

Cinematic Trailers SFX Bundle – Risers, Impacts, Explosions, Glitches & Transitions

FileName	Channels	Duration	Format	UCS Category	UCS SubCategory
AMBUdwtr_Underwater atmosphere 2_GfxSounds_CinematicTrailers.wav	2	00:07	48 24	AMBIENCE	UNDERWATER
AMBUdwtr_Underwater atmosphere_GfxSounds_CinematicTrailers.wav	2	00:17	48 24	AMBIENCE	UNDERWATER
COMAv_8mm projector running 2_GfxSounds_CinematicTrailers.wav	2	00:06	48 16	COMMUNICATIONS	AUDIO VISUAL
COMAv_8mm projector running 3_GfxSounds_CinematicTrailers.wav	2	00:09	48 16	COMMUNICATIONS	AUDIO VISUAL
COMAv_8mm projector running 4_GfxSounds_CinematicTrailers.wav	2	00:07	48 16	COMMUNICATIONS	AUDIO VISUAL
COMAv_8mm projector running_GfxSounds_CinematicTrailers.wav	2	00:06	48 16	COMMUNICATIONS	AUDIO VISUAL
DIRTDust_Falling dirt debris and dust 2_GfxSounds_CinematicTrailers.wav	2	00:01	48 24	DIRT & SAND	DUST
DIRTDust_Falling dirt debris and dust 3_GfxSounds_CinematicTrailers.wav	2	00:02	48 24	DIRT & SAND	DUST
DIRTDust_Falling dirt debris and dust 4_GfxSounds_CinematicTrailers.wav	2	00:02	48 24	DIRT & SAND	DUST
DIRTDust_Falling dirt debris and dust_GfxSounds_CinematicTrailers.wav	2	00:02	48 24	DIRT & SAND	DUST
DSGNErie_Deep low frequency pulsating drone 2_GfxSounds_CinematicTrailers.wav	2	00:06	48 16	DESIGNED	EERIE
DSGNErie_Deep low frequency pulsating drone_GfxSounds_CinematicTrailers.wav	2	00:06	48 16	DESIGNED	EERIE
DSGNErie_Drone low frequency vibrating_GfxSounds_CinematicTrailers.wav	2	00:05	44 16	DESIGNED	EERIE
DSGNErie_Eerie music box suspense horror loop 2_GfxSounds_CinematicTrailers.wav	2	00:14	48 16	DESIGNED	EERIE
DSGNErie_Eerie music box suspense horror loop 3_GfxSounds_CinematicTrailers.wav	2	00:14	48 16	DESIGNED	EERIE
DSGNErie_Eerie music box suspense horror loop_GfxSounds_CinematicTrailers.wav	2	00:14	48 16	DESIGNED	EERIE
DSGNErie_Horror music box distortion loop 2_GfxSounds_CinematicTrailers.wav	2	00:19	48 16	DESIGNED	EERIE
DSGNErie_Horror music box distortion loop_GfxSounds_CinematicTrailers.wav	2	00:09	48 16	DESIGNED	EERIE
DSGNErie_Sinister suspense atmosphere_GfxSounds_CinematicTrailers.wav	2	00:07	44 16	DESIGNED	EERIE
DSGNMisc_Cinematic vinyl rewind 2_GfxSounds_CinematicTrailers.wav	2	00:03	48 16	DESIGNED	MISC
DSGNMisc_Cinematic vinyl rewind 3_GfxSounds_CinematicTrailers.wav	2	00:03	48 16	DESIGNED	MISC
DSGNMisc_Cinematic vinyl rewind 4_GfxSounds_CinematicTrailers.wav	2	00:03	48 16	DESIGNED	MISC
DSGNMisc_Cinematic vinyl rewind_GfxSounds_CinematicTrailers.wav	2	00:03	48 16	DESIGNED	MISC
DSGNMisc_Cinematic wood movements 2_GfxSounds_CinematicTrailers.wav	2	00:03	48 24	DESIGNED	MISC
DSGNMisc_Cinematic wood movements_GfxSounds_CinematicTrailers.wav	2	00:03	48 24	DESIGNED	MISC
DSGNMisc_Inspiring positive text 2_GfxSounds_CinematicTrailers.wav	2	00:04	48 16	DESIGNED	MISC
DSGNMisc_Inspiring positive text_GfxSounds_CinematicTrailers.wav	2	00:03	48 16	DESIGNED	MISC

