, continuous plastic, aggressive movement, broadband noise, foley plastic, creature texture, sound design element	01:10.443	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Thick Plastic Bag Medium Texture Continuous Moderate_BS_Cracklehead.wav	Continuous deformation of a small, thick plastic bag: steady, rounded crackle with layered friction, tactile folds and subtle snaps at a consistent density. Natural and smooth. For realistic foley and texture layers.	thick plastic bag, plastic deformation, plastic texture, medium plastic crackle, plastic friction, plastic stress, continuous plastic, layered movement, tactile folds, plastic rustle, foley plastic, material handling, textured noise, sound design element	01:19.515	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Thick Plastic Bag Soft Texture Continuous Subtle_BS_Cracklehead.wav	Continuous gentle deformation of a small, thick plastic bag: subdued, rounded crackle with light folding and subtle friction rather than sharp snaps. Smooth and intimate. For understated foley.	thick plastic bag, soft plastic, gentle deformation, plastic texture, subtle crackle, plastic friction, plastic stress, light rustle, continuous plastic, muted folds, foley plastic, material handling, textured noise, high frequency detail, sound design element	01:08.163	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Thick Plastic Bag Texture Long Variations Intense_BS_Cracklehead.wav	Long variations of a small, thick plastic bag deformed hard: dense, weighty crackle with tight folds and pronounced friction bursts, fuller than thin plastic. Bold, with strong broadband presence. For heavy foley and storm-like layers.	thick plastic bag, intense plastic, plastic deformation, heavy plastic texture, dense crackle, plastic stress, aggressive friction, layered noise, compact transients, storm texture, material handling, foley plastic, textured movement, sound design element	01:30.000	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASBrk_Thick Plastic Bag Texture Long Variations Moderate_BS_Cracklehead.wav	Long variations of a small, thick plastic bag deformed: steady, tactile crackle with rounded friction, controlled folds and compact snaps, fuller than thin plastic. Balanced and realistic. For foley and material movement layers.	thick plastic bag, plastic deformation, plastic texture, medium plastic crackle, plastic stress, plastic friction, layered movement, tactile folds, flexible material, continuous plastic, foley plastic, textured noise, material handling, sound design element	01:30.000	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
PLASBrk_Thick Plastic Bag Texture Long Variations Subtle_BS_Cracklehead.wav	Long variations of a small, thick plastic bag deformed gently: soft crackle with subtle clicks and fine cracks, muted and rounded as the material flexes. Intimate and tactile. For understated foley.	thick plastic bag, gentle plastic, soft deformation, plastic texture, plastic clicks, plastic cracks, subtle crackle, plastic stress, light friction, flexible material, high frequency detail, foley plastic, material handling, textured noise, sound design element	01:30.000	PLASTIC BREAK PLASBrk	stereo 96 kHz 24-bit
PLASCrsh_Small Plastic Mosaic Pieces Extra Tail Impacts Moderate_BS_Cracklehead.wav	Short variations of small plastic mosaic tiles hit together, with an extra-long tail: tight, pebbly impacts and scattered micro-collisions as the pieces shift and settle, like something landing on sand or gravel. For granular foley.	plastic mosaic, small plastic pieces, granular impact, pebble texture, gravel hit, small debris, plastic collision, scattered pieces, landing in sand, granular movement, short impact, textured tail, foley debris, surface drop, sound design element	00:27.000	PLASTIC CRASH & DEBRIS PLASCrsh	stereo 96 kHz 24-bit
PLASCrsh_Small Plastic Mosaic Pieces Impacts Moderate_BS_Cracklehead.wav	Short variations of small plastic mosaic tiles hit together: tight, pebbly impacts and scattered micro-collisions as the pieces shift and settle, like something landing on sand or gravel. For granular foley and debris sweetening.	plastic mosaic, small plastic pieces, granular impact, pebble texture, gravel hit, small debris, plastic collision, scattered pieces, landing in sand, granular movement, short impact, textured tail, foley debris, surface drop, sound design element	00:27.000	PLASTIC CRASH & DEBRIS PLASCrsh	stereo 96 kHz 24-bit
PLASCrsh_Small Plastic Mosaic Pieces Impacts Subtle_BS_Cracklehead.wav	Short variations of a few small plastic mosaic tiles hit lightly: delicate, pebbly impacts with gentle scattering and settling, like something small landing on sand or fine pebbles. For subtle debris foley.	plastic mosaic, small plastic pieces, light impact, granular texture, pebble sound, gravel hit, small debris, surface drop, landing in sand, subtle collision, scattered pieces, short impact, textured movement, foley debris, sound design element	00:27.000	PLASTIC CRASH & DEBRIS PLASCrsh	stereo 96 kHz 24-bit
PLASFric_Cellophane Crushed High Intensity Continuous_BS_Cracklehead.wav	Continuous high-intensity crushing of cellophane, a dense wall of crackle, brittle snaps and abrasive plastic friction. Ideal for fire and electricity sweeteners, harsh texture beds, static and chaotic debris layers.	cellophane, crushing, plastic crackle, intense crackle, dense texture, brittle snaps, plastic friction, fire sweetener, electric crackle, static, noise bed, chaotic texture, continuous plastic, sound design element	00:58.572	PLASTIC FRICTION PLASFric	stereo 96 kHz 24-bit
PLASFric_Cellophane Crushed Medium Intensity Continuous_BS_Cracklehead.wav	Continuous medium-intensity crushing of cellophane, with steady crackle, articulate snaps and controlled friction. Detailed without becoming harsh. Ideal for fire sweeteners, crackle beds, packaging foley and textured layers.	cellophane, crushing, plastic crackle, medium crackle, steady texture, snaps, plastic friction, fire sweetener, crackle bed, packaging, foley plastic, continuous plastic, sound design element	00:46.577	PLASTIC FRICTION PLASFric	stereo 96 kHz 24-bit
PLASFric_Cellophane Deform Intense Long Variations_BS_Cracklehead.wav	Long variations of cellophane deformed with intense force, each take a dense, aggressive crackle of stress snaps and plastic friction. Ideal for harsh foley, fire and electricity sweeteners, debris movement and noisy texture layers.	cellophane, deformation, intense crackle, plastic stress, snaps, plastic friction, aggressive texture, fire sweetener, electric crackle, debris movement, noisy layer, long variation, sound design element	01:30.000	PLASTIC FRICTION PLASFric	stereo 96 kHz 24-bit
PLASFric_Cellophane Deform Medium Intense Long Variations_BS_Cracklehead.wav	Long variations of cellophane deformed with medium-to-strong pressure, giving full, articulate crackle and lively plastic friction. Ideal for packaging and wrapper foley, fire sweeteners and textured layers.	cellophane, deformation, plastic crackle, medium intensity, plastic stress, snaps, plastic friction, wrapper, packaging, fire sweetener, texture layer, long variation, sound design element	01:30.000	PLASTIC FRICTION PLASFric	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
PLASFric_Cellophane Deform Medium Short Variations_BS_Cracklehead.wav	Short variations of cellophane deformed with medium pressure, each a compact crackle of stress snaps and friction. Ideal for wrapper and packaging accents, quick foley hits and crisp texture layers.	cellophane, deformation, short crackle, stress snaps, plastic friction, wrapper, packaging, quick foley, crisp texture, foley accent, short variation, sound design element	00:18.000	PLASTIC FRICTION PLASFric	stereo 96 kHz 24-bit
PLASFric_Cellophane Deform Soft Continuous_BS_Cracklehead.wav	Continuous soft deformation of cellophane, gently flexed and pressed into fine, airy crackle and delicate micro-snaps. Ideal for ASMR textures, frying and sizzling sweeteners, close-up foley and subtle beds.	cellophane, soft crackle, gentle deformation, airy texture, micro snaps, plastic friction, asmr, frying, sizzle, subtle bed, close up foley, continuous plastic, sound design element	01:01.812	PLASTIC FRICTION PLASFric	stereo 96 kHz 24-bit
PLASFric_Cellophane Deform Soft Long Variations_BS_Cracklehead.wav	Long variations of cellophane deformed softly, with fine, airy crackle and gentle stress snaps as the thin plastic flexes and settles. Ideal for close-up foley, ASMR textures and subtle high-frequency layers.	cellophane, soft deformation, airy crackle, gentle snaps, plastic stress, thin plastic, asmr, close up foley, subtle texture, high frequency detail, long variation, sound design element	01:48.000	PLASTIC FRICTION PLASFric	stereo 96 kHz 24-bit
PLASFric_Cellophane Deform Soft Short Variations_BS_Cracklehead.wav	Short variations of cellophane deformed softly, each a brief, airy crackle with delicate micro-snaps. Ideal for subtle wrapper accents, quiet foley and soft UI textures.	cellophane, soft deformation, short crackle, airy, micro snaps, delicate, wrapper, quiet foley, ui texture, subtle accent, short variation, sound design element	00:18.000	PLASTIC FRICTION PLASFric	stereo 96 kHz 24-bit
PLASFric_Cellophane Quick Squish Short Variations_BS_Cracklehead.wav	Short variations of cellophane squished quickly in the hand, a fast, compact burst of crackle that stops short. Ideal for wrapper grabs, quick foley accents, sparks and glitchy UI hits.	cellophane, quick squish, squeeze, crackle burst, compact, wrapper grab, quick foley, foley accent, spark, glitch, ui hit, short variation, sound design element	00:27.000	PLASTIC FRICTION PLASFric	stereo 96 kHz 24-bit
PLASFric_Cellophane Slow Squishy Long Variations_BS_Cracklehead.wav	Long variations of cellophane squeezed slowly, its crackle swelling and releasing in soft, squishy waves. Ideal for creature textures, organic squelch sweeteners, close-up foley and slow-motion movement.	cellophane, slow squeeze, squishy, crackle, swelling, release, plastic stress, creature texture, squelch, organic, close up foley, slow motion, long variation, sound design element	01:30.000	PLASTIC FRICTION PLASFric	stereo 96 kHz 24-bit
