

Organic Synthesis Vol.1

450 sound files, 3 h 46 min of audio.

450 files | 3 h 46 min | WAV 96 kHz 24-bit | 7.8 GB

Tone Loom

Overview

Specification

Format	WAV, 96 kHz, 24-bit, stereo
Sample rate	96 kHz
Bit depth	24-bit
Channels	Stereo
Files	450
Sounds	450
Duration	3 h 46 min
Size	7.8 GB
Naming	UCS v8.2.1 file names

UCS categories

CatID	Category	SubCategory	Files
DSGNRise	Designed	Riser	39
DSGNStngr	Designed	Stinger	28
DSGNBass	Designed	Bass Dive	25
DSGNBoom	Designed	Boom	25
DSGNDist	Designed	Distortion	25
DSGNDron	Designed	Drone	25
DSGNImpt	Designed	Impact	25
DSGNWhsh	Designed	Whoosh	25
SCIWeap	Scifi	Weapon	25
MAGElem	Magic	Elemental	17
UIClick	User Interface	Click	17
DSGNGran	Designed	Granular	16
MAGSpel	Magic	Spell	15
DSGNRythm	Designed	Rhythmic	13
MAGShim	Magic	Shimmer	13
DSGNEthr	Designed	Ethereal	10
NATDTorn	Natural Disaster	Tornado	9
UIAlert	User Interface	Alert	9
MECHLtch	Mechanical	Latch	8
MUSCTnprc	Musical	Percussion Tuned	7

and 24 more in the tracklist

#	File name	FX name	Description	Duration
AIRHiss Air / Hiss (4)				
1	AIRHiss_Brazen Descending Whisper Tail Mist 19_ToneLoom_OrganicSynthesisVol1.wav	Brazen Descending Whisper Tail Mist 19	Brilliant brazen air tail, mist-flavoured with soft onset and vast evolving tail. Tonal centre around A#5. Delivered as 5 distinct takes in one file (35.4 s, room-filling stereo spread); ideal for reverb sweeteners, silence fills and scene transitions.	0:35.4
2	AIRHiss_Focused Brass Descending Whisper Tail 07_ToneLoom_OrganicSynthesisVol1.wav	Focused Brass Descending Whisper Tail 07	Focused clanging air tail, brass-flavoured with long build and vast evolving tail. Tonal centre around G5. Delivered as 5 distinct takes in one file (36.3 s, room-filling stereo spread); ideal for cinematic air, silence fills and ambience polish.	0:36.3
3	AIRHiss_Present Aluminium Descending Whisper Tail 25_ToneLoom_OrganicSynthesisVol1.wav	Present Aluminium Descending Whisper Tail 25	Present brazen air tail, aluminium-flavoured with creeping onset and vast evolving tail. Tonal centre around A#5. Delivered as 5 distinct takes in one file (35.8 s, panoramic stereo width); ideal for reverb sweeteners, cinematic air and scene transitions.	0:35.8
4	AIRHiss_Weighty Timber Descending Whisper Tail 01_ToneLoom_OrganicSynthesisVol1.wav	Weighty Timber Descending Whisper Tail 01	Weighty brazen air tail, timber-flavoured with soft onset and extended cinematic decay of several seconds. Tonal centre around D#5. Delivered as 5 distinct takes in one file (36.2 s, ultra-wide immersive field); ideal for cinematic air, reverb sweeteners	0:36.2
BELLLrg Bells / Large (2)				
5	BELLLrg_Colossal Concrete Cathedral Bell Strike 25_ToneLoom_OrganicSynthesisVol1.wav	Colossal Concrete Cathedral Bell Strike 25	Colossal steely sound design element, concrete-flavoured with instant attack and vast evolving tail. Tonal centre around G#3. Delivered as 5 distinct takes in one file (50.1 s, expansive stereo field); ideal for mechanisms, cinematic design and weapon lay	0:50.1
6	BELLLrg_Heavy Anvil Cathedral Bell Strike 03_ToneLoom_OrganicSynthesisVol1.wav	Heavy Anvil Cathedral Bell Strike 03	Heavy brazen sound design element, anvil-flavoured with slow bloom and ocean-length reverberant wash. Tonal centre around F3. Delivered as 5 distinct takes in one file (47.3 s, room-filling stereo spread); ideal for mechanisms, weapon layers and sci-fi so	0:47.3
DSGNBass Designed / Bass Dive (25)				
7	DSGNBass_Brazen Cryogenic Temperature Drop Granite 16_ToneLoom_OrganicSynthesisVol1.wav	Brazen Cryogenic Temperature Drop Granite 16	Low-Slung brazen sound design element, granite-flavoured with long build and extended reverberant bloom. Tonal centre around E1. Delivered as 5 distinct takes in one file (28.9 s, centered, punchy image); ideal for cinematic design, weapon layers and hybr	0:28.9
8	DSGNBass_Brazen Sub-Bass Gravitational Dive Bedrock 13_ToneLoom_OrganicSynthesisVol1.wav	Brazen Sub-Bass Gravitational Dive Bedrock 13	Chest-Thumping brazen sound design element, bedrock-flavoured with long build and long cavernous tail. Tonal centre around G#1. Delivered as 5 distinct takes in one file (31.7 s, centered, punchy image); ideal for sci-fi sound design, power-ups and mechan	0:31.7
9	DSGNBass_Brazen Sub-Bass Gravitational Dive Cast Iron 06_ToneLoom_OrganicSynthesisVol1.wav	Brazen Sub-Bass Gravitational Dive Cast Iron 06	Sub-Heavy brazen sound design element, cast iron-flavoured with long build and deep, lingering decay. Tonal centre around D#1. Delivered as 5 distinct takes in one file (30.3 s, centered, punchy image); ideal for mechanisms, sci-fi sound design and power-	0:30.3
10	DSGNBass_Chest-Thumping Bedrock Tectonic Vacuum Drop 23_ToneLoom_OrganicSynthesisVol1.wav	Chest-Thumping Bedrock Tectonic Vacuum Drop 23	Chest-Thumping clanging sound design element, bedrock-flavoured with creeping onset and vast evolving tail. Tonal centre around B0. Delivered as 5 distinct takes in one file (29.7 s, moderate stereo width); ideal for weapon layers, cinematic design and me	0:29.7
11	DSGNBass_Chest-Thumping Concrete Zero-G monolith Dissipation 21_ToneLoom_OrganicSynthesisVol1.wav	Chest-Thumping Concrete Zero-G monolith Dissipation 21	Chest-Thumping iron-hard sound design element, concrete-flavoured with rising entry and extended cinematic decay of several seconds. Tonal centre around G1. Delivered as 5 distinct takes in one file (30.5 s, balanced stereo image); ideal for weapon layers	0:30.5

#	File name	FX name	Description	Duration
12	DSGNBass_Clanging Abyssal Pitch Collapse Cast Iron 05_ToneLoom_OrganicSynthesisVol1.wav	Clanging Abyssal Pitch Collapse Cast Iron 05	Colossal clanging sound design element, cast iron-flavoured with soft onset and long cavernous tail. Tonal centre around G1. Delivered as 5 distinct takes in one file (31.4 s, centered, punchy image); ideal for cinematic design, hybrid layering and weapon	0:31.4
13	DSGNBass_Clanging Cryogenic Temperature Drop Foundation 17_ToneLoom_OrganicSynthesisVol1.wav	Clanging Cryogenic Temperature Drop Foundation 17	Low-Slung clanging sound design element, foundation-flavoured with creeping onset and deep, lingering decay. Tonal centre around B1. Delivered as 5 distinct takes in one file (27.3 s, balanced stereo image); ideal for power-ups, hybrid layering and cinema	0:27.3
14	DSGNBass_Clanging Tectonic Vacuum Drop Concrete 01_ToneLoom_OrganicSynthesisVol1.wav	Clanging Tectonic Vacuum Drop Concrete 01	Sub-Heavy clanging sound design element, concrete-flavoured with creeping onset and extended cinematic decay of several seconds. Tonal centre around F1. Delivered as 5 distinct takes in one file (30.9 s, focused near-mono image); ideal for cinematic desig	0:30.9
15	DSGNBass_Colossal Boulder Cryogenic Temperature Drop 11_ToneLoom_OrganicSynthesisVol1.wav	Colossal Boulder Cryogenic Temperature Drop 11	Colossal iron-hard sound design element, boulder-flavoured with slow bloom and long cavernous tail. Tonal centre around C#1. Delivered as 5 distinct takes in one file (30.4 s, centered, punchy image); ideal for cinematic design, power-ups and weapon layer	0:30.4
16	DSGNBass_Colossal Granite Cryogenic Temperature Drop 03_ToneLoom_OrganicSynthesisVol1.wav	Colossal Granite Cryogenic Temperature Drop 03	Colossal iron-hard sound design element, granite-flavoured with long build and deep, lingering decay. Tonal centre around B0. Delivered as 5 distinct takes in one file (29.2 s, moderate stereo width); ideal for sci-fi sound design, hybrid layering and cin	0:29.2
17	DSGNBass_Colossal Granite Fusion Core Depressurization 09_ToneLoom_OrganicSynthesisVol1.wav	Colossal Granite Fusion Core Depressurization 09	Colossal grinding sound design element, granite-flavoured with rounded attack and extended cinematic decay of several seconds. Tonal centre around C1. Delivered as 5 distinct takes in one file (32.2 s, focused near-mono image); ideal for hybrid layering,	0:32.2
18	DSGNBass_Forged Abyssal Oceanic Trench Sink Boulder 18_ToneLoom_OrganicSynthesisVol1.wav	Forged Abyssal Oceanic Trench Sink Boulder 18	Seismic forged sound design element, boulder-flavoured with creeping onset and extended reverberant bloom. Tonal centre around C1. Delivered as 5 distinct takes in one file (29.4 s, balanced stereo image); ideal for mechanisms, sci-fi sound design and hyb	0:29.4
19	DSGNBass_Forged Abyssal Oceanic Trench Sink Granite 19_ToneLoom_OrganicSynthesisVol1.wav	Forged Abyssal Oceanic Trench Sink Granite 19	Sub-Heavy forged sound design element, granite-flavoured with creeping onset and deep, lingering decay. Tonal centre around D#1. Delivered as 5 distinct takes in one file (30.9 s, focused near-mono image); ideal for cinematic design, hybrid layering and s	0:30.9
20	DSGNBass_Iron-Hard Abyssal Oceanic Trench Sink Concrete 12_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Abyssal Oceanic Trench Sink Concrete 12	Low-Slung iron-hard sound design element, concrete-flavoured with rising entry and long cavernous tail. Tonal centre around D1. Delivered as 5 distinct takes in one file (27.0 s, tightly focused stereo field); ideal for cinematic design, mechanisms and we	0:27.0
21	DSGNBass_Iron-Hard Abyssal Pitch Collapse Bedrock 14_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Abyssal Pitch Collapse Bedrock 14	Chest-Thumping iron-hard sound design element, bedrock-flavoured with long build and long cavernous tail. Tonal centre around D1. Delivered as 5 distinct takes in one file (26.4 s, moderate stereo width); ideal for hybrid layering, power-ups and mechanism	0:26.4
22	DSGNBass_Iron-Hard Tectonic Vacuum Drop Granite 15_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Tectonic Vacuum Drop Granite 15	Colossal iron-hard sound design element, granite-flavoured with long build and long cavernous tail. Tonal centre around D1. Delivered as 5 distinct takes in one file (26.8 s, centered, punchy image); ideal for hybrid layering, mechanisms and weapon layers	0:26.8
23	DSGNBass_Low-Slung Concrete Zero-G monolith Dissipation 04_ToneLoom_OrganicSynthesisVol1.wav	Low-Slung Concrete Zero-G monolith Dissipation 04	Low-Slung steely sound design element, concrete-flavoured with long build and extended cinematic decay of several seconds. Tonal centre around G#1. Delivered as 5 distinct takes in one file (30.2 s, tightly focused stereo field); ideal for weapon layers,	0:30.2

#	File name	FX name	Description	Duration
24	DSGNBass_Low-Slung Foundation Fusion Core Depressurization 20_ToneLoom_OrganicSynthesisVol1.wav	Low-Slung Foundation Fusion Core Depressurization 20	Low-Slung brazen sound design element, foundation-flavoured with tight onset and extended cinematic decay of several seconds. Tonal centre around D#1. Delivered as 5 distinct takes in one file (30.2 s, focused near-mono image); ideal for hybrid layering,	0:30.2
25	DSGNBass_Low-Slung Granite Cryogenic Temperature Drop 25_ToneLoom_OrganicSynthesisVol1.wav	Low-Slung Granite Cryogenic Temperature Drop 25	Low-Slung iron-hard sound design element, granite-flavoured with creeping onset and extended reverberant bloom. Tonal centre around E1. Delivered as 5 distinct takes in one file (29.2 s, tightly focused stereo field); ideal for cinematic design, weapon la	0:29.2
26	DSGNBass_Low-Slung Granite Fusion Core Depressurization 02_ToneLoom_OrganicSynthesisVol1.wav	Low-Slung Granite Fusion Core Depressurization 02	Low-Slung clanging sound design element, granite-flavoured with long build and extended reverberant bloom. Tonal centre around D#1. Delivered as 5 distinct takes in one file (28.6 s, centered, punchy image); ideal for weapon layers, power-ups and sci-fi s	0:28.6
27	DSGNBass_Metallic Fusion Core Depressurization Concrete 10_ToneLoom_OrganicSynthesisVol1.wav	Metallic Fusion Core Depressurization Concrete 10	Colossal metallic sound design element, concrete-flavoured with soft onset and extended cinematic decay of several seconds. Tonal centre around E1. Delivered as 5 distinct takes in one file (28.8 s, tightly focused stereo field); ideal for mechanisms, pow	0:28.8
28	DSGNBass_Seismic Bedrock Subsonic Power Descent 22_ToneLoom_OrganicSynthesisVol1.wav	Seismic Bedrock Subsonic Power Descent 22	Seismic clanging sound design element, bedrock-flavoured with creeping onset and deep, lingering decay. Tonal centre around D1. Delivered as 5 distinct takes in one file (26.5 s, centered, punchy image); ideal for cinematic design, weapon layers and mecha	0:26.5
29	DSGNBass_Seismic Bedrock Subsonic Power Descent 24_ToneLoom_OrganicSynthesisVol1.wav	Seismic Bedrock Subsonic Power Descent 24	Seismic metallic sound design element, bedrock-flavoured with soft onset and extended reverberant bloom. Tonal centre around C#1. Delivered as 5 distinct takes in one file (32.3 s, focused near-mono image); ideal for mechanisms, hybrid layering and sci-fi	0:32.3
30	DSGNBass_Subterranean Concrete Cryogenic Temperature Drop 08_ToneLoom_OrganicSynthesisVol1.wav	Subterranean Concrete Cryogenic Temperature Drop 08	Subterranean clanging sound design element, concrete-flavoured with long build and extended reverberant bloom. Tonal centre around E1. Delivered as 5 distinct takes in one file (31.2 s, focused near-mono image); ideal for sci-fi sound design, power-ups an	0:31.2
31	DSGNBass_Subterranean Foundation Subsonic Power Descent 07_ToneLoom_OrganicSynthesisVol1.wav	Subterranean Foundation Subsonic Power Descent 07	Subterranean grinding sound design element, foundation-flavoured with creeping onset and deep, lingering decay. Tonal centre around C#1. Delivered as 5 distinct takes in one file (27.3 s, focused near-mono image); ideal for sci-fi sound design, weapon lay	0:27.3
DSGNBoom Designed / Boom (25)				
32	DSGNBoom_Brazen Seismic Deep Shock Blast Concrete 21_ToneLoom_OrganicSynthesisVol1.wav	Brazen Seismic Deep Shock Blast Concrete 21	Low-Slung brazen explosion, concrete-flavoured with tight onset and vast evolving tail. Tonal centre around F1. Delivered as 5 distinct takes in one file (34.5 s, natural stereo spread); ideal for demolition, blast scenes and fireball effects.	0:34.5
33	DSGNBoom_Brazen Shattered Debris Core Hit Bedrock 15_ToneLoom_OrganicSynthesisVol1.wav	Brazen Shattered Debris Core Hit Bedrock 15	Chest-Thumping brazen explosion, bedrock-flavoured with rising entry and extended cinematic decay of several seconds. Tonal centre around D#1. Delivered as 5 distinct takes in one file (39.1 s, balanced stereo image); ideal for shockwave transitions, war	0:39.1
34	DSGNBoom_Brazen Shattered Debris Core Hit Foundation 22_ToneLoom_OrganicSynthesisVol1.wav	Brazen Shattered Debris Core Hit Foundation 22	Low-Slung brazen explosion, foundation-flavoured with rising entry and vast evolving tail. Tonal centre around D#1. Delivered as 5 distinct takes in one file (37.3 s, balanced stereo image); ideal for blast scenes, disaster scenes and war sequences.	0:37.3
35	DSGNBoom_Brazen Shattered Debris Core Hit Steel 07_ToneLoom_OrganicSynthesisVol1.wav	Brazen Shattered Debris Core Hit Steel 07	Dark brazen explosion, steel-flavoured with punchy front-end and vast evolving tail. Tonal centre around B0. Delivered as 5 distinct takes in one file (31.3 s, natural stereo spread); ideal for disaster scenes, demolition and blast scenes.	0:31.3

#	File name	FX name	Description	Duration
36	DSGNBoom_Brazen Underwater Depth Charge Granite 20_ToneLoom_OrganicSynthesisVol1.wav	Brazen Underwater Depth Charge Granite 20	Low-Slung brazen explosion, granite-flavoured with rising entry and vast evolving tail. Tonal centre around G1. Delivered as 5 distinct takes in one file (40.5 s, natural stereo spread); ideal for blast scenes, disaster scenes and war sequences.	0:40.5
37	DSGNBoom_Chest-Thumping Cast Iron Subterranean Mine Blast 24_ToneLoom_OrganicSynthesisVol1.wav	Chest-Thumping Cast Iron Subterranean Mine Blast 24	Chest-Thumping forged explosion, cast iron-flavoured with creeping onset and tight dry decay. Tonal centre around D#1. Delivered as 5 distinct takes in one file (39.8 s, moderate stereo width); ideal for blast scenes, shockwave transitions and war sequenc	0:39.8
38	DSGNBoom_Chest-Thumping Granite Subterranean Mine Blast 09_ToneLoom_OrganicSynthesisVol1.wav	Chest-Thumping Granite Subterranean Mine Blast 09	Chest-Thumping brazen explosion, granite-flavoured with instant attack and vast evolving tail. Tonal centre around B0. Delivered as 5 distinct takes in one file (39.7 s, natural stereo spread); ideal for shockwave transitions, war sequences and blast scen	0:39.7
39	DSGNBoom_Clanging Cavern Collapse Shockwave Cast Iron 01_ToneLoom_OrganicSynthesisVol1.wav	Clanging Cavern Collapse Shockwave Cast Iron 01	Subterranean clanging explosion, cast iron-flavoured with tight onset and extended cinematic decay of several seconds. Tonal centre around F1. Delivered as 5 distinct takes in one file (36.7 s, balanced stereo image); ideal for fireball effects, disaster	0:36.7
40	DSGNBoom_Clanging Underwater Depth Charge Foundation 12_ToneLoom_OrganicSynthesisVol1.wav	Clanging Underwater Depth Charge Foundation 12	Colossal clanging explosion, foundation-flavoured with tight onset and extended cinematic decay of several seconds. Tonal centre around F1. Delivered as 5 distinct takes in one file (35.6 s, natural stereo spread); ideal for shockwave transitions, demolit	0:35.6
41	DSGNBoom_Colossal Concrete Gasoline Fireball Eruption 19_ToneLoom_OrganicSynthesisVol1.wav	Colossal Concrete Gasoline Fireball Eruption 19	Colossal metallic explosion, concrete-flavoured with long build and ocean-length reverberant wash. Tonal centre around A1. Delivered as 5 distinct takes in one file (39.0 s, balanced stereo image); ideal for blast scenes, war sequences and fireball effect	0:39.0
42	DSGNBoom_Forged Gasoline Fireball Eruption Bedrock 03_ToneLoom_OrganicSynthesisVol1.wav	Forged Gasoline Fireball Eruption Bedrock 03	Colossal forged explosion, bedrock-flavoured with rising entry and vast evolving tail. Tonal centre around G1. Delivered as 5 distinct takes in one file (36.2 s, moderate stereo width); ideal for demolition, disaster scenes and shockwave transitions.	0:36.2
43	DSGNBoom_Growling Subterranean Mine Blast Cast Iron 16_ToneLoom_OrganicSynthesisVol1.wav	Growling Subterranean Mine Blast Cast Iron 16	Low-Slung growling explosion, cast iron-flavoured with rising entry and quick ambient release. Tonal centre around D1. Delivered as 5 distinct takes in one file (31.4 s, moderate stereo width); ideal for demolition, blast scenes and war sequences.	0:31.4
44	DSGNBoom_Iron-Hard Seismic Deep Shock Blast Oak 04_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Seismic Deep Shock Blast Oak 04	Weighty iron-hard explosion, oak-flavoured with creeping onset and vast evolving tail. Tonal centre around D1. Delivered as 5 distinct takes in one file (33.0 s, moderate stereo width); ideal for blast scenes, disaster scenes and demolition.	0:33.0
45	DSGNBoom_Low-Slung Boulder Cavern Collapse Shockwave 18_ToneLoom_OrganicSynthesisVol1.wav	Low-Slung Boulder Cavern Collapse Shockwave 18	Low-Slung clanging explosion, boulder-flavoured with rising entry and vast evolving tail. Tonal centre around B0. Delivered as 5 distinct takes in one file (36.8 s, balanced stereo image); ideal for disaster scenes, demolition and blast scenes.	0:36.8
46	DSGNBoom_Low-Slung Granite Shattered Debris Core Hit 14_ToneLoom_OrganicSynthesisVol1.wav	Low-Slung Granite Shattered Debris Core Hit 14	Low-Slung clanging explosion, granite-flavoured with long build and vast evolving tail. Tonal centre around C1. Delivered as 5 distinct takes in one file (33.8 s, moderate stereo width); ideal for war sequences, shockwave transitions and disaster scenes.	0:33.8
47	DSGNBoom_Seismic Concrete Seismic Deep Shock Blast 13_ToneLoom_OrganicSynthesisVol1.wav	Seismic Concrete Seismic Deep Shock Blast 13	Seismic clanging explosion, concrete-flavoured with rising entry and extended cinematic decay of several seconds. Tonal centre around C1. Delivered as 5 distinct takes in one file (41.0 s, natural stereo spread); ideal for demolition, fireball effects and	0:41.0