DSGNMisc_Time freeze slow motion clock 2_GfxSounds_CinematicTrailers.wav	2	00:08	48 16	DESIGNED	MISC
DSGNMisc_Time freeze slow motion clock 3_GfxSounds_CinematicTrailers.wav	2	00:05	48 16	DESIGNED	MISC
DSGNMisc_Time freeze slow motion clock 4_GfxSounds_CinematicTrailers.wav	2	00:06	48 16	DESIGNED	MISC
DSGNMisc_Time freeze slow motion clock_GfxSounds_CinematicTrailers.wav	2	00:06	48 16	DESIGNED	MISC
DSGNMisc_Trailer projector countdown 3s_GfxSounds_CinematicTrailers.wav	2	00:04	48 16	DESIGNED	MISC
DSGNMisc_Trailer projector countdown 5s_GfxSounds_CinematicTrailers.wav	2	00:05	48 16	DESIGNED	MISC
DSGNMisc_Trailer projector countdown 10s_GfxSounds_CinematicTrailers.wav	2	00:09	48 16	DESIGNED	MISC
DSGNMisc_Vinyl scratch 2_GfxSounds_CinematicTrailers.wav	2	00:01	48 16	DESIGNED	MISC
DSGNMisc_Vinyl scratch 3_GfxSounds_CinematicTrailers.wav	2	00:02	48 16	DESIGNED	MISC
DSGNMisc_Vinyl scratch 4_GfxSounds_CinematicTrailers.wav	2	00:01	48 16	DESIGNED	MISC
DSGNMisc_Vinyl scratch_GfxSounds_CinematicTrailers.wav	2	00:01	48 16	DESIGNED	MISC
DSGNRise_Cinematic riser cyberpunk_GfxSounds_CinematicTrailers.wav	2	00:11	48 16	DESIGNED	RISER
DSGNRise_Cinematic riser futuristic_GfxSounds_CinematicTrailers.wav	2	00:14	48 16	DESIGNED	RISER
DSGNRise_Cinematic riser heartbeat_GfxSounds_CinematicTrailers.wav	2	00:09	48 16	DESIGNED	RISER
DSGNRise_Cinematic riser tribal_GfxSounds_CinematicTrailers.wav	2	00:14	48 16	DESIGNED	RISER
DSGNRise_Cinematic string riser 2_GfxSounds_CinematicTrailers.wav	2	00:10	48 16	DESIGNED	RISER
DSGNRise_Cinematic string riser 3_GfxSounds_CinematicTrailers.wav	2	00:11	48 16	DESIGNED	RISER
DSGNRise_Cinematic string riser 4_GfxSounds_CinematicTrailers.wav	2	00:05	48 16	DESIGNED	RISER
DSGNRise_Cinematic string riser_GfxSounds_CinematicTrailers.wav	2	00:07	48 16	DESIGNED	RISER
DSGNRise_Cinematic tension build up 2_GfxSounds_CinematicTrailers.wav	2	00:07	48 24	DESIGNED	RISER
DSGNRise_Cinematic tension build up 3_GfxSounds_CinematicTrailers.wav	2	00:02	48 24	DESIGNED	RISER
DSGNRise_Cinematic tension build up 4_GfxSounds_CinematicTrailers.wav	2	00:12	48 16	DESIGNED	RISER
DSGNRise_Cinematic tension build up 5_GfxSounds_CinematicTrailers.wav	2	00:11	48 16	DESIGNED	RISER
DSGNRise_Cinematic tension build up_GfxSounds_CinematicTrailers.wav	2	00:04	48 24	DESIGNED	RISER
DSGNStngr_Cinematic trailer hit 2_GfxSounds_CinematicTrailers.wav	2	00:09	48 16	DESIGNED	STINGER
DSGNStngr_Cinematic trailer hit 3_GfxSounds_CinematicTrailers.wav	2	00:06	48 16	DESIGNED	STINGER
DSGNStngr_Cinematic trailer hit 4_GfxSounds_CinematicTrailers.wav	2	00:06	48 16	DESIGNED	STINGER
DSGNStngr_Cinematic trailer hit_GfxSounds_CinematicTrailers.wav	2	00:07	48 16	DESIGNED	STINGER
DSGNStngr_Epic cinematic impact 2_GfxSounds_CinematicTrailers.wav	2	00:09	48 16	DESIGNED	STINGER
DSGNStngr_Epic cinematic impact 3_GfxSounds_CinematicTrailers.wav	2	00:14	48 16	DESIGNED	STINGER
DSGNStngr_Epic cinematic impact 4_GfxSounds_CinematicTrailers.wav	2	00:08	48 16	DESIGNED	STINGER