PLASFric_Cellophane Soft Press Release Short Variations_BS_Cracklehead.wav	Short variations of cellophane pressed softly and released, a gentle crackle as the plastic springs back into shape. Ideal for subtle wrapper foley, soft UI textures and delicate accents.	cellophane, press, release, spring back, gentle crackle, soft plastic, wrapper, subtle foley, ui texture, delicate accent, short variation, sound design element	00:27.000	PLASTIC FRICTION PLASFric	stereo 96 kHz 24-bit
PLASFric_Cellophane Twisted Long Variations_BS_Cracklehead.wav	Long variations of cellophane twisted along its length, with tightening, creaking crackle and sharp stress snaps. Ideal for wringing and twisting foley, creaks, bone and gore sweeteners and tense texture layers.	cellophane, twisting, wringing, creaking crackle, stress snaps, plastic tension, crackle, gore sweetener, bone crunch, tense texture, foley plastic, long variation, sound design element	01:30.000	PLASTIC FRICTION PLASFric	stereo 96 kHz 24-bit
PLASFric_Cellophane Unfold Soft Long Variations_BS_Cracklehead.wav	Variations of cellophane gently unfolded, opening with soft, airy crackle and light stretching. Ideal for unwrapping and packaging foley, quiet UI movement and delicate texture accents.	cellophane, unfolding, unwrapping, soft crackle, airy texture, light stretch, packaging, wrapper, quiet foley, ui movement, delicate texture, thin plastic, sound design element	00:45.000	PLASTIC FRICTION PLASFric	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
PLASFric_Glue Gun Stick Squeezed Friction Short Variations Intense_BS_Cracklehead.wav	Short variations of glue gun sticks squeezed by hand, close up: squishy, sticky deformation with rubbery resistance, squeaks, creaks and soft stretching. Tactile and elastic. For creature skin, slime and sticky objects.	plastic friction, glue stick squeeze, squishy texture, sticky squeeze, rubbery deformation, plastic creak, tactile friction, close-up foley, organic movement, slime sound, stretchy material, game sound effect, creature skin movement, sticky object interaction, deformation sound, textured squeeze	00:46.858	PLASTIC FRICTION PLASFric	stereo 96 kHz 24-bit
PLASFric_Small Plastic Mosaic Pieces Crunched Continuous Moderate_BS_Cracklehead.wav	Continuous crunching and pressing of small plastic mosaic tiles: dense granular texture with layered micro-impacts and grinding friction, pebbly and sand-like. For debris beds and granular foley.	plastic mosaic, small plastic pieces, plastic friction, granular crunch, pebble texture, debris movement, grinding plastic, continuous crunch, sand texture, surface agitation, layered micro impacts, foley debris, textured movement, sound design element	00:40.266	PLASTIC FRICTION PLASFric	stereo 96 kHz 24-bit
PLASFric_Small Plastic Mosaic Pieces Crunched Long Variations Moderate_BS_Cracklehead.wav	Long variations of small plastic mosaic tiles crunched and pressed together: compact micro-impacts and steady grinding with a distinctly pebbly character, like sand or fine gravel disturbed. For debris beds and granular foley.	plastic mosaic, small plastic pieces, plastic friction, granular crunch, pebble texture, gravel movement, debris layer, grinding plastic, compressed pieces, sand texture, layered micro impacts, foley debris, textured movement, sound design element	01:12.000	PLASTIC FRICTION PLASFric	stereo 96 kHz 24-bit
PLASImpt_Cellophane Hard Impact_BS_Cracklehead.wav	Variations of cellophane struck and crushed hard, a sharp crackling impact with bright, debris-like detail. Ideal for punchy wrapper hits, spark and fire accents, and crisp high-frequency impact layers.	cellophane, hard impact, crush, sharp crackle, plastic impact, bright, debris detail, wrapper hit, spark accent, fire accent, high frequency layer, sound design element	00:36.000	PLASTIC IMPACT PLASImpt	stereo 96 kHz 24-bit
PLASImpt_Clothespins A Hard Impact Rattle Moderate_BS_Cracklehead.wav	Short variations of clothespins hit hard: sharp, snappy plastic impacts with a layered rattle as several pieces bounce and settle. Bright and percussive, with a compact decay. For plastic foley and object drops.	clothespins, plastic hit, plastic impact, multiple objects, plastic rattle, hard plastic, object collision, sharp snap, percussive hit, debris movement, foley plastic, short impact, textured rattle, sound design element	00:27.000	PLASTIC IMPACT PLASImpt	stereo 96 kHz 24-bit
PLASImpt_Clothespins A Medium Impact Rattle Subtle_BS_Cracklehead.wav	Short variations of clothespins hit lightly: controlled plastic impacts with a subtle rattle of several pieces, gentle secondary clicks and small collisions. Bright but not sharp. For plastic foley and small object drops.	clothespins, plastic hit, plastic impact, multiple objects, plastic rattle, light plastic collision, object movement, soft snap, percussive click, debris movement, foley plastic, short impact, textured rattle, sound design element	00:27.000	PLASTIC IMPACT PLASImpt	stereo 96 kHz 24-bit
PLASImpt_Clothespins A Soft Impact Rattle Subtle_BS_Cracklehead.wav	Short variations of clothespins tapped together gently: soft plastic hits and a loose rattle of several pieces, with delicate clicks as they settle. Airy, with little weight. For subtle plastic foley and light handling.	clothespins, plastic hit, soft plastic impact, plastic rattle, multiple objects, light plastic collision, gentle snap, subtle click, object movement, foley plastic, short rattle, textured plastic, sound design element	00:27.000	PLASTIC IMPACT PLASImpt	stereo 96 kHz 24-bit
PLASImpt_Clothespins B Soft Impact Subtle_BS_Cracklehead.wav	Short variations of thin, resonant plastic clothespins hit gently: light impacts and an airy rattle of several pieces, with a slight ringing as the thin plastic flexes. Bright and characterful. For plastic foley and small object handling.	clothespins, thin plastic, plastic hit, soft plastic impact, plastic rattle, resonant plastic, multiple objects, gentle snap, subtle click, object movement, foley plastic, light mechanical, textured rattle, sound design element	00:27.000	PLASTIC IMPACT PLASImpt	stereo 96 kHz 24-bit
PLASImpt_Plastic Bag Hard Impact_BS_Cracklehead.wav	Variations of a plastic bag slapped and crushed hard, a punchy plastic impact with a crackling tail. Ideal for bag and packaging foley, cloth-like hits, body movement accents and crisp impact layers.	plastic bag, hard impact, slap, crush, plastic impact, crackling tail, punchy, packaging, bag foley, movement accent, foley plastic, impact layer, sound design element	00:18.000	PLASTIC IMPACT PLASImpt	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
PLASImpt_Plastic Bag Hard Stretch A Short Variations_BS_Cracklehead.wav	Short variations of a plastic bag stretched hard and fast, with tight crinkle, stress snaps and a strained plastic creak. Ideal for bag handling, tension accents, creature skin and stylized foley.	plastic bag, stretch, hard stretch, crinkle, stress snaps, plastic creak, tension, bag handling, creature skin, stylized foley, foley plastic, short variation, sound design element	00:18.000	PLASTIC IMPACT PLASImpt	stereo 96 kHz 24-bit
PLASImpt_Plastic Bag Hard Stretch B Short Variations_BS_Cracklehead.wav	A second set of short, hard plastic bag stretches, each a tight crinkle and strained creak as the film pulls taut. Ideal for bag handling, tension accents, creature skin and stylized foley.	plastic bag, stretch, hard stretch, crinkle, stress snaps, plastic creak, tension, bag handling, creature skin, stylized foley, foley plastic, short variation, sound design element	00:18.000	PLASTIC IMPACT PLASImpt	stereo 96 kHz 24-bit
PLASImpt_Plastic Bag Medium Impact_BS_Cracklehead.wav	Variations of a plastic bag struck with medium force, a clear crinkling impact with a short rustle afterward. Ideal for bag and packaging foley, movement accents and light impact layers.	plastic bag, medium impact, crinkle, rustle, plastic impact, packaging, bag foley, movement accent, foley plastic, light impact, sound design element	00:27.000	PLASTIC IMPACT PLASImpt	stereo 96 kHz 24-bit
PLASImpt_Plastic Bag Soft Impact_BS_Cracklehead.wav	Variations of a plastic bag tapped and pressed softly, a light crinkle with delicate rustle. Ideal for quiet bag foley, subtle movement accents and soft UI textures.	plastic bag, soft impact, light crinkle, delicate rustle, gentle tap, quiet foley, bag foley, subtle accent, ui texture, foley plastic, sound design element	00:18.000	PLASTIC IMPACT PLASImpt	stereo 96 kHz 24-bit
PLASImpt_Plastic Bottles Bouncing Hard Impacts Intense_BS_Cracklehead.wav	Short variations of light plastic bottles hung on thread and struck hard: hollow impacts, lively bouncing and swinging collisions like a loose mobile, or plastic balls clacking together. Playful but chaotic. For toy-like impacts.	plastic bottles, hanging objects, plastic impact, hollow plastic, bouncing plastic, tumbling bottles, toy texture, plastic balls, mobile movement, suspended objects, rummaging sound, object collision, playful impact, foley plastic, sound design element	00:45.000	PLASTIC IMPACT PLASImpt	stereo 96 kHz 24-bit
PLASMisc_Glue Gun Stick Hard Rattle Impacts Intense_BS_Cracklehead.wav	Short variations of glue gun sticks hit hard: sharp clicky attacks with squishy compression and a crisp plastic rattle. Sticky, rubbery and energetic. For physics-driven gameplay and slime impacts.	glue stick impact, intense plastic hit, clicky plastic, squishy impact, plastic friction, hard rattle, sticky deformation, short plastic hit, tactile material sound, game sound effect, foley plastic, creature hit, slime impact, elastic material strike, high energy plastic click	00:36.000	PLASTIC MISC PLASMisc	stereo 96 kHz 24-bit
PLASMisc_Glue Gun Stick Hard Rattle Long Variations Intense_BS_Cracklehead.wav	Long variations of glue gun sticks tumbled hard: dense, rapid clicky impacts with squishy compression and pronounced plastic friction, a chaotic but organic mass in motion. For creature body textures and plastic chaos.	glue stick tumble, intense plastic rattle, clicky impacts, squishy friction, plastic deformation, hard rattle, sticky texture, chaotic movement, game sound effect, foley plastic, creature texture, debris motion, rubbery compression, high energy friction, layered plastic sound	00:54.000	PLASTIC MISC PLASMisc	stereo 96 kHz 24-bit