#	File name	FX name	Description	Duration
48	DSGNBoom_Seismic Granite Shattered Debris Core Hit 23_ToneLoom_OrganicSynthesisVol1.wav	Seismic Granite Shattered Debris Core Hit 23	Seismic metallic explosion, granite-flavoured with snapping transient and extended cinematic decay of several seconds. Tonal centre around C#1. Delivered as 5 distinct takes in one file (38.0 s, balanced stereo image); ideal for disaster scenes, fireball	0:38.0
49	DSGNBoom_Singing Subterranean Mine Blast Granite 02_ToneLoom_OrganicSynthesisVol1.wav	Singing Subterranean Mine Blast Granite 02	Low-Slung singing explosion, granite-flavoured with fast attack and long cavernous tail. Tonal centre around C1. Delivered as 5 distinct takes in one file (30.6 s, balanced stereo image); ideal for war sequences, shockwave transitions and blast scenes.	0:30.6
50	DSGNBoom_Steely Gasoline Fireball Eruption Boulder 17_ToneLoom_OrganicSynthesisVol1.wav	Steely Gasoline Fireball Eruption Boulder 17	Sub-Heavy steely explosion, boulder-flavoured with punchy front-end and extended cinematic decay of several seconds. Tonal centre around G1. Delivered as 5 distinct takes in one file (43.2 s, natural stereo spread); ideal for shockwave transitions, disast	0:43.2
51	DSGNBoom_Steely Thermobaric Ground Detonation Boulder 08_ToneLoom_OrganicSynthesisVol1.wav	Steely Thermobaric Ground Detonation Boulder 08	Subterranean steely explosion, boulder-flavoured with fast attack and tight dry decay. Tonal centre around D1. Delivered as 5 distinct takes in one file (35.8 s, balanced stereo image); ideal for demolition, war sequences and fireball effects.	0:35.8
52	DSGNBoom_Sub-Heavy Granite Cavern Collapse Shockwave 10_ToneLoom_OrganicSynthesisVol1.wav	Sub-Heavy Granite Cavern Collapse Shockwave 10	Sub-Heavy singing explosion, granite-flavoured with slow bloom and ocean-length reverberant wash. Tonal centre around D1. Delivered as 5 distinct takes in one file (40.3 s, natural stereo spread); ideal for shockwave transitions, fireball effects and demo	0:40.3
53	DSGNBoom_Sub-Heavy Granite Singularity Detonation Burst 11_ToneLoom_OrganicSynthesisVol1.wav	Sub-Heavy Granite Singularity Detonation Burst 11	Sub-Heavy clanging explosion, granite-flavoured with snapping transient and medium hall decay. Tonal centre around E1. Delivered as 5 distinct takes in one file (36.4 s, moderate stereo width); ideal for fireball effects, disaster scenes and blast scenes.	0:36.4
54	DSGNBoom_Subterranean Cast Iron Singularity Detonation Burst 05_ToneLoom_OrganicSynthesisVol1.wav	Subterranean Cast Iron Singularity Detonation Burst 05	Subterranean forged explosion, cast iron-flavoured with rising entry and deep, lingering decay. Tonal centre around A1. Delivered as 5 distinct takes in one file (35.6 s, natural stereo spread); ideal for disaster scenes, shockwave transitions and firebal	0:35.6
55	DSGNBoom_Subterranean Concrete Gasoline Fireball Eruption 25_ToneLoom_OrganicSynthesisVol1.wav	Subterranean Concrete Gasoline Fireball Eruption 25	Subterranean steely explosion, concrete-flavoured with creeping onset and brief room tail. Tonal centre around D#1. Delivered as 5 distinct takes in one file (33.5 s, natural stereo spread); ideal for disaster scenes, fireball effects and blast scenes.	0:33.5
56	DSGNBoom_Subterranean Foundation Shattered Debris Core Hit 06_ToneLoom_OrganicSynthesisVol1.wav	Subterranean Foundation Shattered Debris Core Hit 06	Subterranean metallic explosion, foundation-flavoured with hard onset and ocean-length reverberant wash. Tonal centre around A1. Delivered as 5 distinct takes in one file (32.9 s, balanced stereo image); ideal for fireball effects, shockwave transitions a	0:32.9
DSGNDist Designed / Distortion (25)				
57	DSGNDist_Brazen Cybernetic Data Stutter Foundation 18_ToneLoom_OrganicSynthesisVol1.wav	Brazen Cybernetic Data Stutter Foundation 18	Subterranean brazen digital glitch, foundation-flavoured with sharp strike and natural stage tail. Tonal centre around G5. Delivered as 5 distinct takes in one file (15.7 s, expansive stereo field); ideal for data corruption, cyber transitions and tech fa	0:15.7
58	DSGNDist_Brazen digital Clock Sync Corrupt Bedrock 07_ToneLoom_OrganicSynthesisVol1.wav	Brazen digital Clock Sync Corrupt Bedrock 07	Chest-Thumping brazen digital glitch, bedrock-flavoured with rounded attack and medium hall decay. Tonal centre around A#5. Delivered as 5 distinct takes in one file (14.1 s, expansive stereo field); ideal for stutter edits, cyber transitions and data cor	0:14.1
59	DSGNDist_Brazen Digital Memory Fracture Brass 03_ToneLoom_OrganicSynthesisVol1.wav	Brazen Digital Memory Fracture Brass 03	Present brazen digital glitch, brass-flavoured with slow bloom and mid-length reverberant fade. Tonal centre around C#1. Delivered as 5 distinct takes in one file (13.3 s, expansive stereo field); ideal for tech failures, data corruption and screen interf	0:13.3

#	File name	FX name	Description	Duration
60	DSGNDist_Brilliant Filament feedback Feedback Stutter 06_ToneLoom_OrganicSynthesisVol1.wav	Brilliant Filament feedback Feedback Stutter 06	Brilliant rough-edged digital glitch, filament-flavoured with creeping onset and mid-length reverberant fade. Tonal centre around B0. Delivered as 5 distinct takes in one file (15.0 s, wide stereo image); ideal for data corruption, digital errors and scre	0:15.0
61	DSGNDist_Buzzing Cybernetic Data Stutter Brass 09_ToneLoom_OrganicSynthesisVol1.wav	Buzzing Cybernetic Data Stutter Brass 09	Punchy buzzing digital glitch, brass-flavoured with slow bloom and mid-length reverberant fade. Tonal centre around C4. Delivered as 5 distinct takes in one file (15.2 s, broad, enveloping spread); ideal for screen interference, tech failures and cyber tr	0:15.2
62	DSGNDist_Focused Aluminium Buffer Cut Stutter Fracture 23_ToneLoom_OrganicSynthesisVol1.wav	Focused Aluminium Buffer Cut Stutter Fracture 23	Focused steely digital glitch, aluminium-flavoured with long build and natural stage tail. Tonal centre around G#1. Delivered as 5 distinct takes in one file (14.1 s, wide stereo image); ideal for screen interference, digital errors and data corruption.	0:14.1
63	DSGNDist_Forged granular Packet Disruption Anvil 16_ToneLoom_OrganicSynthesisVol1.wav	Forged granular Packet Disruption Anvil 16	Dense forged digital glitch, anvil-flavoured with quick strike and mid-length reverberant fade. Tonal centre around E5. Delivered as 5 distinct takes in one file (13.9 s, broad, enveloping spread); ideal for screen interference, cyber transitions and digi	0:13.9
64	DSGNDist_Forged granular Packet Disruption Steel 02_ToneLoom_OrganicSynthesisVol1.wav	Forged granular Packet Disruption Steel 02	Thick forged digital glitch, steel-flavoured with rising entry and quick ambient release. Tonal centre around F1. Delivered as 5 distinct takes in one file (14.4 s, broad, enveloping spread); ideal for tech failures, screen interference and data corruptio	0:14.4
65	DSGNDist_Forged stepped Memory Error Timber 08_ToneLoom_OrganicSynthesisVol1.wav	Forged stepped Memory Error Timber 08	Dark forged digital glitch, timber-flavoured with creeping onset and mid-length reverberant fade. Tonal centre around C4. Delivered as 5 distinct takes in one file (14.1 s, expansive stereo field); ideal for cyber transitions, screen interference and tech	0:14.1
66	DSGNDist_Forged stepped Memory Error Wire 01_ToneLoom_OrganicSynthesisVol1.wav	Forged stepped Memory Error Wire 01	Airy forged digital glitch, wire-flavoured with snapping transient and natural stage tail. Tonal centre around C5. Delivered as 5 distinct takes in one file (13.8 s, wide stereo image); ideal for tech failures, digital errors and cyber transitions.	0:13.8
67	DSGNDist_Iron-Hard Digital Memory Fracture Cable 11_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Digital Memory Fracture Cable 11	Muscular iron-hard digital glitch, cable-flavoured with rounded attack and medium hall decay. Tonal centre around D5. Delivered as 5 distinct takes in one file (13.6 s, expansive stereo field); ideal for screen interference, cyber transitions and digital	0:13.6
68	DSGNDist_Iron-Hard feedback Feedback Stutter Concrete 22_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard feedback Feedback Stutter Concrete 22	Low-Slung iron-hard digital glitch, concrete-flavoured with rising entry and short controlled release. Tonal centre around C4. Delivered as 5 distinct takes in one file (12.8 s, broad, enveloping spread); ideal for tech failures, stutter edits and data co	0:12.8
69	DSGNDist_Iron-Hard Optical Data Stream Tear Concrete 04_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Optical Data Stream Tear Concrete 04	Seismic iron-hard digital glitch, concrete-flavoured with slow bloom and mid-length reverberant fade. Tonal centre around C1. Delivered as 5 distinct takes in one file (14.9 s, broad, enveloping spread); ideal for cyber transitions, screen interference an	0:14.9
70	DSGNDist_Lean Ice feedback Feedback Stutter 14_ToneLoom_OrganicSynthesisVol1.wav	Lean Ice feedback Feedback Stutter 14	Lean iron-hard digital glitch, ice-flavoured with fast attack and natural stage tail. Tonal centre around A5. Delivered as 5 distinct takes in one file (12.7 s, broad, enveloping spread); ideal for stutter edits, screen interference and digital errors.	0:12.7
71	DSGNDist_Metallic Buffer Cut Stutter Fracture Brass 12_ToneLoom_OrganicSynthesisVol1.wav	Metallic Buffer Cut Stutter Fracture Brass 12	Solid metallic digital glitch, brass-flavoured with creeping onset and mid-length reverberant fade. Tonal centre around D1. Delivered as 5 distinct takes in one file (15.5 s, wide stereo image); ideal for screen interference, data corruption and tech fail	0:15.5

#	File name	FX name	Description	Duration
72	DSGNDist_Metallic stepped Memory Error Mist 17_ToneLoom_OrganicSynthesisVol1.wav	Metallic stepped Memory Error Mist 17	Silvery metallic digital glitch, mist-flavoured with fast attack and medium hall decay. Tonal centre around D#1. Delivered as 5 distinct takes in one file (12.7 s, broad, enveloping spread); ideal for stutter edits, cyber transitions and tech failures.	0:12.7
73	DSGNDist_Muscular Rubber Cybernetic Data Stutter 19_ToneLoom_OrganicSynthesisVol1.wav	Muscular Rubber Cybernetic Data Stutter 19	Muscular brazen digital glitch, rubber-flavoured with gradual swell-in and mid-length reverberant fade. Tonal centre around C5. Delivered as 5 distinct takes in one file (14.5 s, wide stereo image); ideal for tech failures, data corruption and digital err	0:14.5
74	DSGNDist_Muscular Rubber stepped Memory Error 25_ToneLoom_OrganicSynthesisVol1.wav	Muscular Rubber stepped Memory Error 25	Muscular clanging digital glitch, rubber-flavoured with gentle entry and mid-length reverberant fade. Tonal centre around C1. Delivered as 5 distinct takes in one file (14.2 s, wide stereo image); ideal for screen interference, data corruption and cyber t	0:14.2
75	DSGNDist_Rough-Edged Buffer Cut Stutter Fracture Titanium 15_ToneLoom_OrganicSynthesisVol1.wav	Rough-Edged Buffer Cut Stutter Fracture Titanium 15	Crisp rough-edged digital glitch, titanium-flavoured with hard onset and natural stage tail. Tonal centre around G5. Delivered as 5 distinct takes in one file (13.7 s, broad, enveloping spread); ideal for digital errors, data corruption and stutter edits.	0:13.7
76	DSGNDist_Serrated Buffer Cut Stutter Fracture Ceramic 05_ToneLoom_OrganicSynthesisVol1.wav	Serrated Buffer Cut Stutter Fracture Ceramic 05	Bright serrated digital glitch, ceramic-flavoured with snapping transient and natural stage tail. Tonal centre around C4. Delivered as 5 distinct takes in one file (13.7 s, broad, enveloping spread); ideal for screen interference, tech failures and data c	0:13.7
77	DSGNDist_Solid Sheet Metal Optical Data Stream Tear 20_ToneLoom_OrganicSynthesisVol1.wav	Solid Sheet Metal Optical Data Stream Tear 20	Solid steely digital glitch, sheet metal-flavoured with rising entry and natural stage tail. Tonal centre around G#3. Delivered as 5 distinct takes in one file (14.5 s, wide stereo image); ideal for data corruption, tech failures and stutter edits.	0:14.5
78	DSGNDist_Steely feedback Feedback Stutter Mist 13_ToneLoom_OrganicSynthesisVol1.wav	Steely feedback Feedback Stutter Mist 13	Glassy steely digital glitch, mist-flavoured with instant attack and mid-length reverberant fade. Tonal centre around D1. Delivered as 5 distinct takes in one file (14.0 s, broad, enveloping spread); ideal for cyber transitions, stutter edits and data cor	0:14.0
79	DSGNDist_Steely granular Packet Disruption Rubber 24_ToneLoom_OrganicSynthesisVol1.wav	Steely granular Packet Disruption Rubber 24	Muscular steely digital glitch, rubber-flavoured with sharp strike and mid-length reverberant fade. Tonal centre around D#1. Delivered as 5 distinct takes in one file (14.2 s, wide stereo image); ideal for data corruption, digital errors and stutter edits	0:14.2
80	DSGNDist_Thick Stone feedback Feedback Stutter 21_ToneLoom_OrganicSynthesisVol1.wav	Thick Stone feedback Feedback Stutter 21	Thick brazen digital glitch, stone-flavoured with slow bloom and mid-length reverberant fade. Tonal centre around G1. Delivered as 5 distinct takes in one file (14.5 s, broad, enveloping spread); ideal for screen interference, data corruption and tech fai	0:14.5
81	DSGNDist_Weighty Oak Cybernetic Data Stutter 10_ToneLoom_OrganicSynthesisVol1.wav	Weighty Oak Cybernetic Data Stutter 10	Weighty snarling digital glitch, oak-flavoured with sharp strike and natural stage tail. Tonal centre around G5. Delivered as 5 distinct takes in one file (12.4 s, wide stereo image); ideal for stutter edits, tech failures and cyber transitions.	0:12.4
DSGNDron Designed / Drone (25)				
82	DSGNDron_Buzzing Dorian Cello Harmonic Drone Bedrock 02_ToneLoom_OrganicSynthesisVol1.wav	Buzzing Dorian Cello Harmonic Drone Bedrock 02	Low-Slung buzzing evolving drone bed, bedrock-flavoured with creeping onset and ocean-length reverberant wash. Tonal centre around G1. Delivered as a single long evolving take in one file (42.5 s, wide stereo image); ideal for dark ambiences, tension beds	0:42.5
83	DSGNDron_Buzzing Ethereal Major Harmonic Drone Oak 04_ToneLoom_OrganicSynthesisVol1.wav	Buzzing Ethereal Major Harmonic Drone Oak 04	Weighty buzzing evolving drone bed, oak-flavoured with creeping onset and ocean-length reverberant wash. Tonal centre around E3. Delivered as a single long evolving take in one file (43.5 s, room-filling stereo spread); ideal for dark ambiences, ambient l	0:43.5

#	File name	FX name	Description	Duration
84	DSGNDron_Chest-Thumping Concrete Dorian Cello Harmonic Drone 24_ToneLoom_OrganicSynthesisVol1.wav	Chest-Thumping Concrete Dorian Cello Harmonic Drone 24	Chest-Thumping churning evolving drone bed, concrete-flavoured with rising entry and ocean-length reverberant wash. Tonal centre around G1. Delivered as a single long evolving take in one file (41.8 s, wide stereo image); ideal for sci-fi environments, sc	0:41.8
85	DSGNDron_Churning Dorian Cello Harmonic Drone Stone 18_ToneLoom_OrganicSynthesisVol1.wav	Churning Dorian Cello Harmonic Drone Stone 18	Meaty churning evolving drone bed, stone-flavoured with creeping onset and ocean-length reverberant wash. Tonal centre around F#3. Delivered as a single long evolving take in one file (39.3 s, room-filling stereo spread); ideal for tension beds, ambient l	0:39.3
86	DSGNDron_Churning Majestic Fifth Harmonic Drone Timber 11_ToneLoom_OrganicSynthesisVol1.wav	Churning Majestic Fifth Harmonic Drone Timber 11	Dark churning evolving drone bed, timber-flavoured with creeping onset and extended cinematic decay of several seconds. Tonal centre around B1. Delivered as a single long evolving take in one file (38.9 s, room-filling stereo spread); ideal for ambient la	0:38.9
87	DSGNDron_Churning Minor Ninth Harmonic Drone Bedrock 15_ToneLoom_OrganicSynthesisVol1.wav	Churning Minor Ninth Harmonic Drone Bedrock 15	Sub-Heavy churning evolving drone bed, bedrock-flavoured with creeping onset and vast evolving tail. Tonal centre around F1. Delivered as a single long evolving take in one file (42.4 s, wide stereo image); ideal for horror atmospheres, sci-fi environment	0:42.4
88	DSGNDron_Colossal Granite monolith Monolith Drone 22_ToneLoom_OrganicSynthesisVol1.wav	Colossal Granite monolith Monolith Drone 22	Colossal growling evolving drone bed, granite-flavoured with rising entry and vast evolving tail. Tonal centre around F3. Delivered as a single long evolving take in one file (39.1 s, expansive stereo field); ideal for sci-fi environments, dark ambiences	0:39.1
89	DSGNDron_Dark Steel Minor Ninth Harmonic Drone 07_ToneLoom_OrganicSynthesisVol1.wav	Dark Steel Minor Ninth Harmonic Drone 07	Dark bell-like evolving drone bed, steel-flavoured with creeping onset and vast evolving tail. Tonal centre around E3. Delivered as a single long evolving take in one file (39.2 s, ultra-wide immersive field); ideal for horror atmospheres, score underlays	0:39.2
90	DSGNDron_Dark Steel Suspended Fifth Harmonic Drone 25_ToneLoom_OrganicSynthesisVol1.wav	Dark Steel Suspended Fifth Harmonic Drone 25	Dark buzzing evolving drone bed, steel-flavoured with creeping onset and extended cinematic decay of several seconds. Tonal centre around A#3. Delivered as a single long evolving take in one file (38.4 s, ultra-wide immersive field); ideal for ambient lay	0:38.4
91	DSGNDron_Dense Timber Dorian Cello Harmonic Drone 10_ToneLoom_OrganicSynthesisVol1.wav	Dense Timber Dorian Cello Harmonic Drone 10	Dense snarling evolving drone bed, timber-flavoured with rising entry and extended cinematic decay of several seconds. Tonal centre around G3. Delivered as a single long evolving take in one file (40.2 s, ultra-wide immersive field); ideal for ambient lay	0:40.2
92	DSGNDron_Fluttering monolith Monolith Drone Bedrock 14_ToneLoom_OrganicSynthesisVol1.wav	Fluttering monolith Monolith Drone Bedrock 14	Colossal fluttering evolving drone bed, bedrock-flavoured with slow bloom and long cavernous tail. Tonal centre around E1. Delivered as a single long evolving take in one file (42.5 s, expansive stereo field); ideal for ambient layers, dark ambiences and	0:42.5
93	DSGNDron_Growling Phrygian Brass Harmonic Drone Granite 21_ToneLoom_OrganicSynthesisVol1.wav	Growling Phrygian Brass Harmonic Drone Granite 21	Colossal growling evolving drone bed, granite-flavoured with rising entry and vast evolving tail. Tonal centre around E1. Delivered as a single long evolving take in one file (39.3 s, expansive stereo field); ideal for sci-fi environments, score underlays	0:39.3
94	DSGNDron_Heavy Timber Ethereal Major Harmonic Drone 12_ToneLoom_OrganicSynthesisVol1.wav	Heavy Timber Ethereal Major Harmonic Drone 12	Heavy grinding evolving drone bed, timber-flavoured with rising entry and vast evolving tail. Tonal centre around A1. Delivered as a single long evolving take in one file (44.7 s, room-filling stereo spread); ideal for horror atmospheres, score underlays	0:44.7
95	DSGNDron_Low-Slung Granite Phrygian Brass Harmonic Drone 05_ToneLoom_OrganicSynthesisVol1.wav	Low-Slung Granite Phrygian Brass Harmonic Drone 05	Low-Slung growling evolving drone bed, granite-flavoured with rising entry and vast evolving tail. Tonal centre around A1. Delivered as a single long evolving take in one file (40.9 s, wide stereo image); ideal for sci-fi environments, ambient layers and	0:40.9

