

badsound

badBass

Bass Dives, Sub Impacts & LFE Power

DATA SHEET · 14 OCTOBER 2026

267	2,384	167	7.1
FILES	SOUNDS	MINUTES, APPROX.	GB

WAV · 96 kHz · 24-bit · stereo (242), mono (25)

INSIDE

badBass Library · 267 WAV files

badBass 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

DESIGNED	179 files	DOORS	5 files	FIGHT	2 files
EXPLOSIONS	21 files	FOOTSTEPS	5 files	METAL	2 files
RUBBER	18 files	MUSICAL	5 files	ROCKS	2 files
WOOD	13 files	PLASTIC	5 files	DIRT & SAND	1 file
OBJECTS	6 files	HUMAN	3 files		

Library	badBass
Manufacturer	badsound
URL	www.badsound.co
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Track year	2026
Standard	UCS 8.2.1 file names and embedded metadata (BWF, iXML)

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DIRT & SAND · 1 file					
DIRTImpt_IMPACT-Dirty Blend Of Rock And Wood Impact_BS_badBass.wav	Variations of an organic impact blending stone, rock and wood with deep low-end force: a solid thump with LFE weight, while gritty debris cracks and splinters around it. Raw and physical. For fight impacts and destruction.	organic impact, rock and wood hit, debris punch, dirty impact, LFE thump, sub bass hit, low frequency impact, infrasound, cinematic punch, trailer hit, combat impact, violent strike, heavy thud, sound design element	00:45.000	DIRT & SAND IMPACT DIRTImpt	stereo 96 kHz 24-bit
DOORS · 5 files					
DOORCab_IMPACT-Old Cabinet Being Closed Gently Bass Thud_BS_badBass.wav	Variations of an old cabinet closed gently: a soft, weighty bass thud with muted wooden resonance and a warm, slightly hollow body. Natural and grounded. For interiors and organic low-end layers.	cabinet close, wooden thud, gentle impact, bass knock, low frequency thud, muted wood hit, organic impact, soft slam, interior sound, subtle LFE, grounded hit, natural resonance	00:18.000	DOORS CABINET DOORCab	stereo 96 kHz 24-bit
DOORCab_IMPACT-Old Cabinet Being Closed Hard Bass Thud_BS_badBass.wav	Variations of an old cabinet closed hard: a solid wooden hit with a deep, resonant low-end bloom, a slightly hollow cabinet tone and a subtle interior rattle. Realistic but weighty. For interior slams and grounded impacts.	cabinet slam, hard wooden thud, bass knock, low frequency impact, heavy wood slam, interior hit, organic bass impact, deep thud, grounded impact, wooden resonance, cinematic foley hit, room slam	00:17.344	DOORS CABINET DOORCab	stereo 96 kHz 24-bit
DOORGlas_IMPACT-Giant Glass Door Knocking Deep Infrasound Bass_BS_badBass.wav	Variations of knocks on a giant glass door: a heavy sub punch that blooms into infrasound, with a faint glass resonance over the low end that suggests towering architecture. For large structures and LFE layers.	giant glass knock, infrasound impact, deep sub hit, LFE knock, low frequency thud, architectural boom, massive bass impact, cinematic low end, heavy sub resonance, glass door slam, trailer impact, deep rumble	00:26.820	DOORS GLASS DOORGlas	stereo 96 kHz 24-bit
DOORGlas_IMPACT-Giant Glass Door Knocking Deep Resonant Bass_BS_badBass.wav	Variations of knocks on a giant glass door: a solid low-frequency punch, then a broad, glassy resonance that blooms and sustains with a hollow, architectural tone. For large interiors and resonant low-end layers.	giant glass knock, deep resonant hit, architectural impact, bass knock, low frequency thud, glass resonance, large door slam, cinematic interior hit, hollow tone, heavy knock, resonant impact, spacious low end	00:27.000	DOORS GLASS DOORGlas	stereo 96 kHz 24-bit
DOORGlas_IMPACT-Giant Glass Door Knocking Hollow Bass_BS_badBass.wav	Variations of knocks on a giant glass door: a hollow, weighty bass hit, then a spacious, cavernous bloom with an airy glass resonance that suggests interior depth. For large halls and tonal low-end layers.	giant glass knock, hollow bass impact, resonant door hit, architectural thud, low frequency knock, spacious resonance, cavernous impact, cinematic interior hit, glass door slam, deep tonal bloom, atmospheric low end, sound design impact	00:17.267	DOORS GLASS DOORGlas	stereo 96 kHz 24-bit
DESIGNED · 179 files					
DSGNBass_IMPACT-Classic Deep Sub Boom With Wet Tail_BS_badBass.wav	A classic deep sub boom: a solid, rounded hit with rich LFE weight, then a smooth, wet and spacious tail. Familiar and authoritative. For trailer hits and logo stingers.	classic boom, deep sub impact, cinematic bass, LFE boom, low frequency hit, wet tail, trailer hit, game sound effect, dramatic impact, logo boom, heavy low end, spacious decay, epic bass, cinematic transition, powerful sub	01:30.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_IMPACT-Deep Metallic Sub Boom With Wet Tail_BS_badBass.wav	A heavy sub boom with a metallic tonal edge: a deep low-frequency hit with shimmering metal resonance, then a reverberant, wet tail that adds scale. For sci-fi and industrial impacts.	metallic boom, deep sub impact, wet tail, reverberant decay, cinematic bass, sci-fi hit, industrial impact, game sound effect, trailer boom, LFE impact, metallic resonance, heavy low end, spacious tail, dramatic impact, hybrid bass hit	01:12.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNBass_IMPACT-Deep Quick Downer Sub With Pitch Movement After Impact_BS_badBass.wav	A deep sub impact followed by a quick downward pitch movement: solid low-frequency weight that dips in tone right after the hit, a downer with a tight, controlled decay. For ability triggers and trailer accents.	deep sub impact, quick downer, pitch drop, post impact glide, low frequency hit, cinematic bass, game sound effect, trailer accent, LFE impact, downward sweep, bass movement, tension drop, heavy low end, impact with motion, dynamic sub hit	01:30.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_IMPACT-Deep Quick Downer Sub_BS_badBass.wav	A deep, punchy sub impact with a fast downward pitch drop: immediate low-frequency weight that quickly falls in tone, a tight downer with a compact decay. For ability triggers and combat hits.	deep sub impact, quick downer, pitch dive, bass drop, low frequency hit, cinematic bass, game sound effect, trailer accent, LFE impact, downward glide, punchy sub, tension drop, compact decay, dynamic bass movement, heavy low end	01:30.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_IMPACT-Short Tonal Bass Dive_BS_badBass.wav	Short variations of a quick synth bass dive, clean and dry: a fast descending pitch and a tight low-frequency decay, slightly distant in tone but without reverb. For transitions and hybrid music cues.	synth bass dive, quick pitch drop, dry sub hit, tonal bass impact, LFE accent, low frequency sweep, cinematic bass, trailer transition, semi distant bass, sub drop, clean transient, sound design element	00:18.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_IMPACT-Tonal Plastic Kick Drum_BS_badBass.wav	Variations of a tonal bass impact with a plastic, kick-like attack: a tight, punchy hit and a controlled sub resonance with a subtle pitch, without much tail. For downbeats and hybrid kick layers.	tonal impact, bass hit, kick impact, plastic kick, low end, sub punch, cinematic hit, trailer impact, tonal boom, hybrid kick, game impact, downbeat, stinger, logo hit, tight impact, punchy bass, percussive boom, sound design element	00:18.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-808 Bass Subtle Downward Pitch_BS_badBass.wav	Long variations of a very deep 808-style bass with a subtle downward pitch: a rounded sub thump with heavy LFE weight and a long, smooth sustain that reaches into infrasound, without distortion. For drops and hip-hop influenced design.	808 bass, deep sub bass, LFE rumble, low frequency thump, infrasound, cinematic bass, trailer low end, sub drop, bass impact, tonal sub, heavy thud, downward pitch, sound design element	00:54.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Bass Activator_BS_badBass.wav	A bass impact with a hard, aggressive transient, then a subtle upward rise in the decay that gives it an activating lift as it fades. Punchy and forward-moving. For ability activations and UI confirmations.	hard transient, bass impact, rising decay, sub riser, activation sound, punchy attack, low frequency hit, cinematic bass, game sound effect, UI activator, trailer accent, LFE impact, dynamic bass movement, tonal rise, powerful low end	01:03.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Big Dive Saturated Detuned Sine Bass_BS_badBass.wav	Variations of a big dive on a saturated, detuned sine bass: a heavy downward pitch sweep with thick saturation and slight detune for width, then a warm, distorted bloom that fades into deep sub. For bass drops and trailers.	bass dive, detuned sine, saturated sub, pitch drop, deep low frequency, LFE sweep, cinematic bass, trailer drop, distorted low end, heavy sub movement, dark bass tone, sound design sub dive	00:54.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Big Dive Wide Distorted Detuned Sine Bass_BS_badBass.wav	Variations of a big dive on a wide, distorted, detuned sine bass: the pitch dives with thick detune and layered distortion spreading across the stereo field, while the sub stays centered. A saturated bloom settles into deep sub. For heavy transitions.	wide bass dive, distorted sine bass, detuned sub drop, stereo bass sweep, LFE dive, cinematic bass drop, trailer low end, aggressive sub impact, saturated bass tone, pitch fall, heavy low frequency, sound design bass	00:54.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNBass_TONAL-Bouncy Bass Pitch Movement Bounce Short_BS_badBass.wav	Very short variations of a square-wave sub bass that dips and snaps back up in pitch: a compact LFE thump with a quick, stepped bounce that feels elastic and slightly humorous. For comedic accents and punchy bass stingers.	square sub bass, short pitch bounce, down up bass, bouncy sub tone, LFE thump, low frequency hit, infrasound, funny bass accent, tonal thud, elastic sub, quick bass movement, sound design element	00:09.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Bouncy Bass Pitch Movement Bounce_BS_badBass.wav	Short variations of a square-wave sub bass that dips and returns in pitch: a solid LFE thump with a clearly stepped bounce that feels elastic and humorous. For stylized impacts and cartoonish low-end accents.	square sub bass, pitch bounce, down up bass, bouncy sub tone, LFE thump, low frequency movement, infrasound, funny bass hit, tonal thud, elastic bass, sub drop bounce, sound design element	00:09.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Deep Frequency Sub Impact_BS_badBass.wav	Variations of a deep sub impact with almost no top end: a controlled hit, then a dense, clean and tonal sub bloom. Pure low-frequency energy. For a foundation layer under explosions and large impacts.	deep sub impact, low frequency hit, LFE punch, sub bass thud, infrasound impact, cinematic low end, tonal sub boom, trailer hit, bass drop, minimal top end, heavy low frequency, sound design sub	00:27.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Deep LFE Bass With Slow Filter Wow_BS_badBass.wav	A very deep LFE bass shaped by a slow filter envelope: the harmonics bloom and recede gradually in a subtle wow, over a heavy, grounded sub. Smooth and breathing. For transitions and environmental tension.	LFE bass, deep sub, super deep bass, filter envelope, slow attack, slow decay, wow effect, filter sweep, evolving bass, resonant low end, tonal sub, cinematic bass, game sound effect, UI low frequency, immersive rumble, atmospheric bass, dynamic filter movement, heavy sub, low-end design	00:45.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Deep Long Sine Bass Dive_BS_badBass.wav	Variations of a long, clean sine bass dive: a steady, smooth descent with pure tone and an even, rounded sustain, free of grit and distortion. For clean trailer transitions and sub layers under textured sounds.	clean sine bass, deep bass dive, pure sub sweep, low frequency drop, LFE movement, smooth pitch fall, cinematic sub, trailer transition, tonal bass sweep, minimal distortion, deep low end, sound design sub dive	01:39.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Deep Sine Bass Huge Dive_BS_badBass.wav	Variations of a big, deep sine bass dive: a clean, focused sweep that drops with steady momentum, with a moderate decay and minimal distortion. Balanced and versatile. For transitions and sub layers under impacts.	sine bass dive, deep sub drop, low frequency sweep, LFE movement, clean bass fall, cinematic transition, tonal sub impact, trailer bass element, smooth pitch dive, medium length sub, minimal distortion bass, sound design sub	00:54.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Deep Sine Bass Low Dive_BS_badBass.wav	Variations of a low, deep sine bass dive: a smooth, controlled descent into a stable, rounded sub tail, clean and without harsh overtones. For low-end weight under impacts and transitions.	deep sine dive, sub bass drop, low frequency sweep, clean LFE movement, smooth pitch fall, cinematic sub, trailer bass accent, tonal low end, infrasound dive, minimal distortion bass, sound design sub element, deep low frequency	00:36.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Deep Tremolo Long Sine Bass Dive_BS_badBass.wav	A deep sine bass dive with a long, sustained downward glide and pronounced tremolo: a clean, weighty sine whose tremolo adds rhythmic movement and tension. For dramatic drops and sci-fi elements.	bass dive, sine bass, deep bass, tremolo bass, low frequency, sub drop, tonal bass, pitch glide, downward sweep, LFO modulation, cinematic transition, game sound effect, sci-fi bass, dramatic drop, tension build, low-end impact, sustained bass, minimal bass tone, clean sub, long bass sweep	01:39.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNBass_TONAL-Dip And Up Distorted Sine Bass_BS_badBass.wav	A sine bass that dips in pitch and glides back up, with gritty distortion: a push-and-pull motion whose added harmonics cut through a mix over solid sub weight. For power-up and power-down effects.	distorted bass, sine bass, bass dip, pitch drop, pitch rise, bass glide, tonal bass, sub bass, gritty bass, harmonic distortion, game sound effect, UI bass, transition effect, glitch bass, sci-fi movement, low frequency sweep, dynamic bass, LFO bass, electronic bass, stylized impact	00:27.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Distorted Gritty Bass Downer_BS_badBass.wav	A heavy, distorted bass downer: a forceful impact, then a descending pitch that drops dark and gritty, with rich harmonic distortion over deep sub. For ability deactivations and failure cues.	distorted bass, gritty downer, bass drop, pitch dive, aggressive low end, cinematic bass, game sound effect, trailer transition, LFE impact, downward sweep, heavy sub, harmonic distortion, dark bass hit, intense drop, powerful low frequency	02:06.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Distorted Wet Gritty Center Bass Downer Dropouts_BS_badBass.wav	A distorted, wet and gritty bass downer, centered in the stereo field, with deliberate dropouts as the pitch falls: thick saturated weight and wet depth, broken by rhythmic gaps. For glitchy transitions and stylized sci-fi impacts.	distorted bass, wet downer, gritty bass drop, center bass, pitch dive, dropout effect, glitchy bass, cinematic drop, game sound effect, trailer transition, LFE impact, saturated low end, dark bass movement, aggressive sub, stylized bass effect	01:48.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Distorted Wet Gritty Hard Tremolo Bass Downer_BS_badBass.wav	A distorted, wet and gritty bass downer with hard tremolo: a heavy low-frequency hit, then a falling pitch chopped by sharp, rhythmic tremolo pulses. Tense and intense. For glitchy transitions and dark sci-fi drops.	distorted bass, gritty downer, hard tremolo, wet bass drop, pitch dive, aggressive modulation, cinematic bass, game sound effect, trailer transition, LFE impact, rhythmic tremolo, saturated low end, dark bass movement, intense sub, sci-fi drop	01:48.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Distorted Wet Gritty Tremolo Bass Downer_BS_badBass.wav	A distorted, wet and gritty bass downer with pronounced tremolo: solid low-frequency weight that evolves into a textured drop shaped by rhythmic pulses, over an intact sub. For glitchy UI transitions and dark sci-fi drops.	distorted bass, gritty downer, tremolo bass, wet bass drop, pitch dive, amplitude modulation, cinematic bass, game sound effect, trailer transition, LFE impact, rhythmic modulation, saturated low end, dark bass movement, heavy sub, sci-fi drop	01:48.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Distorted Wet Gritty Wide Bass Downer Dropouts_BS_badBass.wav	A distorted, wet and gritty bass downer, wide across the stereo field, with deliberate dropouts as the pitch falls: thick saturated weight and wet depth, broken by rhythmic gaps. For glitchy transitions and dark sci-fi drops.	distorted bass, wet downer, gritty bass drop, wide stereo bass, pitch dive, dropout effect, glitchy bass, cinematic drop, game sound effect, trailer transition, LFE impact, saturated low end, stereo bass movement, dark sub, aggressive bass effect	01:30.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Distorted Wide Bass Downer_BS_badBass.wav	A wide, distorted bass downer: a strong impact, then a descending pitch with saturated, gritty harmonics spread across the stereo field over a solid sub. Larger than life. For ability deactivations and dramatic drops.	distorted bass, wide bass downer, stereo bass drop, pitch dive, gritty low end, cinematic bass, game sound effect, trailer transition, LFE impact, saturated sub, heavy bass movement, dark bass hit, aggressive low frequency, dramatic drop, powerful sub	01:03.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Dubstep Wobble Overdrive Deep Bass Downer Subtle Tremolo_BS_badBass.wav	Variations of a deep, dubstep-style wobble bass with overdrive and subtle tremolo, diving down in pitch. Gritty distortion rides on a heavy, sustained sub. For bass drops and dark transitions.	dubstep wobble bass, distorted sub dive, tremolo modulation, deep LFE rumble, low frequency sweep, infrasound, cinematic bass drop, overdrive sub, wobble effect, heavy low end, trailer bass, dark bass movement, sound design element	00:27.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNBass_TONAL-Dubstep Wobble Overdrive Deep Bass Riser Subtle Tremolo_BS_badBass.wav	Variations of a deep, dubstep-style wobble bass with overdrive and subtle tremolo, rising in pitch. Gritty distortion rides on a heavy, sustained sub. For builds and tension before a drop.	dubstep wobble riser, distorted sub bass, tremolo modulation, upward bass movement, LFE rumble, low frequency riser, infrasound, cinematic bass build, overdrive sub, wobble effect, trailer tension, heavy low end, sound design element	00:27.