PLASMisc_Glue Gun Stick Medium Rattle Impacts Moderate_BS_Cracklehead.wav	Short variations of glue gun sticks hit at medium strength: a balanced burst of clicky transients, rubbery deformation and crisp micro-rattles, detailed without aggression. For game UI and creature skin contacts.	glue stick impact, medium plastic hit, clicky plastic, squishy impact, plastic friction, moderate rattle, sticky deformation, short plastic contact, tactile material sound, game sound effect, foley plastic, creature touch, slime hit, elastic material strike, controlled plastic click	00:54.000	PLASTIC MISC PLASMisc	stereo 96 kHz 24-bit
PLASMisc_Glue Gun Stick Medium Rattle Long Variations Moderate_BS_Cracklehead.wav	Long variations of glue gun sticks tumbled at medium intensity: lively but controlled clicky rattling with rubbery deformation and sticky surface detail. For physics-driven gameplay and creature movement.	glue stick tumble, medium plastic rattle, clicky plastic, squishy friction, plastic deformation, moderate rattle, sticky texture, tactile material sound, game sound effect, foley plastic, creature movement, object tumble, rubbery compression, layered plastic texture, controlled chaos	01:03.000	PLASTIC MISC PLASMisc	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
PLASMisc_Glue Gun Stick Soft Rattle Impacts Subtle_BS_Cracklehead.wav	Short variations of glue gun sticks hit gently: delicate clicky transients, soft squishy compression and restrained micro-rattles, about texture rather than force. For subtle UI elements and creature skin touches.	glue stick impact, subtle plastic hit, soft plastic contact, clicky plastic, squishy texture, plastic friction, light rattle, sticky deformation, short plastic tap, tactile material sound, game sound effect, foley plastic, creature touch, slime contact, gentle material impact	00:18.000	PLASTIC MISC PLASMisc	stereo 96 kHz 24-bit
PLASMisc_Glue Gun Stick Soft Rattle Long Variations Subtle_BS_Cracklehead.wav	Long variations of glue gun sticks tumbled gently: light, vinyl-like clicks and restrained rattling with soft squishy compression, almost like faint digital glitches. Organic with a synthetic edge. For UI glitch textures.	glue stick tumble, subtle plastic rattle, low intensity friction, clicky plastic, squishy texture, vinyl clicks, digital artifact sound, glitchy texture, soft plastic deformation, tactile friction, game sound effect, foley plastic, creature layer, background rattle, organic glitch tone	01:12.000	PLASTIC MISC PLASMisc	stereo 96 kHz 24-bit
PLASMisc_Glue Gun Sticks Rattle Continuous Intense_BS_Cracklehead.wav	Continuous high-intensity tumbling of glue gun sticks: a dense mix of clicky impacts, squishy compression and plastic friction, a busy, tactile mass in motion. For chaotic object movement and creature body textures.	continuous plastic rattle, glue stick tumble, clicky plastic, squishy friction, plastic deformation, intense rattle, sticky texture, chaotic movement, game sound effect, foley plastic, rattling debris, tactile material sound, rubbery compression, object tumble, high energy friction	01:05.801	PLASTIC MISC PLASMisc	stereo 96 kHz 24-bit
PLASMisc_Glue Gun Sticks Rattle Continuous Moderate_BS_Cracklehead.wav	Continuous medium-intensity tumbling of glue gun sticks: rhythmic vinyl-like clicks with soft, rubbery deformation and surface rubbing, lively but controlled. For sustained backgrounds and prop movement.	continuous plastic rattle, glue stick tumble, medium intensity, clicky plastic, vinyl clicks, squishy friction, plastic deformation, rubbery texture, moderate rattle, game sound effect, foley plastic, object movement, tactile material sound, sticky surface, sustained friction	00:52.422	PLASTIC MISC PLASMisc	stereo 96 kHz 24-bit
PLASMisc_Glue Gun Sticks Rattle Continuous Subtle_BS_Cracklehead.wav	Continuous low-intensity tumbling of glue gun sticks: delicate clicks and soft squishy compression with light, vinyl-like micro-rattles, almost like subtle digital glitches. For background textures and UI glitch layers.	continuous plastic rattle, subtle glue stick tumble, low intensity friction, clicky plastic, squishy texture, vinyl clicks, digital artifact texture, glitchy rattle, plastic deformation, soft material movement, game sound effect, foley plastic, tactile friction, organic glitch sound, background texture	00:51.196	PLASTIC MISC PLASMisc	stereo 96 kHz 24-bit
PLASMvmt_Clothespins A Movement Continuous Intense_BS_Cracklehead.wav	Continuous intense tumbling of plastic clothespins: dense clatter and rapid collisions with sharp snaps and hollow clicks, chaotic and lively. For plastic debris beds and toy box movement.	clothespins, plastic movement, plastic clatter, tumbling plastic, plastic collision, object shuffle, rapid clicks, debris movement, hollow plastic, chaotic texture, continuous plastic, foley plastic, textured noise, sound design element	01:03.506	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Clothespins A Movement Continuous Moderate_BS_Cracklehead.wav	Continuous moderate tumbling of plastic clothespins: steady clatter with crisp snaps and hollow clicks at a balanced density. Lively and detailed. For toy box movement and rummaging scenes.	clothespins, plastic movement, plastic clatter, tumbling plastic, plastic collision, object shuffle, hollow clicks, debris movement, continuous plastic, textured rattle, foley plastic, toy movement, surface agitation, sound design element	01:07.778	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Clothespins A Movement Continuous Subtle_BS_Cracklehead.wav	Continuous soft tumbling of plastic clothespins: light clicks, airy snaps and delicate hollow ticks as they shift and settle. Restrained and unobtrusive. For quiet plastic foley and toy movement.	clothespins, soft plastic movement, gentle tumbling, plastic clicks, light plastic collision, subtle clatter, object shuffle, hollow ticks, continuous plastic, foley plastic, toy movement, textured noise, sound design element	01:03.669	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
PLASMvmt_Clothespins A Movement Long Variations Intense_BS_Cracklehead.wav	Long variations of clothespins moved intensely: dense rattling, sharp snaps and hollow clicks as small plastic pieces tumble chaotically, like rummaging fast through a box of toys. For toy box chaos and frantic searching.	clothespins, plastic movement, intense plastic, plastic rattle, small objects, toy movement, rummaging sound, searching texture, hollow clicks, rapid collision, debris movement, continuous plastic, textured noise, sound design element	01:12.000	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Clothespins A Movement Long Variations Moderate_BS_Cracklehead.wav	Long variations of clothespins moved at a moderate pace: balanced rattling, crisp snaps and hollow clicks, like rummaging through toys or loose plastic objects. For toy box movement and searching scenes.	clothespins, plastic movement, plastic rattle, small objects, toy movement, rummaging sound, searching texture, hollow clicks, object shuffle, debris movement, continuous plastic, textured noise, foley plastic, sound design element	01:03.000	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Clothespins A Movement Long Variations Subtle_BS_Cracklehead.wav	Long variations of clothespins moved softly: light rattling, delicate snaps and airy hollow clicks, like quietly searching through toys or loose plastic objects. For soft searching scenes and toy movement.	clothespins, soft plastic movement, plastic texture, gentle rattle, small objects, toy movement, subtle rummaging, searching sound, hollow clicks, light object shuffle, continuous plastic, foley plastic, textured noise, sound design element	00:45.000	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Clothespins B Movement Continuous Moderate_BS_Cracklehead.wav	Continuous moderate tumbling of thin, resonant plastic clothespins: bright hits, light rattling and a subtle ringing as the thin plastic flexes and vibrates. Clear and controlled. For plastic debris beds and toy movement.	clothespins, thin plastic, plastic movement, plastic hit, resonant plastic, tumbling objects, plastic rattle, multiple objects, hollow snap, continuous plastic, foley plastic, toy texture, layered collision, sound design element	00:50.361	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Clothespins B Movement Continuous Subtle_BS_Cracklehead.wav	Continuous gentle tumbling of thin, resonant plastic clothespins: light hits and airy rattling with chime-like overtones, like colored plastic beads clicking on a bicycle wheel. Playful and tonal. For toy movement and whimsical textures.	clothespins, thin plastic, plastic movement, subtle plastic hit, resonant plastic, tonal chimes, plastic rattle, multiple objects, toy texture, bicycle spoke beads, gentle tumbling, hollow snap, foley plastic, playful texture, sound design element	01:30.585	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Clothespins B Soft Hit Subtle_BS_Cracklehead.wav	Short variations of thin, resonant plastic clothespins hit gently: a soft contact with delicate rattling and chime-like overtones, like colored plastic beads clicking on a bicycle wheel. For toy-like accents and whimsical textures.	clothespins, thin plastic, soft plastic hit, plastic rattle, tonal chime, resonant plastic, multiple objects, gentle snap, hollow click, toy texture, bicycle spoke beads, short impact, playful plastic, sound design element	01:12.000	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Plastic Bag Intense Crackle Continuous_BS_Cracklehead.wav	Continuous intense crackle of a plastic bag crushed and worked in the hands, dense with snaps and abrasive friction. Ideal for fire and static sweeteners, harsh texture beds and chaotic movement layers.	plastic bag, intense crackle, crushing, snaps, abrasive friction, dense texture, fire sweetener, static, texture bed, chaotic movement, foley plastic, continuous plastic, sound design element	00:52.444	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Plastic Bag Intense Movement Continuous_BS_Cracklehead.wav	Continuous intense movement of a plastic bag shaken and crumpled, with loud rustle, crinkle and sharp folds. Ideal for active bag handling, packing and unpacking scenes, and busy movement layers.	plastic bag, intense movement, shaking, crumpling, loud rustle, crinkle, folds, bag handling, packing, unpacking, busy movement, foley plastic, continuous plastic, sound design element	00:42.244	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Plastic Bag Intense Movement Long Variations_BS_Cracklehead.wav	Long variations of a plastic bag shaken and crumpled with intense movement, each take a busy burst of rustle, crinkle and sharp folds. Ideal for active bag handling, packing scenes and energetic movement accents.	plastic bag, intense movement, shaking, crumpling, rustle, crinkle, folds, bag handling, packing, energetic movement, foley plastic, long variation, sound design element	01:12.000	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