DSGNStngr_Epic cinematic impact_GfxSounds_CinematicTrailers.wav	2	00:17	48 16	DESIGNED	STINGER
DSGNStngr_Sudden Impact 2_GfxSounds_CinematicTrailers.wav	2	00:05	48 16	DESIGNED	STINGER

DSGNStngr_Sudden Impact 3_GfxSounds_CinematicTrailers.wav	2	00:04	48 16	DESIGNED	STINGER
DSGNStngr_Sudden Impact 4_GfxSounds_CinematicTrailers.wav	2	00:06	48 16	DESIGNED	STINGER
DSGNStngr_Sudden Impact 5_GfxSounds_CinematicTrailers.wav	2	00:02	48 16	DESIGNED	STINGER
DSGNStngr_Sudden Impact 6_GfxSounds_CinematicTrailers.wav	2	00:05	48 16	DESIGNED	STINGER
DSGNStngr_Sudden Impact_GfxSounds_CinematicTrailers.wav	2	00:06	48 16	DESIGNED	STINGER
DSGNWhsh_Cinematic ice freezing transition 2_GfxSounds_CinematicTrailers.wav	2	00:02	48 16	DESIGNED	WHOOSH
DSGNWhsh_Cinematic ice freezing transition 3_GfxSounds_CinematicTrailers.wav	2	00:03	48 16	DESIGNED	WHOOSH
DSGNWhsh_Cinematic ice freezing transition 4_GfxSounds_CinematicTrailers.wav	2	00:08	48 16	DESIGNED	WHOOSH
DSGNWhsh_Cinematic ice freezing transition_GfxSounds_CinematicTrailers.wav	2	00:05	48 16	DESIGNED	WHOOSH
DSGNWhsh_Cinematic underwater whoosh 2_GfxSounds_CinematicTrailers.wav	2	00:02	48 24	DESIGNED	WHOOSH
DSGNWhsh_Cinematic underwater whoosh_GfxSounds_CinematicTrailers.wav	2	00:03	48 24	DESIGNED	WHOOSH
DSGNWhsh_Cinematic water transition 2_GfxSounds_CinematicTrailers.wav	2	00:05	48 16	DESIGNED	WHOOSH
DSGNWhsh_Cinematic water transition 3_GfxSounds_CinematicTrailers.wav	2	00:09	48 16	DESIGNED	WHOOSH
DSGNWhsh_Cinematic water transition_GfxSounds_CinematicTrailers.wav	2	00:04	48 16	DESIGNED	WHOOSH
DSGNWhsh_Cinematic water transiton 4_GfxSounds_CinematicTrailers.wav	2	00:04	48 16	DESIGNED	WHOOSH
DSGNWhsh_Dystopian cinematic transition 2_GfxSounds_CinematicTrailers.wav	2	00:04	44 16	DESIGNED	WHOOSH
DSGNWhsh_Dystopian cinematic transition 3_GfxSounds_CinematicTrailers.wav	2	00:03	44 16	DESIGNED	WHOOSH
DSGNWhsh_Dystopian cinematic transition_GfxSounds_CinematicTrailers.wav	2	00:03	44 16	DESIGNED	WHOOSH
DSGNWhsh_Futuristic trailer transition 2_GfxSounds_CinematicTrailers.wav	2	00:09	48 16	DESIGNED	WHOOSH
DSGNWhsh_Futuristic trailer transition 3_GfxSounds_CinematicTrailers.wav	2	00:05	48 16	DESIGNED	WHOOSH
DSGNWhsh_Futuristic trailer transition 4_GfxSounds_CinematicTrailers.wav	2	00:04	48 16	DESIGNED	WHOOSH
DSGNWhsh_Futuristic trailer transition_GfxSounds_CinematicTrailers.wav	2	00:06	48 16	DESIGNED	WHOOSH
DSGNWhsh_Intense powerful whoosh transition 2_GfxSounds_CinematicTrailers.wav	2	00:05	48 16	DESIGNED	WHOOSH
DSGNWhsh_Intense powerful whoosh transition 3_GfxSounds_CinematicTrailers.wav	2	00:07	48 16	DESIGNED	WHOOSH
DSGNWhsh_Intense powerful whoosh transition 4_GfxSounds_CinematicTrailers.wav	2	00:04	48 16	DESIGNED	WHOOSH
DSGNWhsh_Intense powerful whoosh transition_GfxSounds_CinematicTrailers.wav	2	00:06	48 16	DESIGNED	WHOOSH
