Amsterdam Ambience

Filename	Description	BitDepth	SampleRate	Channels	Duration
SCL_Amsterdam_01_Car_Journey_At_Night_Interior_5.1_96Khz_24bit_WAV.wav	Car running along rough road, then onto smooth road, back onto rough road and so on. Car slows down and the indicator is turned on briefly. Car begins to speed up with another indicator sound and then a gear change.	24	96000	6	02:13.000
SCL_Amsterdam_02_Schipol_Airport_Arrival_5.1_96Khz_24bit_WAV.wav	Sound of footsteps and a woman talking. A low rumble can also be heard, possibly the sound of luggage on wheels. Faint distant voices. Sound of a phone is heard, then a person runs past. The distant voices get louder. The sound of high heels can be heard.	24	96000	6	02:40.166
SCL_Amsterdam_03_Schipol_Airport_Baggage_Collection_5.1_96Khz_24bit_WAV.wav	Constant sound of machinery followed by closing of a door. Distant voices. A man coughs a few times, the sound of luggage on wheels are introduced. Banging noise can be heard, with a distant voice. Beeping sound begins and carries on until the end.	24	96000	6	03:27.450
SCL_Amsterdam_04_Schipol_Airport_Shops_One_5.1_96Khz_24bit_WAV.wav	Sound of people all around, followed by the rustling of a bag. Close sound of a woman's voice. Distant screams in the background, followed by the sound of something being dragged along the floor. Rustling sounds again until fade out.	24	96000	6	01:09.314
SCL_Amsterdam_05_Schipol_Airport_Shops_Two_5.1_96Khz_24bit_WAV.wav	Sound of something hitting the ground, lots of people around with occasional sounds of clashing cutlery. Luggage on wheels with the sound of a till scanner in use. Close sound of a man speaking and a distant woman's voice. Sound of high heel footsteps.	24	96000	6	03:57.100
SCL_Amsterdam_06_Schipol_Airport_Train_Station_Platform_One_5.1_96Khz_24bit_WAV.wav	Sound of train engine with brief metallic hit. Person is whistling with the sound of luggage. High heels can be heard with distant voices. Train begins to depart with an announcement sound. Train stops, an announcement is made. Train begins to depart.	24	96000	6	03:43.803
SCL_Amsterdam_07_Schipol_Airport_Train_Station_Platform_Two_5.1_96Khz_24bit_WAV.wav	Constant engine sound. Sound of whistle followed by a shout from the guard. Train approaches platform, distant voices can be heard. Another approaching train sounds. Luggage on wheels being dragged along is heard.	24	96000	6	03:03.084
SCL_Amsterdam_08_Train_Journey_Schipol_Airport_To_Amsterdam_Central_Station_5.1_96Khz_24bit_WAV.wav	Constant train engine sound. iPhone ringing sounds, followed by distant voice. Person laughing. Person begins to talk followed by a person sneezing. Conversation starts between two people. Coughing in background. Sound of a newspaper. Distant train.	24	96000	6	10:19.893
SCL_Amsterdam_09_Amsterdam_Central_Station_5.1_96Khz_24bit_WAV.wav	Constant train engine sounds. Sound of a departing train. Announcement sound followed by a metallic noise. Whistle sound is then heard. Another departing train is heard. After a while an approaching train sounds.	24	96000	6	04:46.875
SCL_Amsterdam_10_Outside_Amsterdam_Central_Station_Tram_Stop_5.1_96Khz_24bit_WAV.wav	Departing train sound followed by the sound of wheels along the ground. Distant and closer voices are heard with the sound of rustling and shuffling feet. High heel footsteps sound. More sounds of wheels along the ground. Occassional metallic hits.	24	96000	6	03:23.851
SCL_Amsterdam_11_Amsterdam_City_Street_One_With_Bicycles_5.1_96Khz_24bit_WAV.wav	Lots of people around, sound of a passing motorbike. Roadworks and Church bells can be heard in the background. Closer voices sound, followed by a bicycle bell. Cars pass by, sound of an aeroplane over head. Bicyle passes by followed by a couple more cars.	24	96000	6	03:30.180
SCL_Amsterdam_12_Amsterdam_City_Street_Two_By_Canal_5.1_96Khz_24bit_WAV.wav	Sound of bicycles quickly pass by. A faint aeroplane can be heard. A truck sounds further away. The sound of a brief footstep shuffle, followed by another passing bicycle. Close voices can be heard with a few distant passing vehicles in the background.	24	96000	6	02:28.283