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Dubstep Wobble Tremolo Overdrive Bass Downer_BS_badBass.wav	Variations of a dubstep-style wobble bass with overdriven tremolo, diving down in pitch: an aggressive, pulsing sub texture with grit and movement. For bass drops and dark transitions.	dubstep wobble, distorted bass, tremolo bass, sub dive, LFE rumble, low frequency modulation, infrasound, cinematic bass, bass drop, overdriven sub, wobble effect, heavy low end, sound design element	00:30.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Dubstep Wobble Tremolo Overdrive Deep Bass Downer_BS_badBass.wav	Variations of a deep, dubstep-style wobble bass with overdriven tremolo, diving down in pitch: heavy sustained sub with an aggressive pulsing texture and gritty edge. For trailer drops and hybrid music cues.	dubstep wobble bass, distorted sub, tremolo modulation, bass dive, deep LFE, low frequency sweep, infrasound rumble, cinematic bass drop, overdrive sub, wobble effect, heavy low end, trailer bass, sound design element	00:36.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Dubstep Wobble Tremolo Overdrive Short Bass Downer_BS_badBass.wav	Short variations of a dubstep-style wobble bass with overdriven tremolo, diving down in pitch: strong sub weight with an aggressive pulsing texture and gritty edge. For bass drops and hybrid trailer sounds.	dubstep wobble, distorted bass, tremolo modulation, LFE rumble, sub bass, low frequency movement, infrasound, cinematic bass, bass drop, overdrive sub, hybrid trailer sound, heavy low end, sound design element	00:18.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Flirty Bass Pitch Movement_BS_badBass.wav	Variations of a deep sub bass with a playful, whistle-like pitch movement: a smooth LFE body that glides and bends in a slightly flirty way while staying heavy. For stylized bass accents with personality.	sub tone movement, pitch glide bass, LFE rumble, low frequency tone, infrasound, cinematic bass, trailer low end, sub bass bend, tonal thump, deep bass sweep, expressive sub, sound design element	00:27.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Flirty Short Bass Pitch Movement_BS_badBass.wav	Short variations of a deep sub bass with a playful, whistle-like pitch movement: a compact LFE thump with a quick, expressive glide that keeps its low-frequency weight. For bass stingers and stylized transitions.	short sub tone, pitch glide bass, flirty bass movement, LFE hit, low frequency thump, infrasound, cinematic bass, trailer accent, tonal sub drop, bass stinger, deep low end, sound design element	00:18.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Impacting Saw Oscillators_BS_badBass.wav	Dry variations of thumps made from saw oscillators: a sharp, harmonically rich attack and punchy low end with the buzzy grit of a raw saw wave. Tight and unprocessed. For synthetic impacts or further processing.	saw oscillator thump, synthetic impact, dry bass hit, raw saw wave, harmonic punch, tonal bass hit, electronic thud, low frequency impact, hybrid trailer layer, clean transient, synth hit, sound design element	00:18.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Jump And Dive Overdrive Sine Bass_BS_badBass.wav	A wide stereo sine bass that dips in pitch and sweeps back up, driven with gritty distortion: strong motion with solid low-end weight, and harmonics that cut through a mix. For power-up and power-down effects.	wide stereo bass, stereo bass, distorted sine bass, bass dip, pitch drop, pitch rise, bass glide, tonal bass, sub bass, gritty bass, harmonic distortion, game sound effect, UI bass, transition effect, cinematic bass, stereo sweep, dynamic bass movement, electronic bass, immersive low end, stylized impact	00:44.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Long Diving Sub Bass Impact_BS_badBass.wav	Variations of a sub bass impact with a long dive: a solid LFE thump that turns into a smooth descending sub, with infrasound in the tail and no distortion. For dramatic drops and large reveals.	long sub bass dive, deep LFE impact, descending sub, low frequency sweep, infrasound rumble, cinematic bass drop, trailer transition, tonal sub impact, heavy low end, dramatic dive, epic boom, sound design element	00:36.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNBass_TONAL-Monster Deep Tonal Bass Impact Analog Overdrive_BS_badBass.wav	A wide stereo bass made from processed vocals: it dips in pitch and glides back up, with gritty distortion and a subtle breath texture from its vocal origin. Synthetic weight with a human edge. For character abilities and power shifts.	vocal bass, vocal-derived bass, processed vocals, breath texture, airy bass, distorted sine bass, wide stereo bass, stereo movement, bass dip, pitch drop, pitch rise, bass glide, tonal bass, sub bass, organic texture, gritty bass, harmonic distortion, game sound effect, cinematic bass, expressive low end	00:38.961	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Monster Tonal Bass Impact Analog Overdrive_BS_badBass.wav	A tonal bass made from processed vocals: a solid, controlled tone with a subtle breath texture and natural micro-variations from its vocal origin, which also softens the attack. For character abilities and organic sci-fi elements.	vocal bass, vocal-derived, processed vocals, breath texture, airy tone, organic bass, textured bass, tonal bass, low frequency, sub bass, expressive bass, cinematic sound, game sound effect, UI bass, humanized synth, hybrid sound design, soft attack bass, atmospheric low end	00:17.987	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Resonant Slightly Rising Wide Bass LFE_BS_badBass.wav	A deep, resonant LFE bass that rises slightly in pitch, wide across the stereo field: a strong low-frequency foundation with a gentle lift that builds anticipation without losing weight. For builds and transitions.	LFE bass, low frequency, sub bass, resonant bass, wide stereo bass, slightly rising bass, pitch rise, bass sweep, deep low end, cinematic bass, game sound effect, UI low end, tension build, atmospheric bass, immersive sub, stereo low frequency, tonal bass, rumble bass, dramatic transition	00:37.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Robotic Overdriven Detuned Sine Bass Dive_BS_badBass.wav	A deep bass dive with glitchy, robotic effects: as the pitch falls, digital artifacts, mechanical textures and stuttered modulation give the solid sub a machine-like character. For sci-fi transitions and hacking sequences.	robotic bass, glitch bass, bass dive, pitch drop, digital artifacts, mechanical texture, stutter effect, distorted bass, detuned sine, sci-fi sound, futuristic bass, game sound effect, UI bass, tech transition, cyberpunk audio, electronic low end, synthetic movement, glitchy dive, machine sound design	01:48.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Short Sine Wave Bass Pitch Movement_BS_badBass.wav	Short variations of a deep sine-wave sub with a subtle downward dive: a compact LFE thump with a smooth, clean decay and a slight drop in pitch. Tight and minimal. For trailer accents and low-end sweeteners.	short sub bass, slight bass dive, sine wave sub, LFE hit, low frequency thump, infrasound, cinematic bass, trailer low end, tonal sub impact, deep thud, bass drop accent, sound design element	00:18.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Short Sine Wave Bass Upward Bounce Pitch Movement_BS_badBass.wav	Short variations of a deep sine-wave sub with a subtle upward movement: a tight LFE thump with a smooth, clean decay and a slight lift in pitch. Clean and focused. For trailer accents and low-end sweeteners.	short sub bass, upward pitch glide, sine wave sub, LFE thump, low frequency hit, infrasound, cinematic bass, trailer accent, tonal sub movement, deep thud, bass rise, low end impact, sound design element	00:18.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Sine Bass Large Slow Dive Downer_BS_badBass.wav	A large, slow sine-wave sub bass dive: a steady, smooth downward glide with pure tone, minimal harmonics and clean LFE weight. For a sub layer under impacts and drops.	DSGNBass TONAL Sine Bass Large Slow Dive Downer BS Bad Bass	01:12.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Sine Sub Bass Dive 1_BS_badBass.wav	Clean sine-wave sub bass dive: a smooth, controlled downward glide with deep LFE weight, almost no harmonics and no distortion. For layering under impacts and drops.	sine sub dive, sub bass drop, pitch glide, clean low frequency, LFE movement, cinematic bass, game sound effect, trailer drop, pure sine wave, deep sub layer, downward sweep, smooth bass motion, tonal sub, minimal harmonic bass, low end transition	00:36.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNBass_TONAL-Sine Sub Bass Dive 2_BS_badBass.wav	Clean sine-wave sub bass dive: a smooth, controlled downward glide with deep LFE weight, almost no harmonics and no distortion. For layering under impacts and drops.	sine sub dive, sub bass drop, pitch glide, clean low frequency, LFE sweep, cinematic bass, game sound effect, trailer drop, pure sine wave, deep sub layer, downward bass movement, smooth sub descent, tonal sub, minimal bass, low end transition	00:36.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Sine Sub Bass Dive 3_BS_badBass.wav	Clean sine-wave sub bass dive: a smooth, controlled downward glide with deep LFE weight, almost no harmonics and no distortion. For layering under impacts and drops.	sine sub dive, sub bass drop, pitch glide, clean low frequency, LFE sweep, cinematic bass, game sound effect, trailer drop, pure sine wave, deep sub layer, downward movement, smooth bass descent, tonal sub, minimal harmonic bass, low end transition	00:36.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Sine Sub Bass Dive 4_BS_badBass.wav	Clean sine-wave sub bass dive: a smooth, controlled downward glide with deep LFE weight, almost no harmonics and no distortion. For layering under impacts and drops.	sine sub dive, sub bass drop, pitch glide, clean low frequency, LFE movement, cinematic bass, game sound effect, trailer drop, pure sine wave, deep sub layer, downward sweep, smooth bass motion, tonal sub, minimal harmonic content, low end transition	00:36.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Sine Sub Bass Dive 5_BS_badBass.wav	Clean sine-wave sub bass dive: a smooth, controlled downward glide with deep LFE weight, almost no harmonics and no distortion. For layering under impacts and drops.	sine sub dive, sub bass drop, pitch glide, clean low frequency, LFE sweep, cinematic bass, game sound effect, trailer drop, pure sine wave, deep sub layer, downward bass movement, smooth sub descent, tonal bass, minimal harmonic content, low end transition	00:36.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Sine Sub Bass Dive 6_BS_badBass.wav	Clean sine-wave sub bass dive: a smooth, controlled downward glide with deep LFE weight, almost no harmonics and no distortion. For layering under impacts and drops.	sine sub dive, sub bass drop, pitch glide, clean low frequency, LFE movement, cinematic bass, game sound effect, trailer drop, pure sine wave, deep sub layer, downward sweep, smooth bass descent, tonal sub, minimal harmonic bass, low end transition	00:36.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Sine Sub Bass Dive 7_BS_badBass.wav	Clean sine-wave sub bass dive: a smooth, controlled downward glide with deep LFE weight, almost no harmonics and no distortion. For layering under impacts and drops.	sine sub dive, sub bass drop, pitch glide, clean low frequency, LFE sweep, cinematic bass, game sound effect, trailer drop, pure sine wave, deep sub layer, downward bass movement, smooth sub descent, tonal sub, minimal harmonic content, low end transition	00:36.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Sine Sub Bass Dive 8_BS_badBass.wav	Clean sine-wave sub bass dive: a smooth, controlled downward glide with deep LFE weight, almost no harmonics and no distortion. For layering under impacts and drops.	sine sub dive, sub bass drop, pitch glide, clean low frequency, LFE movement, cinematic bass, game sound effect, trailer drop, pure sine wave, deep sub layer, downward sweep, smooth bass descent, tonal sub, minimal harmonic bass, low end transition	00:36.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Sine Sub Bass Dive FM_BS_badBass.wav	Sine sub bass dive with FM modulation: the downward glide keeps strong LFE weight while the modulation adds harmonic movement and a slightly edgy, animated character. For sci-fi transitions and drops with more detail.	FM sub dive, modulated sine bass, sub bass drop, pitch glide, frequency modulation, cinematic bass, game sound effect, trailer drop, LFE movement, deep sub layer, harmonic movement, sci-fi bass, downward sweep, evolving low end, modulated sub	00:36.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNBass_TONAL-Sine Sub Bass Dive Into Rumble_BS_badBass.wav	Clean sine-wave sub bass dive that turns into a sustained deep rumble: a smooth downward glide, then a heavier, textured sub rumble that expands the sense of scale. For boss reveals and environmental shifts.	sine sub dive, sub into rumble, bass drop to rumble, pitch glide, LFE movement, cinematic bass, game sound effect, trailer transition, deep sub layer, sustained rumble, low frequency evolution, downward sweep, immersive low end, tension build, powerful bass movement	00:36.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Sine Sub Bass Quick Wobble Attack_BS_badBass.wav	Sine-wave sub bass with a quick upward scoop before the dive: a short rise in pitch, then a smooth, controlled descent with solid LFE weight and minimal harmonics. For ability triggers and stylized impacts.	sine sub scoop, upward pitch before drop, sub bass dive, pitch up then down, clean low frequency, LFE movement, cinematic bass, game sound effect, trailer transition, tonal sub motion, expressive bass, downward sweep, smooth sub descent, minimal harmonic bass, dynamic low end	00:36.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Sine Sub Bass Rise_BS_badBass.wav	Clean sine-wave sub bass rise: a smooth, controlled upward glide with pure LFE weight and minimal harmonics that builds anticipation without aggression. For builds and ability activations.	sine sub rise, sub bass build, pitch glide up, clean low frequency, LFE sweep, cinematic bass, game sound effect, trailer build, pure sine wave, deep sub layer, upward movement, smooth bass ascent, tonal sub, minimal harmonic content, low end transition	01:12.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Sine Sub Bass Wobble 1_BS_badBass.wav	Deep sine-wave sub bass with subtle wobble modulation: a clean, focused LFE tone with gentle, controlled oscillation that adds motion without distortion. For creature presence and tension beds.	sine sub wobble, modulated sub bass, low frequency movement, LFE oscillation, deep bass modulation, cinematic sub, game sound effect, sci-fi bass, tension rumble, animated low end, pure sine movement, evolving sub layer, subtle pitch modulation, immersive bass, tonal wobble	00:36.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Sine Sub Bass Wobble 2_BS_badBass.wav	Deep sine-wave sub bass with pronounced wobble modulation: a clean LFE tone with stronger, undulating oscillation that gives it a lively, expressive feel. For creature presence and evolving low-end layers.	sine sub wobble, modulated sub bass, LFE oscillation, low frequency movement, deep bass modulation, cinematic sub, game sound effect, sci-fi rumble, animated low end, tonal wobble, evolving bass layer, subtle oscillation, immersive sub, tension movement, expressive low frequency	00:36.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Sub Bass Deep Resonant Tone_BS_badBass.wav	A very deep, resonant sub bass tone: pure LFE weight with pronounced resonance, stable and sustained without much movement. A grounded foundation. For tension beds and ambience layers.	deep sub bass, resonant tone, LFE bass, low frequency tone, cinematic low end, game sound effect, tonal sub, heavy bass foundation, ambient low frequency, trailer bass, immersive rumble, sustained sub, powerful low end, atmospheric bass, grounded bass tone	02:15.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Sub Bass Impact Hold With Short Pre Riser_BS_badBass.wav	A deep sub bass impact with a short pre-riser: a brief upward lift, a solid hit, then a steady, sustained sub hold. Anticipation, impact and weight in one. For ability activations and trailer hits.	sub bass impact, pre riser, short riser, bass hold, low frequency hit, sub sustain, cinematic bass, game sound effect, UI impact, tension build, trailer hit, LFE impact, bass anticipation, sustained low end, deep sub, transition bass	01:03.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Sub Bass Impact With Short Dive_BS_badBass.wav	A punchy sub bass impact with a short downward dive: a solid, focused hit that dips smoothly in pitch and stays short. Clean but weighty. For UI confirmations and ability triggers.	sub bass impact, short bass dive, pitch drop, low frequency hit, sub drop, bass transient, tonal impact, LFE hit, game sound effect, UI bass, cinematic hit, low-end punch, quick bass sweep, impact with movement, electronic bass hit, deep thud, controlled bass drop	00:27.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNBass_TONAL-Sub Bass Long Classic Wide Chorus Dive_BS_badBass.wav	A long, classic sub bass dive with a wide stereo chorus: a smooth, extended downward glide on a strong low-frequency foundation, with chorus shimmer and movement across the field. For dramatic drops and transitions.	sub bass dive, long bass sweep, chorus bass, wide stereo bass, pitch drop, downward glide, classic sub, LFE sweep, cinematic bass, game sound effect, UI transition, stereo low end, immersive bass, deep rumble, tonal bass, spacious sub, dramatic drop, electronic bass sweep	00:54.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Sub Bass Short Tone_BS_badBass.wav	A short sub bass tone with no pitch movement: a stable, consistent low-frequency body with a subtle wide chorus for stereo depth. Clean and weighty. For UI confirmations and low-end support without sweeps.	sub bass tone, sustained bass, no pitch movement, static bass, stable low end, chorus bass, wide stereo bass, LFE tone, tonal sub, low frequency hit, game sound effect, UI bass, cinematic low end, deep rumble, clean sub, controlled bass, short bass tone, immersive low frequency	00:27.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Sub Unstable Bass Tone_BS_badBass.wav	A short tonal sub bass with slight pitch movement: a solid, focused low end with a gentle instability that adds life without becoming a glide. For UI feedback and ambient low-frequency layers.	