PLASMvmt_Plastic Bag Medium Movement Continuous_BS_Cracklehead.wav	Continuous medium movement of a plastic bag handled and folded, with steady rustle and articulate crinkle. Natural and balanced. Ideal for bag handling, shopping and packing scenes, and everyday foley.	plastic bag, medium movement, handling, folding, rustle, crinkle, steady texture, shopping bag, packing, everyday foley, foley plastic, continuous plastic, sound design element	00:52.470	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Plastic Bag Medium Movement Long Variations_BS_Cracklehead.wav	Long variations of a plastic bag handled and folded at a medium pace, with steady rustle and articulate crinkle. Ideal for bag handling, shopping and packing scenes, and everyday foley.	plastic bag, medium movement, handling, folding, rustle, crinkle, shopping bag, packing, everyday foley, foley plastic, long variation, sound design element	01:03.000	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Plastic Bag Soft Crackle Continuous_BS_Cracklehead.wav	Continuous soft crackle of a plastic bag gently pressed and flexed, with fine, airy snaps and quiet friction. Ideal for frying and sizzling sweeteners, ASMR textures and subtle beds.	plastic bag, soft crackle, gentle, airy snaps, quiet friction, frying, sizzle, asmr, subtle bed, close up foley, foley plastic, continuous plastic, sound design element	00:40.252	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Plastic Bag Soft Movement Continuous_BS_Cracklehead.wav	Continuous soft movement of a plastic bag, slowly handled with light rustle and delicate crinkle. Quiet and intimate. Ideal for subtle bag handling, background foley and soft texture layers.	plastic bag, soft movement, slow handling, light rustle, delicate crinkle, quiet, intimate, background foley, subtle texture, foley plastic, continuous plastic, sound design element	01:00.093	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Plastic Bag Soft Movement Short Variations_BS_Cracklehead.wav	Short variations of a plastic bag moved softly, each a gentle rustle with delicate crinkle. Ideal for subtle bag handling, quiet foley and soft movement accents.	plastic bag, soft movement, gentle rustle, delicate crinkle, subtle handling, quiet foley, movement accent, foley plastic, short variation, sound design element	00:54.000	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Plastic Bottles Bouncing Impacts Moderate_BS_Cracklehead.wav	Short variations of light plastic bottles hung like a mobile and struck: hollow clacks and quick bouncing knocks as the bottles tumble, like plastic or bingo balls colliding. Playful and crisp. For toy accents and light rummaging.	plastic bottles, hanging mobile, plastic impact, hollow plastic hit, bouncing bottles, plastic balls, bingo balls, toy texture, object collision, suspended objects, rummaging sound, hollow clack, short impact, sound design element	00:45.000	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Plastic Bottles Bouncing Impacts Subtle_BS_Cracklehead.wav	Short variations of light plastic bottles hung like a mobile and gently struck: soft hollow clacks and subtle taps as the bottles sway, like plastic or bingo balls lightly colliding. Buoyant and restrained. For subtle toy accents.	plastic bottles, hanging mobile, soft plastic impact, hollow plastic hit, gentle bouncing, plastic balls, bingo balls, toy texture, subtle collision, suspended objects, light rummaging, hollow clack, short impact, sound design element	00:27.000	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Plastic Bouncy Bottles Hard With Impact Long Variations Intense_BS_Cracklehead.wav	Long variations of light plastic bottles hung like a mobile, hit hard and tumbling: loud hollow impacts, rapid ricochets and dense knocks, like bingo balls in a spinning cage. Frantic and energetic. For toy box chaos.	plastic bottles, hanging mobile, intense plastic movement, hollow plastic impact, bouncing bottles, plastic balls, bingo balls, chaotic collision, toy movement, suspended objects, frantic rummaging, hollow clack, layered knocks, textured movement, sound design element	01:48.000	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Plastic Bouncy Bottles Medium Long Variations Moderate_BS_Cracklehead.wav	Long variations of light plastic bottles hung like a mobile, tumbling at moderate intensity: hollow clacks, rolling knocks and swinging rebounds, like bingo balls in a loose container. Lively but controlled. For toy movement.	plastic bottles, hanging mobile, plastic movement, hollow plastic impact, bouncing bottles, plastic balls, bingo balls, toy texture, object collision, suspended objects, rummaging sound, hollow clack, layered knocks, textured movement, sound design element	01:30.000	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
PLASMvmt_Plastic Bouncy Bottles Movement Continuous Intense_BS_Cracklehead.wav	Continuous, very intense collisions of light plastic bottles hung like a mobile: loud hollow clacks, ricochets and constant swinging. Frantic and playful, like bingo balls in a spinning cage. For toy chaos and rummaging scenes.	plastic bottles, hanging mobile, tumbling plastic, hollow plastic impact, bouncing bottles, plastic balls, bingo balls, toy movement, chaotic collision, suspended objects, rummaging sound, hollow clack, continuous plastic, textured movement, sound design element	01:11.264	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Plastic Bouncy Bottles Movement Continuous Moderate_BS_Cracklehead.wav	Continuous, moderate collisions of light plastic bottles hung like a mobile: bright hollow clacks, rolling knocks and scattered secondary hits as they swing. Playful and lively, like bingo balls colliding. For toy movement and rummaging scenes.	plastic bottles, hanging mobile, plastic movement, hollow plastic impact, bouncing bottles, plastic balls, bingo balls, toy texture, object collision, suspended objects, rummaging sound, hollow clack, continuous plastic, textured movement, sound design element	01:15.705	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Plastic Bouncy Bottles Movement Continuous Subtle_BS_Cracklehead.wav	Continuous, gentle collisions of light plastic bottles hung like a mobile: soft hollow clacks and airy taps as they sway. Light and buoyant, like bingo balls lightly colliding. For subtle toy movement and whimsical foley.	plastic bottles, hanging mobile, soft plastic movement, hollow plastic hit, bouncing bottles, plastic balls, bingo balls, toy texture, subtle collision, suspended objects, light rummaging, hollow clack, gentle plastic, textured movement, sound design element	01:18.104	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Plastic Bouncy Bottles Soft Long Variations Subtle_BS_Cracklehead.wav	Long variations of light plastic bottles hung like a mobile, swaying gently: soft hollow clacks, airy resonance and delicate taps, very bouncy. Bright yet restrained. For toy movement and whimsical foley.	plastic bottles, hanging mobile, soft plastic movement, hollow plastic hit, bouncing bottles, plastic balls, bingo balls, toy texture, subtle collision, suspended objects, light rummaging, hollow clack, gentle plastic, textured movement, sound design element	01:48.000	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Small Plastic Mosaic Pieces Shuffling Continuous Intense_BS_Cracklehead.wav	Continuous stirring and shuffling of small plastic mosaic tiles: dense, pebbly micro-impacts and layered friction, like sand or fine gravel actively disturbed. Energetic and tactile. For debris beds and surface movement layers.	plastic mosaic, small plastic pieces, stirring debris, shuffling plastic, granular movement, sand texture, gravel movement, debris friction, continuous shuffle, pebbly texture, layered micro impacts, surface agitation, foley debris, textured noise, sound design element	00:20.482	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Small Plastic Mosaic Pieces Shuffling Continuous Moderate_BS_Cracklehead.wav	Continuous steady stirring of small plastic mosaic tiles: a textured stream of pebbly micro-impacts and plastic friction, like sand or fine gravel disturbed, at a balanced intensity. For debris beds and foley sweetening.	plastic mosaic, small plastic pieces, stirring debris, shuffling plastic, granular movement, sand texture, gravel movement, debris friction, continuous shuffle, pebbly texture, layered micro impacts, surface agitation, foley debris, textured noise, sound design element	00:53.078	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Small Plastic Mosaic Pieces Shuffling Continuous Subtle_BS_Cracklehead.wav	Continuous gentle stirring of small plastic mosaic tiles: soft, pebbly micro-impacts and fine friction, like sand or fine gravel lightly disturbed. Airy and controlled. For quiet debris beds and subtle foley.	plastic mosaic, small plastic pieces, subtle stirring, soft shuffle, granular movement, sand texture, gravel movement, light debris friction, pebbly texture, continuous movement, surface agitation, foley debris, textured noise, sound design element	00:45.063	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Small Plastic Mosaic Pieces Shuffling Long Variations Intense_BS_Cracklehead.wav	Long variations of small plastic mosaic tiles rattled hard: rapid, pebbly micro-impacts and restless shifting, like sand or fine gravel actively disturbed. Bright and lively. For debris beds and creature surface movement.	plastic mosaic, small plastic pieces, rattling debris, granular movement, sand texture, gravel movement, pebbly impact, debris shuffle, layered micro impacts, surface agitation, energetic texture, foley debris, textured noise, sound design element	01:30.000	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