SCL_Amsterdam_13_Amsterdam_Square_With_Church_Bells_5.1_96Khz_24bit_WAV.wav	Church bells can be heard, with faint passing vehicles in the background. People can also be heard. A couple of closer passing vehicles sound. Various metallic hits can be heard. A passing bicycle can be heard followed by vehicles. Closer voices sound.	24	96000	6	02:37.597
SCL_Amsterdam_14_Cafe_Outside_In_Garden_5.1_96Khz_24bit_WAV.wav	People can be heard, sound of a ships horn sounds. Various metallic hits sound followed by a passing vehicle. Faint engine sounds can be heard in the background. Church bells sound for a while. Various movements heard until the end.	24	96000	6	02:23.465
SCL_Amsterdam_15_Oude_Kerk_Inside_One_5.1_96Khz_24bit_WAV.wav	Metallic hits and squeaks sound. People talking in the background. Another metallic hit sounds shortly after as well as more voices. Big metallic bang sounds, with various little ones afterwards. Close footsteps can be heard briefly.	24	96000	6	01:56.504
SCL_Amsterdam_16_Oude_Kerk_Inside_Two_5.1_96Khz_24bit_WAV.wav	A close voice can be heard, faint metallic and wooden hits sound in the background along with voices. A big wooden and metallic bang sounds, a closer concrete hit is then heard. Little metallic hits sound every now and again. Faint voices continue.	24	96000	6	02:40.213
SCL_Amsterdam_17_Oude_Kerk_Inside_Three_5.1_96Khz_24bit_WAV.wav	Faint church bells can be heard, followed by a cough and various voices in the background. A wooden hit sounds followed by a brief drilling sound. A couple of metalic hits can be heard followed by some footsteps passing by. Voices continue throughout.	24	96000	6	02:37.845
SCL_Amsterdam_18_Dam_Square_One_5.1_96Khz_24bit_WAV.wav	Roadworks and drilling noises sound with faint voices in the background. A beeping noise can be heard with very faint vehicles over the top. A light banging sound can be heard with some closer voices. A low rumble sounds with occassional rustle sounds.	24	96000	6	02:54.848
SCL_Amsterdam_19_Dam_Square_Two_5.1_96Khz_24bit_WAV.wav	A rumble sounds. Voices can be heard with an occassional banging sound. Some drilling sounds. Closer voices sound with some vehicle sounds. Laughter sounds and an engine sound is introduced. Some faint shouting is heard. A close motorbike passes by.	24	96000	6	05:27.506
SCL_Amsterdam_20_Outdoor_Cafe_In_Begijnhof_Square_5.1_96Khz_24bit_WAV.wav	Various close and distant voices can be heard, along with movements and metallic hits. A close sound of a cup being placed on a table is heard occassionally. Faint vehicle sounds passing by can be heard in the background creating a constant rumble noise.	24	96000	6	09:22.899
SCL_Amsterdam_21_Rembrandt_Square_One_Near_Fountain_5.1_96Khz_24bit_WAV.wav	Close voices and distant voices can be heard. Constant running water from a fountain sounds throughout. A rumble sound can be heard. Some laughter sounds followed by a passing motorbike. Little metallic hits can be heard. An engine sound is introduced.	24	96000	6	03:55.293
SCL_Amsterdam_22_Rembrandt_Square_Two_5.1_96Khz_24bit_WAV.wav	Rumble noises can be heard throughout with some distant voices. Occassional close voices sound. A motorbike passes by followed by a couple of other vehicles. A metallic bang sounds followed by some metallic hit sounds. A light brushing sound can be heard.	24	96000	6	04:05.494
SCL_Amsterdam_23_Begijnhof_Square_Busy_5.1_96Khz_24bit_WAV.wav	Distant voices can be heard with some roadworks in the background. Some close voices sound with some vehicles in the background. A metallic hit sounds in the distance.	24	96000	6	00:39.657
SCL_Amsterdam_24_Hotel_Room_Tone_With_Air_Conditioner_5.1_96Khz_24bit_WAV.wav	Sound of air conditioner in a very quiet hotel room.	24	96000	6	01:53.339
SCL_Amsterdam_25_Nieuwe_Zijde_Busy_Bar_One_5.1_96Khz_24bit_WAV.wav	Sound of a crowded room, lots of voices all around. Motobikes and cars can be heard passing by. Glass smashing is heard. Brief high heel footsteps sound followed by a loud bicycle bell. Vehicles continue to pass by and a moving bicycle wheel is heard.	24	96000	6	04:47.172