#	File name	FX name	Description	Duration
96	DSGNDron_Meaty Hull Plate Suspended Fifth Harmonic Drone 17_ToneLoom_OrganicSynthesisVol1.wav	Meaty Hull Plate Suspended Fifth Harmonic Drone 17	Meaty buzzing evolving drone bed, hull plate-flavoured with creeping onset and vast evolving tail. Tonal centre around D3. Delivered as a single long evolving take in one file (45.0 s, panoramic stereo width); ideal for tension beds, horror atmospheres an	0:45.0
97	DSGNDron_Meaty Oak monolith Monolith Drone 06_ToneLoom_OrganicSynthesisVol1.wav	Meaty Oak monolith Monolith Drone 06	Meaty buzzing evolving drone bed, oak-flavoured with creeping onset and extended cinematic decay of several seconds. Tonal centre around G3. Delivered as a single long evolving take in one file (43.4 s, ultra-wide immersive field); ideal for horror atmosp	0:43.4
98	DSGNDron_Snarling Minor Ninth Harmonic Drone Foundation 23_ToneLoom_OrganicSynthesisVol1.wav	Snarling Minor Ninth Harmonic Drone Foundation 23	Sub-Heavy snarling evolving drone bed, foundation-flavoured with long build and vast evolving tail. Tonal centre around D3. Delivered as a single long evolving take in one file (45.4 s, broad, enveloping spread); ideal for horror atmospheres, ambient laye	0:45.4
99	DSGNDron_Snarling Suspended Fifth Harmonic Drone Cast Iron 09_ToneLoom_OrganicSynthesisVol1.wav	Snarling Suspended Fifth Harmonic Drone Cast Iron 09	Chest-Thumping snarling evolving drone bed, cast iron-flavoured with rising entry and vast evolving tail. Tonal centre around G1. Delivered as a single long evolving take in one file (41.7 s, expansive stereo field); ideal for sci-fi environments, score u	0:41.7
100	DSGNDron_Sub-Heavy Boulder Lydian SciFi Harmonic Drone 16_ToneLoom_OrganicSynthesisVol1.wav	Sub-Heavy Boulder Lydian SciFi Harmonic Drone 16	Sub-Heavy buzzing evolving drone bed, boulder-flavoured with long build and extended cinematic decay of several seconds. Tonal centre around E5. Delivered as a single long evolving take in one file (44.4 s, expansive stereo field); ideal for ambient layer	0:44.4
101	DSGNDron_Sub-Heavy Boulder Majestic Fifth Harmonic Drone 19_ToneLoom_OrganicSynthesisVol1.wav	Sub-Heavy Boulder Majestic Fifth Harmonic Drone 19	Sub-Heavy grinding evolving drone bed, boulder-flavoured with rising entry and extended cinematic decay of several seconds. Tonal centre around A1. Delivered as a single long evolving take in one file (45.9 s, panoramic stereo width); ideal for horror atm	0:45.9
102	DSGNDron_Thick Steel Lydian SciFi Harmonic Drone 08_ToneLoom_OrganicSynthesisVol1.wav	Thick Steel Lydian SciFi Harmonic Drone 08	Thick buzzing evolving drone bed, steel-flavoured with slow bloom and vast evolving tail. Tonal centre around F1. Delivered as a single long evolving take in one file (38.4 s, room-filling stereo spread); ideal for ambient layers, tension beds and dark am	0:38.4
103	DSGNDron_Thick Steel Suspended Fifth Harmonic Drone 01_ToneLoom_OrganicSynthesisVol1.wav	Thick Steel Suspended Fifth Harmonic Drone 01	Thick growling evolving drone bed, steel-flavoured with long build and vast evolving tail. Tonal centre around F3. Delivered as a single long evolving take in one file (38.4 s, panoramic stereo width); ideal for dark ambiences, horror atmospheres and scor	0:38.4
104	DSGNDron_Weighty Steel Ethereal Major Harmonic Drone 20_ToneLoom_OrganicSynthesisVol1.wav	Weighty Steel Ethereal Major Harmonic Drone 20	Weighty buzzing evolving drone bed, steel-flavoured with creeping onset and extended cinematic decay of several seconds. Tonal centre around D3. Delivered as a single long evolving take in one file (38.5 s, panoramic stereo width); ideal for score underla	0:38.5
105	DSGNDron_Weighty Steel Majestic Fifth Harmonic Drone 03_ToneLoom_OrganicSynthesisVol1.wav	Weighty Steel Majestic Fifth Harmonic Drone 03	Weighty snarling evolving drone bed, steel-flavoured with creeping onset and ocean-length reverberant wash. Tonal centre around G3. Delivered as a single long evolving take in one file (43.4 s, room-filling stereo spread); ideal for score underlays, horro	0:43.4
106	DSGNDron_Weighty Steel Phrygian Brass Harmonic Drone 13_ToneLoom_OrganicSynthesisVol1.wav	Weighty Steel Phrygian Brass Harmonic Drone 13	Weighty snarling evolving drone bed, steel-flavoured with rising entry and ocean-length reverberant wash. Tonal centre around A3. Delivered as a single long evolving take in one file (38.7 s, ultra-wide immersive field); ideal for sci-fi environments, sco	0:38.7
DSGNEthr Designed / Ethereal (10)				
107	DSGNEthr_Brazen Cyclone Choir Vortex Cable 12_ToneLoom_OrganicSynthesisVol1.wav	Brazen Cyclone Choir Vortex Cable 12	Solid brazen swirling vortex texture, cable-flavoured with slow bloom and extended cinematic decay of several seconds. Tonal centre around B5. Delivered as 5 distinct takes in one file (61.8 s, ultra-wide immersive field); ideal for magic storms, trailer	1:01.8

#	File name	FX name	Description	Duration
108	DSGNEthr_Clanging Cyclone Choir Vortex Rubber 10_ToneLoom_OrganicSynthesisVol1.wav	Clanging Cyclone Choir Vortex Rubber 10	Punchy clanging swirling vortex texture, rubber-flavoured with slow bloom and long cavernous tail. Tonal centre around E5. Delivered as 5 distinct takes in one file (63.2 s, ultra-wide immersive field); ideal for epic transitions, sci-fi energy fields and	1:03.2
109	DSGNEthr_Dense Oak Bright Air Tail 03_ToneLoom_OrganicSynthesisVol1.wav	Dense Oak Bright Air Tail 03	Dense brazen air tail, oak-flavoured with punchy front-end and ocean-length reverberant wash. Tonal centre around A#3. Delivered as 5 distinct takes in one file (39.6 s, room-filling stereo spread); ideal for scene transitions, cinematic air and hit tails	0:39.6
110	DSGNEthr_Forged Bright Air Tail Filament 11_ToneLoom_OrganicSynthesisVol1.wav	Forged Bright Air Tail Filament 11	Glassy forged air tail, filament-flavoured with soft onset and ocean-length reverberant wash. Tonal centre around G5. Delivered as 5 distinct takes in one file (39.7 s, room-filling stereo spread); ideal for reverb sweeteners, hit tails and silence fills.	0:39.7
111	DSGNEthr_Full-Bodied Sheet Metal Cyclone Choir Vortex 05_ToneLoom_OrganicSynthesisVol1.wav	Full-Bodied Sheet Metal Cyclone Choir Vortex 05	Full-Bodied clanging swirling vortex texture, sheet metal-flavoured with long build and extended reverberant bloom. Tonal centre around G#5. Delivered as 5 distinct takes in one file (65.9 s, panoramic stereo width); ideal for magic storms, sci-fi energy	1:05.9
112	DSGNEthr_Low-Slung Foundation Bright Air Tail 15_ToneLoom_OrganicSynthesisVol1.wav	Low-Slung Foundation Bright Air Tail 15	Low-Slung iron-hard air tail, foundation-flavoured with soft onset and vast evolving tail. Tonal centre around A#3. Delivered as 5 distinct takes in one file (35.8 s, panoramic stereo width); ideal for scene transitions, ambience polish and cinematic air.	0:35.8
113	DSGNEthr_Punchy Rubber Bright Air Tail 09_ToneLoom_OrganicSynthesisVol1.wav	Punchy Rubber Bright Air Tail 09	Punchy steely air tail, rubber-flavoured with long build and extended cinematic decay of several seconds. Tonal centre around G5. Delivered as 5 distinct takes in one file (36.4 s, room-filling stereo spread); ideal for ambience polish, silence fills and	0:36.4
114	DSGNEthr_Steely Bright Air Tail Hull Plate 10_ToneLoom_OrganicSynthesisVol1.wav	Steely Bright Air Tail Hull Plate 10	Dense steely air tail, hull plate-flavoured with gentle entry and vast evolving tail. Tonal centre around C5. Delivered as 5 distinct takes in one file (40.6 s, ultra-wide immersive field); ideal for ambience polish, scene transitions and reverb sweetener	0:40.6
115	DSGNEthr_Steely Cyclone Choir Vortex Granite 16_ToneLoom_OrganicSynthesisVol1.wav	Steely Cyclone Choir Vortex Granite 16	Sub-Heavy steely swirling vortex texture, granite-flavoured with rising entry and deep, lingering decay. Tonal centre around G1. Delivered as 5 distinct takes in one file (67.5 s, ultra-wide immersive field); ideal for trailer climaxes, sci-fi energy fiel	1:07.5
116	DSGNEthr_Steely Reverse Choir Swell Cable 08_ToneLoom_OrganicSynthesisVol1.wav	Steely Reverse Choir Swell Cable 08	Focused steely reverse swell, cable-flavoured with hard onset and quick ambient release. Tonal centre around E5. Delivered as 5 distinct takes in one file (31.9 s, panoramic stereo width); ideal for trailer reveals, scene transitions and pre-hit builds.	0:31.9
DSGNGran Designed / Granular (16)				
117	DSGNGran_Articulate Glass Dust Grain Tail 23_ToneLoom_OrganicSynthesisVol1.wav	Articulate Glass Dust Grain Tail 23	Articulate rough-edged air tail, glass-flavoured with long build and tight dry decay. Tonal centre around C4. Delivered as 5 distinct takes in one file (37.4 s, panoramic stereo width); ideal for silence fills, cinematic air and reverb sweeteners.	0:37.4
118	DSGNGran_Bright Titanium Dust Grain Tail 22_ToneLoom_OrganicSynthesisVol1.wav	Bright Titanium Dust Grain Tail 22	Bright gritty air tail, titanium-flavoured with rising entry and vast evolving tail. Tonal centre around B6. Delivered as 5 distinct takes in one file (35.8 s, room-filling stereo spread); ideal for ambience polish, reverb sweeteners and cinematic air.	0:35.8
119	DSGNGran_Dark Hull Plate Crystalline Shard Scatter 08_ToneLoom_OrganicSynthesisVol1.wav	Dark Hull Plate Crystalline Shard Scatter 08	Dark bell-like particle texture, hull plate-flavoured with long build and long cavernous tail. Tonal centre around F#3. Delivered as 5 distinct takes in one file (23.9 s, broad, enveloping spread); ideal for debris scatters, particle effects and organic m	0:23.9

#	File name	FX name	Description	Duration
120	DSGNGran_Dense Hull Plate Dust Grain Tail 14_ToneLoom_OrganicSynthesisVol1.wav	Dense Hull Plate Dust Grain Tail 14	Dense clanging air tail, hull plate-flavoured with tight onset and short controlled release. Tonal centre around D#4. Delivered as 5 distinct takes in one file (33.0 s, panoramic stereo width); ideal for silence fills, cinematic air and reverb sweeteners.	0:33.0
121	DSGNGran_Fluttering Crystalline Shard Scatter Steel 25_ToneLoom_OrganicSynthesisVol1.wav	Fluttering Crystalline Shard Scatter Steel 25	Meaty fluttering particle texture, steel-flavoured with punchy front-end and deep, lingering decay. Tonal centre around C1. Delivered as 5 distinct takes in one file (21.9 s, expansive stereo field); ideal for particle effects, organic movement and debris	0:21.9
122	DSGNGran_Grainy Dust Grain Tail Ceramic 02_ToneLoom_OrganicSynthesisVol1.wav	Grainy Dust Grain Tail Ceramic 02	Sharp grainy air tail, ceramic-flavoured with gradual swell-in and vast evolving tail. Tonal centre around B6. Delivered as 5 distinct takes in one file (37.5 s, panoramic stereo width); ideal for cinematic air, scene transitions and reverb sweeteners.	0:37.5
123	DSGNGran_Grinding particle Micro-Fragment Spray Hull Plate 15_ToneLoom_OrganicSynthesisVol1.wav	Grinding particle Micro-Fragment Spray Hull Plate 15	Heavy grinding particle texture, hull plate-flavoured with creeping onset and mid-length reverberant fade. Tonal centre around F3. Delivered as 5 distinct takes in one file (22.8 s, expansive stereo field); ideal for organic movement, debris scatters and	0:22.8
124	DSGNGran_Heavy Oak Chaotic Kinetic Scatter 13_ToneLoom_OrganicSynthesisVol1.wav	Heavy Oak Chaotic Kinetic Scatter 13	Heavy ringing particle texture, oak-flavoured with slow bloom and brief room tail. Tonal centre around G3. Delivered as 5 distinct takes in one file (25.9 s, expansive stereo field); ideal for kinetic detail, organic movement and texture layering.	0:25.9
125	DSGNGran_Meaty Steel Mineral Droplet Sequence 12_ToneLoom_OrganicSynthesisVol1.wav	Meaty Steel Mineral Droplet Sequence 12	Meaty harmonic particle texture, steel-flavoured with long build and deep, lingering decay. Tonal centre around D3. Delivered as 5 distinct takes in one file (23.7 s, broad, enveloping spread); ideal for kinetic detail, debris scatters and particle effect	0:23.7
126	DSGNGran_Metallic Dust Grain Tail Leather 21_ToneLoom_OrganicSynthesisVol1.wav	Metallic Dust Grain Tail Leather 21	Muscular metallic air tail, leather-flavoured with gradual swell-in and ocean-length reverberant wash. Tonal centre around C#4. Delivered as 5 distinct takes in one file (37.4 s, ultra-wide immersive field); ideal for hit tails, reverb sweeteners and ambi	0:37.4
127	DSGNGran_Muscular Sheet Metal Dust Grain Tail 08_ToneLoom_OrganicSynthesisVol1.wav	Muscular Sheet Metal Dust Grain Tail 08	Muscular forged air tail, sheet metal-flavoured with rising entry and vast evolving tail. Tonal centre around B5. Delivered as 5 distinct takes in one file (39.9 s, ultra-wide immersive field); ideal for cinematic air, silence fills and scene transitions.	0:39.9
128	DSGNGran_Raspy Dust Grain Tail Foil 20_ToneLoom_OrganicSynthesisVol1.wav	Raspy Dust Grain Tail Foil 20	Sharp raspy air tail, foil-flavoured with gradual swell-in and close, dry finish. Tonal centre around B6. Delivered as 5 distinct takes in one file (34.4 s, ultra-wide immersive field); ideal for hit tails, reverb sweeteners and cinematic air.	0:34.4
129	DSGNGran_Singing Elastic Debris Cascade Hull Plate 10_ToneLoom_OrganicSynthesisVol1.wav	Singing Elastic Debris Cascade Hull Plate 10	Thick singing particle texture, hull plate-flavoured with creeping onset and deep, lingering decay. Tonal centre around B3. Delivered as 5 distinct takes in one file (24.6 s, wide stereo image); ideal for texture layering, kinetic detail and organic movem	0:24.6
130	DSGNGran_Sustained Aetheric Ash Dispersion Hull Plate 14_ToneLoom_OrganicSynthesisVol1.wav	Sustained Aetheric Ash Dispersion Hull Plate 14	Dark sustained particle texture, hull plate-flavoured with long build and extended reverberant bloom. Tonal centre around A3. Delivered as 5 distinct takes in one file (23.6 s, wide stereo image); ideal for organic movement, particle effects and kinetic d	0:23.6
131	DSGNGran_Sustained Synchronous Pulsar Cluster Hull Plate 09_ToneLoom_OrganicSynthesisVol1.wav	Sustained Synchronous Pulsar Cluster Hull Plate 09	Weighty sustained particle texture, hull plate-flavoured with rising entry and extended reverberant bloom. Tonal centre around F3. Delivered as 5 distinct takes in one file (23.2 s, expansive stereo field); ideal for debris scatters, organic movement and	0:23.2

#	File name	FX name	Description	Duration
132	DSGNGran_Weighty Stone Particle Swarm Texture 11_ToneLoom_OrganicSynthesisVol1.wav	Weighty Stone Particle Swarm Texture 11	Weighty singing particle texture, stone-flavoured with rising entry and medium hall decay. Tonal centre around A1. Delivered as 5 distinct takes in one file (26.2 s, expansive stereo field); ideal for organic movement, ambient detail and debris scatters.	0:26.2
DSGNImpt Designed / Impact (25)				
133	DSGNImpt_Chest-Thumping Boulder Hydraulic Slam 03_ToneLoom_OrganicSynthesisVol1.wav	Chest-Thumping Boulder Hydraulic Slam 03	Chest-Thumping clanging cinematic impact, boulder-flavoured with rounded attack and mid-length reverberant fade. Tonal centre around D1. Delivered as 5 distinct takes in one file (19.0 s, natural stereo spread); ideal for action beats, cinematic stingers	0:19.0
134	DSGNImpt_Clanging Colossal Hit Granite 18_ToneLoom_OrganicSynthesisVol1.wav	Clanging Colossal Hit Granite 18	Sub-Heavy clanging cinematic impact, granite-flavoured with gentle entry and natural stage tail. Tonal centre around B0. Delivered as 5 distinct takes in one file (17.1 s, natural stereo spread); ideal for title slams, combat impacts and trailer hits.	0:17.1
135	DSGNImpt_Clanging Metal Smash Foundation 05_ToneLoom_OrganicSynthesisVol1.wav	Clanging Metal Smash Foundation 05	Chest-Thumping clanging cinematic impact, foundation-flavoured with soft onset and long cavernous tail. Tonal centre around C1. Delivered as 5 distinct takes in one file (19.0 s, natural stereo spread); ideal for title slams, action beats and combat impac	0:19.0
136	DSGNImpt_Clanging Timber Stone Crash Timber 21_ToneLoom_OrganicSynthesisVol1.wav	Clanging Timber Stone Crash Timber 21	Heavy clanging cinematic impact, timber-flavoured with soft onset and medium hall decay. Tonal centre around F1. Delivered as 5 distinct takes in one file (18.4 s, natural stereo spread); ideal for cinematic stingers, trailer hits and combat impacts.	0:18.4
137	DSGNImpt_Crisp Glass Metal Smash 14_ToneLoom_OrganicSynthesisVol1.wav	Crisp Glass Metal Smash 14	Crisp brazen cinematic impact, glass-flavoured with long build and medium hall decay. Tonal centre around B0. Delivered as 5 distinct takes in one file (17.5 s, balanced stereo image); ideal for cinematic stingers, combat impacts and action beats.	0:17.5
138	DSGNImpt_Forged Timber Stone Crash Concrete 19_ToneLoom_OrganicSynthesisVol1.wav	Forged Timber Stone Crash Concrete 19	Seismic forged cinematic impact, concrete-flavoured with punchy front-end and mid-length reverberant fade. Tonal centre around G#1. Delivered as 5 distinct takes in one file (18.5 s, balanced stereo image); ideal for combat impacts, action beats and title	0:18.5
139	DSGNImpt_Iron-Hard Cannon Breach Concrete 17_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Cannon Breach Concrete 17	Seismic iron-hard cinematic impact, concrete-flavoured with long build and long cavernous tail. Tonal centre around D1. Delivered as 5 distinct takes in one file (15.5 s, balanced stereo image); ideal for scene transitions, cinematic stingers and action b	0:15.5
140	DSGNImpt_Iron-Hard Timber Stone Crash Bedrock 12_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Timber Stone Crash Bedrock 12	Colossal iron-hard cinematic impact, bedrock-flavoured with creeping onset and mid-length reverberant fade. Tonal centre around D1. Delivered as 5 distinct takes in one file (18.2 s, natural stereo spread); ideal for scene transitions, combat impacts and	0:18.2
141	DSGNImpt_Low-Slung Cast Iron Cannon Breach 09_ToneLoom_OrganicSynthesisVol1.wav	Low-Slung Cast Iron Cannon Breach 09	Low-Slung iron-hard cinematic impact, cast iron-flavoured with long build and mid-length reverberant fade. Tonal centre around F1. Delivered as 5 distinct takes in one file (16.7 s, moderate stereo width); ideal for scene transitions, cinematic stingers a	0:16.7
142	DSGNImpt_Low-Slung Granite Cannon Breach 23_ToneLoom_OrganicSynthesisVol1.wav	Low-Slung Granite Cannon Breach 23	Low-Slung clanging cinematic impact, granite-flavoured with hard onset and long cavernous tail. Tonal centre around D#1. Delivered as 5 distinct takes in one file (17.2 s, moderate stereo width); ideal for cinematic stingers, trailer hits and title slams.	0:17.2
143	DSGNImpt_Metallic Cannon Breach Granite 25_ToneLoom_OrganicSynthesisVol1.wav	Metallic Cannon Breach Granite 25	Chest-Thumping metallic cinematic impact, granite-flavoured with fast attack and natural stage tail. Tonal centre around D#1. Delivered as 5 distinct takes in one file (17.7 s, moderate stereo width); ideal for scene transitions, trailer hits and cinemati	0:17.7