PLASMvmt_Small Plastic Mosaic Pieces Shuffling Long Variations Moderate_BS_Cracklehead.wav	Long variations of small plastic mosaic tiles moved and shuffled: shifting pieces, light collisions and pebbly micro-impacts, like sand or fine gravel disturbed, at a balanced density. For debris beds and surface foley.	plastic mosaic, small plastic pieces, granular texture, sand movement, gravel movement, pebble sound, debris shuffle, layered micro impacts, surface agitation, plastic friction, foley debris, textured movement, granular layer, sound design element	00:54.000	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
PLASMvmt_Small Plastic Mosaic Pieces Shuffling Long Variations Subtle_BS_Cracklehead.wav	Long variations of a few small plastic mosaic tiles moved gently: light, pebbly micro-impacts and soft shifting, like sand or fine gravel lightly disturbed. Airy and restrained. For quiet debris beds.	plastic mosaic, small plastic pieces, subtle movement, granular texture, sand movement, gravel movement, light debris, pebbly sound, soft shuffle, surface agitation, plastic friction, foley debris, textured layer, sound design element	00:54.000	PLASTIC MOVEMENT PLASMvmt	stereo 96 kHz 24-bit
ROCKS · 15 files					
ROCKImpt_Balloon Multi Wrapped Rocks Impact Moderate_BS_Cracklehead.wav	Short variations of stones wrapped in many balloon layers striking each other: stone weight softened into thuddy, rubbery hits with squeaky friction and a bouncy aftermath. A hybrid of rock and rubber. For stylized destruction and creature body hits.	wrapped rocks, stone impact, balloon wrapped, rubber texture, plastic rubber, hybrid impact, debris collision, soft rock hit, elastic compression, destruction layer, rubberized debris, thuddy impact, stylized impact, sound design element	00:45.000	ROCKS IMPACT ROCKImpt	stereo 96 kHz 24-bit
ROCKImpt_Balloon Wrapped Rocks Hard Impact Intense_BS_Cracklehead.wav	Short variations of stones wrapped in one or two balloon layers striking hard: punchy rock hits where the raw stone attack cuts through, with stretched latex friction and a bouncy recoil. For stylized destruction and rubberized debris.	balloon wrapped rocks, stone impact, rock collision, rubber texture, latex compression, hybrid impact, debris hit, elastic recoil, destruction sound, rubberized debris, thuddy rock, hard impact, stylized destruction, sound design element	00:45.000	ROCKS IMPACT ROCKImpt	stereo 96 kHz 24-bit
ROCKImpt_Balloon Wrapped Rocks Medium Impact Moderate_BS_Cracklehead.wav	Short variations of stones wrapped in one or two balloon layers striking at medium strength: natural stone weight with softened transients, latex stretch and controlled recoil. For stylized debris hits and creature body impacts.	balloon wrapped rocks, stone impact, rock collision, rubber texture, latex compression, hybrid impact, debris hit, elastic recoil, destruction layer, rubberized debris, thuddy rock, medium impact, stylized destruction, sound design element	00:45.000	ROCKS IMPACT ROCKImpt	stereo 96 kHz 24-bit
ROCKImpt_Balloon Wrapped Rocks Soft Impact Subtle_BS_Cracklehead.wav	Short variations of stones wrapped in one or two balloon layers striking softly: muted stone contact cushioned by the latex, with gentle compression and a slight bounce. For soft debris interactions and rubber-coated rocks.	balloon wrapped rocks, soft stone impact, rock collision, rubber texture, latex compression, hybrid impact, debris movement, elastic recoil, muted rock hit, rubberized debris, subtle impact, stylized texture, sound design element	00:45.000	ROCKS IMPACT ROCKImpt	stereo 96 kHz 24-bit
ROCKImpt_Balloon Wrapped Rocks Wide Impact Subtle_BS_Cracklehead.wav	Short variations of stones wrapped in one or two balloon layers striking softly, in a wide stereo image: muted stone hits with latex stretch and gentle recoil, contact and settling spread apart. For spacious hybrid debris layers.	balloon wrapped rocks, stone impact, rock collision, rubber texture, latex compression, hybrid impact, wide stereo, spatial debris, elastic recoil, rubberized rock, muted stone hit, dimensional impact, stylized debris, sound design element	00:45.000	ROCKS IMPACT ROCKImpt	stereo 96 kHz 24-bit
ROCKMvmt_Balloon Multi Wrapped Rocks Tumble Continuous Intense_BS_Cracklehead.wav	Stones wrapped in three to seven balloon layers, tumbling continuously: heavily cushioned stone turned into elastic thuds with stretched latex friction and bouncy recoil. A dense, chaotic hybrid of rock and rubber. For exaggerated destruction layers.	balloon wrapped rocks, multi wrapped stones, rock collision, rubber texture, plastic rubber, elastic compression, debris movement, continuous tumble, destruction layer, rubberized rocks, heavy impact, hybrid texture, chaotic debris, sound design element	01:13.487	ROCKS MOVEMENT ROCKMvmt	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
ROCKMvmt_Balloon Multi Wrapped Rocks Tumble Long Variations Moderate_BS_Cracklehead.wav	Long variations of stones wrapped in three to seven balloon layers, tumbling: rock clatter rounded into elastic thuds with latex friction and bouncy recoil. A hybrid of rock and rubber. For rubber-coated debris beds.	balloon wrapped rocks, multi wrapped stones, rock collision, rubber texture, plastic rubber, elastic compression, debris movement, hybrid impact, latex friction, rubberized rocks, rounded thud, stylized debris, destruction texture, sound design element	01:30.000	ROCKS MOVEMENT ROCKMvmt	stereo 96 kHz 24-bit
ROCKMvmt_Balloon Wrapped Rocks Hard Tumble Long Variations Intense_BS_Cracklehead.wav	Long variations of stones wrapped in one or two balloon layers, tumbling at high energy: sharp stone transients cut through the latex, with elastic compression and lively recoil. Fast and chaotic. For stylized destruction hits.	balloon wrapped rocks, stone collision, rock impact, rubber texture, latex compression, elastic recoil, hybrid debris, rubberized stones, aggressive tumble, high energy impact, destruction sound, stylized debris, sound design element	01:30.000	ROCKS MOVEMENT ROCKMvmt	stereo 96 kHz 24-bit
ROCKMvmt_Balloon Wrapped Rocks Medium Tumble Long Variations Moderate_BS_Cracklehead.wav	Long variations of stones wrapped in one or two balloon layers, tumbling at medium energy: natural stone articulation softened by the latex, with elastic compression and a bouncy surface response. For rubber-coated debris beds.	balloon wrapped rocks, stone collision, rock impact, rubber texture, latex compression, elastic recoil, hybrid debris, rubberized stones, medium energy tumble, debris movement, stylized destruction, sound design element	01:30.000	ROCKS MOVEMENT ROCKMvmt	stereo 96 kHz 24-bit
ROCKMvmt_Balloon Wrapped Rocks Soft Tumble Long Variations Subtle_BS_Cracklehead.wav	Long variations of stones wrapped in one or two balloon layers, tumbling at low energy: soft rolling contact with muted stone, gentle elastic compression and restrained recoil. For quiet debris beds and creature body textures.	balloon wrapped rocks, soft stone collision, low energy tumble, rubber texture, latex compression, elastic recoil, hybrid debris, rubberized stones, muted rock impact, subtle debris movement, stylized texture, sound design element	01:30.110	ROCKS MOVEMENT ROCKMvmt	stereo 96 kHz 24-bit
ROCKMvmt_Balloon Wrapped Rocks Tumble Continuous Intense_BS_Cracklehead.wav	Stones wrapped in one or two balloon layers, tumbling continuously at high energy: the raw stone attack cuts through the latex, with rubbery compression and bouncy recoil. A fast, chaotic hybrid of rock and rubber. For stylized destruction beds.	balloon wrapped rocks, stone collision, continuous rock tumble, rubber texture, latex compression, hybrid debris, elastic recoil, rock movement, destruction sound, rubberized stones, aggressive debris, high energy impact, stylized texture, sound design element	01:02.862	ROCKS MOVEMENT ROCKMvmt	stereo 96 kHz 24-bit
ROCKMvmt_Balloon Wrapped Rocks Tumble Continuous Moderate_BS_Cracklehead.wav	Stones wrapped in one or two balloon layers, tumbling continuously at medium energy: natural stone clatter softened by the latex, with elastic recoil and a gently resonating body. A balanced hybrid of rock and rubber. For debris beds.	balloon wrapped rocks, stone collision, continuous rock movement, rubber texture, latex compression, resonating rock, hybrid debris, elastic recoil, rubberized stones, medium energy tumble, debris bed, stylized destruction, sound design element	01:13.309	ROCKS MOVEMENT ROCKMvmt	stereo 96 kHz 24-bit
ROCKMvmt_Balloon Wrapped Rocks Tumble Continuous Subtle_BS_Cracklehead.wav	Stones wrapped in one or two balloon layers, tumbling continuously at low energy: the latex cushions the stone into soft, muted contact, with gentle compression and light friction. A restrained hybrid of rock and rubber. For quiet debris beds.	balloon wrapped rocks, soft stone collision, continuous rock movement, rubber texture, latex friction, material stress, hybrid debris, elastic compression, muted rock impact, rubberized stones, low energy tumble, subtle debris, sound design element	01:13.274	ROCKS MOVEMENT ROCKMvmt	stereo 96 kHz 24-bit
ROCKMvmt_Balloon Wrapped Rocks Wide iPhone Reamped Tumble Continuous Intense_BS_Cracklehead.wav	Stones wrapped in one or two balloon layers, tumbling continuously at high energy, reamped through two iPhone speakers: lo-fi grain, a midrange focus and a boxy resonance over the rubbery rock debris. Like heavy rain on a hard surface. For lo-fi destruction beds.	balloon wrapped rocks, rock collision, continuous tumble, rubber texture, latex friction, material stress, reamped audio, iPhone speaker, lofi texture, saturated debris, heavy rain texture, distorted movement, hybrid destruction, sound design element	00:51.915	ROCKS MOVEMENT ROCKMvmt	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