sub bass tone, slight pitch movement, unstable bass, subtle modulation, tonal sub, low frequency, LFE tone, gentle pitch drift, organic bass, minimal bass movement, game sound effect, UI bass, cinematic low end, deep rumble, short bass tone, expressive sub, controlled low end	00:46.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Synth Saw Large Slow Bass Dive Downer_BS_badBass.wav	A large, slow super-saw sub bass dive: a steady, smooth downward glide with clean LFE weight and fluid motion. Focused and cinematic. For a sub layer under impacts and drops.	DSGNBass TONAL Synth Saw Large Slow Bass Dive Downer BS Bad Bass	01:12.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBass_TONAL-Wobbling Rattling Synthetic Bass Impact Tone_BS_badBass.wav	A deep synthetic bass impact tone with a wobbly, slightly rattling character: solid low end with pitch instability and rattling overtones that make it quirky and a little funny. For cartoonish impacts and gadget sounds.	wobbly bass, rattling synth, funny bass impact, quirky low end, unstable bass tone, synthetic bass, playful sub, game sound effect, cartoon impact, comedic boom, mechanical wobble, tonal bass hit, stylized impact, low frequency character, humorous bass	00:18.000	DESIGNED BASS DIVE DSGNBass	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Deep Cinematic Drip Impact_BS_badBass.wav	Variations of a deep bass impact with a long, textured tail: a heavy but controlled punch, then a resonant sub bloom that thins into a dark, drip-like wash. Works well layered with metal hits or braams. For trailer impacts.	deep cinematic impact, bass punch, heavy LFE, sub bass hit, low frequency thump, infrasound, extended decay, textured tail, resonant bloom, atmospheric sustain, dark wash, trailer hit, cinematic transition, logo sting, game ability impact, environmental drop, dramatic punctuation, sub drop layer, braam layer, epic low end	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Deep Kick Impact_BS_badBass.wav	Variations of a deep kick impact: a tight, rounded transient and a focused LFE thump with little tail. Clean and direct, it sits well in a mix. For trailer hits and downbeats.	deep kick impact, cinematic thump, LFE hit, sub bass punch, low frequency impact, infrasound, trailer hit, bass thud, clean low end, dramatic downbeat, game impact, sound design element	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Dirty Plasma Impact_BS_badBass.wav	Variations of a heavy plasma impact: a deep bass thump with crackling, charged particle noise, like unstable energy discharging on contact. Aggressive and futuristic. For sci-fi weapon blasts and plasma explosions.	plasma impact, heavy bass hit, radiation grit, charged energy blast, LFE thump, sub bass boom, infrasound, cinematic explosion, sci fi weapon, dirty impact, energetic debris, futuristic hit, sound design element	00:27.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNBoom_IMPACT-Distant LFE Explosion_BS_badBass.wav	Variations of a wet sub impact that sounds like a distant explosion: a heavy LFE thump, then a damp, resonant tail rolling through space, thick and saturated in the low end. For distant explosions and dramatic downbeats.	deep sub impact, wet bass boom, LFE explosion, distant explosion, low frequency thump, infrasound rumble, cinematic boom, trailer hit, heavy low end, sub bass impact, atmospheric bass, epic downbeat, sound design element	01:12.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Distorted Attack Bass Dives_BS_badBass.wav	A series of bass dives with a sharp, distorted attack: a gritty transient that cuts through, then a heavy low-frequency descent with strong sub weight. Bold and crunchy. For ability triggers and intense sci-fi transitions.	distorted bass, bass dive, aggressive attack, gritty transient, sub drop, pitch dive, low frequency impact, cinematic hit, game sound effect, UI impact, trailer bass, heavy low end, overdriven bass, powerful drop, intense transition, electronic impact, deep rumble, hard-hitting bass	00:45.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Dusty Synthetic Kick Sweetener_BS_badBass.wav	A synthetic kick sweetener with a dusty, lo-fi edge: a tight transient with slight grit and a controlled, weighty low end. Adds definition, warmth and crunch under kicks and impacts without taking over.	kick sweetener, synthetic kick, dusty kick, gritty transient, lo-fi texture, low-end layer, kick layer, impact sweetener, sub reinforcement, cinematic impact, game sound effect, punchy bass, textured low end, electronic kick, transient enhancer, bass layer, trailer hit layer	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Glassy Bass Tonal Hit_BS_badBass.wav	A dull, glassy bass impact with a slight tonal character: a subtle bright top layer over a solid sub, crisp but deep. Its tone suits key-matched impacts. For UI confirmations and ability triggers.	glassy bass, tonal impact, bass hit, low frequency impact, bright transient, brittle texture, sub layer, cinematic hit, game sound effect, UI impact, tonal bass, key-matched impact, sharp attack, deep low end, hybrid impact, electronic hit, impact sweetener	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Knocking Plop Bass Impact Kick_BS_badBass.wav	Variations of a knocking, ploppy bass kick: a short knocking attack, a soft, rounded body and a compact sub bloom, between organic and synthetic. Tight, with little wash. For stylized impacts and gameplay hits.	knocking impact, plop bass hit, punchy kick, low frequency thud, sub bass impact, rounded transient, compact boom, cinematic hit, stylized punch, bass knock, trailer accent, sound design impact	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Knocking Wet Bass Impact With Deep Attack_BS_badBass.wav	Short variations of bass-heavy impacts with a deep attack and a wet tail: a punchy, focused LFE thump, then a damp, resonant decay with a fluid, saturated character. For trailer hits and heavy downbeats.	bass impact, wet tail, LFE hit, low frequency thump, sub bass, infrasound, cinematic boom, trailer impact, deep attack, heavy thud, saturated decay, low end punch, sound design element	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Knocking Wet Bass Impact With Subtle Strange Vibrating Tail_BS_badBass.wav	Short variations of kick-style bass impacts with a subtle, strange vibrating tail: a punchy, grounded LFE thump, then a brief trembling decay that adds an unstable, organic texture. For dark transitions and distinctive low-end hits.	bass kick impact, vibrating tail, LFE thump, sub bass hit, low frequency impact, infrasound, deep thud, cinematic low end, oscillating decay, strange vibration, bass punch, sound design element	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Large Resonant Plastic Impact_BS_badBass.wav	A large plastic object struck hard: a firm hit, then a distinctive hollow ring and cavity vibration that bring out the size and rigidity of the material. For container hits, large props and industrial objects.	plastic impact, resonant plastic hit, hollow object impact, large plastic collision, container hit, plastic resonance, cinematic foley, game sound effect, material impact, hollow thud, plastic object hit, resonant strike, industrial prop impact, rigid plastic sound, material collision	00:26.440	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNBoom_IMPACT-Long Tailed Resonating Bass Impact_BS_badBass.wav	A bass impact with a long, resonating tail: a solid, weighty hit that blooms into a deep, ringing low-frequency resonance and decays slowly, adding scale and space. For dramatic transitions and environmental impacts.	bass impact, resonant bass, long tail, sustained decay, low frequency hit, cinematic boom, sub impact, deep rumble, trailer hit, game sound effect, UI impact, dramatic transition, atmospheric bass, LFE impact, heavy low end, evolving resonance, epic hit, cinematic low end	00:36.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Multiple Pre Transient Knocky Synthetic Kick Sweeteners_BS_badBass.wav	A set of synthetic kick sweeteners with pronounced knocks before the main hit: a sharp, knocky pre-transient leading into a tight, controlled low end. Adds definition and punch under kicks, bass hits and booms.	kick sweetener, pre-transient knock, knocky attack, synthetic kick, transient enhancer, impact layer, low-end reinforcement, punch enhancer, bass layer, cinematic hit layer, game sound effect, trailer impact, tight sub, attack boost, rhythmic knock, electronic kick layer, layered impact	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Narrow Deep Rumbling Impact_BS_badBass.wav	Variations of a deep, rumbling impact kept narrow in the stereo field: a concentrated LFE thump, then a compact, controlled rumble that stays centered and tight. Dense and grounded. For hits that need low end without width.	deep rumble impact, narrow bass hit, focused LFE thump, sub bass impact, low frequency rumble, infrasound, cinematic hit, trailer accent, centered low end, compact boom, dramatic thud, sound design element	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Noisy Synthetic Kick Sweetener_BS_badBass.wav	A tight synthetic kick sweetener with a controlled noise layer: a punchy transient and focused low end, with noise that adds grit and helps it cut through dense mixes. For layering under kicks and impacts.	kick sweetener, noisy kick, synthetic kick, gritty transient, noise layer, low-end layer, impact sweetener, sub reinforcement, punch enhancer, cinematic impact, game sound effect, electronic kick layer, textured bass, attack enhancer, trailer hit layer, bass reinforcement	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Roomy Impact With Sub Tail_BS_badBass.wav	A roomy impact with a deep sub tail: a solid hit with a natural sense of a large room, then an extended low-frequency decay that adds weight. Airy and grounded. For environmental impacts and trailer-style hits.	roomy impact, spacious hit, sub tail, bass decay, low frequency impact, cinematic boom, ambient impact, deep rumble, trailer hit, game sound effect, UI impact, environmental hit, LFE tail, atmospheric bass, large space impact, heavy low end, cinematic transition	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Short Bass Flutter With Noise_BS_badBass.wav	A short, punchy bass impact with a subtle low-end flutter and a built-in noise oscillator: a tight sub hit whose noise adds a gritty, airy edge to the attack, without a long tail. For UI interactions and combo hits.	bass flutter, noise oscillator, noisy bass, short bass impact, gritty transient, textured low end, synthetic hit, sub impact, game sound effect, UI bass, punchy low frequency, electronic impact, flutter bass, layered bass, attack enhancer, stylized hit, compact boom	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Short Deep Laser Shot_BS_badBass.wav	Short variations of deep, laser-like shots: a sharp, focused transient, then a fast sub bass dive into a tight LFE thump. Punchy, with a compact decay. For sci-fi weapons and trailer hits.	deep laser shot, bass dive, LFE hit, sub impact, low frequency thump, infrasound drop, cinematic boom, trailer hit, sci fi blast, sub bass sweep, quick bass drop, low end impact, sound design element	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Short Double Plastic Bass Impacts_BS_badBass.wav	A pair of tight, short bass impacts with a plastic-like attack: a punchy, slightly hollow snap and a compact low end, a rhythmic double hit with no excess tail. For UI interactions and combo triggers.	double impact, plastic bass, short bass hit, punchy transient, synthetic impact, percussive bass, tight low end, game sound effect, UI click bass, combo hit, rhythmic impact, stylized hit, compact bass, electronic impact, modern game audio, low frequency hit, short boom	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNBoom_IMPACT-Short Many Bass Drum Like Hits_BS_badBass.wav	A rapid series of tight bass drum-style hits, like a metal double-kick pattern: many punchy low-end hits in quick succession, synthetic and controlled. Aggressive and driving. For combat sequences and action transitions.	double bass drum, metal kick, multi impact, rapid hits, bass drum burst, aggressive low end, fast kick pattern, rhythmic impact, heavy attack, sub hits, game sound effect, combat impact, action transition, trailer percussion, intense low frequency, driving bass, combo hit sequence	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Short Multiple Bass Drum Like Hits_BS_badBass.wav	A short sequence of punchy bass drum-style hits in rapid succession: tight transients and compact low ends in a rhythmic multi-hit burst, focused and energetic. For combo triggers and combat moments.	multiple impacts, bass drum hits, rapid kick pattern, multi hit burst, punchy low end, short bass hits, rhythmic impact, aggressive transient, sub hits, game sound effect, combat impact, combo trigger, action transition, trailer percussion, tight kick sequence, energetic low frequency	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Short Punchy Thump_BS_badBass.wav	Variations of a short, punchy thump: a quick, compact bass punch with a brief, rounded sub bloom and minimal tail. Clean and direct. For UI hits and low-end definition under larger impacts.	short thump, punchy impact, tight bass hit, LFE punch, low frequency thud, compact boom, cinematic hit, trailer accent, UI impact, sub bass knock, clean bass transient, sound design hit	00:17.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Short Roomy Bass Impact_BS_badBass.wav	Short variations of a roomy bass impact: a deep LFE thump with a subtle room resonance that adds space without much tail. Tight and natural. For trailer hits and logo stings.	roomy bass impact, short cinematic hit, LFE thump, sub bass punch, low frequency impact, infrasound, trailer accent, deep thud, spatial bloom, dramatic downbeat, clean low end, sound design element	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Short Single Bass Drum Like Hit_BS_badBass.wav	A single, tight bass drum-style hit: a punchy transient and a compact low-frequency body with a clean, controlled decay. Easy to layer. For UI confirmations and combat hits.	single impact, bass drum hit, short kick, punchy low end, tight transient, sub hit, low frequency impact, game sound effect, UI impact, combat hit, cinematic accent, trailer hit, compact boom, focused bass, electronic kick style, clean low end	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Short Single Plastic Bass Impacts_BS_badBass.wav	Short, punchy bass impacts with a plastic-like attack: a slightly hollow, synthetic snap and a compact low end with little decay. Clean and precise. For UI clicks and menu confirmations.	plastic bass impact, short bass hit, punchy transient, synthetic snap, compact low end, tight sub, stylized impact, game sound effect, UI click bass, menu hit, combo trigger, electronic impact, modern game audio, low frequency hit, clean boom, percussive bass	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Slam Impact_BS_badBass.wav	A slam impact: a strong, aggressive transient and a dense, controlled bass body that conveys force and immediacy. Tight but heavy. For combat hits and ability activations.	slam impact, heavy hit, aggressive transient, bass impact, low frequency hit, cinematic boom, game sound effect, combat impact, UI hit, trailer slam, powerful low end, punchy bass, LFE impact, hard hitting sound, action transition	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Slightly Distorted Bulky Bass Impact And Smooth Transient_BS_badBass.wav	A heavy, bulky bass impact with slight distortion and a smooth, rounded transient: thick low end with added harmonics and a softened attack that is less clicky than sharper hits. Warm and dense. For layered trailer impacts.	bulky bass impact, distorted bass hit, smooth transient, heavy low end, thick sub, cinematic boom, game sound effect, UI impact, trailer hit, warm bass impact, low frequency punch, harmonic distortion, rounded attack, LFE impact, dense low end, layered bass hit	00:27.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNBoom_IMPACT-Sub Bass Bouncy Sweetener_BS_badBass.wav	A tight, bouncy sub bass sweetener: a compact low-frequency hit with a subtle rebound that adds an elastic movement under impacts and kicks. Clean and controlled.	sub bass sweetener, bouncy bass, low frequency layer, elastic sub, punchy low end, impact layer, kick sweetener, cinematic bass layer, game sound effect, UI bass enhancement, compact sub hit, bass reinforcement, rhythmic low end, trailer sweetener, tight boom	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Sub Bass Deep Dig_BS_badBass.wav	A heavy sub bass impact with a deep, digging character: a solid hit followed by a dense sub body that presses downward. Thick and forceful. For combat impacts and ground-shaking punches.	sub bass impact, deep dig, heavy low end, sub hit, low frequency impact, cinematic boom, game sound effect, combat impact, trailer hit, dense sub, powerful bass, LFE impact, grounded low end, earth shaking bass, impact layer, deep rumble	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Sub Bass Double Transient_BS_badBass.wav	A sub bass impact with a pronounced double transient: a sharp two-stage attack, then a solid low-frequency body. Extra punch and rhythmic definition. For combat hits and combo triggers.	sub bass impact, double transient, dual attack, punchy low end, low frequency hit, sub impact, cinematic boom, game sound effect, combat impact, UI bass, trailer hit, layered transient, tight sub, heavy low frequency, rhythmic impact, bass punch	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Sub Bass Short Dive_BS_badBass.wav	A punchy sub bass impact with a short, controlled downward dive: a solid low-frequency hit that quickly drops in tone. Compact and focused. For UI triggers and quick bass drops.	sub bass dive, short bass drop, pitch dive, low frequency impact, sub drop, cinematic bass, game sound effect, combat hit, UI bass, trailer transition, LFE impact, downward glide, punchy low end, compact bass movement, deep sub hit	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Sub Bass Short Impact Sweetener_BS_badBass.wav	A tight, compact sub bass sweetener: a short, controlled hit of clean sub energy with minimal decay that adds punch and depth under kicks, booms and impacts without taking over.	sub bass sweetener, short sub impact, low frequency layer, bass reinforcement, impact layer, cinematic sub, game sound effect, UI bass, combat hit layer, trailer sweetener, tight low end, compact sub, LFE layer, punch enhancer, deep bass support	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Sub Bass Short LFE Thump_BS_badBass.wav	A compact LFE thump: a tight, rounded burst of deep sub energy with minimal tail. Clean and controlled, for adding low-end weight under hits without clutter.	