#	File name	FX name	Description	Duration
144	DSGNImpt_Metallic Shock Impact Concrete 15_ToneLoom_OrganicSynthesisVol1.wav	Metallic Shock Impact Concrete 15	Subterranean metallic cinematic impact, concrete-flavoured with creeping onset and extended reverberant bloom. Tonal centre around D#1. Delivered as 5 distinct takes in one file (18.8 s, balanced stereo image); ideal for combat impacts, cinematic stingers	0:18.8
145	DSGNImpt_Metallic Timber Stone Crash Boulder 06_ToneLoom_OrganicSynthesisVol1.wav	Metallic Timber Stone Crash Boulder 06	Sub-Heavy metallic cinematic impact, boulder-flavoured with long build and long cavernous tail. Tonal centre around B0. Delivered as 5 distinct takes in one file (18.1 s, moderate stereo width); ideal for combat impacts, action beats and trailer hits.	0:18.1
146	DSGNImpt_Seismic Bedrock Metal Smash 20_ToneLoom_OrganicSynthesisVol1.wav	Seismic Bedrock Metal Smash 20	Seismic iron-hard cinematic impact, bedrock-flavoured with creeping onset and deep, lingering decay. Tonal centre around D#1. Delivered as 5 distinct takes in one file (17.2 s, moderate stereo width); ideal for combat impacts, trailer hits and action beat	0:17.2
147	DSGNImpt_Seismic Foundation Colossal Hit 10_ToneLoom_OrganicSynthesisVol1.wav	Seismic Foundation Colossal Hit 10	Seismic metallic cinematic impact, foundation-flavoured with gentle entry and natural stage tail. Tonal centre around D#1. Delivered as 5 distinct takes in one file (16.1 s, natural stereo spread); ideal for title slams, cinematic stingers and action beat	0:16.1
148	DSGNImpt_Steely Colossal Hit Concrete 02_ToneLoom_OrganicSynthesisVol1.wav	Steely Colossal Hit Concrete 02	Sub-Heavy steely cinematic impact, concrete-flavoured with long build and extended reverberant bloom. Tonal centre around B0. Delivered as 5 distinct takes in one file (17.2 s, natural stereo spread); ideal for combat impacts, scene transitions and traile	0:17.2
149	DSGNImpt_Steely Seismic Shatter Cast Iron 08_ToneLoom_OrganicSynthesisVol1.wav	Steely Seismic Shatter Cast Iron 08	Subterranean steely cinematic impact, cast iron-flavoured with soft onset and extended reverberant bloom. Tonal centre around B0. Delivered as 5 distinct takes in one file (16.5 s, balanced stereo image); ideal for title slams, trailer hits and scene tran	0:16.5
150	DSGNImpt_Sub-Heavy Bedrock Kinetic Strike 04_ToneLoom_OrganicSynthesisVol1.wav	Sub-Heavy Bedrock Kinetic Strike 04	Sub-Heavy brazen cinematic impact, bedrock-flavoured with soft onset and long cavernous tail. Tonal centre around E1. Delivered as 5 distinct takes in one file (17.5 s, moderate stereo width); ideal for action beats, cinematic stingers and scene transitio	0:17.5
151	DSGNImpt_Sub-Heavy Boulder Seismic Shatter 13_ToneLoom_OrganicSynthesisVol1.wav	Sub-Heavy Boulder Seismic Shatter 13	Sub-Heavy metallic cinematic impact, boulder-flavoured with gentle entry and deep, lingering decay. Tonal centre around C#1. Delivered as 5 distinct takes in one file (17.1 s, moderate stereo width); ideal for combat impacts, title slams and scene transit	0:17.1
152	DSGNImpt_Sub-Heavy Cast Iron Shock Impact 07_ToneLoom_OrganicSynthesisVol1.wav	Sub-Heavy Cast Iron Shock Impact 07	Sub-Heavy forged cinematic impact, cast iron-flavoured with fast attack and medium hall decay. Tonal centre around G#1. Delivered as 5 distinct takes in one file (18.3 s, moderate stereo width); ideal for title slams, cinematic stingers and trailer hits.	0:18.3
153	DSGNImpt_Sub-Heavy Granite Seismic Shatter 22_ToneLoom_OrganicSynthesisVol1.wav	Sub-Heavy Granite Seismic Shatter 22	Sub-Heavy forged cinematic impact, granite-flavoured with hard onset and mid-length reverberant fade. Tonal centre around D#1. Delivered as 5 distinct takes in one file (16.3 s, balanced stereo image); ideal for combat impacts, trailer hits and title slam	0:16.3
154	DSGNImpt_Subterranean Cast Iron Cannon Breach 01_ToneLoom_OrganicSynthesisVol1.wav	Subterranean Cast Iron Cannon Breach 01	Subterranean forged cinematic impact, cast iron-flavoured with fast attack and medium hall decay. Tonal centre around D3. Delivered as 5 distinct takes in one file (17.9 s, moderate stereo width); ideal for combat impacts, action beats and title slams.	0:17.9
155	DSGNImpt_Subterranean Concrete Seismic Shatter 24_ToneLoom_OrganicSynthesisVol1.wav	Subterranean Concrete Seismic Shatter 24	Subterranean metallic cinematic impact, concrete-flavoured with slow bloom and extended reverberant bloom. Tonal centre around F#1. Delivered as 5 distinct takes in one file (17.7 s, natural stereo spread); ideal for action beats, trailer hits and combat	0:17.7

#	File name	FX name	Description	Duration
156	DSGNImpt_Subterranean Foundation Timber Stone Crash 11_ToneLoom_OrganicSynthesisVol1.wav	Subterranean Foundation Timber Stone Crash 11	Subterranean forged cinematic impact, foundation-flavoured with gentle entry and natural stage tail. Tonal centre around B0. Delivered as 5 distinct takes in one file (18.1 s, balanced stereo image); ideal for cinematic stingers, trailer hits and title sl	0:18.1
157	DSGNImpt_Weighty Stone Seismic Shatter 16_ToneLoom_OrganicSynthesisVol1.wav	Weighty Stone Seismic Shatter 16	Weighty clanging cinematic impact, stone-flavoured with gentle entry and mid-length reverberant fade. Tonal centre around C#1. Delivered as 5 distinct takes in one file (17.0 s, balanced stereo image); ideal for scene transitions, combat impacts and actio	0:17.0
DSGNMisc Designed / Misc (4)				
158	DSGNMisc_Bright Glass Metal Ring Tail 24_ToneLoom_OrganicSynthesisVol1.wav	Bright Glass Metal Ring Tail 24	Bright metallic air tail, glass-flavoured with snapping transient and vast evolving tail. Tonal centre around F5. Delivered as 5 distinct takes in one file (36.2 s, panoramic stereo width); ideal for reverb sweeteners, ambience polish and cinematic air.	0:36.2
159	DSGNMisc_Clanging Metal Ring Tail Granite 06_ToneLoom_OrganicSynthesisVol1.wav	Clanging Metal Ring Tail Granite 06	Sub-Heavy clanging air tail, granite-flavoured with gentle entry and extended cinematic decay of several seconds. Tonal centre around G#4. Delivered as 5 distinct takes in one file (37.2 s, panoramic stereo width); ideal for reverb sweeteners, silence fil	0:37.2
160	DSGNMisc_Seismic Cast Iron Metal Ring Tail 13_ToneLoom_OrganicSynthesisVol1.wav	Seismic Cast Iron Metal Ring Tail 13	Seismic forged air tail, cast iron-flavoured with soft onset and vast evolving tail. Tonal centre around F4. Delivered as 5 distinct takes in one file (34.2 s, room-filling stereo spread); ideal for cinematic air, reverb sweeteners and hit tails.	0:34.2
161	DSGNMisc_Steely Metal Ring Tail Brass 18_ToneLoom_OrganicSynthesisVol1.wav	Steely Metal Ring Tail Brass 18	Punchy steely air tail, brass-flavoured with rising entry and extended cinematic decay of several seconds. Tonal centre around F#5. Delivered as 5 distinct takes in one file (38.7 s, panoramic stereo width); ideal for silence fills, reverb sweeteners and	0:38.7
DSGNMorph Designed / Morph (3)				
162	DSGNMorph_Iron-Hard Singularity Spiral Vortex Foil 07_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Singularity Spiral Vortex Foil 07	Bright iron-hard swirling vortex texture, foil-flavoured with slow bloom and extended reverberant bloom. Tonal centre around D3. Delivered as 5 distinct takes in one file (61.6 s, room-filling stereo spread); ideal for portal and tornado scenes, sound des	1:01.6
163	DSGNMorph_Metallic Reverse Pad Swell Rubber 18_ToneLoom_OrganicSynthesisVol1.wav	Metallic Reverse Pad Swell Rubber 18	Full-Bodied metallic reverse swell, rubber-flavoured with rising entry and short controlled release. Tonal centre around B3. Delivered as 5 distinct takes in one file (36.1 s, ultra-wide immersive field); ideal for impact lead-ins, trailer reveals and mag	0:36.1
164	DSGNMorph_Steely Reverse Pad Swell Cable 23_ToneLoom_OrganicSynthesisVol1.wav	Steely Reverse Pad Swell Cable 23	Solid steely reverse swell, cable-flavoured with creeping onset and quick ambient release. Tonal centre around F#5. Delivered as 5 distinct takes in one file (41.8 s, room-filling stereo spread); ideal for magic cues, pre-hit builds and scene transitions.	0:41.8
DSGNRise Designed / Riser (39)				
165	DSGNRise_Brazen Crystalline Ascent Riser Anvil 10_ToneLoom_OrganicSynthesisVol1.wav	Brazen Crystalline Ascent Riser Anvil 10	Dark brazen tension riser, anvil-flavoured with rising entry and quick ambient release. Tonal centre around D#1. Delivered as 5 distinct takes in one file (38.0 s, broad, enveloping spread); ideal for cue lead-ins, pre-drop climaxes and trailer builds.	0:38.0
166	DSGNRise_Brazen Crystalline Ascent Riser Stone 17_ToneLoom_OrganicSynthesisVol1.wav	Brazen Crystalline Ascent Riser Stone 17	Thick brazen tension riser, stone-flavoured with creeping onset and mid-length reverberant fade. Tonal centre around G1. Delivered as 5 distinct takes in one file (34.5 s, expansive stereo field); ideal for cue lead-ins, tension escalation and suspense se	0:34.5

#	File name	FX name	Description	Duration
167	DSGNRise_Brazen Gravitational Singularity Pull Boulder 05_ToneLoom_OrganicSynthesisVol1.wav	Brazen Gravitational Singularity Pull Boulder 05	Sub-Heavy brazen tension riser, boulder-flavoured with slow bloom and deep, lingering decay. Tonal centre around C#4. Delivered as 5 distinct takes in one file (34.3 s, room-filling stereo spread); ideal for cue lead-ins, scene transitions and tension esc	0:34.3
168	DSGNRise_Brazen Reverse Cymbal Swell Ceramic 21_ToneLoom_OrganicSynthesisVol1.wav	Brazen Reverse Cymbal Swell Ceramic 21	Lean brazen reverse swell, ceramic-flavoured with creeping onset and brief room tail. Tonal centre around G6. Delivered as 5 distinct takes in one file (37.4 s, room-filling stereo spread); ideal for magic cues, pre-hit builds and title swells.	0:37.4
169	DSGNRise_Brazen Reverse Thud Swell Crystal 06_ToneLoom_OrganicSynthesisVol1.wav	Brazen Reverse Thud Swell Crystal 06	Crisp brazen reverse swell, crystal-flavoured with slow bloom and brief room tail. Tonal centre around G#1. Delivered as 5 distinct takes in one file (34.5 s, ultra-wide immersive field); ideal for pre-hit builds, trailer reveals and magic cues.	0:34.5
170	DSGNRise_Clanging Cybernetic Core Escalation Steel 04_ToneLoom_OrganicSynthesisVol1.wav	Clanging Cybernetic Core Escalation Steel 04	Meaty clanging tension riser, steel-flavoured with rising entry and close, dry finish. Tonal centre around E5. Delivered as 5 distinct takes in one file (36.8 s, ultra-wide immersive field); ideal for suspense sequences, tension escalation and trailer bui	0:36.8
171	DSGNRise_Clanging Orchestral Metal Riser Brass 15_ToneLoom_OrganicSynthesisVol1.wav	Clanging Orchestral Metal Riser Brass 15	Full-Bodied clanging tension riser, brass-flavoured with creeping onset and quick ambient release. Tonal centre around C#1. Delivered as 5 distinct takes in one file (36.7 s, expansive stereo field); ideal for trailer builds, cue lead-ins and scene transi	0:36.7
172	DSGNRise_Colossal Bedrock Gravitational Singularity Pull 19_ToneLoom_OrganicSynthesisVol1.wav	Colossal Bedrock Gravitational Singularity Pull 19	Colossal brazen tension riser, bedrock-flavoured with rising entry and mid-length reverberant fade. Tonal centre around F5. Delivered as 5 distinct takes in one file (34.9 s, expansive stereo field); ideal for cue lead-ins, trailer builds and pre-drop cli	0:34.9
173	DSGNRise_Dark Oak Turbine Overdrive Riser 01_ToneLoom_OrganicSynthesisVol1.wav	Dark Oak Turbine Overdrive Riser 01	Dark metallic tension riser, oak-flavoured with creeping onset and tight dry decay. Tonal centre around F#4. Delivered as 5 distinct takes in one file (35.6 s, expansive stereo field); ideal for pre-drop climaxes, trailer builds and cue lead-ins.	0:35.6
174	DSGNRise_Dark Stone Reverse Bell Swell 17_ToneLoom_OrganicSynthesisVol1.wav	Dark Stone Reverse Bell Swell 17	Dark brazen reverse swell, stone-flavoured with long build and close, dry finish. Tonal centre around B4. Delivered as 5 distinct takes in one file (32.7 s, room-filling stereo spread); ideal for trailer reveals, scene transitions and impact lead-ins.	0:32.7
175	DSGNRise_Dense Oak Hyper-Shear Tension Build 24_ToneLoom_OrganicSynthesisVol1.wav	Dense Oak Hyper-Shear Tension Build 24	Dense forged tension riser, oak-flavoured with long build and close, dry finish. Tonal centre around A3. Delivered as 5 distinct takes in one file (34.3 s, broad, enveloping spread); ideal for scene transitions, cue lead-ins and pre-drop climaxes.	0:34.3
176	DSGNRise_Focused Aluminium Reverse Thud Swell 24_ToneLoom_OrganicSynthesisVol1.wav	Focused Aluminium Reverse Thud Swell 24	Focused metallic reverse swell, aluminium-flavoured with creeping onset and brief room tail. Tonal centre around G1. Delivered as 5 distinct takes in one file (35.2 s, room-filling stereo spread); ideal for scene transitions, impact lead-ins and magic cue	0:35.2
177	DSGNRise_Focused Brass Crystalline Ascent Riser 02_ToneLoom_OrganicSynthesisVol1.wav	Focused Brass Crystalline Ascent Riser 02	Focused forged tension riser, brass-flavoured with rising entry and short controlled release. Tonal centre around B4. Delivered as 5 distinct takes in one file (35.6 s, room-filling stereo spread); ideal for trailer builds, suspense sequences and cue lead	0:35.6
178	DSGNRise_Focused Cable Reverse Bell Swell 16_ToneLoom_OrganicSynthesisVol1.wav	Focused Cable Reverse Bell Swell 16	Focused steely reverse swell, cable-flavoured with slow bloom and tight dry decay. Tonal centre around D#5. Delivered as 5 distinct takes in one file (31.9 s, panoramic stereo width); ideal for pre-hit builds, scene transitions and magic cues.	0:31.9

#	File name	FX name	Description	Duration
179	DSGNRise_Forged Harmonic Tension Riser Steel 12_ToneLoom_OrganicSynthesisVol1.wav	Forged Harmonic Tension Riser Steel 12	Dark forged tension riser, steel-flavoured with long build and short controlled release. Tonal centre around G#1. Delivered as 5 distinct takes in one file (37.9 s, expansive stereo field); ideal for tension escalation, trailer builds and suspense sequenc	0:37.9
180	DSGNRise_Forged Reverse Bell Swell Boulder 04_ToneLoom_OrganicSynthesisVol1.wav	Forged Reverse Bell Swell Boulder 04	Subterranean forged reverse swell, boulder-flavoured with slow bloom and mid-length reverberant fade. Tonal centre around C5. Delivered as 5 distinct takes in one file (32.7 s, ultra-wide immersive field); ideal for pre-hit builds, title swells and scene	0:32.7
181	DSGNRise_Forged Reverse Bell Swell Leather 05_ToneLoom_OrganicSynthesisVol1.wav	Forged Reverse Bell Swell Leather 05	Solid forged reverse swell, leather-flavoured with rising entry and natural stage tail. Tonal centre around D#6. Delivered as 5 distinct takes in one file (37.1 s, panoramic stereo width); ideal for trailer reveals, impact lead-ins and magic cues.	0:37.1
182	DSGNRise_Forged Reverse Bell Swell Stone 11_ToneLoom_OrganicSynthesisVol1.wav	Forged Reverse Bell Swell Stone 11	Meaty forged reverse swell, stone-flavoured with long build and mid-length reverberant fade. Tonal centre around E5. Delivered as 5 distinct takes in one file (36.6 s, room-filling stereo spread); ideal for title swells, pre-hit builds and magic cues.	0:36.6
183	DSGNRise_Full-Bodied Cable Crystalline Ascent Riser 23_ToneLoom_OrganicSynthesisVol1.wav	Full-Bodied Cable Crystalline Ascent Riser 23	Full-Bodied clanging tension riser, cable-flavoured with rising entry and close, dry finish. Tonal centre around C5. Delivered as 5 distinct takes in one file (38.5 s, ultra-wide immersive field); ideal for trailer builds, tension escalation and pre-drop	0:38.5
184	DSGNRise_Full-Bodied Leather Sub-Zero Stasis Swell 25_ToneLoom_OrganicSynthesisVol1.wav	Full-Bodied Leather Sub-Zero Stasis Swell 25	Full-Bodied brazen tension riser, leather-flavoured with creeping onset and medium hall decay. Tonal centre around A6. Delivered as 5 distinct takes in one file (33.4 s, panoramic stereo width); ideal for trailer builds, cue lead-ins and scene transitions	0:33.4
185	DSGNRise_Full-Bodied Rubber Gravitational Singularity Pull 18_ToneLoom_OrganicSynthesisVol1.wav	Full-Bodied Rubber Gravitational Singularity Pull 18	Full-Bodied serrated tension riser, rubber-flavoured with creeping onset and short natural decay. Tonal centre around G#3. Delivered as 5 distinct takes in one file (33.6 s, broad, enveloping spread); ideal for tension escalation, trailer builds and scene	0:33.6
186	DSGNRise_Grainy Reverse Cymbal Swell Foil 03_ToneLoom_OrganicSynthesisVol1.wav	Grainy Reverse Cymbal Swell Foil 03	Lean grainy reverse swell, foil-flavoured with rising entry and tight dry decay. Tonal centre around E5. Delivered as 5 distinct takes in one file (31.6 s, room-filling stereo spread); ideal for title swells, impact lead-ins and magic cues.	0:31.6
187	DSGNRise_Heavy Hull Plate Cybernetic Core Escalation 11_ToneLoom_OrganicSynthesisVol1.wav	Heavy Hull Plate Cybernetic Core Escalation 11	Heavy metallic tension riser, hull plate-flavoured with creeping onset and quick ambient release. Tonal centre around C3. Delivered as 5 distinct takes in one file (36.2 s, panoramic stereo width); ideal for tension escalation, pre-drop climaxes and suspe	0:36.2
188	DSGNRise_Heavy Oak Orchestral Metal Riser 13_ToneLoom_OrganicSynthesisVol1.wav	Heavy Oak Orchestral Metal Riser 13	Heavy clanging tension riser, oak-flavoured with creeping onset and close, dry finish. Tonal centre around B3. Delivered as 5 distinct takes in one file (33.4 s, expansive stereo field); ideal for cue lead-ins, pre-drop climaxes and suspense sequences.	0:33.4
189	DSGNRise_Iron-Hard Sub-Zero Stasis Swell Oak 09_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Sub-Zero Stasis Swell Oak 09	Meaty iron-hard tension riser, oak-flavoured with creeping onset and short controlled release. Tonal centre around D1. Delivered as 5 distinct takes in one file (34.1 s, wide stereo image); ideal for cue lead-ins, pre-drop climaxes and tension escalation.	0:34.1
190	DSGNRise_Metallic Cybernetic Core Escalation Cast Iron 22_ToneLoom_OrganicSynthesisVol1.wav	Metallic Cybernetic Core Escalation Cast Iron 22	Sub-Heavy metallic tension riser, cast iron-flavoured with rising entry and quick ambient release. Tonal centre around F1. Delivered as 5 distinct takes in one file (37.3 s, wide stereo image); ideal for scene transitions, trailer builds and tension escal	0:37.3