SCL_Amsterdam_26_Red_Light_District_At_Night_One_5.1_96Khz_24bit_WAV.wav	Footsteps can be heard with a rumble noise throughout. A truck passes by briefly with a close voice soon after. Faint voices can also be heard in the background. Various vehicles pass by.	24	96000	6	01:08.500
SCL_Amsterdam_27_Red_Light_District_At_Night_Two_5.1_96Khz_24bit_WAV.wav	Footsteps and close voices sound. A brief engine sound is then heard. Faint coughing sounds followed by church bells in the background. The sound of a motorbike passes by, with some more close voices introduced. An engine sound is heard from a distance.	24	96000	6	03:16.274
SCL_Amsterdam_28_Outside_Bar_In_Red_Light_District_5.1_96Khz_24bit_WAV.wav	Voices with laughter sounds. Distant voices around with a passing car. A bicycle bell sounds in the distance. Conversation between two people can be heard throughout. Some occassional metallic hits. Church bells sound. Cheering and clapping is then heard.	24	96000	6	07:35.363
SCL_Amsterdam_29_Busy_Bar_Near_Canal_Ring_One_5.1_96Khz_24bit_WAV.wav	Lots of voices, crowded area. Distant and close voices. Sound of rustling occurs every now and again. Laughter, shouting and coughing. A metallic sound can be heard. The sound of a bottle cap falls to the floor.	24	96000	6	03:18.693
SCL_Amsterdam_30_Busy_Bar_Near_Canal_Ring_Two_5.1_96Khz_24bit_WAV.wav	Crowded bar, lots of close and distant voices. Shouting and laughing. Cracking sound is heard later on.	24	96000	6	03:15.958
SCL_Amsterdam_31_Busy_Bar_Near_Canal_Ring_Three_5.1_96Khz_24bit_WAV.wav	Crowded bar, lots of close and distant voices. Shouting and laughing. Clapping sound is heard later on followed by a brief movement.	24	96000	6	02:59.495
SCL_Amsterdam_32_Nieuwe_Zijde_Street_At_Night_5.1_96Khz_24bit_WAV.wav	Lots of people around with some passing vehicles. A car alarm can be heard in the background. An engine rumble sound is introduced. A passing motorbike is then heard followed by a truck after. Bicycle bells can be heard. A low rumble sounds at end.	24	96000	6	03:37.531
SCL_Amsterdam_33_English_Conversation_In_Greenwoods_Cafe_5.1_96Khz_24bit_WAV.wav	Vehicles introduced with some voices. Roadworks can then be heard. Conversation between two people can be heard throughout. Metallic hits sound. Coughing sounds then a passing truck. Waitress then speaks. A train sounds in the background and then a bell.	24	96000	6	08:14.520
SCL_Amsterdam_34_Vondelpark_One_Near_Path_5.1_96Khz_24bit_WAV.wav	Sound of a person running followed by some birds tweeting. Some ducks then quack shortly after. Distant voices are heard. Some light metallic hits sound. Close voices and footsteps are introduced along with a bicycle. People continue to pass by.	24	96000	6	04:01.406
SCL_Amsterdam_35_Vondelpark_Two_Near_Fountain_5.1_96Khz_24bit_WAV.wav	Sound of running water and an engine. Distant voices and bird tweets are heard in the background. A shout is heard briefly followed by a bicycle moving along. Close voices are introduced later on.	24	96000	6	02:40.795
SCL_Amsterdam_36_Vondelpark_Three_Near_Water_5.1_96Khz_24bit_WAV.wav	Metallic rustling sounds with a moving pram and bicycle. Distant voices can be heard and then a fly buzzing. A low rumble can be heard throughout. Close voices get louder. A bicycle bell can be heard. A brief wooden thud sounds along with a metallic one.	24	96000	6	04:44.060
SCL_Amsterdam_37_Vondelpark_Four_Near_Water_Two_5.1_96Khz_24bit_WAV.wav	Dog barking can be heard in the background. Metallic hit sounds along with a squeaky sound. Distant voices can then be heard with a bicycle passing by. A low rumble can be heard throughout. Closer voices are introduced. A baby is heard later on.	24	96000	6	02:56.500
SCL_Amsterdam_38_Vondelpark_Five_Near_Dog_Walkers_5.1_96Khz_24bit_WAV.wav	Dog barks can be heard with some distant voices in the background. Rustling noises sound every now and again. Close voices are introduced. Faint bird tweets can be heard as well as a faint water rumble. A light drill sounds later on. Bicycle passes by.	24	96000	6	03:58.366