ROCKMvmt_Balloon Wrapped Rocks Wide Violent Tumble Continuous Intense_BS_Cracklehead.wav	Stones wrapped in one or two balloon layers, tumbling continuously and violently in a wide stereo image: sharp stone clatter and rubbery recoil spread from left to right. Dimensional and kinetic. For wide destruction beds.	balloon wrapped rocks, stone collision, continuous rock tumble, rubber texture, latex compression, wide stereo, spatial debris, elastic recoil, aggressive impact, rubberized stones, high energy movement, destruction layer, immersive texture, sound design element	01:01.487	ROCKS MOVEMENT ROCKMvmt	stereo 96 kHz 24-bit
RUBBER · 15 files					
RUBRFric_Balloons Air Filled Intense Friction Continuous_BS_Cracklehead.wav	Continuous intense friction on inflated balloons: sharp rubber squeaks and squeals, stretched latex resonance and abrasive drag with unstable pitch. Tight, piercing and uncomfortable. For tension layers and unsettling creature textures.	inflated balloon, rubber friction, latex squeak, rubber stress, elastic tension, resonant rubber, unpleasant texture, balloon stretch, high frequency squeal, abrasive drag, tension layer, creature texture, experimental sound design, sound design element	01:42.251	RUBBER FRICTION RUBRFric	stereo 96 kHz 24-bit
RUBRFric_Balloons Low Filled Friction Continuous_BS_Cracklehead.wav	Continuous friction on lightly inflated balloons: flexible latex squeaks, stretched creaks and soft resonant stress tones, rounder and less piercing than full balloons. For rubber foley and creature skin textures.	inflated balloon, low air balloon, rubber friction, latex stress, elastic squeak, balloon stretch, rubber texture, surface drag, muted resonance, flexible latex, creature skin texture, foley rubber, tactile sound, sound design element	00:32.118	RUBBER FRICTION RUBRFric	stereo 96 kHz 24-bit
RUBRFric_Balloons Low Filled Friction Crumple Continuous_BS_Cracklehead.wav	Continuous friction on partly deflated balloons: muted squeaks, sticky surface drag and creased latex movement, with tighter pulls like tying a balloon knot. Intimate and tactile. For rubber foley and latex handling.	deflated balloon, rubber friction, latex stress, balloon crumple, rubber drag, tying knot balloon, elastic tension, muted squeak, rubber texture, latex movement, creature skin texture, foley rubber, tactile sound, sound design element	00:29.589	RUBBER FRICTION RUBRFric	stereo 96 kHz 24-bit
RUBRHndl_Balloon Wrapped Rocks Soft Friction Short Variations Subtle_BS_Cracklehead.wav	Short variations of stones wrapped in one or two balloon layers rubbed together softly: muted stone movement with light latex drag and delicate rubber squeaks, rather than hard impacts. For rubber-coated debris handling.	balloon wrapped rocks, soft stone friction, rubber texture, latex drag, elastic stress, gentle debris movement, muted rock contact, rubberized stones, subtle friction, hybrid material, creature texture, tactile surface, sound design element	00:18.000	RUBBER HANDLE RUBRHndl	stereo 96 kHz 24-bit
RUBRHndl_Empty Balloons Move Short Variations Subtle_BS_Cracklehead.wav	Short variations of empty, deflated balloons moved: soft latex handling with light crumpling, subtle surface drag and faint creases, muted squeaks rather than sharp tension. For rubber foley and small object handling.	deflated balloon, empty balloon, rubber movement, latex friction, balloon crumple, soft squeak, elastic crease, subtle rubber, tactile texture, foley rubber, gentle handling, sound design element	00:45.000	RUBBER HANDLE RUBRHndl	stereo 96 kHz 24-bit
RUBRHndl_Empty Balloons Soft Handling Short Variations Subtle_BS_Cracklehead.wav	Short variations of empty, deflated balloons handled softly: delicate latex folds, subtle surface drag and faint creases, with muted squeaks and gentle friction. Clean and intimate. For rubber foley and small prop handling.	deflated balloon, empty balloon, latex movement, rubber friction, balloon handling, soft squeak, elastic crease, subtle rubber texture, foley rubber, gentle movement, tactile sound, sound design element	00:45.000	RUBBER HANDLE RUBRHndl	stereo 96 kHz 24-bit
RUBRImpt_Empty Balloons Hard Impact Intense_BS_Cracklehead.wav	Short variations of hard impacts on empty balloons: a solid, weighty hit with elastic compression and a stretched latex snap, then a short rubbery aftermath. Punchy and stylized. For cinematic hits and creature body impacts.	rubber impact, cinematic punch, hard hit, latex snap, elastic compression, rubber texture, hybrid impact, stylized hit, creature body impact, trailer accent, punchy transient, short impact, sound design element	00:45.000	RUBBER IMPACT RUBRImpt	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
RUBRImpt_Empty Balloons Medium Impact Moderate_BS_Cracklehead.wav	Short variations of medium impacts on empty balloons: a soft but defined rubbery hit with an elastic snap and compressed latex texture, then a short, rounded decay. For rubbery foley hits and creature body impacts.	empty balloon impact, rubber hit, latex snap, elastic compression, rubber texture, moderate impact, soft thud, flexible recoil, balloon strike, hybrid impact, creature body hit, stylized foley, sound design element	00:45.000	RUBBER IMPACT RUBRImpt	stereo 96 kHz 24-bit
RUBRImpt_Empty Balloons Soft Impact Subtle_BS_Cracklehead.wav	Short variations of gentle touches on empty balloons: soft rubber flex, muted surface drag and subtle creases, with almost no percussive weight. Intimate and restrained. For subtle rubber foley.	empty balloon, soft rubber, gentle touch, latex movement, rubber texture, subtle squeak, elastic flex, light impact, balloon handling, tactile sound, foley rubber, sound design element	00:27.000	RUBBER IMPACT RUBRImpt	stereo 96 kHz 24-bit
RUBRMvmt_Empty Balloons Movement Continuous Intense_BS_Cracklehead.wav	Continuous intense movement and tumbling of empty balloons: dense rubber friction with elastic squeaks, stretched creaks and rapid surface snaps. Chaotic and tactile. For rubber debris beds and creature skin movement.	empty balloons, rubber movement, latex friction, balloon tumbling, rubber stress, elastic squeak, stretched latex, continuous rubber, chaotic texture, high frequency detail, creature skin, debris movement, sound design element	00:56.309	RUBBER MOVEMENT RUBRMvmt	stereo 96 kHz 24-bit
RUBRMvmt_Empty Balloons Movement Continuous Moderate_BS_Cracklehead.wav	Continuous moderate movement and tumbling of empty balloons: steady rubber texture with bright, gliding friction, smooth elastic drag and light creases. Balanced, with a glossy sheen. For rubber foley and sliding material layers.	empty balloons, rubber movement, latex friction, gliding rubber, balloon tumbling, elastic drag, bright texture, rubber stress, continuous rubber, sliding latex, creature skin texture, foley rubber, sound design element	01:22.972	RUBBER MOVEMENT RUBRMvmt	stereo 96 kHz 24-bit
RUBRMvmt_Empty Balloons Movement Continuous Subtle_BS_Cracklehead.wav	Continuous gentle movement and tumbling of empty balloons: soft rubber texture with bright, gliding friction, airy elastic drag and delicate creases. Smooth and intimate. For subtle rubber foley and creature skin textures.	empty balloons, gentle rubber movement, latex friction, bright glide, balloon tumbling, elastic drag, soft rubber texture, subtle stress, continuous rubber, sliding latex, creature skin texture, foley rubber, sound design element	01:12.994	RUBBER MOVEMENT RUBRMvmt	stereo 96 kHz 24-bit
RUBRMvmt_Empty Balloons Movement Long Variations Intense_BS_Cracklehead.wav	Long variations of empty balloons moved and tumbled intensely: aggressive rubber friction with sharp squeaks, stretched creaks and rapid surface snaps. Chaotic and high-energy. For rubber debris beds and creature skin movement.	empty balloons, rubber movement, latex friction, balloon tumbling, rubber stress, elastic squeak, stretched latex, intense rubber, chaotic texture, high frequency detail, creature skin, debris movement, sound design element	02:15.000	RUBBER MOVEMENT RUBRMvmt	stereo 96 kHz 24-bit
RUBRMvmt_Empty Balloons Movement Long Variations Moderate_BS_Cracklehead.wav	Long variations of empty balloons moved and tumbled at a moderate pace: steady rubber texture with bright, gliding friction, smooth elastic drag and light creases. For rubber foley and sliding material layers.	empty balloons, rubber movement, latex friction, bright glide, balloon tumbling, elastic drag, rubber texture, moderate stress, continuous rubber, sliding latex, creature skin texture, foley rubber, sound design element	02:42.000	RUBBER MOVEMENT RUBRMvmt	stereo 96 kHz 24-bit
RUBRMvmt_Empty Balloons Movement Long Variations Subtle_BS_Cracklehead.wav	Long variations of empty balloons moved and tumbled gently: soft rubber texture with bright, gliding friction, airy elastic drag and subtle creases. Smooth and restrained. For subtle rubber foley and creature skin textures.	empty balloons, gentle rubber movement, latex friction, bright glide, balloon tumbling, elastic drag, soft rubber texture, subtle stress, continuous rubber, sliding latex, creature skin texture, foley rubber, sound design element	02:15.000	RUBBER MOVEMENT RUBRMvmt	stereo 96 kHz 24-bit
VEGETATION · 26 files					

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
VEGELeaf_Dry Flowers Continuous Intense_BS_Cracklehead.wav	Continuous intense movement in dried flowers, vegetation and brittle leaves: dense rustle, rapid crackling leaf snaps and fibrous scraping, like large insects or small creatures burrowing through dry foliage. For creature movement and forest floor activity.	dry leaves, dried flowers, vegetation movement, leaf rustle, organic debris, forest floor, insect movement, creature movement, brittle foliage, plant friction, continuous rustle, chaotic texture, natural debris, environmental layer, sound design element	00:42.849	VEGETATION LEAVES VEGELeaf	stereo 96 kHz 24-bit