#	File name	FX name	Description	Duration
191	DSGNRise_Metallic Reverse Cymbal Swell Ice 22_ToneLoom_OrganicSynthesisVol1.wav	Metallic Reverse Cymbal Swell Ice 22	Articulate metallic reverse swell, ice-flavoured with rising entry and medium hall decay. Tonal centre around F1. Delivered as 5 distinct takes in one file (33.9 s, room-filling stereo spread); ideal for trailer reveals, pre-hit builds and scene transitio	0:33.9
192	DSGNRise_Muscular Rubber Hyper-Shear Tension Build 03_ToneLoom_OrganicSynthesisVol1.wav	Muscular Rubber Hyper-Shear Tension Build 03	Muscular forged tension riser, rubber-flavoured with slow bloom and tight dry decay. Tonal centre around B1. Delivered as 5 distinct takes in one file (36.2 s, ultra-wide immersive field); ideal for suspense sequences, pre-drop climaxes and scene transiti	0:36.2
193	DSGNRise_Present Aluminium Crystalline Ascent Riser 08_ToneLoom_OrganicSynthesisVol1.wav	Present Aluminium Crystalline Ascent Riser 08	Present iron-hard tension riser, aluminium-flavoured with slow bloom and short controlled release. Tonal centre around D#1. Delivered as 5 distinct takes in one file (33.8 s, room-filling stereo spread); ideal for tension escalation, scene transitions and	0:33.8
194	DSGNRise_Present Leather Reverse Bell Swell 10_ToneLoom_OrganicSynthesisVol1.wav	Present Leather Reverse Bell Swell 10	Present brazen reverse swell, leather-flavoured with rising entry and medium hall decay. Tonal centre around C#5. Delivered as 5 distinct takes in one file (38.0 s, ultra-wide immersive field); ideal for trailer reveals, magic cues and title swells.	0:38.0
195	DSGNRise_Punchy Sheet Metal Reverse Cymbal Swell 15_ToneLoom_OrganicSynthesisVol1.wav	Punchy Sheet Metal Reverse Cymbal Swell 15	Punchy brazen reverse swell, sheet metal-flavoured with creeping onset and mid-length reverberant fade. Tonal centre around A1. Delivered as 5 distinct takes in one file (32.3 s, room-filling stereo spread); ideal for title swells, trailer reveals and sce	0:32.3
196	DSGNRise_Serrated Harmonic Tension Riser Rubber 14_ToneLoom_OrganicSynthesisVol1.wav	Serrated Harmonic Tension Riser Rubber 14	Present serrated tension riser, rubber-flavoured with rising entry and short controlled release. Tonal centre around D#5. Delivered as 5 distinct takes in one file (35.3 s, broad, enveloping spread); ideal for cue lead-ins, tension escalation and scene tr	0:35.3
197	DSGNRise_Sharp Ceramic Reverse Thud Swell 12_ToneLoom_OrganicSynthesisVol1.wav	Sharp Ceramic Reverse Thud Swell 12	Sharp steely reverse swell, ceramic-flavoured with long build and mid-length reverberant fade. Tonal centre around D#1. Delivered as 5 distinct takes in one file (37.5 s, room-filling stereo spread); ideal for pre-hit builds, scene transitions and title s	0:37.5
198	DSGNRise_Solid Rubber Cybernetic Core Escalation 06_ToneLoom_OrganicSynthesisVol1.wav	Solid Rubber Cybernetic Core Escalation 06	Solid clanging tension riser, rubber-flavoured with rising entry and close, dry finish. Tonal centre around A#3. Delivered as 5 distinct takes in one file (35.2 s, ultra-wide immersive field); ideal for tension escalation, suspense sequences and scene tra	0:35.2
199	DSGNRise_Solid Sheet Metal Reverse Cymbal Swell 09_ToneLoom_OrganicSynthesisVol1.wav	Solid Sheet Metal Reverse Cymbal Swell 09	Solid brazen reverse swell, sheet metal-flavoured with rising entry and natural stage tail. Tonal centre around F#1. Delivered as 5 distinct takes in one file (32.3 s, ultra-wide immersive field); ideal for magic cues, trailer reveals and impact lead-ins.	0:32.3
200	DSGNRise_Steely Orchestral Metal Riser Sheet Metal 21_ToneLoom_OrganicSynthesisVol1.wav	Steely Orchestral Metal Riser Sheet Metal 21	Solid steely tension riser, sheet metal-flavoured with rising entry and close, dry finish. Tonal centre around D6. Delivered as 5 distinct takes in one file (34.1 s, panoramic stereo width); ideal for pre-drop climaxes, suspense sequences and trailer buil	0:34.1
201	DSGNRise_Steely Sub-Zero Stasis Swell Ice 20_ToneLoom_OrganicSynthesisVol1.wav	Steely Sub-Zero Stasis Swell Ice 20	Articulate steely tension riser, ice-flavoured with creeping onset and short natural decay. Tonal centre around C#1. Delivered as 5 distinct takes in one file (34.4 s, wide stereo image); ideal for suspense sequences, cue lead-ins and trailer builds.	0:34.4
202	DSGNRise_Thick Stone Hyper-Shear Tension Build 16_ToneLoom_OrganicSynthesisVol1.wav	Thick Stone Hyper-Shear Tension Build 16	Thick brazen tension riser, stone-flavoured with rising entry and short controlled release. Tonal centre around B1. Delivered as 5 distinct takes in one file (34.4 s, wide stereo image); ideal for tension escalation, scene transitions and pre-drop climaxe	0:34.4

#	File name	FX name	Description	Duration
203	DSGNRise_Weighty Steel Crystalline Ascent Riser 07_ToneLoom_OrganicSynthesisVol1.wav	Weighty Steel Crystalline Ascent Riser 07	Weighty metallic tension riser, steel-flavoured with long build and natural stage tail. Tonal centre around F1. Delivered as 5 distinct takes in one file (38.8 s, wide stereo image); ideal for trailer builds, tension escalation and pre-drop climaxes.	0:38.8
DSGNRythm Designed / Rhythmic (13)				
204	DSGNRythm_Abrasive Accelerating Click Ratchet Titanium 17_ToneLoom_OrganicSynthesisVol1.wav	Abrasive Accelerating Click Ratchet Titanium 17	Articulate abrasive click and snap transient, titanium-flavoured with slow bloom and mid-length reverberant fade. Tonal centre around G#3. Delivered as 5 distinct takes in one file (18.0 s, panoramic stereo width); ideal for UI feedback, title stingers an	0:18.0
205	DSGNRythm_Airy Frost Polyrhythm Click Pattern 19_ToneLoom_OrganicSynthesisVol1.wav	Airy Frost Polyrhythm Click Pattern 19	Airy iron-hard click and snap transient, frost-flavoured with slow bloom and medium hall decay. Tonal centre around B0. Delivered as 5 distinct takes in one file (21.6 s, panoramic stereo width); ideal for cut points, sound design layering and trailer tra	0:21.6
206	DSGNRythm_Brazen Accelerating Click Ratchet Cast Iron 09_ToneLoom_OrganicSynthesisVol1.wav	Brazen Accelerating Click Ratchet Cast Iron 09	Seismic brazen click and snap transient, cast iron-flavoured with slow bloom and mid-length reverberant fade. Tonal centre around D#1. Delivered as 5 distinct takes in one file (18.6 s, ultra-wide immersive field); ideal for trailer transitions, UI feedba	0:18.6
207	DSGNRythm_Bright Crystal Polyrhythm Click Pattern 11_ToneLoom_OrganicSynthesisVol1.wav	Bright Crystal Polyrhythm Click Pattern 11	Bright clanging click and snap transient, crystal-flavoured with snapping transient and short natural decay. Tonal centre around A#4. Delivered as 5 distinct takes in one file (23.5 s, wide stereo image); ideal for trailer transitions, UI feedback and rhy	0:23.5
208	DSGNRythm_Bright Ice Accelerating Click Ratchet 25_ToneLoom_OrganicSynthesisVol1.wav	Bright Ice Accelerating Click Ratchet 25	Bright iron-hard click and snap transient, ice-flavoured with slow bloom and natural stage tail. Tonal centre around D#1. Delivered as 5 distinct takes in one file (19.6 s, room-filling stereo spread); ideal for UI feedback, sound design layering and rhyt	0:19.6
209	DSGNRythm_Bright Titanium Polyrhythm Click Pattern 03_ToneLoom_OrganicSynthesisVol1.wav	Bright Titanium Polyrhythm Click Pattern 03	Bright gritty click and snap transient, titanium-flavoured with long build and brief room tail. Tonal centre around D#1. Delivered as 5 distinct takes in one file (22.9 s, ultra-wide immersive field); ideal for trailer transitions, sound design layering a	0:22.9
210	DSGNRythm_Focused Brass Flam Snap Roll 10_ToneLoom_OrganicSynthesisVol1.wav	Focused Brass Flam Snap Roll 10	Focused clanging click and snap transient, brass-flavoured with punchy front-end and long cavernous tail. Tonal centre around F6. Delivered as 5 distinct takes in one file (19.8 s, broad, enveloping spread); ideal for rhythmic accents, cut points and UI f	0:19.8
211	DSGNRythm_Full-Bodied Rubber Flam Snap Roll 02_ToneLoom_OrganicSynthesisVol1.wav	Full-Bodied Rubber Flam Snap Roll 02	Full-Bodied clanging click and snap transient, rubber-flavoured with gentle entry and brief room tail. Tonal centre around D1. Delivered as 5 distinct takes in one file (22.8 s, ultra-wide immersive field); ideal for UI feedback, sound design layering and	0:22.8
212	DSGNRythm_Growling Stutter Gate Burst Aluminium 21_ToneLoom_OrganicSynthesisVol1.wav	Growling Stutter Gate Burst Aluminium 21	Full-Bodied growling click and snap transient, aluminium-flavoured with rising entry and natural stage tail. Tonal centre around D#1. Delivered as 5 distinct takes in one file (19.1 s, ultra-wide immersive field); ideal for cut points, trailer transitions	0:19.1
213	DSGNRythm_Metallic Flam Snap Roll Leather 18_ToneLoom_OrganicSynthesisVol1.wav	Metallic Flam Snap Roll Leather 18	Punchy metallic click and snap transient, leather-flavoured with soft onset and short natural decay. Tonal centre around G#1. Delivered as 5 distinct takes in one file (22.2 s, wide stereo image); ideal for rhythmic accents, cut points and UI feedback.	0:22.2
214	DSGNRythm_Present Cable Stutter Gate Burst 05_ToneLoom_OrganicSynthesisVol1.wav	Present Cable Stutter Gate Burst 05	Present metallic click and snap transient, cable-flavoured with slow bloom and medium hall decay. Tonal centre around B4. Delivered as 5 distinct takes in one file (18.7 s, broad, enveloping spread); ideal for sound design layering, cut points and title s	0:18.7

#	File name	FX name	Description	Duration
215	DSGNRythm_Present Sheet Metal Accelerating Click Ratchet 01_ToneLoom_OrganicSynthesisVol1.wav	Present Sheet Metal Accelerating Click Ratchet 01	Present brazen click and snap transient, sheet metal-flavoured with long build and natural stage tail. Tonal centre around F5. Delivered as 5 distinct takes in one file (18.5 s, panoramic stereo width); ideal for trailer transitions, sound design layering	0:18.5
216	DSGNRythm_Thick Timber Stutter Gate Burst 13_ToneLoom_OrganicSynthesisVol1.wav	Thick Timber Stutter Gate Burst 13	Thick iron-hard click and snap transient, timber-flavoured with long build and natural stage tail. Tonal centre around C6. Delivered as 5 distinct takes in one file (20.6 s, panoramic stereo width); ideal for UI feedback, cut points and sound design layer	0:20.6
DSGNStngr Designed / Stinger (28)				
217	DSGNStngr_Bell-Like Shimmer Bloom Logo Aluminium 12_ToneLoom_OrganicSynthesisVol1.wav	Bell-Like Shimmer Bloom Logo Aluminium 12	Solid bell-like sound design element, aluminium-flavoured with long build and ocean-length reverberant wash. Tonal centre around A1. Delivered as 5 distinct takes in one file (39.0 s, panoramic stereo width); ideal for mechanisms, hybrid layering and sci-	0:39.0
218	DSGNStngr_Chest-Thumping Cast Iron Brass Rise Logo Hit 05_ToneLoom_OrganicSynthesisVol1.wav	Chest-Thumping Cast Iron Brass Rise Logo Hit 05	Chest-Thumping forged sound design element, cast iron-flavoured with creeping onset and vast evolving tail. Tonal centre around G4. Delivered as 5 distinct takes in one file (38.5 s, wide stereo image); ideal for weapon layers, power-ups and cinematic des	0:38.5
219	DSGNStngr_Dense Steel Monolith Logo Hit 17_ToneLoom_OrganicSynthesisVol1.wav	Dense Steel Monolith Logo Hit 17	Dense metallic sound design element, steel-flavoured with creeping onset and extended cinematic decay of several seconds. Tonal centre around A1. Delivered as 5 distinct takes in one file (39.9 s, ultra-wide immersive field); ideal for mechanisms, cinemat	0:39.9
220	DSGNStngr_Focused Leather Snap With Sub Thump And Echo 20_ToneLoom_OrganicSynthesisVol1.wav	Focused Leather Snap With Sub Thump And Echo 20	Focused brazen click and snap transient, leather-flavoured with instant attack and short natural decay. Tonal centre around E3. Delivered as 5 distinct takes in one file (9.1 s, wide stereo image); ideal for cut points, rhythmic accents and trailer transi	0:09.1
221	DSGNStngr_Forged Crystal Swell Logo Brass 09_ToneLoom_OrganicSynthesisVol1.wav	Forged Crystal Swell Logo Brass 09	Focused forged sound design element, brass-flavoured with rising entry and ocean-length reverberant wash. Tonal centre around D#1. Delivered as 5 distinct takes in one file (41.7 s, ultra-wide immersive field); ideal for weapon layers, mechanisms and sci-	0:41.7
222	DSGNStngr_Forged Crystal Swell Logo Steel 20_ToneLoom_OrganicSynthesisVol1.wav	Forged Crystal Swell Logo Steel 20	Heavy forged sound design element, steel-flavoured with slow bloom and vast evolving tail. Tonal centre around G3. Delivered as 5 distinct takes in one file (38.0 s, ultra-wide immersive field); ideal for weapon layers, hybrid layering and sci-fi sound de	0:38.0
223	DSGNStngr_Forged Pulse Build Logo Hit Boulder 25_ToneLoom_OrganicSynthesisVol1.wav	Forged Pulse Build Logo Hit Boulder 25	Chest-Thumping forged sound design element, boulder-flavoured with slow bloom and vast evolving tail. Tonal centre around D#1. Delivered as 5 distinct takes in one file (38.7 s, room-filling stereo spread); ideal for cinematic design, mechanisms and weapo	0:38.7
224	DSGNStngr_Forged Shimmer Bloom Logo Leather 04_ToneLoom_OrganicSynthesisVol1.wav	Forged Shimmer Bloom Logo Leather 04	Punchy forged sound design element, leather-flavoured with slow bloom and extended cinematic decay of several seconds. Tonal centre around E1. Delivered as 5 distinct takes in one file (40.4 s, room-filling stereo spread); ideal for cinematic design, powe	0:40.4
225	DSGNStngr_Heavy Oak Monolith Logo Hit 22_ToneLoom_OrganicSynthesisVol1.wav	Heavy Oak Monolith Logo Hit 22	Heavy iron-hard sound design element, oak-flavoured with slow bloom and ocean-length reverberant wash. Tonal centre around A1. Delivered as 5 distinct takes in one file (39.6 s, broad, enveloping spread); ideal for weapon layers, sci-fi sound design and h	0:39.6
226	DSGNStngr_Iron-Hard Monolith Logo Hit Timber 08_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Monolith Logo Hit Timber 08	Meaty iron-hard sound design element, timber-flavoured with sharp strike and ocean-length reverberant wash. Tonal centre around D#1. Delivered as 5 distinct takes in one file (37.8 s, ultra-wide immersive field); ideal for sci-fi sound design, weapon laye	0:37.8

#	File name	FX name	Description	Duration
227	DSGNStngr_Meaty Anvil Dark Sub Slam Logo 11_ToneLoom_OrganicSynthesisVol1.wav	Meaty Anvil Dark Sub Slam Logo 11	Meaty steely sound design element, anvil-flavoured with creeping onset and ocean-length reverberant wash. Tonal centre around D#5. Delivered as 5 distinct takes in one file (38.5 s, panoramic stereo width); ideal for mechanisms, power-ups and sci-fi sound	0:38.5
228	DSGNStngr_Meaty Anvil Monolith Logo Hit 03_ToneLoom_OrganicSynthesisVol1.wav	Meaty Anvil Monolith Logo Hit 03	Meaty brazen sound design element, anvil-flavoured with long build and vast evolving tail. Tonal centre around D#1. Delivered as 5 distinct takes in one file (40.4 s, panoramic stereo width); ideal for hybrid layering, weapon layers and mechanisms.	0:40.4
229	DSGNStngr_Meaty Timber Pulse Build Logo Hit 07_ToneLoom_OrganicSynthesisVol1.wav	Meaty Timber Pulse Build Logo Hit 07	Meaty steely sound design element, timber-flavoured with sharp strike and ocean-length reverberant wash. Tonal centre around D#1. Delivered as 5 distinct takes in one file (41.5 s, room-filling stereo spread); ideal for power-ups, cinematic design and hyb	0:41.5
230	DSGNStngr_Metallic Monolith Logo Hit Cast Iron 15_ToneLoom_OrganicSynthesisVol1.wav	Metallic Monolith Logo Hit Cast Iron 15	Low-Slung metallic sound design element, cast iron-flavoured with creeping onset and vast evolving tail. Tonal centre around E3. Delivered as 5 distinct takes in one file (38.3 s, ultra-wide immersive field); ideal for cinematic design, hybrid layering an	0:38.3
231	DSGNStngr_Muscular Rubber Snap With Sub Thump And Echo 12_ToneLoom_OrganicSynthesisVol1.wav	Muscular Rubber Snap With Sub Thump And Echo 12	Muscular rough-edged click and snap transient, rubber-flavoured with snapping transient and quick ambient release. Tonal centre around C#3. Delivered as 5 distinct takes in one file (9.0 s, broad, enveloping spread); ideal for title stingers, sound design	0:09.0
232	DSGNStngr_Punchy Brass Brass Rise Logo Hit 24_ToneLoom_OrganicSynthesisVol1.wav	Punchy Brass Brass Rise Logo Hit 24	Punchy clanging sound design element, brass-flavoured with rising entry and extended cinematic decay of several seconds. Tonal centre around D#1. Delivered as 5 distinct takes in one file (38.6 s, ultra-wide immersive field); ideal for cinematic design, p	0:38.6
233	DSGNStngr_Sharp Crystal Snap With Sub Thump And Echo 04_ToneLoom_OrganicSynthesisVol1.wav	Sharp Crystal Snap With Sub Thump And Echo 04	Sharp forged click and snap transient, crystal-flavoured with instant attack and quick ambient release. Tonal centre around D#1. Delivered as 5 distinct takes in one file (9.2 s, wide stereo image); ideal for sound design layering, title stingers and rhyt	0:09.2
234	DSGNStngr_Solid Aluminium Monolith Logo Hit 16_ToneLoom_OrganicSynthesisVol1.wav	Solid Aluminium Monolith Logo Hit 16	Solid brazen sound design element, aluminium-flavoured with creeping onset and extended cinematic decay of several seconds. Tonal centre around A4. Delivered as 5 distinct takes in one file (38.8 s, room-filling stereo spread); ideal for power-ups, sci-fi	0:38.8
235	DSGNStngr_Solid Brass Monolith Logo Hit 10_ToneLoom_OrganicSynthesisVol1.wav	Solid Brass Monolith Logo Hit 10	Solid steely sound design element, brass-flavoured with creeping onset and vast evolving tail. Tonal centre around F#4. Delivered as 5 distinct takes in one file (40.7 s, ultra-wide immersive field); ideal for power-ups, sci-fi sound design and cinematic	0:40.7
236	DSGNStngr_Steely Crystal Swell Logo Cable 06_ToneLoom_OrganicSynthesisVol1.wav	Steely Crystal Swell Logo Cable 06	Present steely sound design element, cable-flavoured with slow bloom and extended cinematic decay of several seconds. Tonal centre around D1. Delivered as 5 distinct takes in one file (39.2 s, room-filling stereo spread); ideal for hybrid layering, power-	0:39.2
237	DSGNStngr_Steely Crystal Swell Logo Glass 18_ToneLoom_OrganicSynthesisVol1.wav	Steely Crystal Swell Logo Glass 18	Articulate steely sound design element, glass-flavoured with rising entry and extended cinematic decay of several seconds. Tonal centre around D#1. Delivered as 5 distinct takes in one file (38.6 s, ultra-wide immersive field); ideal for sci-fi sound desi	0:38.6
238	DSGNStngr_Steely Monolith Logo Hit Stone 23_ToneLoom_OrganicSynthesisVol1.wav	Steely Monolith Logo Hit Stone 23	Weighty steely sound design element, stone-flavoured with instant attack and vast evolving tail. Tonal centre around A#4. Delivered as 5 distinct takes in one file (39.5 s, ultra-wide immersive field); ideal for mechanisms, weapon layers and power-ups.	0:39.5

#	File name	FX name	Description	Duration
239	DSGNStngr_Steely Pulse Build Logo Hit Boulder 13_ToneLoom_OrganicSynthesisVol1.wav	Steely Pulse Build Logo Hit Boulder 13	Low-Slung steely sound design element, boulder-flavoured with slow bloom and ocean-length reverberant wash. Tonal centre around A5. Delivered as 5 distinct takes in one file (42.2 s, panoramic stereo width); ideal for cinematic design, sci-fi sound design	0:42.2
240	DSGNStngr_Steely Pulse Build Logo Hit Sheet Metal 14_ToneLoom_OrganicSynthesisVol1.wav	Steely Pulse Build Logo Hit Sheet Metal 14	Muscular steely sound design element, sheet metal-flavoured with snapping transient and extended cinematic decay of several seconds. Tonal centre around A#4. Delivered as 5 distinct takes in one file (41.8 s, room-filling stereo spread); ideal for hybrid	0:41.8
241	DSGNStngr_Sub-Heavy Cast Iron Monolith Logo Hit 02_ToneLoom_OrganicSynthesisVol1.wav	Sub-Heavy Cast Iron Monolith Logo Hit 02	Sub-Heavy brazen sound design element, cast iron-flavoured with gradual swell-in and ocean-length reverberant wash. Tonal centre around G#1. Delivered as 5 distinct takes in one file (42.4 s, ultra-wide immersive field); ideal for sci-fi sound design, pow	0:42.4
242	DSGNStngr_Subterranean Granite Pulse Build Logo Hit 21_ToneLoom_OrganicSynthesisVol1.wav	Subterranean Granite Pulse Build Logo Hit 21	Subterranean clanging sound design element, granite-flavoured with slow bloom and extended cinematic decay of several seconds. Tonal centre around F#1. Delivered as 5 distinct takes in one file (40.4 s, panoramic stereo width); ideal for mechanisms, cinem	0:40.4
243	DSGNStngr_Thick Anvil Dark Sub Slam Logo 01_ToneLoom_OrganicSynthesisVol1.wav	Thick Anvil Dark Sub Slam Logo 01	Thick steely sound design element, anvil-flavoured with long build and extended cinematic decay of several seconds. Tonal centre around A1. Delivered as 5 distinct takes in one file (40.1 s, ultra-wide immersive field); ideal for weapon layers, hybrid lay	0:40.1
244	DSGNStngr_Thick Steel Crystal Swell Logo 19_ToneLoom_OrganicSynthesisVol1.wav	Thick Steel Crystal Swell Logo 19	Thick forged sound design element, steel-flavoured with long build and vast evolving tail. Tonal centre around D1. Delivered as 5 distinct takes in one file (38.5 s, room-filling stereo spread); ideal for power-ups, cinematic design and hybrid layering.	0:38.5
DSGNTonl Designed / Tonal (5)				
245	DSGNTonl_Chest-Thumping Bedrock Glass Harmonic Bloom Hit 12_ToneLoom_OrganicSynthesisVol1.wav	Chest-Thumping Bedrock Glass Harmonic Bloom Hit 12	Chest-Thumping metallic sound design element, bedrock-flavoured with long build and vast evolving tail. Tonal centre around D3. Delivered as 5 distinct takes in one file (48.1 s, broad, enveloping spread); ideal for cinematic design, weapon layers and pow	0:48.1
246	DSGNTonl_Clanging Organ Cluster Hit Concrete 08_ToneLoom_OrganicSynthesisVol1.wav	Clanging Organ Cluster Hit Concrete 08	Low-Slung clanging sound design element, concrete-flavoured with rising entry and ocean-length reverberant wash. Tonal centre around D#1. Delivered as 5 distinct takes in one file (50.4 s, expansive stereo field); ideal for weapon layers, power-ups and me	0:50.4
247	DSGNTonl_Iron-Hard Glass Harmonic Bloom Hit Aluminium 24_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Glass Harmonic Bloom Hit Aluminium 24	Solid iron-hard sound design element, aluminium-flavoured with slow bloom and vast evolving tail. Tonal centre around C4. Delivered as 5 distinct takes in one file (47.9 s, broad, enveloping spread); ideal for weapon layers, sci-fi sound design and cinema	0:47.9
248	DSGNTonl_Iron-Hard Organ Cluster Hit Anvil 07_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Organ Cluster Hit Anvil 07	Weighty iron-hard sound design element, anvil-flavoured with slow bloom and extended cinematic decay of several seconds. Tonal centre around E3. Delivered as 5 distinct takes in one file (48.6 s, room-filling stereo spread); ideal for cinematic design, me	0:48.6
249	DSGNTonl_Seismic Foundation Organ Cluster Hit 18_ToneLoom_OrganicSynthesisVol1.wav	Seismic Foundation Organ Cluster Hit 18	Seismic brazen sound design element, foundation-flavoured with rising entry and ocean-length reverberant wash. Tonal centre around C#1. Delivered as 5 distinct takes in one file (52.8 s, expansive stereo field); ideal for power-ups, cinematic design and s	0:52.8
DSGNWhsh Designed / Whoosh (25)				
250	DSGNWhsh_Chest-Thumping Bedrock Air Whip Whoosh 22_ToneLoom_OrganicSynthesisVol1.wav	Chest-Thumping Bedrock Air Whip Whoosh 22	Chest-Thumping brazen air whoosh, bedrock-flavoured with slow bloom and medium hall decay. Tonal centre around C#1. Delivered as 5 distinct takes in one file (19.6 s, wide stereo image); ideal for weapon swings, fast transitions and title reveals.	0:19.6