LFE thump, sub bass hit, short sub impact, low frequency burst, deep bass thud, compact rumble, cinematic low end, game sound effect, UI bass, combat hit, impact reinforcement, tight sub, bass layer, minimal decay, heavy low frequency, sound design element	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Sub Bass Short Rumble Sweetener_BS_badBass.wav	A compact sub bass rumble sweetener: a short burst of deep sub energy with a slightly textured rumble that adds weight under impacts without lasting long. Subtle but heavy.	sub bass sweetener, short rumble, LFE layer, low frequency reinforcement, bass layer, cinematic sub, game sound effect, UI bass, combat hit layer, trailer sweetener, deep low end, compact rumble, impact enhancement, bass support, heavy sub burst	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Sub Bass Short Tone Impact_BS_badBass.wav	A short, focused sub bass tone: a compact hit with a stable tonal body and almost no movement, pure sub weight. For layering under impacts and UI interactions.	sub bass tone, short sub hit, low frequency impact, clean sub, compact bass, LFE tone, cinematic low end, game sound effect, UI bass, combat hit layer, bass reinforcement, tight low end, minimal decay, deep sub, impact support	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNBoom_IMPACT-Sub Bass Short Twitch And Boom_BS_badBass.wav	A compact sub bass impact with a quick, twitch-like transient: a sharp snap, then a solid low-frequency boom with controlled weight. Tight and energetic. For combat hits and ability triggers.	sub bass impact, twitch transient, short boom, low frequency hit, punchy sub, snap and boom, cinematic bass, game sound effect, UI impact, combat hit, trailer accent, tight low end, rhythmic bass, compact sub, LFE hit	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Sub Bass Wide Tonal Hit_BS_badBass.wav	A wide stereo sub bass impact with a clear tonal character: a focused hit and a deep, sustained sub, with width that adds size without losing punch. Suits key-matched impacts. For UI confirmations and trailer moments.	wide bass impact, tonal sub hit, stereo sub, low frequency impact, cinematic boom, game sound effect, UI impact, trailer hit, LFE impact, deep low end, key-matched impact, spacious bass, heavy sub, stereo low frequency, punchy bass	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Sweetener Bass Impacts Rock Boulder_BS_badBass.wav	A heavy bass impact sweetener with the weight of a falling rock or boulder: a solid, grounded hit with dense sub energy and little tail, for thickening larger impacts and destruction.	rock impact, boulder hit, bass sweetener, heavy low end, sub reinforcement, cinematic boom, environmental impact, game sound effect, combat hit layer, trailer impact, deep rumble, LFE impact, grounded bass, destruction sweetener, massive low frequency	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Sweetener Super Dry Grit Bass Impact_BS_badBass.wav	A tight, super dry bass impact sweetener with a gritty edge: a focused low-frequency hit with no ambience or tail, raw and clear. Adds definition under impacts without adding space.	bass sweetener, dry impact, gritty bass, low frequency layer, punch enhancer, impact reinforcement, cinematic bass layer, game sound effect, combat hit layer, trailer impact sweetener, tight sub, textured low end, raw bass hit, LFE layer, minimal tail impact	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Wet Knocking Impact With LFE Dive_BS_badBass.wav	Variations of a wet, resonant wood-like knock: a sharp, quick transient that gives way to a damp, resonant body with subtle low-frequency depth. Organic and atmospheric. For stylized door hits and dramatic knocks.	wet wood knock, resonant hit, cinematic impact, wooden thump, sharp transient, damp resonance, organic impact, trailer accent, deep knock, textured hit, dramatic strike, sound design element	00:27.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Whoosh Buildup To In Your Face Deep Punch_BS_badBass.wav	Variations of a granular whoosh that builds and surges into an in-your-face deep punch: a textured particle swell, a heavy LFE thump, then a brief hold of low-end pressure. For trailer transitions and climactic hits.	granular whoosh, build up impact, deep punch, LFE thump, sub bass hit, low frequency boom, infrasound, cinematic trailer hit, bass drop, particle swell, heavy transition, epic impact, sound design element	00:36.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Whooshing LFE Impact With Pretail_BS_badBass.wav	Short variations of a whoosh-driven bass impact: a brief low-frequency swell with air movement rushes into a deep, rounded LFE thump with a controlled decay. For transitions and heavy downbeats.	whoosh impact, bass thump, LFE hit, sub bass impact, low frequency swell, infrasound, cinematic boom, trailer transition, deep thud, low end pressure, bass drop, sound design element	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Wide Bulky Impact with Subtle Distortion_BS_badBass.wav	A wide, bulky impact with subtle distortion: a thick, weighty hit with broad stereo spread, and slight grit that helps it cut through dense mixes. For ability triggers and large action moments.	wide impact, bulky bass hit, distorted impact, subtle distortion, heavy low end, stereo impact, thick bass, cinematic boom, game sound effect, UI impact, trailer hit, action transition, gritty bass, LFE impact, powerful low frequency, broad stereo, hybrid impact	00:27.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_IMPACT-Wobbly Pillow Punch Bright Attack_BS_badBass.wav	Variations of a wobbly pillow punch with a brighter, snappier attack: a clear top-end click, then a cushioned, rounded thud with a playful sub wobble. Padded but cutting. For stylized combat and cartoony impacts.	pillow punch, bright soft impact, wobbly thud, elastic bass hit, cushioned slam, playful punch, soft low end, snappy attack, cartoony impact, sub wobble, stylized hit, sound design punch	00:18.004	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNBoom_IMPACT-Wobbly Pillow Punch_BS_badBass.wav	Variations of a wobbly pillow punch: a soft, muffled, cushioned hit, then a gentle sub wobble that warps and settles with a floppy, air-filled tail. Playful yet weighty. For comedic hits and cartoony impacts.	pillow punch, soft impact, muffled thud, wobbly bass, elastic low end, cushioned hit, cartoony punch, playful thump, soft slam, rounded transient, comedic impact, sub wobble	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_LFE-Short Deep LFE Rumble_BS_badBass.wav	A short, deep LFE rumble: concentrated sub energy with a compact, controlled decay and little movement or brightness. Grounded. For reinforcing impacts and adding tension under transitions.	LFE rumble, deep sub, short rumble, low frequency, sub bass, cinematic low end, tension rumble, impact layer, game sound effect, environmental bass, deep low end, compact sub, bass reinforcement, atmospheric rumble, heavy low frequency, trailer low end	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_LFE-Short Deep Slide Sweetner_BS_badBass.wav	A compact deep sub sweetener with a short, sliding pitch: focused low-frequency energy with a brief, controlled glide that adds motion under hits and transitions. Clean and weighty.	sub sweetener, deep slide, short bass glide, pitch slide, low frequency layer, LFE sweetener, cinematic sub, game sound effect, impact layer, trailer bass, low-end reinforcement, sliding bass, compact sub movement, tension enhancer, deep low frequency	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_LFE-Short Dive LFE Rumble_BS_badBass.wav	A short LFE rumble with a controlled downward dive: concentrated sub energy that quickly drops, giving a sense of fall and weight in a compact time. For transitions and layering under impacts.	LFE rumble, bass dive, short sub drop, pitch dive, low frequency, deep rumble, cinematic bass, game sound effect, transition bass, impact layer, trailer low end, sub sweep, downward glide, heavy low frequency, compact rumble, tension drop	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_LFE-Shorter Deep LFE Rumble_BS_badBass.wav	An ultra-compact deep LFE rumble: a very short burst of concentrated sub energy with minimal movement and no long tail. For reinforcing hits where brevity matters.	LFE rumble, deep sub, short rumble, ultra short bass, low frequency burst, sub hit, cinematic low end, game sound effect, impact reinforcement, compact sub, bass layer, environmental rumble, heavy low frequency, minimal movement bass, tight low end	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_LFE-Very Short Deep LFE Rumble 2_BS_badBass.wav	A very short, tight deep LFE rumble: a quick burst of concentrated sub energy with an extremely short, controlled decay. For precise low-end reinforcement under impacts and clicks.	LFE rumble, very short sub, deep bass burst, low frequency hit, ultra short rumble, sub impact, cinematic low end, game sound effect, impact layer, tight sub, bass reinforcement, minimal decay, compact low frequency, heavy sub, precise bass hit	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_LFE-Very Short Deep LFE Rumble_BS_badBass.wav	A very short, tight deep LFE rumble: a quick burst of concentrated sub energy with an extremely short, controlled decay. For precise low-end reinforcement under impacts and clicks.	LFE rumble, ultra short sub, deep bass hit, low frequency burst, compact rumble, sub impact, cinematic low end, game sound effect, impact reinforcement, tight sub, bass layer, minimal decay, heavy low frequency, precise bass, short sub hit	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_TONAL-Kick Impact With Deep Tone_BS_badBass.wav	Variations of a tonal kick impact: a punchy transient, then a sustained deep tone with resonant sub character. Both percussive and atmospheric. For trailer hits and dramatic downbeats.	tonal kick impact, deep bass hit, LFE thump, sub tone, low frequency impact, infrasound, cinematic kick, trailer hit, bass punch, resonant low end, dramatic thud, sound design element	00:36.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNBoom_WHOOSH-Quick Pre Impact Whoosh Sweetener_BS_badBass.wav	Very quick riser variations for use before an impact: a fast, focused upward movement that builds tension in a split second. Tight and clean. For stacking in front of impacts and explosions.	quick riser, pre impact whoosh, impact sweetener, fast build up, transition accent, cinematic riser, trailer pre hit, tension ramp, short whoosh, dramatic build, sound design element	00:18.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_WHOOSH-Rumbling Whoosh Roll_BS_badBass.wav	Variations of a rumbling whoosh roll: a heavy sub-driven sweep with rolling bass energy and a sense of mass, then a textured rumble that dissipates into a dark wash. For heavy pass-bys and pre-impact moments.	rumbling whoosh, bass roll, LFE sweep, sub bass movement, cinematic transition, deep whoosh, trailer build, low frequency rumble, heavy motion, atmospheric sweep, sound design whoosh, dark low end	01:03.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNBoom_WHOOSH-Sub Bass Whoosh Hit_BS_badBass.wav	A fast whoosh that leads into a solid sub bass hit: brief sweeping motion, then low-frequency weight landing at speed. For ability activations, combat moves and transitions.	sub bass whoosh, whoosh hit, low frequency impact, bass sweep, cinematic transition, game sound effect, UI transition, combat impact, trailer accent, LFE hit, air and sub, fast sweep, punchy low end, hybrid impact, dynamic bass movement	00:27.000	DESIGNED BOOM DSGNBoom	stereo 96 kHz 24-bit
DSGNDist_IMPACT-Deep Saturated Crumbling Impact_BS_badBass.wav	A deep, heavily saturated impact with a crumbling tail: dense low-frequency weight and rich distortion, then a fragmented decay like material collapsing. Gritty and forceful. For destruction moments and heavy combat hits.	saturated impact, crumbling bass, distorted boom, deep low end, heavy impact, destruction sound, collapsing hit, gritty bass, cinematic boom, game sound effect, combat impact, trailer hit, LFE impact, fragmented decay, aggressive low frequency, textured bass	00:18.000	DESIGNED DISTORTION DSGNDist	stereo 96 kHz 24-bit
DSGNGran_IMPACT-Bouncy Balls Impact With Long Tail_BS_badBass.wav	Long variations of bouncy, bass-heavy impacts spreading wide across the stereo field: a deep sub thump, then a distant, resonant tail that rolls outward. Big but elastic. For low-end sweeteners and large environmental impacts.	bass impact, sub thump, boulder hit, cinematic boom, trailer impact, wide stereo, distant hit, long tail decay, low frequency impact, deep resonance, epic transition, sound design element	01:30.000	DESIGNED GRANULAR DSGNGran	stereo 96 kHz 24-bit
DSGNImpt_IMPACT-Breaking Impact Slightly Distorted With Rolling Objects_BS_badBass.wav	A forceful breaking impact with slight distortion and rolling objects: a gritty hit with solid low-frequency weight, like a material fracturing, then rolling debris scattering and shifting. For environmental destruction and collapses.	breaking impact, rolling debris, distorted hit, structural break, material fracture, environmental destruction, game sound effect, combat impact, cinematic collapse, low frequency hit, gritty texture, debris movement, impact aftermath, heavy object roll, realistic destruction	00:27.011	DESIGNED IMPACT DSGNImpt	stereo 96 kHz 24-bit
DSGNImpt_IMPACT-Flutter Bounce Plastic Laser Roll Impact_BS_badBass.wav	Variations of fast, synthetic rolling movement in plastic: elastic bounces, hollow collisions and rapid fluttering transients with bright, laser-like tones. Playful but punchy. For sci-fi props and toy impacts.	plastic rolling, elastic bounce, hollow plastic hit, toy movement, synthetic roll, flutter impact, laser-like texture, rolling debris, bright transients, playful collision, sci fi prop, sound design element	00:27.000	DESIGNED IMPACT DSGNImpt	stereo 96 kHz 24-bit
DSGNImpt_IMPACT-Giant Fireball Shot Or Impact_BS_badBass.wav	A giant fireball shot or impact: a powerful blast with dense sub weight and fiery midrange texture that conveys heat, force and scale. Works as a projectile launch or a hit. For fantasy spells and boss attacks.	giant fireball, fireball impact, explosive blast, fantasy spell, cinematic explosion, low frequency boom, game sound effect, boss attack, magic projectile, fiery impact, trailer hit, heavy detonation, epic battle sound, sub impact, destructive blast	01:12.000	DESIGNED IMPACT DSGNImpt	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNImpt_IMPACT-Giant Robot Stomp Or Massive Gun Reload_BS_badBass.wav	A colossal mechanical impact, for a giant robot stomp or a massive gun reload: a solid, grounded thud with dense low-frequency weight and subtle metallic, industrial textures. For mech footsteps and oversized weapons.	giant robot stomp, mech footstep, massive gun reload, heavy mechanical impact, low frequency thud, cinematic bass hit, game sound effect, industrial impact, boss movement, titan stomp, LFE impact, metal machinery sound, powerful reload, heavy low end, epic mech sound	00:27.000	DESIGNED IMPACT DSGNImpt	stereo 96 kHz 24-bit
DSGNImpt_IMPACT-Hard Smack Kick Boom_BS_badBass.wav	A hard smack leading into a kick-like boom: a crisp, slap-like transient, then a deep bass body with solid low-frequency weight. Both percussive and explosive. For combat hits and trailer accents.	hard smack, kick boom, punchy impact, percussive hit, cinematic bass hit, game sound effect, combat impact, trailer accent, low frequency boom, aggressive transient, deep thud, powerful kick, slap attack, heavy low end, impact accent	00:44.000	DESIGNED IMPACT DSGNImpt	stereo 96 kHz 24-bit
DSGNImpt_IMPACT-Hard Smack Kick Impact_BS_badBass.wav	A hard smack combined with a punchy kick-style impact: a crisp, slap-like transient, then a tight, controlled low end without an extended boom. Snappy and direct. For combat strikes and rhythmic hits.	hard smack, kick impact, punchy hit, percussive attack, cinematic impact, game sound effect, combat strike, trailer accent, tight low frequency, aggressive transient, deep thud, rhythmic hit, punch bass, impact accent, powerful strike	00:26.987	DESIGNED IMPACT DSGNImpt	stereo 96 kHz 24-bit
DSGNImpt_IMPACT-Laser Shot Bass_BS_badBass.wav	A punchy bass impact with a sharp, laser-like attack: a focused transient that cuts like a blaster shot, then a compact sub body. Clean and snappy. For weapon fire and arcade shooters.	laser bass, laser shot impact, sci-fi weapon, blaster sound, bass impact, low frequency hit, futuristic sound effect, game sound effect, UI weapon, arcade shooter, cinematic sci-fi, punchy sub, synthetic impact, sharp transient, electronic bass hit	00:45.000	DESIGNED IMPACT DSGNImpt	stereo 96 kHz 24-bit
DSGNImpt_IMPACT-Sub Bass Rolling Slam_BS_badBass.wav	A heavy sub bass slam with a very hard, clipped attack: a sharp transient, then a dense, saturated sub body that rolls on. Gritty, thick and loud. For combat hits and ability slams.	saturated bass, hard attack, aggressive transient, sub bass slam, rolling bass, distorted low end, heavy impact, cinematic boom, game sound effect, combat hit, trailer slam, LFE impact, gritty bass, powerful low frequency, punchy sub, intense bass hit	00:18.000	DESIGNED IMPACT DSGNImpt	stereo 96 kHz 24-bit
DSGNImpt_IMPACT-Sweetener Bouncy Bass Impacts_BS_badBass.wav	A punchy bass impact sweetener with a bouncy low end: a tight transient and a subtle rebound in the sub frequencies that adds movement under kicks and hits. Clean but weighty.	bass sweetener, bouncy impact, punchy low end, sub rebound, impact layer, cinematic bass, game sound effect, UI bass, combat hit layer, trailer impact sweetener, low frequency reinforcement, tight sub, rhythmic bass, energetic boom, layered impact	00:18.000	DESIGNED IMPACT DSGNImpt	stereo 96 kHz 24-bit
DSGNImpt_IMPACT-Sweetener Multi Dry Wide_BS_badBass.wav	A dry, wide multi-hit impact sweetener: several tightly spaced impacts with no reverb, sharp and controlled, spread broadly across the stereo field. For layering under hits and adding rhythmic energy.	impact sweetener, multi hit, dry impact, wide stereo impact, layered hits, punchy transient, bass reinforcement, cinematic layer, game sound effect, combat impact layer, UI hit enhancer, trailer sweetener, stereo width, tight low end, rhythmic impact layer	00:18.000	DESIGNED IMPACT DSGNImpt	stereo 96 kHz 24-bit