VEGELeaf_Dry Flowers Continuous Moderate_BS_Cracklehead.wav	Continuous movement in dried flowers, vegetation and brittle leaves: steady rustle, layered leaf crackle and fibrous scraping, like large insects or small creatures moving through dry foliage. For forest floor movement and creature sweetening.	dry leaves, dried flowers, vegetation movement, leaf rustle, organic debris, forest floor, insect movement, creature movement, brittle foliage, plant friction, continuous rustle, natural texture, environmental layer, foley vegetation, sound design element	00:58.000	VEGETATION LEAVES VEGELeaf	stereo 96 kHz 24-bit
VEGELeaf_Dry Flowers Continuous Subtle_BS_Cracklehead.wav	Continuous soft movement in dried flowers, vegetation and brittle leaves: light rustle, fine leaf crackle and airy fibrous texture, like small insects crawling through dry foliage. For quiet forest floor movement.	dry leaves, dried flowers, vegetation movement, soft leaf rustle, organic debris, forest floor, insect movement, subtle foliage, brittle leaves, plant friction, continuous rustle, natural texture, environmental layer, foley vegetation, sound design element	01:20.638	VEGETATION LEAVES VEGELeaf	stereo 96 kHz 24-bit
VEGELeaf_Dry Flowers Impacts Intense_BS_Cracklehead.wav	Short variations of hard impacts in dried flowers, vegetation and brittle leaves: loud, crunchy leaf snaps and fibrous cracking with a textured settling tail, like heavy footsteps on a dry forest floor. For footstep sweetening.	dry leaves, dried flowers, vegetation impact, leaf crunch, forest footsteps, organic debris, brittle foliage, plant crackle, hard impact, footstep texture, forest floor, heavy movement, natural debris, foley vegetation, sound design element	00:27.000	VEGETATION LEAVES VEGELeaf	stereo 96 kHz 24-bit
VEGELeaf_Dry Flowers Impacts Moderate_BS_Cracklehead.wav	Short variations of impacts in dried flowers, vegetation and brittle leaves: crisp leaf crackle and fibrous compression with a controlled settling tail, like footsteps on a dry forest floor. For footstep sweetening and woodland movement.	dry leaves, dried flowers, vegetation impact, leaf crunch, forest footsteps, organic debris, brittle foliage, plant crackle, footstep texture, forest floor, natural debris, movement impact, foley vegetation, sound design element	00:27.000	VEGETATION LEAVES VEGELeaf	stereo 96 kHz 24-bit
VEGELeaf_Dry Flowers Impacts Subtle_BS_Cracklehead.wav	Short variations of soft impacts in dried flowers, vegetation and brittle leaves: gentle leaf crackle and light compression with a soft settling tail, like quiet footsteps on a dry forest floor. For stealthy footsteps.	dry leaves, dried flowers, vegetation impact, soft leaf crunch, quiet footsteps, forest floor, organic debris, brittle foliage, plant crackle, subtle movement, natural debris, foley vegetation, footstep texture, sound design element	00:27.000	VEGETATION LEAVES VEGELeaf	stereo 96 kHz 24-bit
VEGELeaf_Dry Flowers Long Variations Intense_BS_Cracklehead.wav	Long variations of intense movement in dried flowers, vegetation and brittle leaves: sharp leaf snaps, fibrous scraping and layered crackle, like large insects or small creatures tumbling through dry plants. For creature movement.	dry leaves, dried flowers, vegetation movement, intense rustle, organic debris, forest floor, large insect movement, creature movement, brittle foliage, plant friction, chaotic texture, layered crackle, environmental layer, foley vegetation, sound design element	01:12.000	VEGETATION LEAVES VEGELeaf	stereo 96 kHz 24-bit
VEGELeaf_Dry Flowers Long Variations Moderate_BS_Cracklehead.wav	Long variations of movement in dried flowers, vegetation and brittle leaves: shifting foliage, layered leaf crackle and fibrous scraping, like large insects tumbling through dry plants. Balanced and natural. For forest floor movement.	dry leaves, dried flowers, vegetation movement, leaf rustle, organic debris, forest floor, large insect movement, creature movement, brittle foliage, plant friction, layered crackle, natural texture, environmental layer, foley vegetation, sound design element	01:12.000	VEGETATION LEAVES VEGELeaf	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
VEGELeaf_Dry Flowers Long Variations Subtle_BS_Cracklehead.wav	Long variations of soft movement in dried flowers, vegetation and brittle leaves: light foliage shifts, fine leaf crackle and airy fibrous texture, like large insects quietly crawling through dry plants. For subtle creature sweetening.	dry leaves, dried flowers, vegetation movement, soft leaf rustle, organic debris, forest floor, insect movement, large insect texture, brittle foliage, plant friction, subtle crackle, natural texture, environmental layer, foley vegetation, sound design element	00:54.000	VEGETATION LEAVES VEGELeaf	stereo 96 kHz 24-bit
VEGELeaf_Dry Flowers Wide Continuous Intense_BS_Cracklehead.wav	Continuous intense movement in dried flowers, vegetation and brittle leaves, in a wide stereo image: dense rustle, sharp leaf snaps and layered crackle, like creatures tumbling through dry foliage. For creature movement and camouflage textures.	dry leaves, dried flowers, vegetation movement, intense rustle, organic debris, forest floor, large insect movement, creature movement, brittle foliage, plant friction, continuous rustle, chaotic texture, natural debris, environmental layer, sound design element	00:39.091	VEGETATION LEAVES VEGELeaf	stereo 96 kHz 24-bit
VEGELeaf_Dry Flowers Wide Continuous Moderate_BS_Cracklehead.wav	Continuous movement in dried flowers, vegetation and brittle leaves, in a wide stereo image: steady rustle, textured crackle and fibrous scraping with spatial depth, like large insects moving through dry plants. For environmental beds.	dry leaves, dried flowers, vegetation movement, leaf rustle, organic debris, forest floor, large insect movement, creature movement, brittle foliage, plant friction, continuous rustle, natural texture, environmental layer, foley vegetation, sound design element	00:38.788	VEGETATION LEAVES VEGELeaf	stereo 96 kHz 24-bit
VEGELeaf_Dry Flowers Wide Continuous Subtle_BS_Cracklehead.wav	Continuous soft movement in dried flowers, vegetation and brittle leaves, in a wide stereo image: gentle rustle, fine crackle and airy fibrous texture, like large insects slowly burrowing through dry plants. For quiet forest floor beds.	dry leaves, dried flowers, vegetation movement, soft leaf rustle, organic debris, forest floor, insect movement, large insect texture, brittle foliage, plant friction, continuous rustle, natural texture, environmental layer, foley vegetation, sound design element	01:01.681	VEGETATION LEAVES VEGELeaf	stereo 96 kHz 24-bit
VEGEMisc_Pine Cones Crushed Friction Continuous Moderate_BS_Cracklehead.wav	Continuous crushing of pine cones against each other: dry crackle, woody crunch and scraping scales with brittle high frequencies over an earthy midrange. Natural forest-floor character. For forest debris beds and creature footsteps.	pine cones, wood crunch, dry crackle, foliage movement, forest debris, woody friction, organic texture, brittle snap, natural debris, crunchy movement, earthy sound, sound design element	01:06.284	VEGETATION MISC VEGEMisc	stereo 96 kHz 24-bit
VEGEMisc_Pine Cones Hard Impact Intense_BS_Cracklehead.wav	Short variations of pine cones crushed by a hard impact: an explosive woody crack, brittle splintering and gritty friction as the dry scales snap and collapse. A violent, bone-crush character. For bone breaks and destruction hits.	pine cone crush, hard impact, bone crack, woody fracture, brittle snap, organic destruction, crackling friction, splintering wood, debris hit, creature impact, forest destruction, crunchy texture, sound design element	00:27.000	VEGETATION MISC VEGEMisc	stereo 96 kHz 24-bit
VEGEMisc_Pine Cones Impact Gentle Crush Moderate_BS_Cracklehead.wav	Short variations of a moderately gentle impact on pine cones: a defined but restrained hit, then brittle scale snaps and textured breakup as the cones compress. Like soft bone-like breaks. For forest floor interactions and creature movement.	pine cone impact, gentle crush, woody crackle, organic destruction, crushing friction, brittle snap, forest debris, soft bone texture, natural crunch, debris hit, environmental foley, sound design element	00:27.000	VEGETATION MISC VEGEMisc	stereo 96 kHz 24-bit
VEGEMisc_Pine Cones Impact Hard Crush Intense_BS_Cracklehead.wav	Short variations of a hard impact on pine cones followed by more force: a punchy strike, then dense woody crackle and grinding as the dry scales collapse. A visceral bone-crush character. For bone breaks and heavy organic destruction.	pine cone crush, hard impact, bone crack, woody fracture, crushing deformation, organic destruction, crackling friction, splintering wood, stress texture, creature impact, forest debris, cinematic crunch, sound design element	00:45.000	VEGETATION MISC VEGEMisc	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
VEGEMisc_Pine Cones Intense Crush Long Variations_BS_Cracklehead.wav	Long variations of pine cones colliding and tumbling intensely: dense woody crackle, brittle snaps and aggressive scraping of dry scales, with gritty midrange crunch. Stressed and chaotic. For forest-floor destruction and heavy foliage beds.	pine cones, intense foliage movement, woody crackle, dry crunch, organic debris, brittle snap, forest floor, tumbling cones, material stress, woody friction, chaotic texture, natural destruction, sound design element	01:30.000	VEGETATION MISC VEGEMisc	stereo 96 kHz 24-bit
VEGEMisc_Pine Cones Intense Movement Continuous_BS_Cracklehead.wav	Continuous intense movement of pine cones colliding and tumbling: dense woody crackle, brittle snaps and scraping scales with gritty midrange crunch. Raw and earthy. For forest-floor destruction and creature movement.	pine cones, intense foliage movement, woody crackle, dry crunch, organic debris, brittle snap, forest floor, tumbling cones, material stress, woody friction, natural texture, chaotic debris, sound design element	01:00.436	VEGETATION MISC VEGEMisc	stereo 96 kHz 24-bit
VEGEMisc_Pine Cones Medium Impact Moderate_BS_Cracklehead.wav	Short variations of a moderate impact of pine cones: a defined woody hit with a light wooden body, then dry scale snaps as the cones roll and settle. Earthy and tactile. For forest-floor impacts and creature footsteps.	pine cone impact, woody hit, forest debris, organic crunch, foliage movement, tumbling cones, dry crackle, natural texture, environmental foley, moderate impact, sound design element	00:27.000	VEGETATION MISC VEGEMisc	stereo 96 kHz 24-bit