#	File name	FX name	Description	Duration
251	DSGNWhsh_Clanging Air Whip Whoosh Granite 18_ToneLoom_OrganicSynthesisVol1.wav	Clanging Air Whip Whoosh Granite 18	Colossal clanging air whoosh, granite-flavoured with rising entry and natural stage tail. Tonal centre around F1. Delivered as 5 distinct takes in one file (18.1 s, broad, enveloping spread); ideal for fast transitions, weapon swings and motion graphics.	0:18.1
252	DSGNWhsh_Clanging Air Whip Whoosh Stone 03_ToneLoom_OrganicSynthesisVol1.wav	Clanging Air Whip Whoosh Stone 03	Dark clanging air whoosh, stone-flavoured with slow bloom and mid-length reverberant fade. Tonal centre around D1. Delivered as 5 distinct takes in one file (20.2 s, broad, enveloping spread); ideal for camera moves, fast transitions and motion graphics.	0:20.2
253	DSGNWhsh_Dense Stone Air Whip Whoosh 09_ToneLoom_OrganicSynthesisVol1.wav	Dense Stone Air Whip Whoosh 09	Dense metallic air whoosh, stone-flavoured with slow bloom and long cavernous tail. Tonal centre around A1. Delivered as 5 distinct takes in one file (17.5 s, wide stereo image); ideal for motion graphics, vehicle pass-bys and weapon swings.	0:17.5
254	DSGNWhsh_Dense Stone Heavy Pressure Flyby 25_ToneLoom_OrganicSynthesisVol1.wav	Dense Stone Heavy Pressure Flyby 25	Dense clanging air whoosh, stone-flavoured with rising entry and medium hall decay. Tonal centre around D#1. Delivered as 5 distinct takes in one file (19.1 s, wide stereo image); ideal for title reveals, motion graphics and fast transitions.	0:19.1
255	DSGNWhsh_Forged Vortex Air Whoosh Timber 19_ToneLoom_OrganicSynthesisVol1.wav	Forged Vortex Air Whoosh Timber 19	Thick forged air whoosh, timber-flavoured with creeping onset and medium hall decay. Tonal centre around G1. Delivered as 5 distinct takes in one file (16.4 s, wide stereo image); ideal for title reveals, camera moves and motion graphics.	0:16.4
256	DSGNWhsh_Iron-Hard Air Whip Whoosh Granite 15_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Air Whip Whoosh Granite 15	Colossal iron-hard air whoosh, granite-flavoured with long build and medium hall decay. Tonal centre around F#3. Delivered as 5 distinct takes in one file (20.5 s, expansive stereo field); ideal for fast transitions, title reveals and motion graphics.	0:20.5
257	DSGNWhsh_Iron-Hard Fire Ember Whoosh Foundation 11_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Fire Ember Whoosh Foundation 11	Chest-Thumping iron-hard air whoosh, foundation-flavoured with rising entry and quick ambient release. Tonal centre around D#1. Delivered as 5 distinct takes in one file (16.1 s, wide stereo image); ideal for weapon swings, fast transitions and title reve	0:16.1
258	DSGNWhsh_Iron-Hard Heavy Pressure Flyby Cast Iron 01_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Heavy Pressure Flyby Cast Iron 01	Chest-Thumping iron-hard air whoosh, cast iron-flavoured with long build and natural stage tail. Tonal centre around C1. Delivered as 5 distinct takes in one file (18.3 s, wide stereo image); ideal for title reveals, weapon swings and vehicle pass-bys.	0:18.3
259	DSGNWhsh_Iron-Hard Vortex Air Whoosh Anvil 06_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Vortex Air Whoosh Anvil 06	Dense iron-hard air whoosh, anvil-flavoured with long build and short natural decay. Tonal centre around C1. Delivered as 5 distinct takes in one file (17.3 s, expansive stereo field); ideal for camera moves, motion graphics and vehicle pass-bys.	0:17.3
260	DSGNWhsh_Low-Slung Cast Iron Blade Passby 23_ToneLoom_OrganicSynthesisVol1.wav	Low-Slung Cast Iron Blade Passby 23	Low-Slung metallic air whoosh, cast iron-flavoured with rising entry and mid-length reverberant fade. Tonal centre around D1. Delivered as 5 distinct takes in one file (17.4 s, expansive stereo field); ideal for motion graphics, title reveals and weapon s	0:17.4
261	DSGNWhsh_Meaty Oak Fire Ember Whoosh 16_ToneLoom_OrganicSynthesisVol1.wav	Meaty Oak Fire Ember Whoosh 16	Meaty clanging air whoosh, oak-flavoured with creeping onset and natural stage tail. Tonal centre around G3. Delivered as 5 distinct takes in one file (17.6 s, wide stereo image); ideal for weapon swings, fast transitions and vehicle pass-bys.	0:17.6
262	DSGNWhsh_Meaty Stone Blade Passby 07_ToneLoom_OrganicSynthesisVol1.wav	Meaty Stone Blade Passby 07	Meaty clanging air whoosh, stone-flavoured with long build and short natural decay. Tonal centre around D1. Delivered as 5 distinct takes in one file (18.0 s, broad, enveloping spread); ideal for title reveals, weapon swings and vehicle pass-bys.	0:18.0

#	File name	FX name	Description	Duration
263	DSGNWhsh_Seismic Bedrock Blade Passby 20_ToneLoom_OrganicSynthesisVol1.wav	Seismic Bedrock Blade Passby 20	Seismic forged air whoosh, bedrock-flavoured with creeping onset and medium hall decay. Tonal centre around D#1. Delivered as 5 distinct takes in one file (18.1 s, broad, enveloping spread); ideal for camera moves, vehicle pass-bys and motion graphics.	0:18.1
264	DSGNWhsh_Seismic Boulder Textured Passby Whoosh 17_ToneLoom_OrganicSynthesisVol1.wav	Seismic Boulder Textured Passby Whoosh 17	Seismic metallic air whoosh, boulder-flavoured with long build and deep, lingering decay. Tonal centre around B0. Delivered as 5 distinct takes in one file (17.9 s, broad, enveloping spread); ideal for weapon swings, camera moves and title reveals.	0:17.9
265	DSGNWhsh_Seismic Concrete Textured Passby Whoosh 02_ToneLoom_OrganicSynthesisVol1.wav	Seismic Concrete Textured Passby Whoosh 02	Seismic iron-hard air whoosh, concrete-flavoured with long build and mid-length reverberant fade. Tonal centre around G1. Delivered as 5 distinct takes in one file (15.5 s, broad, enveloping spread); ideal for camera moves, title reveals and weapon swings	0:15.5
266	DSGNWhsh_Steely Blade Passby Oak 05_ToneLoom_OrganicSynthesisVol1.wav	Steely Blade Passby Oak 05	Heavy steely air whoosh, oak-flavoured with long build and quick ambient release. Tonal centre around D#1. Delivered as 5 distinct takes in one file (17.4 s, wide stereo image); ideal for fast transitions, title reveals and motion graphics.	0:17.4
267	DSGNWhsh_Steely Fire Ember Whoosh Concrete 13_ToneLoom_OrganicSynthesisVol1.wav	Steely Fire Ember Whoosh Concrete 13	Colossal steely air whoosh, concrete-flavoured with rising entry and medium hall decay. Tonal centre around E3. Delivered as 5 distinct takes in one file (16.8 s, wide stereo image); ideal for camera moves, vehicle pass-bys and fast transitions.	0:16.8
268	DSGNWhsh_Steely Fire Ember Whoosh Granite 12_ToneLoom_OrganicSynthesisVol1.wav	Steely Fire Ember Whoosh Granite 12	Sub-Heavy steely air whoosh, granite-flavoured with rising entry and medium hall decay. Tonal centre around E1. Delivered as 5 distinct takes in one file (19.8 s, expansive stereo field); ideal for fast transitions, title reveals and camera moves.	0:19.8
269	DSGNWhsh_Steely Fire Ember Whoosh Stone 04_ToneLoom_OrganicSynthesisVol1.wav	Steely Fire Ember Whoosh Stone 04	Dense steely air whoosh, stone-flavoured with creeping onset and natural stage tail. Tonal centre around B1. Delivered as 5 distinct takes in one file (16.3 s, wide stereo image); ideal for motion graphics, weapon swings and title reveals.	0:16.3
270	DSGNWhsh_Steely Fire Ember Whoosh Timber 24_ToneLoom_OrganicSynthesisVol1.wav	Steely Fire Ember Whoosh Timber 24	Meaty steely air whoosh, timber-flavoured with rising entry and medium hall decay. Tonal centre around B0. Delivered as 5 distinct takes in one file (18.8 s, wide stereo image); ideal for camera moves, weapon swings and fast transitions.	0:18.8
271	DSGNWhsh_Subterranean Concrete Heavy Pressure Flyby 08_ToneLoom_OrganicSynthesisVol1.wav	Subterranean Concrete Heavy Pressure Flyby 08	Subterranean steely air whoosh, concrete-flavoured with creeping onset and quick ambient release. Tonal centre around D#1. Delivered as 5 distinct takes in one file (17.8 s, expansive stereo field); ideal for motion graphics, vehicle pass-bys and weapon s	0:17.8
272	DSGNWhsh_Thick Oak Vortex Air Whoosh 21_ToneLoom_OrganicSynthesisVol1.wav	Thick Oak Vortex Air Whoosh 21	Thick steely air whoosh, oak-flavoured with slow bloom and medium hall decay. Tonal centre around F#1. Delivered as 5 distinct takes in one file (16.9 s, expansive stereo field); ideal for weapon swings, vehicle pass-bys and motion graphics.	0:16.9
273	DSGNWhsh_Thick Stone Textured Passby Whoosh 10_ToneLoom_OrganicSynthesisVol1.wav	Thick Stone Textured Passby Whoosh 10	Thick clanging air whoosh, stone-flavoured with creeping onset and extended reverberant bloom. Tonal centre around A1. Delivered as 5 distinct takes in one file (17.8 s, wide stereo image); ideal for title reveals, vehicle pass-bys and fast transitions.	0:17.8
274	DSGNWhsh_Weighty Anvil Vortex Air Whoosh 14_ToneLoom_OrganicSynthesisVol1.wav	Weighty Anvil Vortex Air Whoosh 14	Weighty clanging air whoosh, anvil-flavoured with creeping onset and mid-length reverberant fade. Tonal centre around D#1. Delivered as 5 distinct takes in one file (16.7 s, broad, enveloping spread); ideal for title reveals, vehicle pass-bys and camera m	0:16.7
MAGElem Magic / Elemental (17)				

#	File name	FX name	Description	Duration
275	MAGElem_Brazen Arcane Celestial Swell Concrete 07_ToneLoom_OrganicSynthesisVol1.wav	Brazen Arcane Celestial Swell Concrete 07	Sub-Heavy brazen magic cast, concrete-flavoured with rising entry and deep, lingering decay. Tonal centre around A1. Delivered as 5 distinct takes in one file (39.0 s, wide stereo image); ideal for elemental power, enchantments and fantasy effects.	0:39.0
276	MAGElem_Brazen Frost Shimmer Cast Foundation 20_ToneLoom_OrganicSynthesisVol1.wav	Brazen Frost Shimmer Cast Foundation 20	Subterranean brazen magic cast, foundation-flavoured with rising entry and extended reverberant bloom. Tonal centre around A4. Delivered as 5 distinct takes in one file (41.0 s, broad, enveloping spread); ideal for ability activations, spell casting and e	0:41.0
277	MAGElem_Brazen Nebula Whirl Vortex Brass 15_ToneLoom_OrganicSynthesisVol1.wav	Brazen Nebula Whirl Vortex Brass 15	Present brazen swirling vortex texture, brass-flavoured with slow bloom and extended cinematic decay of several seconds. Tonal centre around A4. Delivered as 5 distinct takes in one file (63.2 s, ultra-wide immersive field); ideal for sci-fi energy fields	1:03.2
278	MAGElem_Chest-Thumping Boulder Arcane Celestial Swell 22_ToneLoom_OrganicSynthesisVol1.wav	Chest-Thumping Boulder Arcane Celestial Swell 22	Chest-Thumping iron-hard magic cast, boulder-flavoured with punchy front-end and long cavernous tail. Tonal centre around A#4. Delivered as 5 distinct takes in one file (37.4 s, moderate stereo width); ideal for fantasy effects, spell casting and enchantm	0:37.4
279	MAGElem_Clanging Nebula Whirl Vortex Aluminium 23_ToneLoom_OrganicSynthesisVol1.wav	Clanging Nebula Whirl Vortex Aluminium 23	Focused clanging swirling vortex texture, aluminium-flavoured with slow bloom and long cavernous tail. Tonal centre around G1. Delivered as 5 distinct takes in one file (64.2 s, panoramic stereo width); ideal for sound design beds, epic transitions and sc	1:04.2
280	MAGElem_Focused Sheet Metal Glacial Stasis Shimmer 01_ToneLoom_OrganicSynthesisVol1.wav	Focused Sheet Metal Glacial Stasis Shimmer 01	Focused brazen magic cast, sheet metal-flavoured with sharp strike and long cavernous tail. Tonal centre around G#1. Delivered as 5 distinct takes in one file (38.0 s, broad, enveloping spread); ideal for ability activations, enchantments and fantasy effe	0:38.0
281	MAGElem_Forged Nebula Whirl Vortex Cable 19_ToneLoom_OrganicSynthesisVol1.wav	Forged Nebula Whirl Vortex Cable 19	Solid forged swirling vortex texture, cable-flavoured with rising entry and vast evolving tail. Tonal centre around D#5. Delivered as 5 distinct takes in one file (62.1 s, room-filling stereo spread); ideal for portal and tornado scenes, magic storms and	1:02.1
282	MAGElem_Forged Nebula Whirl Vortex Leather 08_ToneLoom_OrganicSynthesisVol1.wav	Forged Nebula Whirl Vortex Leather 08	Present forged swirling vortex texture, leather-flavoured with hard onset and extended reverberant bloom. Tonal centre around D#4. Delivered as 5 distinct takes in one file (64.3 s, panoramic stereo width); ideal for sci-fi energy fields, magic storms and	1:04.3
283	MAGElem_Low-Slung Concrete Glacial Stasis Shimmer 09_ToneLoom_OrganicSynthesisVol1.wav	Low-Slung Concrete Glacial Stasis Shimmer 09	Low-Slung clanging magic cast, concrete-flavoured with creeping onset and deep, lingering decay. Tonal centre around A#2. Delivered as 5 distinct takes in one file (38.0 s, broad, enveloping spread); ideal for enchantments, mystical transitions and abilit	0:38.0
284	MAGElem_Meaty Anvil Frost Shimmer Cast 04_ToneLoom_OrganicSynthesisVol1.wav	Meaty Anvil Frost Shimmer Cast 04	Meaty iron-hard magic cast, anvil-flavoured with creeping onset and deep, lingering decay. Tonal centre around B0. Delivered as 5 distinct takes in one file (41.5 s, wide stereo image); ideal for spell casting, fantasy effects and ability activations.	0:41.5
285	MAGElem_Present Brass Nebula Whirl Vortex 17_ToneLoom_OrganicSynthesisVol1.wav	Present Brass Nebula Whirl Vortex 17	Present brazen swirling vortex texture, brass-flavoured with long build and long cavernous tail. Tonal centre around D3. Delivered as 5 distinct takes in one file (58.7 s, room-filling stereo spread); ideal for sound design beds, magic storms and epic tra	0:58.7
286	MAGElem_Punchy Leather Nebula Whirl Vortex 13_ToneLoom_OrganicSynthesisVol1.wav	Punchy Leather Nebula Whirl Vortex 13	Punchy clanging swirling vortex texture, leather-flavoured with gradual swell-in and ocean-length reverberant wash. Tonal centre around A4. Delivered as 5 distinct takes in one file (65.8 s, room-filling stereo spread); ideal for sound design beds, magic	1:05.8

#	File name	FX name	Description	Duration
287	MAGElem_Seismic Concrete Glacial Stasis Shimmer 25_ToneLoom_OrganicSynthesisVol1.wav	Seismic Concrete Glacial Stasis Shimmer 25	Seismic iron-hard magic cast, concrete-flavoured with gentle entry and extended reverberant bloom. Tonal centre around A#2. Delivered as 5 distinct takes in one file (43.7 s, expansive stereo field); ideal for elemental power, enchantments and spell casti	0:43.7
288	MAGElem_Steely Nebula Whirl Vortex Rubber 02_ToneLoom_OrganicSynthesisVol1.wav	Steely Nebula Whirl Vortex Rubber 02	Solid steely swirling vortex texture, rubber-flavoured with rounded attack and long cavernous tail. Tonal centre around G#5. Delivered as 5 distinct takes in one file (63.3 s, panoramic stereo width); ideal for magic storms, trailer climaxes and portal an	1:03.3
289	MAGElem_Sub-Heavy Foundation Arcane Celestial Swell 15_ToneLoom_OrganicSynthesisVol1.wav	Sub-Heavy Foundation Arcane Celestial Swell 15	Sub-Heavy steely magic cast, foundation-flavoured with long build and extended reverberant bloom. Tonal centre around G4. Delivered as 5 distinct takes in one file (39.6 s, broad, enveloping spread); ideal for enchantments, ability activations and mystica	0:39.6
290	MAGElem_Subterranean Boulder Frost Shimmer Cast 12_ToneLoom_OrganicSynthesisVol1.wav	Subterranean Boulder Frost Shimmer Cast 12	Subterranean clanging magic cast, boulder-flavoured with instant attack and extended reverberant bloom. Tonal centre around A1. Delivered as 5 distinct takes in one file (37.4 s, natural stereo spread); ideal for elemental power, spell casting and enchant	0:37.4
291	MAGElem_Weighty Hull Plate Arcane Celestial Swell 23_ToneLoom_OrganicSynthesisVol1.wav	Weighty Hull Plate Arcane Celestial Swell 23	Weighty metallic magic cast, hull plate-flavoured with long build and long cavernous tail. Tonal centre around D#1. Delivered as 5 distinct takes in one file (40.9 s, broad, enveloping spread); ideal for ability activations, mystical transitions and fanta	0:40.9
MAGShim Magic / Shimmer (13)				
292	MAGShim_Bright Crystal Reverse Glass Swell 02_ToneLoom_OrganicSynthesisVol1.wav	Bright Crystal Reverse Glass Swell 02	Bright brazen reverse swell, crystal-flavoured with slow bloom and mid-length reverberant fade. Tonal centre around F#1. Delivered as 5 distinct takes in one file (33.6 s, panoramic stereo width); ideal for magic cues, title swells and impact lead-ins.	0:33.6
293	MAGShim_Bright Crystal Shimmer Partial Tail 16_ToneLoom_OrganicSynthesisVol1.wav	Bright Crystal Shimmer Partial Tail 16	Bright steely air tail, crystal-flavoured with slow bloom and extended cinematic decay of several seconds. Tonal centre around C#5. Delivered as 5 distinct takes in one file (29.9 s, ultra-wide immersive field); ideal for ambience polish, silence fills an	0:29.9
294	MAGShim_Crisp Ceramic Reverse Glass Swell 01_ToneLoom_OrganicSynthesisVol1.wav	Crisp Ceramic Reverse Glass Swell 01	Crisp serrated reverse swell, ceramic-flavoured with long build and mid-length reverberant fade. Tonal centre around C2. Delivered as 5 distinct takes in one file (30.8 s, ultra-wide immersive field); ideal for trailer reveals, scene transitions and magic	0:30.8
295	MAGShim_Iron-Hard Shimmer Partial Tail Foil 17_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Shimmer Partial Tail Foil 17	Lean iron-hard air tail, foil-flavoured with creeping onset and extended cinematic decay of several seconds. Tonal centre around C#5. Delivered as 5 distinct takes in one file (34.9 s, room-filling stereo spread); ideal for silence fills, reverb sweetener	0:34.9
296	MAGShim_Lean Titanium Reverse Glass Swell 13_ToneLoom_OrganicSynthesisVol1.wav	Lean Titanium Reverse Glass Swell 13	Lean iron-hard reverse swell, titanium-flavoured with creeping onset and brief room tail. Tonal centre around F#1. Delivered as 5 distinct takes in one file (26.7 s, panoramic stereo width); ideal for title swells, trailer reveals and magic cues.	0:26.7
297	MAGShim_Metallic Shimmer Partial Tail Titanium 04_ToneLoom_OrganicSynthesisVol1.wav	Metallic Shimmer Partial Tail Titanium 04	Sharp metallic air tail, titanium-flavoured with rounded attack and ocean-length reverberant wash. Tonal centre around A#5. Delivered as 5 distinct takes in one file (34.7 s, panoramic stereo width); ideal for cinematic air, hit tails and reverb sweetener	0:34.7
298	MAGShim_Serrated Reverse Glass Swell Frost 07_ToneLoom_OrganicSynthesisVol1.wav	Serrated Reverse Glass Swell Frost 07	Airy serrated reverse swell, frost-flavoured with rising entry and quick ambient release. Tonal centre around F1. Delivered as 5 distinct takes in one file (26.9 s, room-filling stereo spread); ideal for pre-hit builds, trailer reveals and magic cues.	0:26.9