DSGNImpt_IMPACT-Sweetener Single Dry Wide_BS_badBass.wav	A dry, wide single-hit impact sweetener: a sharp, controlled transient and a focused low-frequency body with no ambience, spread across the stereo field. For layering under hits for size and definition.	impact sweetener, single hit, dry impact, wide stereo impact, punchy transient, low frequency layer, bass reinforcement, cinematic layer, game sound effect, combat hit layer, UI impact enhancer, trailer sweetener, stereo width, tight sub, clean bass hit	00:18.000	DESIGNED IMPACT DSGNImpt	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNImpt_IMPACT-Whoosh To Hit Organic Short Deep Hit_BS_badBass.wav	A short, organic whoosh into a deep, solid impact: a natural, airy movement that arrives in a grounded, heavy hit with strong sub and a textured rather than synthetic tone. For creature movements and ability triggers.	whoosh to hit, organic impact, deep bass hit, cinematic transition, game sound effect, creature movement, low frequency impact, trailer accent, LFE hit, airy movement, heavy sub, momentum build, textured bass, dynamic impact, short cinematic boom	00:27.000	DESIGNED IMPACT DSGNImpt	stereo 96 kHz 24-bit
DSGNImpt_TONAL-Distorted Synth Impact_BS_badBass.wav	Variations of a hard, distorted synth impact: a sharp, forceful attack, then a driven tonal body with saturated low end and gritty harmonics. Tight and confrontational. For combat impacts and industrial transitions.	hard synth impact, distorted hit, aggressive transient, saturated bass, gritty texture, cinematic punch, industrial impact, trailer hit, heavy thump, tonal impact, combat strike, sound design element	00:18.000	DESIGNED IMPACT DSGNImpt	stereo 96 kHz 24-bit
DSGNImpt_WHOOSH-To Hit Impact Gritty Cyber LFE_BS_badBass.wav	Variations of a granular, data-like whoosh that surges into an in-your-face impact: digital grit and particle movement, then a heavy LFE thump that holds briefly before decaying. For tech reveals and cyber impacts.	granular whoosh, cyber impact, data texture, LFE thump, sub bass hit, low frequency boom, infrasound, cinematic trailer hit, digital grit, bass drop, tech transition, futuristic impact, heavy low end, sound design element	01:03.000	DESIGNED IMPACT DSGNImpt	stereo 96 kHz 24-bit
DSGNRmbl_IMPACT-Short Super Deep Infra Sound LFE Hit_BS_badBass.wav	Short variations of a very low, smooth sub bass hit with a deep, blowing character: a soft, rounded transient, a compact LFE thump that reaches into infrasound, and a tight, clean decay. For trailer hits and deep downbeats.	sub bass impact, LFE hit, infra sound, low frequency thump, cinematic bass, trailer hit, deep sub, low end punch, smooth thud, bass blow, sub drop, impact sweetener, sound design element	00:18.000	DESIGNED RUMBLE DSGNRmbl	stereo 96 kHz 24-bit
DSGNRmbl_LFE-Rumble Accelerate Short_BS_badBass.wav	A short LFE rumble that accelerates: a grounded sub presence that quickly builds in speed and pressure, giving a sense of propulsion and urgency. For engine revs and power-ups.	accelerating rumble, short LFE build, deep sub movement, low frequency surge, cinematic tension, game sound effect, engine rev bass, power up rumble, trailer transition, heavy sub, rising intensity, bass acceleration, compact rumble, dynamic low end, propulsion sound	00:26.777	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_LFE-Rumble Tremor Decay_BS_badBass.wav	A deep LFE rumble with tremor-like modulation that gradually decays: heavy low-frequency energy with a shaking movement that fades out smoothly, like a seismic force dying away. For earthquakes and collapsing structures.	LFE tremor, seismic rumble, decaying sub, low frequency shake, earthquake bass, cinematic rumble, game sound effect, environmental collapse, heavy low end, sub decay, tension fade, atmospheric bass, deep rumble, ground shake, immersive low frequency	01:02.479	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_LFE-Rumble Tremor Wave Friction_BS_badBass.wav	A deep LFE rumble with tremor-like wave modulation and textured friction: rolling sub pulses with gritty friction layers on top, seismic and mechanical at once. For earthquakes and machinery under stress.	LFE tremor, seismic wave, friction rumble, deep sub movement, low frequency shake, earthquake bass, cinematic rumble, game sound effect, industrial stress, heavy low end, textured sub, ground vibration, atmospheric bass, unstable rumble, immersive low frequency	01:11.405	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_LFE-Rumble Tremor Wave Long_BS_badBass.wav	A long LFE rumble with slow tremor-like wave modulation: sustained deep sub energy with rolling pulses that develop fully over time, seismic and large in scale. For earthquakes and long tension beds.	LFE tremor, long seismic rumble, deep sub wave, low frequency modulation, earthquake bass, cinematic rumble, game sound effect, environmental tension, massive creature movement, heavy low end, sustained sub, ground vibration, atmospheric bass, immersive low frequency, rolling rumble	01:11.405	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNRmbl_LFE-Rumble Tremor Wave Monster_BS_badBass.wav	Heavy LFE rumble with strong tremor-like wave modulation: deep, rolling sub pulses that feel threatening, like a giant creature moving close by. For monster presence and boss encounters.	monster rumble, LFE tremor, seismic wave, deep sub pulses, ground shake, massive creature bass, cinematic rumble, game sound effect, boss encounter, heavy low end, earthquake bass, atmospheric tension, immersive low frequency, rolling sub, epic rumble	01:11.405	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_LFE-Rumble Tremor Wave Short_BS_badBass.wav	A short LFE rumble with tremor-like wave modulation: a brief burst of rolling sub pulses with a sense of ground vibration and no long decay. For creature footsteps and quick environmental hits.	short tremor rumble, LFE wave, deep sub burst, seismic bass, ground shake, cinematic rumble, game sound effect, monster step, heavy low end, earthquake pulse, sub wave, environmental impact, immersive low frequency, rolling bass, compact rumble	00:26.777	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_LFE-Rumble Tremor Wave_BS_badBass.wav	A deep LFE rumble with rolling, tremor-like wave modulation: steady sub pulses that suggest seismic activity and ground vibration, with evolving movement. For earthquakes and giant creature presence.	LFE tremor, seismic rumble, deep sub wave, ground vibration, earthquake bass, cinematic low end, game sound effect, monster presence, heavy low frequency, rolling sub pulses, environmental tension, immersive bass, sustained rumble, epic low end, wave modulation	00:35.702	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_LFE-Sub Sweetener Short Tremor_BS_badBass.wav	A compact LFE sub sweetener with a brief tremor in the lowest frequencies: a tight burst of deep sub with a subtle shake and no long decay. For creature steps and quick ground-shivering hits.	sub tremor, short LFE rumble, low frequency shake, deep sub burst, cinematic bass layer, game sound effect, impact sweetener, ground vibration, heavy low end, compact rumble, seismic pulse, bass reinforcement, environmental hit, quick sub movement, immersive low frequency	00:27.000	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_LFE-Sub Sweetener Slow Hit_BS_badBass.wav	A deep LFE sub sweetener with a slow, gradual onset: low-frequency weight that builds before settling into a solid, rounded hit, heavy but not aggressive. For creature movements and environmental hits.	slow sub hit, LFE sweetener, deep bass impact, low frequency build, cinematic sub layer, game sound effect, impact reinforcement, heavy low end, rounded bass hit, environmental impact, creature step, trailer boom, smooth sub, bass weight, immersive low frequency	00:27.000	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_LFE-Sub Sweetener Whoosh With Slight Impact 1_BS_badBass.wav	A deep LFE sub sweetener with a smooth whoosh that ends in a soft impact: low-frequency motion that gently builds, then lands in a light but weighty hit that reinforces rather than dominates. For transitions.	sub whoosh, LFE sweep, slight impact, low frequency movement, cinematic transition, game sound effect, sub sweetener, bass reinforcement, trailer layer, deep rumble, gentle sub hit, immersive low end, tension movement, soft bass impact, atmospheric sweep	00:27.000	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_LFE-Sub Sweetener Whoosh With Slight Impact 2_BS_badBass.wav	A deep LFE sub sweetener with a smooth whoosh that ends in a soft impact: low-frequency motion that gently builds, then lands in a light but weighty hit that reinforces rather than dominates. For transitions.	sub whoosh, LFE sweep, slight impact, low frequency movement, cinematic transition, game sound effect, sub sweetener, bass reinforcement, trailer layer, deep rumble, gentle sub hit, immersive low end, tension movement, soft bass impact, atmospheric sweep	00:27.000	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_LFE-Sub Sweetner Continuous 1_BS_badBass.wav	A very deep, continuous sub bass rumble: pure ultra-low LFE energy with almost no tonal detail, more pressure than pitch. Smooth and steady. For tension beds and horror atmospheres.	super low rumble, deep LFE, sub bass layer, continuous sub, ultra low frequency, cinematic low end, tension bed, horror bass, game sound effect, trailer sub, environmental rumble, bass sweetener, sustained low frequency, heavy sub foundation, immersive low end	01:15.084	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNRmbl_LFE-Sub Sweetner Continuous 2_BS_badBass.wav	A very deep, continuous sub bass rumble: pure ultra-low LFE energy with almost no tonal detail, more pressure than pitch. Smooth and steady. For tension beds and horror atmospheres.	super low rumble, deep LFE, sub bass layer, continuous sub, ultra low frequency, cinematic low end, tension bed, horror bass, game sound effect, trailer sub, environmental rumble, bass sweetener, sustained low frequency, heavy sub foundation, immersive low end	00:43.000	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_LFE-Sub Sweetner Impact 2_BS_badBass.wav	A very deep sub bass impact sweetener: a short, concentrated burst of ultra-low LFE weight with minimal tonal character, adding physical pressure under main impacts without clutter.	super low sub, LFE impact, sub bass sweetener, ultra low frequency, deep bass hit, cinematic low end, trailer boom, game sound effect, impact layer, bass reinforcement, heavy sub burst, low frequency enhancement, tension hit, deep rumble impact, immersive sub layer	00:27.000	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_LFE-Sub Sweetner Impact_BS_badBass.wav	A very deep sub bass impact sweetener: a short, concentrated burst of ultra-low LFE weight with minimal tonal character, adding physical pressure under main impacts without clutter.	ultra deep sub, LFE impact, sub bass sweetener, low frequency hit, deep bass layer, cinematic low end, trailer boom, game sound effect, impact reinforcement, heavy sub burst, bass enhancement, tension impact, immersive low frequency, powerful sub hit, deep rumble layer	00:27.000	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_LFE-Sub Sweetner Infrasound Tremor_BS_badBass.wav	A very deep infrasound sub sweetener with a faint tremor: extreme LFE energy with a subtle shaking modulation, felt more than heard, with little tonal content. For earthquakes and ominous tension beds.	infrasound tremor, ultra deep sub, LFE rumble, seismic bass, subterranean vibration, low frequency shake, cinematic tension, game sound effect, earthquake rumble, trailer sub, environmental bass, heavy low end, deep rumble layer, ominous bass, physical sub pressure	00:49.625	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_LFE-Sub Sweetner Short Impact_BS_badBass.wav	A very short, ultra-deep sub bass sweetener: a compact burst of LFE energy with minimal tonal detail and a fast decay, adding weight under hits without length or clutter.	short sub impact, ultra deep LFE, sub bass sweetener, low frequency hit, deep bass burst, cinematic low end, game sound effect, trailer boom, impact reinforcement, heavy sub layer, tight bass hit, minimal decay sub, immersive low frequency, punch enhancer, deep rumble burst	00:27.000	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_LFE-Sub Sweetner Slow Whoosh_BS_badBass.wav	A deep LFE sub sweetener with a slow, smooth whoosh: ultra-low energy that swells gradually with no sharp transients, adding scale and motion. For transitions and builds.	slow sub whoosh, LFE sweep, deep bass swell, ultra low frequency, cinematic transition, game sound effect, trailer build, low frequency movement, sub bass sweetener, tension riser, immersive low end, atmospheric bass, heavy sub layer, smooth bass sweep, deep rumble whoosh	00:35.000	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_LFE-Sub Sweetner Very Slow Whoosh_BS_badBass.wav	A deep LFE sub sweetener with a very slow whoosh: ultra-low pressure that builds patiently over time with no sharp transients or obvious tone, felt more than heard. For slow builds and trailer swells.	very slow sub whoosh, ultra deep LFE, low frequency swell, cinematic build, trailer bass sweep, game sound effect, deep rumble movement, sub bass sweetener, tension rise, atmospheric low end, immersive bass, slow LFE sweep, heavy sub layer, environmental transition, massive low frequency	01:12.000	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_LFE-Sub Sweetner Whoosh_BS_badBass.wav	A deep LFE sub sweetener with a smooth whoosh: controlled ultra-low energy that sweeps gently forward with no pronounced transient, adding depth and momentum. For transitions and builds.	sub whoosh, LFE sweep, deep bass movement, low frequency swell, cinematic transition, game sound effect, trailer build, sub bass sweetener, immersive low end, atmospheric rumble, bass sweep, tension layer, heavy sub, environmental shift, smooth low frequency movement	00:27.000	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNRmbl_LFE-Tonal Sub Slight Movement Excited Short_BS_badBass.wav	A short tonal sub bass with slight pitch movement that sounds like a voice saying wow: solid LFE weight with an expressive, almost syllabic contour. Playful and animated. For game rewards and playful UI reactions.	tonal sub, wow bass, vocal-like movement, slight pitch shift, expressive low end, animated sub, playful bass, game sound effect, UI reaction, character ability, short LFE hit, stylized bass, sub with movement, cinematic accent, personality bass	00:26.777	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_LFE-Tonal Sub Slight Movement Excited_BS_badBass.wav	A deep tonal sub bass with slight pitch movement that sounds like a voice saying oh-wow: a warm LFE foundation with an expressive, almost syllabic contour that adds emotional lift. For game rewards and character moments.	tonal sub, oh wow bass, vocal-like movement, expressive pitch shift, animated low end, playful sub, characterful bass, game sound effect, UI reward, ability activation, LFE tone, stylized bass, emotional low frequency, cinematic accent, sub with personality	00:44.628	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_LFE-Tonal Sub Slight Movement Spooky_BS_badBass.wav	A deep tonal sub bass with slight pitch movement that sounds eerie: ghostly, whisper-like shifts over a heavy, grounded LFE foundation. Tense and foreboding. For horror atmospheres and suspense builds.	spooky sub, eerie bass, tonal LFE, subtle pitch movement, unsettling rumble, horror low end, cinematic tension, game sound effect, dark atmosphere, ominous bass, ghostly movement, deep sub layer, suspense rumble, foreboding low frequency, atmospheric bass	01:11.405	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_LFE-Tremor With Some Choppy Friction Faster_BS_badBass.wav	A deep LFE tremor rumble with faster, rolling pulses and choppy friction on top: heavy sub energy with gritty, tactile movement and a sense of urgency. For chase sequences and mechanical stress.	fast tremor rumble, choppy friction, LFE movement, seismic bass, low frequency pulses, gritty texture, cinematic tension, game sound effect, creature movement, environmental instability, heavy low end, sub modulation, urgent bass, ground shake, textured rumble	00:26.418	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_LFE-Tremor With Some Choppy Friction_BS_badBass.wav	A deep LFE tremor rumble with irregular, choppy friction on top: rolling low-frequency pulses with gritty, fragmented texture, raw and mechanical. For environmental stress and industrial strain.	LFE tremor, choppy friction, seismic rumble, deep sub pulses, gritty texture, low frequency shake, cinematic tension, game sound effect, environmental stress, industrial rumble, heavy low end, ground vibration, textured bass, unstable sub, atmospheric rumble	00:44.628	DESIGNED RUMBLE DSGNRmbl	mono 96 kHz 24-bit
DSGNRmbl_RUMBLE-Broken Deep Analog Bass Rumble_BS_badBass.wav	A deep analog bass rumble with a broken, unstable character: thick sub energy with small irregularities and textured movement, warm but gritty, like worn analog gear. For tension beds and sci-fi atmospheres.	analog bass rumble, broken bass, unstable sub, deep low frequency, gritty analog, textured rumble, cinematic bass, game sound effect, environmental rumble, tension low end, LFE rumble, distorted sub, sci-fi atmosphere, heavy bass layer, organic instability	00:27.000	DESIGNED RUMBLE DSGNRmbl	stereo 96 kHz 24-bit
DSGNRmbl_RUMBLE-Deep LFE Rumble Long 2_BS_badBass.wav	A long, deep LFE rumble, wide across the stereo field: sustained, smooth sub energy with an expansive sense of scale. For tension beds and environmental atmospheres.	wide LFE rumble, deep stereo bass, long sub rumble, cinematic low end, immersive bass, environmental tension, trailer foundation, game sound effect, sustained sub, heavy low frequency, atmospheric rumble, stereo low end, massive bass bed, deep rumble layer, expansive sub	01:30.000	DESIGNED RUMBLE DSGNRmbl	stereo 96 kHz 24-bit
DSGNRmbl_RUMBLE-Deep LFE Rumble Long_BS_badBass.wav	A long, deep LFE rumble, wide across the stereo field: sustained, smooth sub energy with an expansive sense of scale. For tension beds and environmental atmospheres.	wide LFE rumble, deep stereo bass, long sub rumble, cinematic low end, immersive bass, environmental tension, trailer foundation, game sound effect, sustained sub, heavy low frequency, atmospheric rumble, stereo low end, massive bass bed, deep rumble layer, expansive sub	01:31.943	DESIGNED RUMBLE DSGNRmbl	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNRmbl_RUMBLE-Deep Resonant Earthquake LFE Tremor_BS_badBass.wav	A deep LFE rumble like a resonant earthquake tremor: heavy low-frequency movement with slow, rolling pulses and resonant vibration, as if the ground were shifting. For earthquakes and environmental destruction.	earthquake rumble, LFE tremor, deep seismic bass, ground shake, cinematic rumble, game sound effect, environmental destruction, monster movement, heavy low frequency, sub vibration, ground movement, resonant rumble, tension bass, immersive low end, seismic impact	02:06.000	DESIGNED RUMBLE DSGNRmbl	stereo 96 kHz 24-bit
