



Creaks, friction, crackles

This sound effects collection is bringing an organic mechanical tension, tracking the unique friction, structural stress and micro-movements of everyday objects. The library shifts focus to the tactile world of architectural, domestic and industrial foley. It documents the sharp structural fractures of shifting wood, the resonant groans of stressed metal and the diverse textures of high-friction surface scraping. This organic collection is an invaluable asset for building suspenseful cinematic tension, texturing hyper-realistic video game interactions, layering ghostly ambient backgrounds or designing highly tactile user interface (UI) elements.

Whether you need to sound-design a creeping, haunted hallway, accent a heavy industrial workspace or layer complex organic friction into creature sound design, this library provides a highly flexible and tactile toolkit.

- **Diverse Material Mapping:** Separated into three distinct acoustic textures: Crackles (sharp, transient structural pops), Creaks (sustained, resonant groans under weight or pivot tension) and Friction (continuous, textured surface-to-surface scraping).
- **Multi-Surface Architecture:** Indexes a vast range of physical compounds, covering deep wood groans (parquet floors, door jambs, sheds), metallic resonance (swings, wood stoves, office chairs) and tight organic/synthetic textures (rubber balloons, dry fingers, ceramic tiles).

- **Pristine High-Resolution Capture:** Recorded at 192 kHz / 32-bit utilizing professional Sound Devices MixPre-6 II and Zoom F3 hardware. Captured with a specialized mic pairing of the RØDE NTG1 shotgun (for tight, isolated transient focus) and ultra-low-noise FEL Clippy XLR EM272 omni microphones (for capturing microscopic acoustic details and deep sub-frequencies). This provides incredible headroom for extensive time-stretching, pitching and abstract sound manipulation.

Technical Specifications

- **Audio Quality:** 32-bit / 192 kHz (Lossless, high-definition masters optimized for extreme sound manipulation)
- **Workflow:** Fully UCS compliant (Universal Category System)
- **Microphones:** RØDE NTG1, FEL Clippy XLR EM272
- **Recorders:** Sound Devices MixPre-6 II, Zoom F3
- **Content:** 30 files (Isolated structural crackles, prolonged mechanical and wooden creaks, high-transient surface friction and intimate micro-foley elements).

Tracklist:

1. Crackle - Baby playpen, metal
2. Crackle - Bed, wood, metal
3. Crackle - Door jamb, wood
4. Crackle - Door threshold, wood
5. Crackle - Office chair, metal, plastic

6. Crackle - Oven, metal
7. Crackle - Parquet floor, wood
8. Creaks - Cabinet door, wood
9. Creaks - Construction trolley, metal
10. Creaks - Doorknob, metal
11. Creaks - Freezer door, plastic, metal
12. Creaks - Gate, metal
13. Creaks - Mail box, metal
14. Creaks - Seesaw, metal
15. Creaks - Shed door, wood
16. Creaks - Stable door, wood
17. Creaks - Swing, metal
18. Creaks - Toilet seat, plastic
19. Creaks - Wardrobe door, wood
20. Creaks - Wood stove door, metal
21. Friction - Cardboard
22. Friction - Ceramic tiles
23. Friction - Door, wood
24. Friction - Dry fingers
25. Friction - Metal pipe
26. Friction - Metal radiator
27. Friction - Paper
28. Friction - Plastic
29. Friction - Rubber balloon
30. Friction - Shed door, wood