#	File name	FX name	Description	Duration
299	MAGShim_Sharp Ceramic Shimmer Partial Tail 05_ToneLoom_OrganicSynthesisVol1.wav	Sharp Ceramic Shimmer Partial Tail 05	Sharp forged air tail, ceramic-flavoured with rounded attack and ocean-length reverberant wash. Tonal centre around E5. Delivered as 5 distinct takes in one file (34.6 s, panoramic stereo width); ideal for silence fills, reverb sweeteners and cinematic ai	0:34.6
300	MAGShim_Sharp Titanium Reverse Glass Swell 14_ToneLoom_OrganicSynthesisVol1.wav	Sharp Titanium Reverse Glass Swell 14	Sharp abrasive reverse swell, titanium-flavoured with creeping onset and medium hall decay. Tonal centre around D3. Delivered as 5 distinct takes in one file (29.2 s, panoramic stereo width); ideal for trailer reveals, title swells and magic cues.	0:29.2
301	MAGShim_Shimmering Mist Reverse Glass Swell 20_ToneLoom_OrganicSynthesisVol1.wav	Shimmering Mist Reverse Glass Swell 20	Shimmering gritty reverse swell, mist-flavoured with long build and brief room tail. Tonal centre around D5. Delivered as 5 distinct takes in one file (30.7 s, panoramic stereo width); ideal for trailer reveals, title swells and pre-hit builds.	0:30.7
302	MAGShim_Silvery Filament Reverse Glass Swell 25_ToneLoom_OrganicSynthesisVol1.wav	Silvery Filament Reverse Glass Swell 25	Silvery gritty reverse swell, filament-flavoured with creeping onset and mid-length reverberant fade. Tonal centre around G1. Delivered as 5 distinct takes in one file (30.5 s, panoramic stereo width); ideal for pre-hit builds, scene transitions and trail	0:30.5
303	MAGShim_Silvery Vapor Reverse Glass Swell 19_ToneLoom_OrganicSynthesisVol1.wav	Silvery Vapor Reverse Glass Swell 19	Silvery serrated reverse swell, vapor-flavoured with long build and brief room tail. Tonal centre around D1. Delivered as 5 distinct takes in one file (21.5 s, wide stereo image); ideal for pre-hit builds, scene transitions and impact lead-ins.	0:21.5
304	MAGShim_Steely Shimmer Partial Tail Vapor 12_ToneLoom_OrganicSynthesisVol1.wav	Steely Shimmer Partial Tail Vapor 12	Airy steely air tail, vapor-flavoured with gentle entry and ocean-length reverberant wash. Tonal centre around B4. Delivered as 5 distinct takes in one file (39.1 s, room-filling stereo spread); ideal for reverb sweeteners, silence fills and scene transit	0:39.1
MAGSpel Magic / Spell (15)				
305	MAGSpel_Brazen Aetheric Phase Diffusion Stone 10_ToneLoom_OrganicSynthesisVol1.wav	Brazen Aetheric Phase Diffusion Stone 10	Meaty brazen magic cast, stone-flavoured with long build and extended reverberant bloom. Tonal centre around F#1. Delivered as 5 distinct takes in one file (36.3 s, broad, enveloping spread); ideal for ability activations, spell casting and fantasy effect	0:36.3
306	MAGSpel_Chest-Thumping Boulder Celestial Holy Burst 13_ToneLoom_OrganicSynthesisVol1.wav	Chest-Thumping Boulder Celestial Holy Burst 13	Chest-Thumping clanging magic cast, boulder-flavoured with long build and deep, lingering decay. Tonal centre around A3. Delivered as 5 distinct takes in one file (40.6 s, broad, enveloping spread); ideal for ability activations, mystical transitions and	0:40.6
307	MAGSpel_Clanging Celestial Holy Burst Timber 21_ToneLoom_OrganicSynthesisVol1.wav	Clanging Celestial Holy Burst Timber 21	Heavy clanging magic cast, timber-flavoured with slow bloom and long cavernous tail. Tonal centre around B0. Delivered as 5 distinct takes in one file (43.6 s, wide stereo image); ideal for fantasy effects, mystical transitions and spell casting.	0:43.6
308	MAGSpel_Clanging Void Summoning Pulse Bedrock 19_ToneLoom_OrganicSynthesisVol1.wav	Clanging Void Summoning Pulse Bedrock 19	Subterranean clanging magic cast, bedrock-flavoured with fast attack and long cavernous tail. Tonal centre around A1. Delivered as 5 distinct takes in one file (36.2 s, expansive stereo field); ideal for spell casting, mystical transitions and fantasy eff	0:36.2
309	MAGSpel_Dark Anvil Celestial Holy Burst 05_ToneLoom_OrganicSynthesisVol1.wav	Dark Anvil Celestial Holy Burst 05	Dark steely magic cast, anvil-flavoured with sharp strike and extended reverberant bloom. Tonal centre around D#4. Delivered as 5 distinct takes in one file (40.8 s, broad, enveloping spread); ideal for mystical transitions, fantasy effects and elemental	0:40.8
310	MAGSpel_Dense Timber Pyrotechnic Sigil Cast 08_ToneLoom_OrganicSynthesisVol1.wav	Dense Timber Pyrotechnic Sigil Cast 08	Dense steely magic cast, timber-flavoured with creeping onset and extended reverberant bloom. Tonal centre around D1. Delivered as 5 distinct takes in one file (38.0 s, broad, enveloping spread); ideal for mystical transitions, spell casting and enchantme	0:38.0

#	File name	FX name	Description	Duration
311	MAGSpel_Forged Aetheric Phase Diffusion Hull Plate 18_ToneLoom_OrganicSynthesisVol1.wav	Forged Aetheric Phase Diffusion Hull Plate 18	Thick forged magic cast, hull plate-flavoured with slow bloom and mid-length reverberant fade. Tonal centre around G1. Delivered as 5 distinct takes in one file (37.1 s, expansive stereo field); ideal for mystical transitions, spell casting and enchantmen	0:37.1
312	MAGSpel_Metallic Void Summoning Pulse Foundation 11_ToneLoom_OrganicSynthesisVol1.wav	Metallic Void Summoning Pulse Foundation 11	Sub-Heavy metallic magic cast, foundation-flavoured with slow bloom and long cavernous tail. Tonal centre around C#3. Delivered as 5 distinct takes in one file (42.7 s, wide stereo image); ideal for enchantments, mystical transitions and fantasy effects.	0:42.7
313	MAGSpel_Steely Aetheric Phase Diffusion Concrete 02_ToneLoom_OrganicSynthesisVol1.wav	Steely Aetheric Phase Diffusion Concrete 02	Subterranean steely magic cast, concrete-flavoured with creeping onset and extended reverberant bloom. Tonal centre around F#3. Delivered as 5 distinct takes in one file (38.0 s, broad, enveloping spread); ideal for fantasy effects, enchantments and eleme	0:38.0
314	MAGSpel_Steely Pyrotechnic Sigil Cast Boulder 16_ToneLoom_OrganicSynthesisVol1.wav	Steely Pyrotechnic Sigil Cast Boulder 16	Colossal steely magic cast, boulder-flavoured with sharp strike and extended cinematic decay of several seconds. Tonal centre around G#1. Delivered as 5 distinct takes in one file (44.0 s, wide stereo image); ideal for ability activations, mystical transi	0:44.0
315	MAGSpel_Sub-Heavy Concrete Dark Occult Curse 06_ToneLoom_OrganicSynthesisVol1.wav	Sub-Heavy Concrete Dark Occult Curse 06	Sub-Heavy iron-hard magic cast, concrete-flavoured with rising entry and extended reverberant bloom. Tonal centre around E5. Delivered as 5 distinct takes in one file (33.2 s, broad, enveloping spread); ideal for enchantments, spell casting and elemental	0:33.2
316	MAGSpel_Sub-Heavy Concrete Pyrotechnic Sigil Cast 24_ToneLoom_OrganicSynthesisVol1.wav	Sub-Heavy Concrete Pyrotechnic Sigil Cast 24	Sub-Heavy metallic magic cast, concrete-flavoured with rising entry and deep, lingering decay. Tonal centre around F3. Delivered as 5 distinct takes in one file (37.7 s, expansive stereo field); ideal for enchantments, ability activations and fantasy effe	0:37.7
317	MAGSpel_Sub-Heavy Granite Dark Occult Curse 14_ToneLoom_OrganicSynthesisVol1.wav	Sub-Heavy Granite Dark Occult Curse 14	Sub-Heavy metallic magic cast, granite-flavoured with slow bloom and deep, lingering decay. Tonal centre around G#1. Delivered as 5 distinct takes in one file (36.7 s, broad, enveloping spread); ideal for elemental power, mystical transitions and enchantm	0:36.7
318	MAGSpel_Subterranean Foundation Void Summoning Pulse 03_ToneLoom_OrganicSynthesisVol1.wav	Subterranean Foundation Void Summoning Pulse 03	Subterranean brazen magic cast, foundation-flavoured with punchy front-end and extended reverberant bloom. Tonal centre around A1. Delivered as 5 distinct takes in one file (38.7 s, expansive stereo field); ideal for fantasy effects, spell casting and mys	0:38.7
319	MAGSpel_Subterranean Granite Aetheric Phase Diffusion 17_ToneLoom_OrganicSynthesisVol1.wav	Subterranean Granite Aetheric Phase Diffusion 17	Subterranean forged magic cast, granite-flavoured with rising entry and long cavernous tail. Tonal centre around A1. Delivered as 5 distinct takes in one file (38.7 s, broad, enveloping spread); ideal for fantasy effects, ability activations and mystical	0:38.7
MECHClik Mechanical / Click (2)				
320	MECHClik_Articulate Crystal Bouncing Click Cascade 22_ToneLoom_OrganicSynthesisVol1.wav	Articulate Crystal Bouncing Click Cascade 22	Articulate fluttering click and snap transient, crystal-flavoured with hard onset and mid-length reverberant fade. Tonal centre around E1. Delivered as 5 distinct takes in one file (11.5 s, ultra-wide immersive field); ideal for title stingers, rhythmic a	0:11.5
321	MECHClik_Colossal Cast Iron Bouncing Click Cascade 06_ToneLoom_OrganicSynthesisVol1.wav	Colossal Cast Iron Bouncing Click Cascade 06	Colossal forged click and snap transient, cast iron-flavoured with instant attack and natural stage tail. Tonal centre around A#3. Delivered as 5 distinct takes in one file (11.4 s, expansive stereo field); ideal for title stingers, cut points and UI feed	0:11.4
MECHHydr Mechanical / Hydraulic & Pneumatic (6)				
322	MECHHydr_Brazen Titanium Hydraulic Clamp Oak 10_ToneLoom_OrganicSynthesisVol1.wav	Brazen Titanium Hydraulic Clamp Oak 10	Dense brazen mechanical movement, oak-flavoured with slow bloom and medium hall decay. Tonal centre around G#3. Delivered as 5 distinct takes in one file (15.5 s, room-filling stereo spread); ideal for exosuit motion, mechanical rigs and robot movement.	0:15.5

#	File name	FX name	Description	Duration
323	MECHHydr_Brilliant Frost Pneumatic Piston Shift 18_ToneLoom_OrganicSynthesisVol1.wav	Brilliant Frost Pneumatic Piston Shift 18	Brilliant brazen mechanical movement, frost-flavoured with hard onset and medium hall decay. Tonal centre around G#3. Delivered as 5 distinct takes in one file (13.1 s, room-filling stereo spread); ideal for robot movement, sci-fi machinery and mechanical	0:13.1
324	MECHHydr_Brilliant Vapor Pneumatic Piston Shift 12_ToneLoom_OrganicSynthesisVol1.wav	Brilliant Vapor Pneumatic Piston Shift 12	Brilliant brazen mechanical movement, vapor-flavoured with tight onset and mid-length reverberant fade. Tonal centre around C1. Delivered as 5 distinct takes in one file (13.7 s, panoramic stereo width); ideal for hard-surface animation, sci-fi machinery	0:13.7
325	MECHHydr_Iron-Hard Pneumatic Piston Shift Glass 06_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Pneumatic Piston Shift Glass 06	Cutting iron-hard mechanical movement, glass-flavoured with tight onset and natural stage tail. Tonal centre around G3. Delivered as 5 distinct takes in one file (13.2 s, panoramic stereo width); ideal for hard-surface animation, sci-fi machinery and robo	0:13.2
326	MECHHydr_Muscular Rubber Titanium Hydraulic Clamp 04_ToneLoom_OrganicSynthesisVol1.wav	Muscular Rubber Titanium Hydraulic Clamp 04	Muscular brazen mechanical movement, rubber-flavoured with long build and natural stage tail. Tonal centre around A3. Delivered as 5 distinct takes in one file (17.0 s, room-filling stereo spread); ideal for sci-fi machinery, mechanical rigs and hard-surf	0:17.0
327	MECHHydr_Thick Steel Titanium Hydraulic Clamp 22_ToneLoom_OrganicSynthesisVol1.wav	Thick Steel Titanium Hydraulic Clamp 22	Thick metallic mechanical movement, steel-flavoured with rising entry and deep, lingering decay. Tonal centre around G#3. Delivered as 5 distinct takes in one file (17.1 s, ultra-wide immersive field); ideal for hard-surface animation, door and latch mech	0:17.1
MECHLock Mechanical / Lock (5)				
328	MECHLock_Full-Bodied Cable Magnetic Armature Lock 14_ToneLoom_OrganicSynthesisVol1.wav	Full-Bodied Cable Magnetic Armature Lock 14	Full-Bodied metallic mechanical movement, cable-flavoured with long build and mid-length reverberant fade. Tonal centre around F3. Delivered as 5 distinct takes in one file (16.6 s, panoramic stereo width); ideal for hard-surface animation, door and latch	0:16.6
329	MECHLock_Iron-Hard Magnetic Armature Lock Anvil 20_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Magnetic Armature Lock Anvil 20	Weighty iron-hard mechanical movement, anvil-flavoured with rising entry and short natural decay. Tonal centre around G3. Delivered as 5 distinct takes in one file (15.2 s, ultra-wide immersive field); ideal for door and latch mechanisms, sci-fi machinery	0:15.2
330	MECHLock_Metallic Magnetic Armature Lock Sheet Metal 02_ToneLoom_OrganicSynthesisVol1.wav	Metallic Magnetic Armature Lock Sheet Metal 02	Full-Bodied metallic mechanical movement, sheet metal-flavoured with rising entry and medium hall decay. Tonal centre around D#1. Delivered as 5 distinct takes in one file (16.1 s, ultra-wide immersive field); ideal for exosuit motion, hard-surface animat	0:16.1
331	MECHLock_Present Brass Magnetic Armature Lock 08_ToneLoom_OrganicSynthesisVol1.wav	Present Brass Magnetic Armature Lock 08	Present forged mechanical movement, brass-flavoured with creeping onset and quick ambient release. Tonal centre around F3. Delivered as 5 distinct takes in one file (17.0 s, ultra-wide immersive field); ideal for robot movement, mechanical rigs and door a	0:17.0
332	MECHLock_Present Leather Magnetic Armature Lock 21_ToneLoom_OrganicSynthesisVol1.wav	Present Leather Magnetic Armature Lock 21	Present metallic mechanical movement, leather-flavoured with long build and mid-length reverberant fade. Tonal centre around G3. Delivered as 5 distinct takes in one file (17.0 s, ultra-wide immersive field); ideal for sci-fi machinery, exosuit motion and	0:17.0
MECHLtch Mechanical / Latch (8)				
333	MECHLtch_Bright Glass Kinetic Latch Solenoid 25_ToneLoom_OrganicSynthesisVol1.wav	Bright Glass Kinetic Latch Solenoid 25	Bright churning mechanical movement, glass-flavoured with sharp strike and short natural decay. Tonal centre around A1. Delivered as 5 distinct takes in one file (9.5 s, ultra-wide immersive field); ideal for hard-surface animation, door and latch mechani	0:09.5
334	MECHLtch_Bright Ice Kinetic Latch Solenoid 01_ToneLoom_OrganicSynthesisVol1.wav	Bright Ice Kinetic Latch Solenoid 01	Bright metallic mechanical movement, ice-flavoured with creeping onset and short natural decay. Tonal centre around D#1. Delivered as 5 distinct takes in one file (9.3 s, ultra-wide immersive field); ideal for mechanical rigs, exosuit motion and hard-surf	0:09.3

#	File name	FX name	Description	Duration
335	MECHLtch_Full-Bodied Cable Kinetic Latch Solenoid 16_ToneLoom_OrganicSynthesisVol1.wav	Full-Bodied Cable Kinetic Latch Solenoid 16	Full-Bodied growling mechanical movement, cable-flavoured with fast attack and quick ambient release. Tonal centre around E6. Delivered as 5 distinct takes in one file (9.8 s, room-filling stereo spread); ideal for door and latch mechanisms, exosuit motio	0:09.8
336	MECHLtch_Lean Crystal Kinetic Latch Solenoid 13_ToneLoom_OrganicSynthesisVol1.wav	Lean Crystal Kinetic Latch Solenoid 13	Lean buzzing mechanical movement, crystal-flavoured with hard onset and natural stage tail. Tonal centre around E5. Delivered as 5 distinct takes in one file (9.5 s, panoramic stereo width); ideal for exosuit motion, sci-fi machinery and robot movement.	0:09.5
337	MECHLtch_Rough-Edged Kinetic Latch Solenoid Titanium 19_ToneLoom_OrganicSynthesisVol1.wav	Rough-Edged Kinetic Latch Solenoid Titanium 19	Cutting rough-edged mechanical movement, titanium-flavoured with creeping onset and brief room tail. Tonal centre around D#6. Delivered as 5 distinct takes in one file (9.0 s, room-filling stereo spread); ideal for hard-surface animation, sci-fi machinery	0:09.0
338	MECHLtch_Shimmering Frost Kinetic Latch Solenoid 07_ToneLoom_OrganicSynthesisVol1.wav	Shimmering Frost Kinetic Latch Solenoid 07	Shimmering fluttering mechanical movement, frost-flavoured with snapping transient and medium hall decay. Tonal centre around D#3. Delivered as 5 distinct takes in one file (9.6 s, ultra-wide immersive field); ideal for exosuit motion, door and latch mech	0:09.6
339	MECHLtch_Shimmering Vapor Kinetic Latch Solenoid 03_ToneLoom_OrganicSynthesisVol1.wav	Shimmering Vapor Kinetic Latch Solenoid 03	Shimmering metallic mechanical movement, vapor-flavoured with snapping transient and quick ambient release. Tonal centre around D#3. Delivered as 5 distinct takes in one file (9.2 s, room-filling stereo spread); ideal for door and latch mechanisms, robot	0:09.2
340	MECHLtch_Silvery Wire Kinetic Latch Solenoid 15_ToneLoom_OrganicSynthesisVol1.wav	Silvery Wire Kinetic Latch Solenoid 15	Silvery abrasive mechanical movement, wire-flavoured with sharp strike and brief room tail. Tonal centre around G#3. Delivered as 5 distinct takes in one file (9.9 s, room-filling stereo spread); ideal for mechanical rigs, robot movement and exosuit motio	0:09.9
METLFric Metal / Friction (2)				
341	METLFric_Bright Crystal Metal Rail Scrape 23_ToneLoom_OrganicSynthesisVol1.wav	Bright Crystal Metal Rail Scrape 23	Bright rough-edged particle texture, crystal-flavoured with long build and natural stage tail. Tonal centre around F#6. Delivered as 5 distinct takes in one file (17.5 s, broad, enveloping spread); ideal for texture layering, organic movement and debris s	0:17.5
342	METLFric_Serrated Metal Rail Scrape Foil 06_ToneLoom_OrganicSynthesisVol1.wav	Serrated Metal Rail Scrape Foil 06	Articulate serrated particle texture, foil-flavoured with long build and brief room tail. Tonal centre around F6. Delivered as 5 distinct takes in one file (17.3 s, wide stereo image); ideal for kinetic detail, organic movement and particle effects.	0:17.3
METLMisc Metal / Misc (2)				
343	METLMisc_Bright Ceramic Metal Parts Rattle 24_ToneLoom_OrganicSynthesisVol1.wav	Bright Ceramic Metal Parts Rattle 24	Bright abrasive particle texture, ceramic-flavoured with long build and long cavernous tail. Tonal centre around C#6. Delivered as 5 distinct takes in one file (18.9 s, wide stereo image); ideal for organic movement, debris scatters and texture layering.	0:18.9
344	METLMisc_Grainy Metal Parts Rattle Glass 07_ToneLoom_OrganicSynthesisVol1.wav	Grainy Metal Parts Rattle Glass 07	Articulate grainy particle texture, glass-flavoured with creeping onset and deep, lingering decay. Tonal centre around F6. Delivered as 5 distinct takes in one file (19.3 s, expansive stereo field); ideal for particle effects, organic movement and kinetic	0:19.3
METLMvmt Metal / Movement (2)				
345	METLMvmt_Full-Bodied Cable Sheet Metal Bend Groan 22_ToneLoom_OrganicSynthesisVol1.wav	Full-Bodied Cable Sheet Metal Bend Groan 22	Full-Bodied harmonic particle texture, cable-flavoured with long build and medium hall decay. Tonal centre around F4. Delivered as 5 distinct takes in one file (23.5 s, expansive stereo field); ideal for organic movement, debris scatters and kinetic detai	0:23.5