DSGNRmbl_RUMBLE-Deep Rumble Bouncy Riser_BS_badBass.wav	A deep rumble that turns into a bouncy rise: a grounded, heavy start that gradually lifts in pitch, with a subtle bounce in the low end that adds rhythm. For charge-ups and builds.	rumble riser, deep sub rise, bouncy bass, low frequency build, LFE riser, pitch rise, cinematic tension, game sound effect, UI transition, trailer build, sub movement, heavy low end, upward glide, atmospheric bass, energetic rumble	00:43.000	DESIGNED RUMBLE DSGNRmbl	stereo 96 kHz 24-bit
DSGNRmbl_RUMBLE-Deep Wide Rumble Whoosh With Soft Impact_BS_badBass.wav	A deep, wide rumble with a smooth whoosh that ends in a soft impact: spacious low-frequency energy sweeps forward and lands in a gentle but weighty sub hit. Refined, not harsh. For transitions and atmospheric reveals.	deep rumble, wide stereo bass, rumble whoosh, soft impact, low frequency sweep, cinematic transition, game sound effect, UI transition, atmospheric bass, LFE movement, sub whoosh, immersive low end, trailer swell, spacious rumble, gentle bass hit	01:30.000	DESIGNED RUMBLE DSGNRmbl	stereo 96 kHz 24-bit
DSGNRmbl_RUMBLE-Engine Drone LFE Loopable_BS_badBass.wav	A deep LFE engine drone that loops seamlessly: a steady, sustained sub foundation with subtle internal movement, like a large engine or reactor core humming. For sci-fi environments and machinery ambiences.	engine drone, LFE loop, loopable rumble, deep sub, mechanical hum, reactor core, industrial ambience, sci-fi engine, continuous bass, game sound effect, environmental drone, sustained low frequency, heavy sub layer, machinery rumble, atmospheric bass	01:00.313	DESIGNED RUMBLE DSGNRmbl	stereo 96 kHz 24-bit
DSGNRmbl_RUMBLE-Long Wide Deep LFE Space Rumble_BS_badBass.wav	A long, deep LFE rumble with a wide, spacious character: sustained sub energy with broad stereo spread and a smooth, evolving body that suggests distance and vast space. For space scenes and sci-fi ambiences.	LFE rumble, deep space bass, long sub, wide stereo rumble, cinematic low end, atmospheric bass, sci-fi rumble, environmental tension, game sound effect, trailer build, immersive sub, spacious low frequency, sustained rumble, heavy low end, ambient bass bed	01:57.000	DESIGNED RUMBLE DSGNRmbl	stereo 96 kHz 24-bit
DSGNRmbl_RUMBLE-Threatening Resonant Deep Rumble Distant Movement Sweetener_BS_badBass.wav	A deep, resonant rumble with a threatening character: distant tonal movement that feels ominous, as if something large were approaching from afar, with sustained sub energy. For horror atmospheres and suspense.	scary rumble, threatening bass, resonant sub, deep tonal movement, ominous low end, horror atmosphere, cinematic tension, game sound effect, dark ambient bass, LFE rumble, suspense build, distant bass movement, foreboding sub, eerie low frequency, atmospheric rumble	00:25.497	DESIGNED RUMBLE DSGNRmbl	stereo 96 kHz 24-bit
DSGNRmbl_RUMBLE-Very Deep LFE Soft Rumble_BS_badBass.wav	A very deep, soft LFE rumble: smooth, sustained low-frequency energy with a gentle presence and no aggressive transients, calm but heavy. For subtle tension and ambience layers.	very deep rumble, soft LFE, sub bass bed, low frequency atmosphere, cinematic low end, ambient rumble, game sound effect, environmental bass, subtle tension, deep sub layer, smooth bass, sustained low frequency, atmospheric sub, heavy low end, immersive rumble	01:21.000	DESIGNED RUMBLE DSGNRmbl	stereo 96 kHz 24-bit
DSGNRmbl_TONAL-Deep LFE Rumble With Resonant Overtone_BS_badBass.wav	Long variations of distant, resonant metal friction over a deep LFE rumble: a textured metallic drag with a dark, evolving tone and subtle overtones. Works well with added reverb. For ominous transitions and tension beds.	cinematic rumble, metal friction, resonant overtone, LFE rumble, sub bass, infrasound, low frequency texture, distant metallic drag, trailer tension, deep thump, tonal low end, cinematic atmosphere, sound design element	00:36.000	DESIGNED RUMBLE DSGNRmbl	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
DSGNRmbl_TONAL-Long Tonal Rumble Very Deep LFE_BS_badBass.wav	A collection of very deep, resonant LFE rumbles with a slow attack and a long decay: each one swells from silence into a sub foundation, sustains with tonal resonance and slowly fades. For tension beds and dark atmospheres.	deep LFE rumble, slow attack bass, long decay sub, resonant rumble, tonal low frequency, cinematic tension bed, game sound effect, trailer build bass, atmospheric sub, evolving rumble, heavy low end, immersive bass, sustained sub, dark ambience, super deep bass, low frequency swell	03:00.000	DESIGNED RUMBLE DSGNRmbl	stereo 96 kHz 24-bit
DSGNRmbl_WHOOSH-Deep Rumbling Whoosh_BS_badBass.wav	Variations of a deep, rumbling whoosh: a broad, sub-driven sweep with strong LFE presence that evolves smoothly, like large-scale air displacement or an approaching mass. Dark and heavy. For scene reveals and seismic movement.	deep whoosh, rumbling sweep, LFE rumble, sub bass movement, low frequency whoosh, infrasound, cinematic transition, trailer sweep, seismic motion, dark atmosphere, heavy low end, sound design element	01:03.000	DESIGNED RUMBLE DSGNRmbl	stereo 96 kHz 24-bit
DSGNRmbl_WHOOSH-Distorted Warm Rumble_BS_badBass.wav	A warm but gritty low-frequency rumble with rich distortion: deep sub energy wrapped in saturated, analog-style thickness with rough, slightly abrasive edges. For dark atmospheres and transitions with edge.	warm rumble, gritty bass, distorted sub, saturated low end, analog warmth, textured bass, deep LFE, cinematic rumble, game sound effect, trailer bass, dark atmosphere, heavy low frequency, harmonic distortion, immersive sub, rough bass texture	01:03.000	DESIGNED RUMBLE DSGNRmbl	stereo 96 kHz 24-bit
DSGNRmbl_WHOOSH-Dusty Whoosh LFE Rumble_BS_badBass.wav	A deep LFE rumble blended with a dusty whoosh: a grounded sub foundation under airy, slightly lo-fi sweeping motion, organic and worn rather than polished. For transitions and environmental builds.	dusty whoosh, LFE rumble, textured bass, lo-fi sweep, deep sub, cinematic transition, game sound effect, trailer swell, atmospheric rumble, gritty low end, bass movement, immersive sub, environmental build, low frequency sweep, worn texture	01:03.000	DESIGNED RUMBLE DSGNRmbl	stereo 96 kHz 24-bit
DSGNRmbl_WHOOSH-Galopping Horde Whoosh Rumble_BS_badBass.wav	A low-frequency rumble with a rhythmic, galloping whoosh, like a horde charging in the distance: deep sub energy with pulsing movement that builds mass and momentum. For battle builds and large creature approaches.	galloping rumble, horde approach, rhythmic whoosh, deep LFE, cinematic build, battle tension, game sound effect, boss encounter, trailer build, low frequency movement, charging impact, heavy sub, atmospheric rumble, epic transition, pulsing bass	01:03.000	DESIGNED RUMBLE DSGNRmbl	stereo 96 kHz 24-bit
DSGNRmbl_WHOOSH-Rolling Heavy Particle Whoosh_BS_badBass.wav	Variations of a deep, rolling whoosh like boulders rushing past: gritty, dry stone texture and heavy particle movement in a broad flyby, with LFE rumble beneath. For large-scale environmental movement and seismic flybys.	boulder whoosh, rolling stone flyby, gritty particle movement, dry rock texture, LFE rumble, low frequency whoosh, infrasound, cinematic transition, trailer sweep, deep thump, heavy debris movement, epic low end, sound design element	01:03.000	DESIGNED RUMBLE DSGNRmbl	stereo 96 kHz 24-bit
DSGNRmbl_WHOOSH-Rumbling Crescendo_BS_badBass.wav	A deep rumble that builds into a crescendo: sub energy and movement layer up gradually, raising tension and scale with forward momentum. For builds and boss introductions.	rumbling crescendo, bass build, LFE rise, cinematic tension, trailer swell, game sound effect, boss intro, deep rumble, low frequency build, atmospheric bass, dramatic transition, heavy sub, evolving rumble, epic build, whoosh rumble	00:27.000	DESIGNED RUMBLE DSGNRmbl	stereo 96 kHz 24-bit
EXPLOSIONS · 21 files					
EXPLDsgn_IMPACT-Cyber Explosion_BS_badBass.wav	Variations of a wet sub impact with a subtle gritty bass tail: a heavy LFE thump with thick low-frequency pressure, then a textured, slightly abrasive decay. Dark and distant. For cyber explosions and dramatic downbeats.	deep sub impact, wet bass boom, gritty tail, LFE explosion, low frequency thump, infrasound rumble, cinematic bass hit, trailer impact, sub bass decay, heavy low end, textured explosion, epic downbeat, sound design element	00:45.000	EXPLOSIONS DESIGNED EXPLDsgn	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
EXPLDsgn_IMPACT-Deep Heavy Distorted Shockwave_BS_badBass.wav	Variations of a deep shockwave impact with a fluttering tail: a heavy low-frequency blast that expands like displaced air, then fluttering modulation and granular movement in the decay. For explosive reveals and sci-fi detonations.	cinematic shockwave, deep impact blast, fluttering tail, LFE rumble, sub bass boom, infrasound, distorted explosion, trailer hit, air displacement, low frequency wave, epic impact, sound design element	00:45.000	EXPLOSIONS DESIGNED EXPLDsgn	stereo 96 kHz 24-bit
EXPLDsgn_IMPACT-Deep Heavy Synthetic Explosion With Aftermath Rolls_BS_badBass.wav	Variations of a heavy synthetic explosion with bright grit and dust, followed by thunder-like rolls: a strong LFE thump with sharp debris on the attack, then rolling low-end rumbles like distant thunder. For explosive transitions.	synthetic explosion, gritty impact, bright debris, thunder roll tail, LFE thump, sub bass hit, low frequency boom, infrasound, cinematic trailer hit, heavy aftermath, rolling rumble, epic impact, sound design element	00:54.000	EXPLOSIONS DESIGNED EXPLDsgn	stereo 96 kHz 24-bit
EXPLDsgn_IMPACT-Deep Heavy Synthetic Explosion With Colliding Particles_BS_badBass.wav	Variations of a deep, heavy synthetic impact layer for enhancing explosions: a bouncy, bass-driven thump with gritty, colliding particles in the attack. A mix-ready sweetener. For stacking under explosions and large hits.	impact sweetener, synthetic explosion layer, bouncy bass hit, gritty particles, colliding debris, LFE thump, sub bass impact, cinematic explosion, trailer hit layer, heavy transition, aggressive punch, low end reinforcement, sound design element	00:45.000	EXPLOSIONS DESIGNED EXPLDsgn	stereo 96 kHz 24-bit
EXPLDsgn_IMPACT-Deep Heavy Synthetic Explosion_BS_badBass.wav	Variations of a deep, heavy synthetic explosion: a sub-driven punch, then a thick, rolling bass bloom that expands into a textured synthetic decay with gritty particles and distorted low end. For trailers and large impacts.	deep explosion, heavy synthetic impact, LFE hit, sub bass boom, cinematic explosion, trailer impact, low frequency blast, gritty bass tail, distorted low end, massive hit, sound design explosion, dark cinematic boom	01:02.000	EXPLOSIONS DESIGNED EXPLDsgn	stereo 96 kHz 24-bit
EXPLDsgn_IMPACT-Deep Massive Explosion And Rumble_BS_badBass.wav	A large explosion followed by a deep, sustained rumble: a blast with dense sub energy, then a long low-frequency tail that suggests debris and aftermath. For large detonations and environmental collapses.	massive explosion, deep rumble, cinematic blast, low frequency boom, LFE impact, environmental destruction, trailer explosion, game sound effect, heavy detonation, sustained sub, epic impact, debris rumble, large scale blast, atmospheric aftermath, powerful low end	01:33.000	EXPLOSIONS DESIGNED EXPLDsgn	stereo 96 kHz 24-bit
EXPLDsgn_IMPACT-Deep Massive Explosion_BS_badBass.wav	A large explosion with dense sub energy and a thick, aggressive body: deep LFE weight and physical punch without relying on a long rumble tail. For large detonations and boss fights.	massive explosion, deep blast, cinematic boom, low frequency impact, LFE explosion, heavy detonation, game sound effect, trailer hit, environmental destruction, powerful sub, epic impact, dense low end, high intensity blast, action explosion, deep bass boom	02:15.000	EXPLOSIONS DESIGNED EXPLDsgn	stereo 96 kHz 24-bit
EXPLDsgn_IMPACT-Deep Particle Heavy Synthetic Explosion_BS_badBass.wav	Variations of a deep synthetic explosion driven by particles: a heavy LFE thump with dense granular particle texture adding grit and motion to the attack. For sci-fi detonations and combat moments.	synthetic explosion, particle impact, deep bass boom, LFE thump, sub bass hit, low frequency explosion, infrasound rumble, cinematic blast, trailer hit, debris impact, heavy low end, epic destruction, sound design element	00:45.000	EXPLOSIONS DESIGNED EXPLDsgn	stereo 96 kHz 24-bit
EXPLDsgn_IMPACT-Distant Deep Heavy Synthetic Explosion_BS_badBass.wav	Variations of a distant, deep synthetic explosion: a controlled sub punch, then a broad, rolling bass bloom that feels slightly removed in space, with textured debris and dark tonal resonance. For background war zones.	distant explosion, deep synthetic boom, LFE impact, sub bass blast, cinematic explosion, trailer hit, low frequency rumble, atmospheric blast, heavy bass tail, dark impact, large scale destruction, sound design explosion	00:45.000	EXPLOSIONS DESIGNED EXPLDsgn	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
EXPLDsgn_IMPACT-Distorted Gritty Impact With Smooth Tail_BS_badBass.wav	Variations of a distorted, gritty bass impact for sweetening explosions: a bouncy low-frequency thump with colliding transient detail, then a smoother tail that adds weight without clutter. For reinforcing core impacts.	impact sweetener, explosion layer, distorted bass hit, gritty collision, bouncy thump, LFE punch, sub bass layer, cinematic impact, trailer hit layer, heavy transition, aggressive accent, smooth tail decay, sound design element	00:54.000	EXPLOSIONS DESIGNED EXPLDsgn	stereo 96 kHz 24-bit
EXPLDsgn_IMPACT-Explosion Impact With Noise Texture And Long Tail_BS_badBass.wav	An explosion impact with some noise in the hit and a long tail: a punchy blast with a gritty noise burst, then about four seconds of deep, sustained low-frequency decay. For destruction and large environmental blasts.	explosion impact, noisy transient, long tail explosion, cinematic blast, low frequency boom, deep sub explosion, game sound effect, environmental destruction, trailer explosion, gritty impact, sustained decay, LFE blast, atmospheric tail, powerful detonation, heavy low end	00:45.000	EXPLOSIONS DESIGNED EXPLDsgn	stereo 96 kHz 24-bit
EXPLDsgn_IMPACT-Explosion On Another Floor_BS_badBass.wav	An explosion heard from another floor: a muffled, heavy low-end impact carried through walls and floors, with the highs filtered away. Close by, but out of sight. For offscreen blasts and building interiors.	distant explosion, muffled blast, building interior explosion, low frequency boom, structural transmission, cinematic destruction, game sound effect, environmental impact, offscreen explosion, filtered detonation, LFE impact, heavy sub, immersive perspective, indoor blast, distant rumble	00:44.984	EXPLOSIONS DESIGNED EXPLDsgn	stereo 96 kHz 24-bit
EXPLDsgn_IMPACT-Explosion Sweetner Material_BS_badBass.wav	Variations of a bouncy, gritty, bass-heavy impact for sweetening explosions and large hits: a punchy thump with elastic rebound and textured collision detail, adding movement and density without taking over.	impact sweetener, explosion layer, bouncy bass hit, gritty collision, LFE thump, sub bass impact, low frequency punch, cinematic layer, trailer sweetener, elastic rebound, debris accent, heavy transition, sound design element	00:45.000	EXPLOSIONS DESIGNED EXPLDsgn	stereo 96 kHz 24-bit
EXPLDsgn_IMPACT-Glassy Shockwave Explosion Impact_BS_badBass.wav	A distorted explosion with a sharp, glassy element that whooshes past on the shockwave: heavy low-frequency weight and gritty saturation, with crystalline shards slicing through the top. For stylized destruction and sci-fi blasts.	glassy explosion, shockwave impact, distorted blast, crystalline debris, glass shatter whoosh, cinematic boom, low frequency explosion, game sound effect, sci-fi detonation, trailer blast, gritty explosion, high frequency shards, LFE impact, aggressive detonation, stylized destruction	01:03.000	EXPLOSIONS DESIGNED EXPLDsgn	stereo 96 kHz 24-bit
EXPLDsgn_IMPACT-Narrow Lofi Explosion_BS_badBass.wav	A compact, narrow lo-fi explosion: a focused midrange punch with controlled low end and a degraded, saturated, gritty tone rather than a big cinematic boom. For retro and arcade-style games.	lofi explosion, narrow impact, gritty blast, retro explosion, distorted boom, compact explosion, midrange punch, game sound effect, arcade explosion, stylized blast, saturated impact, indie game audio, focused low end, raw explosion, small scale detonation, mono explosion, textured impact, retro	00:36.000	EXPLOSIONS DESIGNED EXPLDsgn	stereo 96 kHz 24-bit
EXPLDsgn_IMPACT-Retro Game Explosion With Dub Delay_BS_badBass.wav	A 90s game-style explosion that simulates distance: a compact, slightly compressed blast, then a stylized dub-style delay tail like early game engine reverb. Nostalgic arcade character. For retro shooters and pixel-art games.	retro explosion, 90s game explosion, arcade blast, old school game sound, distant explosion, dub delay tail, pixel game impact, classic shooter effect, vintage game audio, compressed blast, nostalgic sfx, sound design element	00:30.000	EXPLOSIONS DESIGNED EXPLDsgn	stereo 96 kHz 24-bit
EXPLDsgn_IMPACT-Rolling Stones Explosion With Gritty Tail_BS_badBass.wav	A heavy synthetic explosion with a rolling, stone-like low end and a gritty tail: solid sub weight, then a rough decay like debris grinding and scattering across the ground. For collapses and environmental destruction.	synthetic explosion, gritty tail, rolling debris, stone impact, cinematic blast, low frequency boom, game sound effect, environmental destruction, trailer explosion, rough decay, textured tail, LFE impact, heavy detonation, debris rumble, aggressive explosion	00:45.000	EXPLOSIONS DESIGNED EXPLDsgn	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
EXPLDsgn_IMPACT-Roomy Grit Breaking Impact Roll_BS_badBass.wav	Clean variations of a bouncy, gritty, bass-heavy impact layer for stacking in explosions: a solid thump with colliding detail and subtle grit, a roomy rolling decay and no heavy distortion. Ready for further processing.	impact sweetener, clean explosion layer, bouncy bass hit, gritty collision, LFE thump, sub bass layer, cinematic impact, trailer hit layer, colliding debris, roomy impact, low end reinforcement, distortion ready, sound design element	00:18.000	EXPLOSIONS DESIGNED EXPLDsgn	stereo 96 kHz 24-bit