DSGNWhsh_Lo fi transition low passer by whoosh 2_GfxSounds_CinematicTrailers.wav	2	00:03	44 16	DESIGNED	WHOOSH
DSGNWhsh_Lo fi transition low passer by whoosh 3_GfxSounds_CinematicTrailers.wav	2	00:03	44 16	DESIGNED	WHOOSH
DSGNWhsh_Lo fi transition low passer by whoosh_GfxSounds_CinematicTrailers.wav	2	00:02	44 16	DESIGNED	WHOOSH
DSGNWhsh_Medium powerful whoosh transition 2_GfxSounds_CinematicTrailers.wav	2	00:01	44 16	DESIGNED	WHOOSH
DSGNWhsh_Medium powerful whoosh transition_GfxSounds_CinematicTrailers.wav	2	00:01	44 16	DESIGNED	WHOOSH
DSGNWhsh_Sci fi transition fast whoosh 2_GfxSounds_CinematicTrailers.wav	2	00:02	44 16	DESIGNED	WHOOSH
DSGNWhsh_Sci fi transition fast whoosh 3_GfxSounds_CinematicTrailers.wav	2	00:03	44 16	DESIGNED	WHOOSH

DSGNWhsh_Sci fi transition fast whoosh 4_GfxSounds_CinematicTrailers.wav	2	00:02	44 16	DESIGNED	WHOOSH
DSGNWhsh_Sci fi transition fast whoosh_GfxSounds_CinematicTrailers.wav	2	00:02	44 16	DESIGNED	WHOOSH
EXPLDsgn_Distant explosion deep low rumble_GfxSounds_CinematicTrailers.wav	2	00:16	48 16	EXPLOSIONS	DESIGNED
EXPLDsgn_Explosion close up 2_GfxSounds_CinematicTrailers.wav	2	00:02	44 16	EXPLOSIONS	DESIGNED
EXPLDsgn_Explosion close up_GfxSounds_CinematicTrailers.wav	2	00:02	44 16	EXPLOSIONS	DESIGNED
EXPLDsgn_Explosion small wooden structure_GfxSounds_CinematicTrailers.wav	2	00:03	48 16	EXPLOSIONS	DESIGNED
EXPLDsgn_Explosion with debris_GfxSounds_CinematicTrailers.wav	2	00:01	44 16	EXPLOSIONS	DESIGNED
EXPLDsgn_Large explosion with debris falling 2_GfxSounds_CinematicTrailers.wav	2	00:06	48 16	EXPLOSIONS	DESIGNED
EXPLDsgn_Large explosion with debris falling_GfxSounds_CinematicTrailers.wav	2	00:04	48 16	EXPLOSIONS	DESIGNED
EXPLDsgn_Powerful explosion shockwave 2_GfxSounds_CinematicTrailers.wav	2	00:03	48 16	EXPLOSIONS	DESIGNED
EXPLDsgn_Powerful explosion shockwave 3_GfxSounds_CinematicTrailers.wav	2	00:03	48 16	EXPLOSIONS	DESIGNED
EXPLDsgn_Powerful explosion shockwave_GfxSounds_CinematicTrailers.wav	2	00:03	48 16	EXPLOSIONS	DESIGNED
UIGlitch_Glitch accent 2_GfxSounds_CInematicTrailers.wav	2	00:01	48 16	USER INTERFACE	GLITCH
UIGlitch_Glitch accent 3_GfxSounds_CInematicTrailers.wav	2	00:01	48 16	USER INTERFACE	GLITCH
UIGlitch_Glitch accent 4_GfxSounds_CInematicTrailers.wav	2	00:01	48 16	USER INTERFACE	GLITCH
UIGlitch_Glitch accent_GfxSounds_CInematicTrailers.wav	2	00:01	48 16	USER INTERFACE	GLITCH
UIGlitch_Glitch text intro_GfxSounds_CInematicTrailers.wav	2	00:02	48 16	USER INTERFACE	GLITCH
UIGlitch_Modulated digital glitch_GfxSounds_CInematicTrailers.wav	2	00:01	48 16	USER INTERFACE	GLITCH
UIGlitch_Sci fi glitch 2_GfxSounds_CInematicTrailers.wav	2	00:01	48 16	USER INTERFACE	GLITCH
UIGlitch_Sci fi glitch_GfxSounds_CInematicTrailers.wav	2	00:01	48 16	USER INTERFACE	GLITCH
UIGlitch_Soft electronic glitch 2_GfxSounds_CInematicTrailers.wav	2	00:01	48 16	USER INTERFACE	GLITCH
UIGlitch_Soft electronic glitch_GfxSounds_CInematicTrailers.wav	2	00:01	48 16	USER INTERFACE	GLITCH