



Distant gunshots and explosions

This specialized sound effects collection delivers the expansive, rolling reverberation of far-off ballistic impacts and heavy explosive detonations. Engineered specifically for film post-production, tactical video games and immersive soundscapes, this library captures the acoustic behavior of high-caliber firepower and explosive shockwaves as they travel across open terrain, hills, and urban valleys. Removing the overwhelming, near-field transients of close-up gunfire, it focuses entirely on realistic atmospheric reflections, subsonic bass thumps, long decay tails, and ambient environmental rumble.

Whether you are designing background combat ambience for a war drama, layering cinematic distant artillery support or adding depth and scale to action game mix environments, this collection provides an essential set of long-range acoustic perspectives.

Atmospheric & Terrain Reverb Tails: Captures the complex acoustic signature of distant shockwaves rolling through open valleys, forested lines and structural clearings, providing authentic spatial cues and realistic environmental reflections.

Ultra-Low-Noise Omni Capture: Recorded using FEL Clippy XLR EM272 omnidirectional microphones, known for their exceptionally low

self-noise floor, flat frequency response, and vast dynamic range. Captured at 192 kHz / 32-bit float to isolate faint, trailing tail dynamics without introducing pre-amp hiss.

Technical Specifications

Audio Quality: 32-bit / 192 kHz (Lossless high-definition WAV masters optimized for pitching, dynamic stretching, and cinematic mixing)

Workflow: Fully UCS compliant (Universal Category System)

Microphones: FEL Clippy XLR EM272

Recorders: Sound Devices MixPre-6 II

Content: 40 WAV files (Isolated distant rifle reports, heavy artillery thuds, long-range explosive detonations, rolling terrain reverberations and environmental decay tails).

Tracklist:

1. Distant explosion 1, source recording.wav
2. Distant explosion 2, source recording.wav
3. Distant explosion 3, source recording.wav
4. Distant explosion 4, source recording.wav

5. Distant explosion 5, source recording.wav
6. Distant explosion 6, source recording.wav
7. Distant explosion 7, source recording.wav
8. Distant explosion 8, source recording.wav
9. Distant explosion 9, source recording.wav
10. Distant explosion 10, source recording.wav
11. Distant gunshot 1, source recording.wav
12. Distant gunshot 2, source recording.wav
13. Distant gunshot 3, source recording.wav
14. Distant gunshot 4, source recording.wav
15. Distant gunshot 5, source recording.wav
16. Distant gunshot 6, source recording.wav
17. Distant gunshot 7, source recording.wav
18. Distant gunshot 8, source recording.wav
19. Distant gunshot 9, source recording.wav
20. Distant gunshot 10, source recording.wav
21. Distant gunshot 11, source recording.wav
22. Distant gunshot 12, source recording.wav
23. Distant gunshot 13, source recording.wav
24. Distant gunshot 14, source recording.wav
25. Distant gunshot 15, source recording.wav
26. Distant gunshot 16, source recording.wav
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29. Distant gunshot 19, source recording.wav
30. Distant gunshot 20, source recording.wav
31. Distant gunshot 21, source recording.wav
32. Distant gunshot 22, source recording.wav

- 33. Distant gunshot 23, source recording.wav
- 34. Distant gunshot 24, source recording.wav
- 35. Distant gunshot 25, source recording.wav
- 36. Distant gunshots 1, source recording.wav
- 37. Distant gunshots 2, source recording.wav
- 38. Distant gunshots 3, source recording.wav
- 39. Distant gunshots 4, source recording.wav
- 40. Distant gunshots 5, source recording.wav