EXPLDsgn_IMPACT-Saturated Explosion Impact_BS_badBass.wav	A hard-hitting explosion impact with heavy saturation: an aggressive, harmonically rich blast with a gritty transient and a thick sub foundation, bold and larger than life. For destruction and combat sequences.	saturated explosion, distorted blast, cinematic boom, heavy impact, gritty transient, low frequency explosion, game sound effect, combat explosion, trailer blast, LFE impact, aggressive detonation, harmonic distortion, deep sub boom, intense explosion, powerful low end	01:03.000	EXPLOSIONS DESIGNED EXPLDsgn	stereo 96 kHz 24-bit
EXPLDsgn_IMPACT-Slow Deep Flickering Heavy Synthetic Explosion_BS_badBass.wav	Variations of a distorted, smashy deep impact: a heavy LFE thump with saturated, flickering distortion, a crushing synthetic transient and a deep sub decay. Brutal and gritty. For explosive transitions and dramatic downbeats.	distorted impact, smashy hit, deep sub thump, LFE explosion, low frequency boom, infrasound, cinematic bass impact, trailer hit, synthetic explosion, heavy thud, saturated low end, epic punch, sound design element	01:03.000	EXPLOSIONS DESIGNED EXPLDsgn	stereo 96 kHz 24-bit
EXPLDsgn_IMPACT-Thunder Like Explosion With Rolling Aftermath_BS_badBass.wav	A thunder-like explosion with a rolling aftermath: a stormy blast with heavy sub energy, then a sustained rumble beneath like distant thunder and shifting debris. For large-scale destruction and environmental collapses.	thunder explosion, rolling aftermath, cinematic blast, deep rumble, low frequency boom, game sound effect, environmental destruction, trailer explosion, storm impact, LFE rumble, heavy detonation, epic boom, sustained bass tail, large scale impact, atmospheric thunder	01:03.141	EXPLOSIONS DESIGNED EXPLDsgn	stereo 96 kHz 24-bit
FOOTSTEPS · 5 files					
FEETMisc_IMPACT-Deep Resonating Footstep Impact_BS_badBass.wav	A heavy, deep footstep impact: a solid stomp followed by a rich, sustained sub resonance that conveys size and mass. For giant creatures and mech steps.	deep footstep, resonating stomp, heavy step, giant foot impact, low frequency hit, cinematic stomp, game sound effect, boss step, mech footstep, LFE impact, earth shaking step, massive character movement, sub bass stomp, dramatic impact, heavy low end	00:27.000	FOOTSTEPS MISC FEETMisc	stereo 96 kHz 24-bit
FEETMisc_IMPACT-Jump Landing On Floor Above_BS_badBass.wav	A heavy jump landing heard from the floor above: a muffled thump carried through the building structure, with the highs softened by ceiling and floor. Weighty but distant. For apartment ambiences and stealth cues.	upstairs impact, jump landing above, ceiling thump, structural vibration, indoor footstep, building transmission, muffled impact, game sound effect, interior foley, floor above movement, low frequency thud, apartment noise, distant stomp, room above impact, environmental sound	00:27.000	FOOTSTEPS MISC FEETMisc	stereo 96 kHz 24-bit
FEETMisc_IMPACT-Wooden Deep Infra Sub Impact with Rattle_BS_badBass.wav	A heavy wooden impact reinforced with deep sub energy that reaches into infrasound, with a light rattle: grounded and organic but very deep. For heavy doors and giant footsteps on wood.	wooden impact, infra sub, deep low frequency, wood stomp, heavy wooden hit, sub bass reinforcement, rattling texture, cinematic impact, game sound effect, environmental hit, LFE impact, massive door slam, structural impact, organic bass, deep resonance	00:18.000	FOOTSTEPS MISC FEETMisc	stereo 96 kHz 24-bit
FEETMisc_IMPACT-Wooden Low Impact Roomy Stomp_BS_badBass.wav	A deep wooden stomp with a roomy, spacious character: a solid wooden hit with warm sub energy and natural room ambience that adds scale. For large footsteps on wood and heavy object drops.	wooden stomp, low wooden impact, roomy footstep, deep low frequency, wood hit, cinematic stomp, game sound effect, environmental impact, sub bass reinforcement, LFE stomp, spacious impact, heavy footstep, organic low end, room ambience, grounded bass	00:18.000	FOOTSTEPS MISC FEETMisc	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
FEETMisc_IMPACT-Wooden Sub And Rattle_BS_badBass.wav	A solid wooden impact with deep sub bass and a light rattle: a grounded wooden hit with low-frequency weight and tactile rattling detail. For wooden footsteps and crate drops.	wooden impact, sub bass wood, wooden stomp, rattling texture, deep low frequency, wood hit, cinematic footstep, game sound effect, environmental impact, LFE reinforcement, heavy door slam, crate drop, organic bass, material impact, grounded low end	00:18.000	FOOTSTEPS MISC FEETMisc	stereo 96 kHz 24-bit
FIGHT · 2 files					
FGHTImpt_IMPACT-Medium Hard Punch Impact_BS_badBass.wav	A solid, medium-hard punch: a defined transient with a compact sub body, satisfying but not exaggerated. Realistic, with depth. For combat mechanics and fight sequences.	punch impact, medium hard hit, combat punch, fight sound effect, low frequency punch, cinematic fight, game sound effect, body hit, action impact, sub reinforcement, tight transient, realistic punch, LFE support, combat hit, balanced bass impact	00:17.000	FIGHT IMPACT FGHTImpt	stereo 96 kHz 24-bit
FGHTImpt_IMPACT-Punch Bass Sweetner_BS_badBass.wav	A tight bass sweetener for punches: a compact, rounded sub hit that adds body and power under the main transient without overpowering it. For fighting games and action sequences.	punch sweetener, bass reinforcement, sub layer, combat impact, low frequency hit, cinematic punch, game sound effect, fight impact, LFE layer, tight sub, impact enhancer, rounded bass hit, action sound, deep low end, layered punch	00:20.000	FIGHT IMPACT FGHTImpt	stereo 96 kHz 24-bit
HUMAN · 3 files					
HMNHart_IMPACT-Real Geophone Heartbeat Impact_BS_badBass.wav	A real heartbeat recorded with a geophone: deep, organic thumps with natural resonance and small variations, heard from inside the body. For suspense, horror and medical scenes.	real heartbeat, geophone recording, deep thump, organic low frequency, medical sound, horror tension, cinematic suspense, game sound effect, internal body sound, realistic heart beat, LFE pulse, visceral bass, atmospheric tension, natural resonance, intimate impact	00:18.000	HUMAN HEARTBEAT HMNHart	stereo 96 kHz 24-bit
HMNSkin_IMPACT-Deep Subtle Soft Skin Four Impacts_BS_badBass.wav	A set of four deep but subtle soft-skin impacts: muted, fleshy contacts with gentle sub support, weight without harshness. For close combat and body hits.	soft skin impact, subtle body hit, fleshy impact, deep low frequency, muted stomp, combat hit, game sound effect, cinematic fight, creature impact, LFE reinforcement, rounded transient, close combat sound, organic impact, soft bass hit, controlled low end	00:09.000	HUMAN SKIN HMNSkin	stereo 96 kHz 24-bit
HMNSkin_IMPACT-Deep Subtle Soft Skin Three Impacts_BS_badBass.wav	A set of three deep but subtle soft-skin impacts: muted, fleshy contacts with gentle sub support, weight without harshness. For close combat and body hits.	soft skin impact, subtle body hit, fleshy impact, deep low frequency, muted stomp, combat hit, game sound effect, cinematic fight, creature impact, LFE reinforcement, rounded transient, close combat sound, organic impact, soft bass hit, controlled low end	00:09.000	HUMAN SKIN HMNSkin	stereo 96 kHz 24-bit
METAL · 2 files					
METLImpt_IMPACT-Resonant Large Metal Impact 1_BS_badBass.wav	Impact on a large metal surface: a strong hit, then a ringing, vibrating decay with deep low-frequency support that conveys size and rigidity. For industrial collisions and mech impacts.	large metal impact, resonant metal hit, industrial collision, metallic resonance, heavy metal slam, cinematic impact, game sound effect, mech hit, metal door slam, structural vibration, low frequency support, ringing metal, sci-fi impact, heavy machinery sound, massive metal hit	00:27.000	METAL IMPACT METLImpt	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
METLImpt_IMPACT-Resonant Large Metal Impact 2_BS_badBass.wav	Impact on a large metal structure: a forceful strike, then a sustained, resonant ring with vibrating overtones and deep low-frequency weight. For factory environments and giant doors.	large metal impact, resonant metal hit, industrial slam, metallic ring, heavy metal collision, cinematic impact, game sound effect, mech stomp, metal door hit, structural vibration, low frequency thud, ringing decay, sci-fi machinery, factory sound, massive metal strike	00:36.000	METAL IMPACT METLImpt	stereo 96 kHz 24-bit
MUSICAL · 5 files					
MUSCPerc_IMPACT-Bass Drum Clean_BS_badBass.wav	A clean, focused bass drum hit: a tight transient and a well-defined low end with no distortion or excess resonance, balanced and natural. For layering and rhythmic accents.	bass drum, clean kick, low frequency hit, punchy drum, cinematic impact, game sound effect, trailer hit, tight transient, deep thud, percussion impact, sub support, rhythmic accent, drum boom, controlled decay, powerful low end	00:27.000	MUSICAL PERCUSSION MUSCPerc	stereo 96 kHz 24-bit
MUSCPerc_IMPACT-Bass Drum Hard Attack Smooth Tone_BS_badBass.wav	A bass drum hit with a hard, defined attack and a smooth, rounded tone: immediate punch and clarity with a clean, controlled low-frequency sustain. For cinematic hits and layered percussion.	bass drum impact, hard attack kick, smooth tone drum, low frequency hit, punchy percussion, cinematic drum, game sound effect, trailer accent, tight transient, deep thud, rhythmic impact, sub support, clean bass drum, powerful kick, controlled decay	00:27.000	MUSICAL PERCUSSION MUSCPerc	stereo 96 kHz 24-bit
MUSCPerc_IMPACT-Bass Drum Hard Deep_BS_badBass.wav	A hard-hitting, deep bass drum: a firm, punchy attack with strong sub weight, dense and grounded without excess resonance. For cinematic accents and combat impacts.	bass drum impact, hard deep kick, low frequency hit, heavy percussion, cinematic drum, game sound effect, trailer boom, punchy transient, deep thud, sub bass drum, powerful kick, rhythmic impact, LFE support, strong low end, aggressive drum hit	00:27.000	MUSICAL PERCUSSION MUSCPerc	stereo 96 kHz 24-bit
MUSCPerc_IMPACT-Bass Drum Hard_BS_badBass.wav	A hard bass drum hit: a strong, defined transient and a solid, weighty low end with little tail. Direct and punchy. For cinematic hits and rhythmic game elements.	bass drum impact, hard kick, punchy drum, low frequency hit, cinematic percussion, game sound effect, trailer accent, tight transient, deep thud, rhythmic impact, sub support, powerful kick, percussive boom, strong low end, drum hit	00:27.000	MUSICAL PERCUSSION MUSCPerc	stereo 96 kHz 24-bit
MUSCPerc_IMPACT-Tom Dive Attack_BS_badBass.wav	A tom drum hit with a downward pitch dive: a sharp, percussive attack that quickly drops in tone over a solid low end. Punchy and rhythmic. For trailer accents and rhythmic builds.	tom dive, tom drum impact, pitch drop drum, percussive downer, cinematic drum hit, game sound effect, trailer accent, rhythmic impact, low frequency drum, punchy tom, descending percussion, dynamic drum hit, sub support, aggressive drum accent, percussive drop	00:27.000	MUSICAL PERCUSSION MUSCPerc	stereo 96 kHz 24-bit
OBJECTS · 6 files					
OBJCont_IMPACT-Cardboard Box Drop Impact_BS_badBass.wav	A cardboard box full of objects dropped onto a surface: a hollow cardboard thud with the contents shifting and rattling inside, and a controlled low end. For object drops and physics-based gameplay.	cardboard box drop, box impact, object fall, foley impact, hollow thud, rattling contents, environmental sound, game sound effect, realistic impact, prop drop, physics interaction, crate drop, midrange thump, natural hit, everyday object impact	00:35.240	OBJECTS CONTAINER OBJCont	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
OBJCont_IMPACT-Cardboard Box Hard Hit Impact_BS_badBass.wav	A cardboard box full of objects struck hard: a punchy, hollow hit, sharper than a drop, with pronounced shifting and rattling inside as the box flexes. For prop collisions and physics-based gameplay.	cardboard box hit, hard box impact, hollow thud, rattling contents, prop collision, foley impact, environmental sound, game sound effect, realistic object hit, crate impact, physics interaction, box smash, midrange punch, everyday object impact, layered debris sound	00:18.000	OBJECTS CONTAINER OBJCont	stereo 96 kHz 24-bit
OBJCont_IMPACT-Cardboard Box Soft Hit Impact_BS_badBass.wav	A cardboard box full of objects hit softly: a light, hollow tap with subtle shifting and muted rattling inside, more texture than force. For quiet prop handling and physics-based gameplay.	cardboard box hit, soft box impact, hollow tap, subtle rattle, prop interaction, foley sound, environmental audio, game sound effect, realistic object contact, crate touch, light impact, muted thud, everyday object sound, box movement, natural hit	00:18.000	OBJECTS CONTAINER OBJCont	stereo 96 kHz 24-bit
OBJFurn_IMPACT-Jump Into Bed With Lots Of Fabric_BS_badBass.wav	A full-body jump into a bed with thick fabric and cushioning: a deep, muffled thump with heavy cloth movement and rustling, warm and rounded with no sharp transient. For comedic falls and bedroom scenes.	jump into bed, fabric impact, soft thud, cloth rustle, cushioned landing, bedroom foley, game sound effect, soft body fall, textile movement, muffled impact, low frequency thump, cinematic foley, bedding sound, padded impact, cozy fall	00:27.000	OBJECTS FURNITURE OBJFurn	stereo 96 kHz 24-bit
OBJFurn_IMPACT-Jump Into Bed With Rattle And Fabric_BS_badBass.wav	A full-body jump into a bed with fabric and some rattle: a dense, muffled thump with rich cloth movement and a light rattle from the frame or nearby objects. For comedic falls and bedroom scenes.	jump into bed, fabric impact, bed rattle, soft thud, cloth rustle, cushioned landing, bedroom foley, game sound effect, padded impact, furniture vibration, low frequency thump, cinematic foley, bedding movement, structural rattle, cozy fall	00:27.011	OBJECTS FURNITURE OBJFurn	stereo 96 kHz 24-bit
OBJFurn_IMPACT-Jump Into Bed With Rattle_BS_badBass.wav	A full-body jump into a bed with a pronounced frame rattle: a soft, padded mattress thump with noticeable vibration and rattling from the bed frame. Lively and grounded. For comedic falls and soft landings.	jump into bed, bed impact, furniture rattle, cushioned thud, bedroom foley, game sound effect, padded landing, mattress hit, structural vibration, low frequency thump, cinematic foley, frame rattle, soft body fall, interior sound, realistic furniture impact	00:27.000	OBJECTS FURNITURE OBJFurn	stereo 96 kHz 24-bit
PLASTIC · 5 files					
PLASImpt_IMPACT-Large Plastic Lid Hand Hit_BS_badBass.wav	A large plastic lid struck by hand: a defined hit with a resonant, slightly hollow plastic tone, a brief, light resonance and natural hand contact. For prop interactions and inventory handling.	plastic lid hit, hand impact, hollow plastic sound, object interaction, foley impact, large plastic lid, prop contact, game sound effect, realistic material hit, plastic resonance, everyday object sound, midrange thud, hand strike, environmental audio	00:18.000	PLASTIC IMPACT PLASImpt	stereo 96 kHz 24-bit
PLASImpt_IMPACT-Large Water Canister Drop_BS_badBass.wav	A large water canister dropped: a solid, hollow plastic impact with body vibration and a subtle slosh, conveying both the rigid container and the weight of the liquid. Bulky and grounded. For heavy container drops.	water canister drop, plastic container impact, heavy plastic hit, hollow plastic thud, industrial prop drop, game sound effect, large container fall, plastic resonance, bulky object impact, liquid container drop, rigid plastic collision, environmental foley, material impact, container slam, heavy object drop	00:27.000	PLASTIC IMPACT PLASImpt	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
PLASImpt_IMPACT-Large Water Canister Impact_BS_badBass.wav	A large plastic water canister striking a surface: a solid, bulky hit with hollow plastic resonance and subtle movement of the liquid inside. For container collisions and industrial props.	water canister impact, plastic container hit, heavy plastic thud, hollow plastic resonance, large container impact, industrial prop sound, game sound effect, bulky object hit, plastic collision, liquid container movement, rigid plastic impact, environmental foley, container slam, heavy object hit, material impact	00:18.300	PLASTIC IMPACT PLASImpt	stereo 96 kHz 24-bit
PLASImpt_IMPACT-Plastic Box Dampened Impact_BS_badBass.wav	A plastic box struck with a dampened hit: a soft, slightly hollow impact with reduced ring and minimal tail, tight and contained, without sharp brightness. For close-up object interactions and UI elements.	plastic box hit, dampened impact, hollow plastic thud, muted transient, object interaction, foley impact, environmental sound, game sound effect, realistic plastic hit, prop contact, tight resonance, soft material impact, controlled decay, everyday object sound	00:18.000	PLASTIC IMPACT PLASImpt	stereo 96 kHz 24-bit
PLASImpt_IMPACT-Plastic Lid Medium Size Hit With Hand_BS_badBass.wav	A medium-size plastic lid struck by hand: a clear hit with a light, slightly hollow tone, natural hand contact and a short, controlled resonance. For prop handling and everyday object impacts.	plastic lid hit, hand impact, medium plastic lid, hollow plastic sound, object interaction, foley impact, prop contact, game sound effect, realistic material hit, plastic resonance, everyday object sound, hand strike, environmental audio, short plastic thud	00:18.000	PLASTIC IMPACT PLASImpt	stereo 96 kHz 24-bit
ROCKS · 2 files					
ROCKImpt_IMPACT-Heavy Cement Tile Drop on Grass_BS_badBass.wav	A 50 kg cement tile dropped onto grass: a deep, heavy, grounded thud with dense low-frequency energy, the grass damping the high-end snap, with subtle debris movement. For large object drops and destruction.	cement tile drop, heavy object impact, 50kg impact, concrete slab hit, low frequency thud, grass impact, environmental sound, game sound effect, physics interaction, massive object fall, deep sub impact, grounded thump, realistic debris, heavy material hit, cinematic object drop	00:18.000	ROCKS IMPACT ROCKImpt	stereo 96 kHz 24-bit
ROCKTonl_IMPACT-Thin Resonant Stone Tile Hit_BS_badBass.wav	A thin stone tile struck: a clear, defined hit with a bright, brief ringing resonance that brings out the rigid, brittle stone, with a subtle low-end body. For stone debris hits and tile collisions.	stone tile hit, thin stone impact, resonant stone, tile collision, brittle material, hard surface impact, environmental sound, game sound effect, foley stone, ringing impact, masonry hit, realistic debris, sharp transient, stone resonance, material collision	00:18.000	ROCKS TONAL ROCKTonl	stereo 96 kHz 24-bit
RUBBER · 18 files					