VEGEMisc_Pine Cones Medium Intense Movement Continuous Moderate_BS_Cracklehead.wav	Continuous moderate movement of pine cones colliding and tumbling: steady woody crackle, soft crunch and natural friction with a light, airy wooden character. For forest-floor movement and foliage beds.	pine cones, wooden crackle, dry crunch, foliage movement, forest debris, lightweight wood, organic friction, brittle snap, natural texture, tumbling cones, woody sound, debris movement, sound design element	00:49.677	VEGETATION MISC VEGEMisc	stereo 96 kHz 24-bit
VEGEMisc_Pine Cones Medium Intense Movement Long Variations Moderate_BS_Cracklehead.wav	Long variations of pine cones colliding and tumbling at a moderate pace: steady woody crackle, brittle snaps and soft crunch with a light wooden character. Balanced and natural. For forest-floor movement and foliage beds.	pine cones, wooden crackle, dry foliage movement, organic friction, forest debris, brittle snap, natural texture, tumbling cones, woody crunch, debris movement, environmental foley, sound design element	01:12.000	VEGETATION MISC VEGEMisc	stereo 96 kHz 24-bit
VEGEMisc_Pine Cones Separated Gently Short Variations Subtle_BS_Cracklehead.wav	Short variations of pine cones lightly stuck together, gently pulled apart: soft woody friction and a delicate crackling release, then a light settling rustle. Intimate, with fine detail. For close-up foliage handling.	pine cones, gentle separation, woody friction, organic release, soft crackle, foliage handling, brittle snap, natural texture, forest debris, subtle movement, environmental foley, sound design element	00:27.000	VEGETATION MISC VEGEMisc	stereo 96 kHz 24-bit
VEGEMisc_Pine Cones Separation Short Variations Subtle_BS_Cracklehead.wav	Short variations of pine cones lightly stuck together, gently pulled apart: soft woody friction and a delicate crackling release, then a light settling rustle. Intimate, with fine detail. For close-up foliage handling.	pine cones, gentle separation, woody friction, organic release, soft crackle, foliage handling, brittle snap, natural texture, forest debris, subtle movement, environmental foley, sound design element	00:27.000	VEGETATION MISC VEGEMisc	stereo 96 kHz 24-bit
VEGEMisc_Pine Cones Soft Impact Subtle_BS_Cracklehead.wav	Short variations of a gentle impact of pine cones: a soft woody hit, then light crackling and small scale snaps as the cones settle. Earthy and lightweight. For soft forest-floor interactions and creature footsteps.	pine cone impact, soft woody hit, forest debris, gentle crackle, organic texture, foliage movement, light crunch, natural foley, subtle impact, environmental sound, sound design element	00:27.000	VEGETATION MISC VEGEMisc	stereo 96 kHz 24-bit
VEGEMisc_Pine Cones Soft Movement Continuous Subtle_BS_Cracklehead.wav	Continuous gentle movement of pine cones colliding and tumbling: soft woody crackle, delicate snaps and airy crunch with a light wooden character. Quiet and earthy. For subtle forest-floor movement.	pine cones, soft wooden crackle, dry foliage movement, lightweight wood, organic friction, subtle crunch, forest debris, gentle tumbling, natural texture, woody sound, environmental foley, sound design element	00:48.563	VEGETATION MISC VEGEMisc	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
VEGEMisc_Pine Cones Soft Movement Long Variations Subtle_BS_Cracklehead.wav	Long variations of pine cones colliding and tumbling gently: soft woody crackle, airy snaps and fine crunch with minimal density. Quiet and earthy. For subtle forest-floor movement and soft foliage beds.	pine cones, soft wooden crackle, subtle foliage movement, organic friction, forest debris, gentle crunch, natural texture, light tumbling, woody sound, environmental foley, sound design element	01:12.000	VEGETATION MISC VEGEMisc	stereo 96 kHz 24-bit
WOOD · 11 files					
WOODCrsh_Small Wood Pieces Impacts Intense_BS_Cracklehead.wav	Short variations of tiny wood pieces slammed together: sharp woody impacts with bright, chip-like splintering and compact scattering debris. Punchy, with clear midrange. For small debris impacts and wood chip sweeteners.	small wood pieces, wood impact, wooden chips, splinter crack, wood collision, debris hit, brittle wood, woody snap, compact impact, organic debris, foley wood, textured movement, sound design elemen	00:27.000	WOOD CRASH & DEBRIS WOODCrsh	stereo 96 kHz 24-bit
WOODCrsh_Small Wood Pieces Impacts Moderate_BS_Cracklehead.wav	Short variations of tiny wood pieces moved and pressed together: tight woody clicks and compact, chip-like collisions with natural midrange crack and little weight. For wood debris foley and small object handling.	small wood pieces, wooden chips, wood movement, wood collision, woody click, splinter texture, debris movement, organic crackle, light wood impact, surface interaction, foley wood, textured movement, sound design element	00:45.000	WOOD CRASH & DEBRIS WOODCrsh	stereo 96 kHz 24-bit
WOODMvmt_Small Wood Pieces Shuffling A Long Variations Intense_BS_Cracklehead.wav	Long variations of small wood pieces tumbled and shuffled actively: dense woody crackle, chip-like collisions and brittle snaps with lively midrange. Energetic and tactile. For debris beds and forest floor activity.	small wood pieces, wood shuffling, wooden chips, wood debris, tumbling wood, woody crackle, granular movement, debris texture, wooden fragments, layered collisions, forest floor, foley wood, textured movement, sound design element	01:48.000	WOOD MOVEMENT WOODMvmt	stereo 96 kHz 24-bit
WOODMvmt_Small Wood Pieces Shuffling A Long Variations Moderate_BS_Cracklehead.wav	Long variations of small wood pieces tumbled and shuffled: detailed woody crackle, compact clicks and steady chip-like collisions at a balanced intensity. Clear and realistic. For wood debris beds and object handling.	small wood pieces, wood shuffling, wooden chips, wood debris, tumbling wood, woody crackle, granular movement, debris texture, wooden fragments, layered collisions, forest floor, foley wood, textured movement, sound design element	01:21.000	WOOD MOVEMENT WOODMvmt	stereo 96 kHz 24-bit
WOODMvmt_Small Wood Pieces Shuffling Continuous Intense_BS_Cracklehead.wav	Continuous tumbling and shuffling of small wood pieces: dense woody crackle, chip-like collisions and brittle snaps as the fragments roll and scrape. Active and energetic. For debris beds and forest floor movement.	small wood pieces, wood shuffling, wooden chips, wood debris, tumbling wood, woody crackle, granular movement, debris texture, wooden fragments, continuous movement, foley wood, forest floor, textured movement, sound design element	00:44.507	WOOD MOVEMENT WOODMvmt	stereo 96 kHz 24-bit
WOODMvmt_Small Wood Pieces Shuffling Continuous Moderate_BS_Cracklehead.wav	Continuous steady tumbling and shuffling of small wood pieces: woody crackle and layered chip-like collisions with natural wooden resonance, controlled but lively. For wood debris beds and object handling.	small wood pieces, wood shuffling, wooden chips, wood debris, tumbling wood, woody crackle, granular movement, debris texture, wooden fragments, continuous movement, foley wood, forest floor, textured movement, sound design element	01:05.800	WOOD MOVEMENT WOODMvmt	stereo 96 kHz 24-bit
WOODMvmt_Small Wood Pieces Shuffling Continuous Subtle_BS_Cracklehead.wav	Continuous gentle tumbling of small wood pieces: soft woody clicks and light chip-like collisions with delicate midrange and little weight. Airy and controlled. For quiet wood debris beds.	small wood pieces, gentle wood movement, wooden chips, wood debris, soft tumbling, woody clicks, light wood crackle, granular movement, wooden fragments, subtle shuffle, foley wood, forest floor, textured movement, sound design element	01:10.900	WOOD MOVEMENT WOODMvmt	stereo 96 kHz 24-bit
WOODMvmt_Small Wood Pieces Shuffling Long Variations Subtle_BS_Cracklehead.wav	Long variations of small wood pieces tumbled and shuffled gently: soft woody clicks, light chip-like collisions and restrained snaps with natural midrange warmth. For quiet wood debris beds and object handling.	small wood pieces, gentle wood movement, wooden chips, wood debris, soft tumbling, woody clicks, light wood crackle, granular movement, wooden fragments, subtle shuffle, forest floor, foley wood, textured movement, sound design element	01:30.000	WOOD MOVEMENT WOODMvmt	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
WOODMvmt_Small Wood Pieces Shuffling Soft B Short Variations_BS_Cracklehead.wav	Short variations of small wood pieces moved and lightly shifted: compact woody clicks and subtle chip-like collisions with balanced midrange and clear detail. For wood debris foley and small object handling.	small wood pieces, wood movement, wooden chips, wood debris, light wood shuffle, woody clicks, subtle collision, granular movement, wooden fragments, surface interaction, forest floor, foley wood, textured movement, sound design element	00:27.000	WOOD MOVEMENT WOODMvmt	stereo 96 kHz 24-bit
WOODMvmt_Small Wood Pieces Soft Shuffling A Short Variations_BS_Cracklehead.wav	Short variations of small wood pieces moved and softly shuffled: light woody clicks and gentle chip-like collisions with natural wooden resonance and no strong impact weight. For quiet wood debris foley.	small wood pieces, wood movement, wooden chips, soft wood shuffle, wood debris, gentle collision, woody clicks, granular movement, wooden fragments, surface interaction, forest floor, foley wood, textured movement, sound design element	00:27.000	WOOD MOVEMENT WOODMvmt	stereo 96 kHz 24-bit
WOODMvmt_Small Wood Pieces Soft Shuffling B Short Variations_BS_Cracklehead.wav	Short variations of small wood pieces moved and softly shuffled: light woody clicks and gentle chip-like collisions with natural wooden resonance and no strong impact weight. For quiet wood debris foley.	small wood pieces, wood movement, wooden chips, soft wood shuffle, wood debris, gentle collision, woody clicks, granular movement, wooden fragments, surface interaction, forest floor, foley wood, textured movement, sound design element	00:27.000	WOOD MOVEMENT WOODMvmt	stereo 96 kHz 24-bit