SCL_Amsterdam_39_Short_Tram_Journey_5.1_96Khz_24bit_WAV.wav	Running tram engine sound throughout. Occassional squeaks and metallic hits can be heard. Distant voices sound in the background. Announcement then sounds later on. Close voices are introduced after. Tram stops, doors open. Street ambience is introduced.	24	96000	6	03:19.298
SCL_Amsterdam_40_Supermarket_In_Jordaan_5.1_96Khz_24bit_WAV.wav	Lots of object handling noises, with a constant air con unit sound. Light footsteps can be heard as well as distant voices. Glass bottles clanging together sound followed by a cough. Rustling can also be heard.	24	96000	6	02:06.500
SCL_Amsterdam_41_Tram_Journey_One_5.1_96Khz_24bit_WAV.wav	Tram engine sound with squeaking throughout. Tram stops and starts, announcement sounds at every stop. Metallic sounds and then some cars beeping. Person coughs. Occassional banging noises sound. Distant voices and footsteps can be heard at points.	24	96000	6	17:12.402
SCL_Amsterdam_42_Aboard_Canal_Boat_With_Roadworks_In_Background_5.1_96Khz_24bit_WAV.wav	Roadworks and close and distant voices sound. Constant drilling noise. Some occassional light thud sounds. Sound of somebody shouting as they drop their keys. Brief scratching sound can be heard. Boat engine sound is introduced later on.	24	96000	6	04:31.084
SCL_Amsterdam_43_Canal_Boat_Journey_Part_One_5.1_96Khz_24bit_WAV.wav	Roadworks in the background, laughter heard. Many close voices sound. Boat engine sounds. Car beeping is then heard with some drilling sounds. A light thud followed by a scratchy sound occurs. A dog briefly barks. Camera shots can also be heard.	24	96000	6	04:39.116
SCL_Amsterdam_44_Canal_Boat_Journey_Part_Two_5.1_96Khz_24bit_WAV.wav	Boat engine sounds throughout. Close voices with laughter can be heard. Faint bicycle bell sounds later on with some light drilling noises. Metallic hits can be heard occassionally in the background. Text message and camera shots are heard at the end.	24	96000	6	07:03.019
SCL_Amsterdam_45_Canal_Boat_Journey_Part_Three_5.1_96Khz_24bit_WAV.wav	Boat engine sound with close and distant voices. Occasional sounds of creaking and squeaking on the boat. Voice on a radio can be heard. Light sounds of the canal water can be heard. A faint beeping sounds later on. Camera shots heard at the end.	24	96000	6	09:39.863
SCL_Amsterdam_46_Canal_Boat_Journey_Part_Four_5.1_96Khz_24bit_WAV.wav	Boat engine sound with close and distant voices. Sound of page being turned in a book. Coughing sounds later on followed by a sneeze. A brief rustling can be heard, this is followed by movement.	24	96000	6	02:50.897
SCL_Amsterdam_47_Tram_Journey_Part_Two_5.1_96Khz_24bit_WAV.wav	Tram engine sound followed by announcement sound. Distant voices can be heard in the background. Occassional creaking of the tram. Tram stops and starts with announcement sound at every stop. Rustling sounds every now and again with some movement.	24	96000	6	17:13.041
SCL_Amsterdam_48_Schipol_Airport_Railway_Station_5.1_96Khz_24bit_WAV.wav	Lots of people around with some footsteps heard. Some light banging in the background with the occassional close voices. A faint beeping sound can be heard. A low rumble is present throughout. Luggage on wheels passes by. An engine sounds later on.	24	96000	6	02:11.750
SCL_Amsterdam_49_Schipol_Airport_Departure_Gate_F3_5.1_96Khz_24bit_WAV.wav	Announcement sound with low rumble sound. Distant voices can be heard. Engine sound is introduced with some metallic hits here and there. Another announcement sounds later on, occassional squeaking can be heard. A sneeze is heard at the end.	24	96000	6	04:47.318
SCL_Amsterdam_50_Schipol_Airport_Departure_Lounge_5.1_96Khz_24bit_WAV.wav	Distant and close voices sound. Cough and a thud can be heard. A low rumble sounds throughout, possibly an engine sound. Announcement sounds later on. A piano is being played by a person in the background followed by occassional thuds.	24	96000	6	05:38.704
SCL_Amsterdam_51_Schipol_Airport_Busy_Plaza_5.1_96Khz_24bit_WAV.wav	Metallic hit sounds with distant and close voices. Lots of rustling and movement. Sound of a trolley being pushed along every now and again. Some clapping can be heard with occassional thuds. A beeping noise sounds later on. Footsteps are heard.	24	96000	6	05:50.451