RUBRImpt_IMPACT-Concrete Brick Dropped On Rubber Tile_BS_badBass.wav	A concrete brick dropped onto a rubber tile: a dense, grounded thud with the snap softened by the rubber, followed by rumbling and rolling. Thick and controlled. For construction scenes and object drop foley.	concrete brick drop, rubber tile impact, heavy object hit, dampened thud, construction sound, environmental impact, game sound effect, physics interaction, masonry drop, cushioned impact, low frequency thump, realistic object fall, material collision, grounded hit, foley impact, rolling	00:18.000	RUBBER IMPACT RUBRImpt	stereo 96 kHz 24-bit
RUBRImpt_IMPACT-Concrete Brick Hit Rubber Tile Hard A_BS_badBass.wav	A concrete brick striking a rubber tile hard: a heavy, grounded thud, with the rubber taking the edge off the snap. Punchy and dense, with controlled resonance. For construction scenes and object foley.	concrete brick impact, hard brick hit, rubber tile collision, heavy object thud, dampened impact, construction sound, environmental audio, game sound effect, masonry hit, cushioned surface impact, low frequency thump, realistic object collision, material interaction, grounded hit, foley impact	00:18.200	RUBBER IMPACT RUBRImpt	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
RUBRImpt_IMPACT-Concrete Brick Hit Rubber Tile Hard B_BS_badBass.wav	A concrete brick striking a rubber tile hard: a heavy, grounded thud, with the rubber taking the edge off the snap. Punchy and dense, with controlled resonance. For construction scenes and object foley.	concrete brick impact, hard brick hit, rubber tile collision, heavy object thud, dampened impact, construction sound, environmental audio, game sound effect, masonry hit, cushioned surface impact, low frequency thump, realistic object collision, material interaction, grounded hit, foley impact	00:18.200	RUBBER IMPACT RUBRImpt	stereo 96 kHz 24-bit
RUBRImpt_IMPACT-Concrete Brick Hit Rubber Tile Hard Double Bounce_BS_badBass.wav	A concrete brick striking a rubber tile hard, then bouncing twice: a dense, heavy thud with the rubber softening the snap, and a distinct elastic double rebound. For physics-driven gameplay and object foley.	concrete brick impact, double bounce, rubber tile collision, heavy object hit, masonry drop, elastic rebound, dampened thud, construction sound, environmental audio, game sound effect, physics interaction, realistic object collision, low frequency thump, material bounce, foley impact	00:18.000	RUBBER IMPACT RUBRImpt	stereo 96 kHz 24-bit
RUBRImpt_IMPACT-Concrete Brick Hit Rubber Tile Hard Quick Double Bounce_BS_badBass.wav	A concrete brick striking a rubber tile hard, then bouncing twice quickly: a dense, heavy thud with the rubber softening the snap, and a fast elastic double rebound. For physics-driven gameplay and object foley.	concrete brick impact, quick double bounce, rubber tile collision, heavy object hit, masonry strike, elastic rebound, dampened thud, construction sound, environmental audio, game sound effect, physics interaction, realistic object collision, low frequency thump, material bounce, foley impact	00:18.000	RUBBER IMPACT RUBRImpt	stereo 96 kHz 24-bit
RUBRImpt_IMPACT-Concrete Brick Hit Rubber Tile Low Soft_BS_badBass.wav	A concrete brick striking a rubber tile softly, with little force: a subdued, weighty thud with softened transients, minimal resonance and no sharp snap. For subtle construction scenes and object foley.	concrete brick soft hit, rubber tile impact, low force collision, dampened thud, masonry impact, cushioned surface, environmental sound, game sound effect, physics interaction, realistic object collision, low frequency thump, construction audio, material interaction, soft brick hit, foley impact	00:18.000	RUBBER IMPACT RUBRImpt	stereo 96 kHz 24-bit
RUBRImpt_IMPACT-Concrete Brick Hit Rubber Tile Soft Wide_BS_badBass.wav	A concrete brick striking a rubber tile softly, in a wide stereo image: a controlled, weighty thud with dampened transients and a sense of space. Restrained, not aggressive. For construction scenes and object foley.	concrete brick soft hit, wide impact, rubber tile collision, dampened thud, masonry impact, cushioned surface, environmental sound, game sound effect, physics interaction, stereo impact, low frequency thump, construction audio, material interaction, realistic object collision, foley impact	00:18.200	RUBBER IMPACT RUBRImpt	stereo 96 kHz 24-bit
RUBRImpt_IMPACT-Concrete Brick Hit Rubber Tile Soft_BS_badBass.wav	A concrete brick striking a rubber tile softly: a muted, cushioned thud with the high-frequency snap absorbed and the brick's weight still present. Natural, with minimal resonance. For construction scenes and object foley.	concrete brick soft hit, rubber tile impact, cushioned thud, masonry collision, dampened impact, environmental sound, game sound effect, physics interaction, realistic object hit, low frequency thump, construction audio, material interaction, soft brick strike, foley impact, controlled resonance	00:18.006	RUBBER IMPACT RUBRImpt	stereo 96 kHz 24-bit
RUBRImpt_IMPACT-Concrete Brick Wobble On Rubber Tile Close Up Low_BS_badBass.wav	A concrete brick wobbling on a rubber tile, close up: subtle rocking, muted contact points and soft rubber damping, a grounded texture rather than a sharp impact. For nuanced heavy object movement.	concrete brick wobble, rubber tile movement, close-up impact, low frequency movement, masonry rock, subtle thud, dampened contact, construction sound, environmental audio, game sound effect, physics interaction, heavy object movement, material friction, realistic object detail, foley texture	00:18.000	RUBBER IMPACT RUBRImpt	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
RUBRImpt_IMPACT-Multiple Concrete Bricks Drop with Slight Bounce_BS_badBass.wav	Several concrete bricks dropped onto a rubber tile at once: dense, layered, overlapping thuds with strong low-frequency weight and a slight elastic bounce. For construction scenes and heavy material foley.	multiple bricks drop, concrete brick impact, rubber tile collision, layered thuds, heavy object drop, slight bounce, elastic rebound, construction sound, environmental audio, game sound effect, physics interaction, masonry fall, low frequency impact, realistic material collision, foley heavy drop	00:18.000	RUBBER IMPACT RUBRImpt	stereo 96 kHz 24-bit
RUBRImpt_IMPACT-Rubber Hammer Bounce On Rubber Tile_BS_badBass.wav	A rubber hammer striking and bouncing on a rubber tile: a soft, rounded, cushioned hit with a natural rubbery rebound and almost no snap. Playful and muted. For tool handling and physics interactions.	rubber hammer hit, rubber bounce, rubber tile impact, soft thud, elastic rebound, cushioned impact, tool interaction, environmental sound, game sound effect, physics bounce, muted contact, soft material hit, realistic foley, construction audio, dampened impact	00:18.000	RUBBER IMPACT RUBRImpt	stereo 96 kHz 24-bit
RUBRImpt_IMPACT-Rubber Hammer Hit Concrete Brick On Rubber Tile Hard_BS_badBass.wav	A rubber hammer striking a concrete brick on a rubber tile, hard: a heavy, controlled thud with solid weight but reduced sharpness, hard masonry against soft materials. For construction scenes and tool interactions.	rubber hammer hit, concrete brick impact, rubber tile surface, heavy thud, dampened strike, construction sound, tool impact, environmental audio, game sound effect, physics interaction, masonry hit, cushioned impact, low frequency thump, realistic object collision, foley construction	00:18.000	RUBBER IMPACT RUBRImpt	stereo 96 kHz 24-bit
RUBRImpt_IMPACT-Rubber Hammer Hit Concrete Brick On Rubber Tile Medium_BS_badBass.wav	A rubber hammer striking a concrete brick on a rubber tile, at medium force: a firm, grounded thud with a softened transient and limited resonance. Solid but restrained. For construction scenes and tool handling.	rubber hammer hit, concrete brick impact, medium strike, rubber tile surface, construction sound, tool impact, environmental audio, game sound effect, physics interaction, masonry hit, dampened thud, low frequency contact, realistic object collision, foley construction, controlled impact	00:18.000	RUBBER IMPACT RUBRImpt	stereo 96 kHz 24-bit
RUBRImpt_IMPACT-Rubber Hammer Hit Rubber Tile Hard_BS_badBass.wav	A rubber hammer striking a rubber tile hard: a dense, elastic, cushioned thud with a strong but muted transient and a subtle rebound. Rubber on rubber, with minimal sharpness. For tool interactions and foley.	rubber hammer hit, rubber tile impact, hard strike, elastic thud, cushioned impact, rubber contact, tool interaction, environmental sound, game sound effect, physics interaction, soft material hit, dampened transient, low frequency thump, construction audio, foley impact	00:18.000	RUBBER IMPACT RUBRImpt	stereo 96 kHz 24-bit
RUBRImpt_IMPACT-Rubber Hammer Hit Rubber Tile Soft_BS_badBass.wav	A rubber hammer striking a rubber tile gently: a soft, muted thud with a rounded transient and a tight low end. Rubber on rubber, subdued and elastic. For subtle tool interactions.	rubber hammer hit, soft rubber impact, rubber tile contact, muted thud, elastic strike, cushioned impact, tool interaction, environmental sound, game sound effect, physics interaction, soft material hit, dampened contact, low frequency thump, construction audio, foley impact	00:18.000	RUBBER IMPACT RUBRImpt	stereo 96 kHz 24-bit
RUBRImpt_IMPACT-Rubber Hammer Hit Rubber Tile Super Hard_BS_badBass.wav	A rubber hammer striking a rubber tile extremely hard: a dense, heavy thud with pronounced elastic compression, the transient still rounded and the low end strong. For exaggerated tool hits.	rubber hammer super hard hit, rubber tile impact, heavy elastic thud, cushioned strike, rubber contact, powerful tool impact, environmental sound, game sound effect, physics interaction, soft material collision, deep low frequency thump, dampened transient, construction audio, foley impact, strong rubber hit	00:18.000	RUBBER IMPACT RUBRImpt	stereo 96 kHz 24-bit
RUBRImpt_IMPACT-Rubber Hammer Hit Rubber Tile With Wood Rattle_BS_badBass.wav	A rubber hammer striking a rubber tile with a light wooden rattle: a cushioned, elastic thud plus an organic rattle from nearby wood. Layered material character. For construction scenes and tool handling.	rubber hammer hit, rubber tile impact, wood rattle, layered material sound, elastic thud, cushioned strike, tool interaction, environmental audio, game sound effect, physics interaction, mixed material impact, low frequency thump, construction sound, realistic foley, textured contact	00:18.000	RUBBER IMPACT RUBRImpt	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
RUBRImpt_IMPACT-Rubber Hammer Hit Rubber Tile With Wood_BS_badBass.wav	A rubber hammer striking a rubber tile with a wooden element in the hit: a rounded, cushioned thud plus a light, organic wooden resonance. Mixed material character. For construction scenes and tool handling.	rubber hammer hit, rubber tile impact, wood element, mixed material contact, elastic thud, cushioned strike, wooden resonance, tool interaction, environmental sound, game sound effect, physics interaction, low frequency thump, construction audio, realistic foley, layered material impact	00:18.000	RUBBER IMPACT RUBRImpt	stereo 96 kHz 24-bit
WOOD · 13 files					
WOODImpt_IMPACT-Clean Deep Stomp Inside Wooden House Deep Resonance_BS_badBass.wav	A clean, deep stomp recorded inside a wooden house: a solid foot impact, then a warm bloom as the wooden floor and room resonate. Grounded but spacious. For heavy footsteps and entrances in wooden interiors.	wooden stomp, deep footstep, indoor wood impact, house resonance, floor vibration, low frequency thump, cinematic stomp, game sound effect, interior foley, structural resonance, heavy step, wooden floor hit, deep low end, environmental impact, grounded bass	00:27.000	WOOD IMPACT WOODImpt	stereo 96 kHz 24-bit
WOODImpt_IMPACT-Clean Deep Stomp Inside Wooden House Intense Bass Resonance_BS_badBass.wav	A clean, powerful stomp recorded inside a wooden house: a strong foot impact, then an intense low-frequency bloom as the floor and structure vibrate heavily. Dense and room-filling. For dramatic entrances and heavy creature footsteps.	wooden stomp, intense footstep, indoor wood impact, bass resonance, house vibration, low frequency thump, cinematic stomp, game sound effect, interior foley, structural rumble, heavy step, wooden floor hit, deep sub, environmental impact, massive wooden resonance	00:27.000	WOOD IMPACT WOODImpt	stereo 96 kHz 24-bit
WOODImpt_IMPACT-Clean Deep Stomp Inside Wooden House With Rattle_BS_badBass.wav	A clean, deep stomp recorded inside a wooden house, with a light rattle: a solid foot impact, warm wooden resonance and rattling from the structure around it. For heavy footsteps in wooden interiors.	wooden stomp, house footstep, interior wood impact, structural rattle, floor vibration, low frequency thump, cinematic stomp, game sound effect, interior foley, wooden floor hit, deep resonance, environmental movement, heavy step, room vibration, realistic wooden impact	00:27.000	WOOD IMPACT WOODImpt	stereo 96 kHz 24-bit
WOODImpt_IMPACT-Creek From Jump Inside Wooden House Rattle_BS_badBass.wav	A playful jump inside a wooden house with a pronounced creak and light rattle: a soft landing, exaggerated wooden bending and reactive frame noise. Slightly comedic. For humorous landings and cartoon-style movement.	wooden creak, funny stomp, jump inside house, floor rattle, cartoon impact, playful wooden sound, game sound effect, interior foley, creaking floor, light structural vibration, comedic landing, wooden house noise, character movement, exaggerated creak, lively wood impact	00:36.000	WOOD IMPACT WOODImpt	stereo 96 kHz 24-bit
WOODImpt_IMPACT-Deep Stomp Inside Wooden House Deep Resonance_BS_badBass.wav	A heavy stomp inside a wooden house: a solid foot impact, then a pronounced bloom as the floor and framework carry the energy, rich and enclosed. For dramatic footsteps and large characters.	deep wooden stomp, house footstep, interior wood impact, structural resonance, floor vibration, low frequency thump, cinematic stomp, game sound effect, interior foley, wooden floor hit, deep bass resonance, heavy step, room vibration, environmental impact, grounded low end	00:27.000	WOOD IMPACT WOODImpt	stereo 96 kHz 24-bit
WOODImpt_IMPACT-Deep Wooden Knocking Rattling Impact_BS_badBass.wav	A deep wooden knock with a light internal rattle: a solid, weighty hit with warm low-frequency resonance, like a hollow wooden structure with loose parts. For heavy wooden doors and furniture impacts.	wooden knock, deep wood impact, rattling wood, hollow wooden hit, resonant wood thud, furniture impact, door knock, environmental sound, game sound effect, cinematic foley, low frequency wood, organic material hit, structural impact, wooden resonance, layered wood sound	00:36.000	WOOD IMPACT WOODImpt	stereo 96 kHz 24-bit

FILENAME	DESCRIPTION	KEYWORDS	DURATION	CATEGORY	FORMAT
WOODImpt_IMPACT-Distorted Deep Stomp Inside Wooden House Deep Resonance_BS_badBass.wav	A heavy stomp inside a wooden house with added distortion: a forceful foot impact and deep structural resonance with a raw, overdriven edge. Dramatic and exaggerated. For boss footsteps and monstrous movement.	distorted wooden stomp, heavy footstep, indoor wood impact, aggressive resonance, structural vibration, low frequency thump, cinematic stomp, game sound effect, interior foley, wooden floor hit, deep bass distortion, monster step, intense house impact, gritty stomp, powerful low end	00:27.000	WOOD IMPACT WOODImpt	stereo 96 kHz 24-bit
WOODImpt_IMPACT-Dry Hit On Table_BS_badBass.wav	Variations of a dry hit on a table: a tight, direct wooden transient with minimal resonance and no heavy tail. Close and natural. For realistic foley and organic UI taps.	dry wood hit, table knock, wooden impact, tight transient, organic foley, clean knock, minimal resonance, interior hit, sharp wooden tap, grounded impact, percussive wood, sound design layer	00:18.000	WOOD IMPACT WOODImpt	stereo 96 kHz 24-bit
WOODImpt_IMPACT-Impact-Deep Piano Knocking Impact_BS_badBass.wav	A deep knock on a piano body: a firm, rounded hit with rich wooden resonance and subtle internal vibration from the instrument, warm and slightly tonal. For characterful wooden impacts.	piano knock, wooden impact, deep wood hit, resonant knock, piano body impact, warm low frequency, organic wood sound, game sound effect, cinematic impact, foley wood, instrument knock, hollow resonance, tonal impact, wooden thud, natural material hit	01:10.934	WOOD IMPACT WOODImpt	stereo 96 kHz 24-bit
WOODImpt_IMPACT-Rattling Hit On Table_BS_badBass.wav	Variations of a rattling hit on a table: a punchy wooden transient with object rattle and surface resonance, low-end body below and lively detail above. For interior foley and textured gameplay hits.	wood table hit, rattling impact, wooden knock, bass thud, surface vibration, object rattle, organic impact, interior foley, cinematic knock, textured hit, grounded slam, resonant wood impact	00:18.000	WOOD IMPACT WOODImpt	stereo 96 kHz 24-bit
WOODImpt_IMPACT-Resonant Hit On Table_BS_badBass.wav	Variations of a resonant hit on a table: a firm wooden knock, then a warm, resonant bloom with subtle harmonic vibration. Natural, with weight. For interior foley and organic UI confirmations.	wood table hit, resonant knock, wooden impact, bass knock, low frequency thud, organic hit, warm resonance, interior impact, cinematic foley, wood slam, tonal body, grounded impact	00:18.007	WOOD IMPACT WOODImpt	stereo 96 kHz 24-bit
WOODImpt_IMPACT-Three Very Deep Stomps Inside Wooden House LFE Sweetener_BS_badBass.wav	Three very deep stomps inside a wooden house, sweetened with extra LFE: solid impacts with rich wooden resonance and structural vibration, plus boosted sub weight. For giant creature footsteps and dramatic interiors.	wooden stomps, deep footstep sequence, LFE sweetener, interior wood impact, structural resonance, floor vibration, heavy low end, cinematic stomp, game sound effect, monster footsteps, wooden floor hit, deep sub layer, house rumble, environmental impact, powerful interior stomp	00:36.000	WOOD IMPACT WOODImpt	stereo 96 kHz 24-bit
WOODImpt_IMPACT-Very Deep Stomp Inside Wooden House LFE Sweetener_BS_badBass.wav	A single very deep stomp inside a wooden house, sweetened with extra LFE: a strong, grounded impact with rich wooden resonance and structural vibration, plus reinforced sub weight. For heavy entrances and giant footsteps.	very deep wooden stomp, LFE sweetener, heavy footstep, interior wood impact, structural resonance, floor vibration, deep sub, cinematic stomp, game sound effect, monster step, wooden floor hit, house rumble, powerful low end, environmental impact, resonant interior stomp	00:27.000	WOOD IMPACT WOODImpt	stereo 96 kHz 24-bit