#	File name	FX name	Description	Duration
346	METLMvmt_Harmonic Sheet Metal Bend Groan Rubber 05_ToneLoom_OrganicSynthesisVol1.wav	Harmonic Sheet Metal Bend Groan Rubber 05	Full-Bodied harmonic particle texture, rubber-flavoured with rising entry and natural stage tail. Tonal centre around C#4. Delivered as 5 distinct takes in one file (21.3 s, expansive stereo field); ideal for particle effects, organic movement and kinetic	0:21.3
MOTRSrvo Motors / Servo (1)				
347	MOTRSrvo_Weighty Stone Exoskeleton Servo Actuator 09_ToneLoom_OrganicSynthesisVol1.wav	Weighty Stone Exoskeleton Servo Actuator 09	Weighty steely mechanical movement, stone-flavoured with long build and medium hall decay. Tonal centre around F4. Delivered as 5 distinct takes in one file (12.5 s, room-filling stereo spread); ideal for hard-surface animation, exosuit motion and sci-fi	0:12.5
MUSCChor Musical / Choral (3)				
348	MUSCChor_Chest-Thumping Cast Iron Choir Vowel Hit 09_ToneLoom_OrganicSynthesisVol1.wav	Chest-Thumping Cast Iron Choir Vowel Hit 09	Chest-Thumping clanging sound design element, cast iron-flavoured with quick strike and vast evolving tail. Tonal centre around D#1. Delivered as 5 distinct takes in one file (49.2 s, expansive stereo field); ideal for hybrid layering, mechanisms and weap	0:49.2
349	MUSCChor_Forged Choir Vowel Hit Anvil 05_ToneLoom_OrganicSynthesisVol1.wav	Forged Choir Vowel Hit Anvil 05	Dark forged sound design element, anvil-flavoured with sharp strike and extended cinematic decay of several seconds. Tonal centre around C4. Delivered as 5 distinct takes in one file (48.1 s, wide stereo image); ideal for mechanisms, weapon layers and sci	0:48.1
350	MUSCChor_Lean Ice Choir Vowel Hit 01_ToneLoom_OrganicSynthesisVol1.wav	Lean Ice Choir Vowel Hit 01	Lean forged sound design element, ice-flavoured with snapping transient and ocean-length reverberant wash. Tonal centre around C#4. Delivered as 5 distinct takes in one file (47.8 s, room-filling stereo spread); ideal for sci-fi sound design, weapon layer	0:47.8
MUSCPluck Musical / Plucked (4)				
351	MUSCPluck_Clanging Harp Pluck Resonance Hit Stone 02_ToneLoom_OrganicSynthesisVol1.wav	Clanging Harp Pluck Resonance Hit Stone 02	Dark clanging sound design element, stone-flavoured with snapping transient and vast evolving tail. Tonal centre around F3. Delivered as 5 distinct takes in one file (49.2 s, expansive stereo field); ideal for hybrid layering, power-ups and weapon layers.	0:49.2
352	MUSCPluck_Colossal Bedrock Harp Pluck Resonance Hit 11_ToneLoom_OrganicSynthesisVol1.wav	Colossal Bedrock Harp Pluck Resonance Hit 11	Colossal iron-hard sound design element, bedrock-flavoured with slow bloom and extended cinematic decay of several seconds. Tonal centre around D1. Delivered as 5 distinct takes in one file (50.5 s, broad, enveloping spread); ideal for mechanisms, hybrid	0:50.5
353	MUSCPluck_Dark Steel Harp Pluck Resonance Hit 04_ToneLoom_OrganicSynthesisVol1.wav	Dark Steel Harp Pluck Resonance Hit 04	Dark steely sound design element, steel-flavoured with snapping transient and extended cinematic decay of several seconds. Tonal centre around F#3. Delivered as 5 distinct takes in one file (53.6 s, ultra-wide immersive field); ideal for mechanisms, hybri	0:53.6
354	MUSCPluck_Metallic Harp Pluck Resonance Hit Oak 15_ToneLoom_OrganicSynthesisVol1.wav	Metallic Harp Pluck Resonance Hit Oak 15	Dense metallic sound design element, oak-flavoured with rising entry and vast evolving tail. Tonal centre around C#1. Delivered as 5 distinct takes in one file (51.7 s, expansive stereo field); ideal for hybrid layering, power-ups and sci-fi sound design.	0:51.7
MUSCStr Musical / Stringed (4)				
355	MUSCStr_Brazen Low Struck Strings Hit Oak 22_ToneLoom_OrganicSynthesisVol1.wav	Brazen Low Struck Strings Hit Oak 22	Meaty brazen sound design element, oak-flavoured with hard onset and close, dry finish. Tonal centre around G#3. Delivered as 5 distinct takes in one file (50.8 s, room-filling stereo spread); ideal for power-ups, weapon layers and hybrid layering.	0:50.8
356	MUSCStr_Colossal Bedrock Low Struck Strings Hit 21_ToneLoom_OrganicSynthesisVol1.wav	Colossal Bedrock Low Struck Strings Hit 21	Colossal brazen sound design element, bedrock-flavoured with slow bloom and ocean-length reverberant wash. Tonal centre around C1. Delivered as 5 distinct takes in one file (49.2 s, expansive stereo field); ideal for hybrid layering, power-ups and cinemat	0:49.2

#	File name	FX name	Description	Duration
357	MUSCStr_Dark Oak Low Struck Strings Hit 19_ToneLoom_OrganicSynthesisVol1.wav	Dark Oak Low Struck Strings Hit 19	Dark metallic sound design element, oak-flavoured with creeping onset and vast evolving tail. Tonal centre around A1. Delivered as 5 distinct takes in one file (48.9 s, broad, enveloping spread); ideal for mechanisms, weapon layers and hybrid layering.	0:48.9
358	MUSCStr_Seismic Concrete Low Struck Strings Hit 14_ToneLoom_OrganicSynthesisVol1.wav	Seismic Concrete Low Struck Strings Hit 14	Seismic forged sound design element, concrete-flavoured with rising entry and ocean-length reverberant wash. Tonal centre around F#3. Delivered as 5 distinct takes in one file (48.5 s, wide stereo image); ideal for cinematic design, weapon layers and sci-	0:48.5
MUSCTnprc Musical / Percussion Tuned (7)				
359	MUSCTnprc_Brazen Tuned Taiko Hit Timber 06_ToneLoom_OrganicSynthesisVol1.wav	Brazen Tuned Taiko Hit Timber 06	Heavy brazen sound design element, timber-flavoured with fast attack and extended cinematic decay of several seconds. Tonal centre around C4. Delivered as 5 distinct takes in one file (50.5 s, broad, enveloping spread); ideal for power-ups, hybrid layerin	0:50.5
360	MUSCTnprc_Dark Timber Tuned Taiko Hit 20_ToneLoom_OrganicSynthesisVol1.wav	Dark Timber Tuned Taiko Hit 20	Dark clanging sound design element, timber-flavoured with rising entry and vast evolving tail. Tonal centre around F3. Delivered as 5 distinct takes in one file (47.9 s, wide stereo image); ideal for weapon layers, power-ups and cinematic design.	0:47.9
361	MUSCTnprc_Forged Tuned Taiko Hit Granite 16_ToneLoom_OrganicSynthesisVol1.wav	Forged Tuned Taiko Hit Granite 16	Low-Slung forged sound design element, granite-flavoured with soft onset and vast evolving tail. Tonal centre around F3. Delivered as 5 distinct takes in one file (51.1 s, expansive stereo field); ideal for hybrid layering, weapon layers and cinematic des	0:51.1
362	MUSCTnprc_Heavy Timber Tuned Taiko Hit 17_ToneLoom_OrganicSynthesisVol1.wav	Heavy Timber Tuned Taiko Hit 17	Heavy forged sound design element, timber-flavoured with creeping onset and vast evolving tail. Tonal centre around G3. Delivered as 5 distinct takes in one file (53.0 s, room-filling stereo spread); ideal for hybrid layering, cinematic design and sci-fi	0:53.0
363	MUSCTnprc_Iron-Hard Tuned Taiko Hit Bedrock 10_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Tuned Taiko Hit Bedrock 10	Chest-Thumping iron-hard sound design element, bedrock-flavoured with tight onset and ocean-length reverberant wash. Tonal centre around C#1. Delivered as 5 distinct takes in one file (51.3 s, expansive stereo field); ideal for mechanisms, power-ups and h	0:51.3
364	MUSCTnprc_Iron-Hard Tuned Taiko Hit Timber 13_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Tuned Taiko Hit Timber 13	Dark iron-hard sound design element, timber-flavoured with snapping transient and vast evolving tail. Tonal centre around D#1. Delivered as 5 distinct takes in one file (52.3 s, expansive stereo field); ideal for hybrid layering, sci-fi sound design and c	0:52.3
365	MUSCTnprc_Seismic Boulder Tuned Taiko Hit 23_ToneLoom_OrganicSynthesisVol1.wav	Seismic Boulder Tuned Taiko Hit 23	Seismic forged sound design element, boulder-flavoured with quick strike and ocean-length reverberant wash. Tonal centre around D#1. Delivered as 5 distinct takes in one file (50.7 s, expansive stereo field); ideal for cinematic design, weapon layers and	0:50.7
NATDTorn Natural Disaster / Tornado (9)				
366	NATDTorn_Brazen Maelstrom Vortex Aluminium 11_ToneLoom_OrganicSynthesisVol1.wav	Brazen Maelstrom Vortex Aluminium 11	Muscular brazen swirling vortex texture, aluminium-flavoured with long build and extended reverberant bloom. Tonal centre around C#1. Delivered as 5 distinct takes in one file (67.0 s, panoramic stereo width); ideal for sound design beds, magic storms and	1:07.0
367	NATDTorn_Brazen Maelstrom Vortex Rubber 25_ToneLoom_OrganicSynthesisVol1.wav	Brazen Maelstrom Vortex Rubber 25	Full-Bodied brazen swirling vortex texture, rubber-flavoured with long build and extended cinematic decay of several seconds. Tonal centre around F1. Delivered as 5 distinct takes in one file (60.1 s, panoramic stereo width); ideal for epic transitions, p	1:00.1
368	NATDTorn_Clanging Maelstrom Vortex Leather 01_ToneLoom_OrganicSynthesisVol1.wav	Clanging Maelstrom Vortex Leather 01	Solid clanging swirling vortex texture, leather-flavoured with slow bloom and vast evolving tail. Tonal centre around F#3. Delivered as 5 distinct takes in one file (66.7 s, ultra-wide immersive field); ideal for trailer climaxes, sound design beds and ep	1:06.7

#	File name	FX name	Description	Duration
369	NATDTorn_Crisp Titanium Maelstrom Vortex 09_ToneLoom_OrganicSynthesisVol1.wav	Crisp Titanium Maelstrom Vortex 09	Crisp iron-hard swirling vortex texture, titanium-flavoured with long build and long cavernous tail. Tonal centre around B0. Delivered as 5 distinct takes in one file (69.4 s, panoramic stereo width); ideal for epic transitions, portal and tornado scenes	1:09.4
370	NATDTorn_Dark Stone Maelstrom Vortex 24_ToneLoom_OrganicSynthesisVol1.wav	Dark Stone Maelstrom Vortex 24	Dark brazen swirling vortex texture, stone-flavoured with creeping onset and long cavernous tail. Tonal centre around E1. Delivered as 5 distinct takes in one file (63.1 s, ultra-wide immersive field); ideal for sound design beds, magic storms and trailer	1:03.1
371	NATDTorn_Meaty Stone Maelstrom Vortex 06_ToneLoom_OrganicSynthesisVol1.wav	Meaty Stone Maelstrom Vortex 06	Meaty brazen swirling vortex texture, stone-flavoured with hard onset and ocean-length reverberant wash. Tonal centre around D#1. Delivered as 5 distinct takes in one file (70.7 s, panoramic stereo width); ideal for sound design beds, epic transitions and	1:10.7
372	NATDTorn_Steely Maelstrom Vortex Ceramic 22_ToneLoom_OrganicSynthesisVol1.wav	Steely Maelstrom Vortex Ceramic 22	Cutting steely swirling vortex texture, ceramic-flavoured with creeping onset and extended reverberant bloom. Tonal centre around D#1. Delivered as 5 distinct takes in one file (63.7 s, panoramic stereo width); ideal for trailer climaxes, portal and torna	1:03.7
373	NATDTorn_Weighty Steel Maelstrom Vortex 21_ToneLoom_OrganicSynthesisVol1.wav	Weighty Steel Maelstrom Vortex 21	Weighty metallic swirling vortex texture, steel-flavoured with long build and vast evolving tail. Tonal centre around E1. Delivered as 5 distinct takes in one file (66.4 s, room-filling stereo spread); ideal for sci-fi energy fields, sound design beds and	1:06.4
374	NATDTorn_Weighty Stone Maelstrom Vortex 20_ToneLoom_OrganicSynthesisVol1.wav	Weighty Stone Maelstrom Vortex 20	Weighty resonant swirling vortex texture, stone-flavoured with creeping onset and extended cinematic decay of several seconds. Tonal centre around A#5. Delivered as 5 distinct takes in one file (64.6 s, room-filling stereo spread); ideal for portal and to	1:04.6
ROBTMvmt Robots / Movement (5)				
375	ROBTMvmt_Brazen Mecha Joint Articulation Anvil 17_ToneLoom_OrganicSynthesisVol1.wav	Brazen Mecha Joint Articulation Anvil 17	Thick brazen mechanical movement, anvil-flavoured with creeping onset and mid-length reverberant fade. Tonal centre around C#1. Delivered as 5 distinct takes in one file (16.5 s, panoramic stereo width); ideal for sci-fi machinery, door and latch mechanis	0:16.5
376	ROBTMvmt_Brazen Mecha Joint Articulation Anvil 23_ToneLoom_OrganicSynthesisVol1.wav	Brazen Mecha Joint Articulation Anvil 23	Thick brazen mechanical movement, anvil-flavoured with slow bloom and medium hall decay. Tonal centre around F4. Delivered as 5 distinct takes in one file (16.0 s, room-filling stereo spread); ideal for door and latch mechanisms, robot movement and mechan	0:16.0
377	ROBTMvmt_Dark Oak Mecha Joint Articulation 05_ToneLoom_OrganicSynthesisVol1.wav	Dark Oak Mecha Joint Articulation 05	Dark brazen mechanical movement, oak-flavoured with rising entry and extended reverberant bloom. Tonal centre around B4. Delivered as 5 distinct takes in one file (16.4 s, panoramic stereo width); ideal for door and latch mechanisms, mechanical rigs and r	0:16.4
378	ROBTMvmt_Heavy Stone Mecha Joint Articulation 24_ToneLoom_OrganicSynthesisVol1.wav	Heavy Stone Mecha Joint Articulation 24	Heavy brazen mechanical movement, stone-flavoured with rising entry and short natural decay. Tonal centre around E4. Delivered as 5 distinct takes in one file (17.9 s, panoramic stereo width); ideal for mechanical rigs, robot movement and hard-surface ani	0:17.9
379	ROBTMvmt_Weighty Anvil Mecha Joint Articulation 11_ToneLoom_OrganicSynthesisVol1.wav	Weighty Anvil Mecha Joint Articulation 11	Weighty clanging mechanical movement, anvil-flavoured with rising entry and long cavernous tail. Tonal centre around A#4. Delivered as 5 distinct takes in one file (19.2 s, panoramic stereo width); ideal for robot movement, exosuit motion and hard-surface	0:19.2
ROCKFric Rocks / Friction (2)				
380	ROCKFric_Articulate Foil Stone Slab Grind 19_ToneLoom_OrganicSynthesisVol1.wav	Articulate Foil Stone Slab Grind 19	Articulate abrasive particle texture, foil-flavoured with creeping onset and mid-length reverberant fade. Tonal centre around G5. Delivered as 5 distinct takes in one file (16.6 s, wide stereo image); ideal for texture layering, particle effects and debri	0:16.6

#	File name	FX name	Description	Duration
381	ROCKFric_Raspy Stone Slab Grind Glass 02_ToneLoom_OrganicSynthesisVol1.wav	Raspy Stone Slab Grind Glass 02	Bright raspy particle texture, glass-flavoured with long build and medium hall decay. Tonal centre around D6. Delivered as 5 distinct takes in one file (16.6 s, wide stereo image); ideal for ambient detail, particle effects and kinetic detail.	0:16.6
ROCKMisc Rocks / Misc (2)				
382	ROCKMisc_Serrated Pebble Tray Rattle Crystal 21_ToneLoom_OrganicSynthesisVol1.wav	Serrated Pebble Tray Rattle Crystal 21	Bright serrated particle texture, crystal-flavoured with long build and mid-length reverberant fade. Tonal centre around G6. Delivered as 5 distinct takes in one file (18.1 s, wide stereo image); ideal for texture layering, debris scatters and ambient det	0:18.1
383	ROCKMisc_Sharp Ice Pebble Tray Rattle 04_ToneLoom_OrganicSynthesisVol1.wav	Sharp Ice Pebble Tray Rattle 04	Sharp raspy particle texture, ice-flavoured with long build and extended reverberant bloom. Tonal centre around G6. Delivered as 5 distinct takes in one file (18.7 s, wide stereo image); ideal for organic movement, kinetic detail and particle effects.	0:18.7
ROCKMvmt Rocks / Movement (2)				
384	ROCKMvmt_Articulate Titanium Stone Block Drag 03_ToneLoom_OrganicSynthesisVol1.wav	Articulate Titanium Stone Block Drag 03	Articulate abrasive particle texture, titanium-flavoured with slow bloom and medium hall decay. Tonal centre around A#4. Delivered as 5 distinct takes in one file (17.5 s, expansive stereo field); ideal for particle effects, kinetic detail and texture lay	0:17.5
385	ROCKMvmt_Rough-Edged Stone Block Drag Ice 20_ToneLoom_OrganicSynthesisVol1.wav	Rough-Edged Stone Block Drag Ice 20	Lean rough-edged particle texture, ice-flavoured with rising entry and mid-length reverberant fade. Tonal centre around D6. Delivered as 5 distinct takes in one file (16.0 s, expansive stereo field); ideal for organic movement, ambient detail and particle	0:16.0
SCIWeap Scifi / Weapon (25)				
386	SCIWeap_Brazen Hyper-Velocity Ion Beam Concrete 08_ToneLoom_OrganicSynthesisVol1.wav	Brazen Hyper-Velocity Ion Beam Concrete 08	Chest-Thumping brazen sci-fi weapon shot, concrete-flavoured with rising entry and medium hall decay. Tonal centre around C#1. Delivered as 5 distinct takes in one file (22.8 s, expansive stereo field); ideal for futuristic gunfire, sci-fi weapons and pow	0:22.8
387	SCIWeap_Brazen ion Arc Discharge Boulder 09_ToneLoom_OrganicSynthesisVol1.wav	Brazen ion Arc Discharge Boulder 09	Chest-Thumping brazen sci-fi weapon shot, boulder-flavoured with rising entry and long cavernous tail. Tonal centre around C#1. Delivered as 5 distinct takes in one file (20.9 s, expansive stereo field); ideal for futuristic gunfire, energy shots and spac	0:20.9
388	SCIWeap_Clanging ion Arc Cannon Leather 03_ToneLoom_OrganicSynthesisVol1.wav	Clanging ion Arc Cannon Leather 03	Punchy clanging sci-fi weapon shot, leather-flavoured with rounded attack and mid-length reverberant fade. Tonal centre around C#1. Delivered as 5 distinct takes in one file (21.4 s, broad, enveloping spread); ideal for power-up fire, game weapon design a	0:21.4
389	SCIWeap_Dark Steel ion Arc Discharge 10_ToneLoom_OrganicSynthesisVol1.wav	Dark Steel ion Arc Discharge 10	Dark brazen sci-fi weapon shot, steel-flavoured with hard onset and deep, lingering decay. Tonal centre around D1. Delivered as 5 distinct takes in one file (22.1 s, expansive stereo field); ideal for power-up fire, space combat and sci-fi weapons.	0:22.1
390	SCIWeap_Forged Gauss Heavy Breach Shot Concrete 21_ToneLoom_OrganicSynthesisVol1.wav	Forged Gauss Heavy Breach Shot Concrete 21	Colossal forged sci-fi weapon shot, concrete-flavoured with creeping onset and deep, lingering decay. Tonal centre around C#1. Delivered as 5 distinct takes in one file (21.0 s, wide stereo image); ideal for sci-fi weapons, space combat and power-up fire.	0:21.0
391	SCIWeap_Forged Hyper-Velocity Ion Beam Aluminium 16_ToneLoom_OrganicSynthesisVol1.wav	Forged Hyper-Velocity Ion Beam Aluminium 16	Present forged sci-fi weapon shot, aluminium-flavoured with fast attack and medium hall decay. Tonal centre around E1. Delivered as 5 distinct takes in one file (21.9 s, broad, enveloping spread); ideal for futuristic gunfire, power-up fire and space comb	0:21.9

#	File name	FX name	Description	Duration
392	SCIWeap_Forged Hyper-Velocity Ion Beam Oak 14_ToneLoom_OrganicSynthesisVol1.wav	Forged Hyper-Velocity Ion Beam Oak 14	Dense forged sci-fi weapon shot, oak-flavoured with creeping onset and natural stage tail. Tonal centre around C#1. Delivered as 5 distinct takes in one file (23.3 s, broad, enveloping spread); ideal for power-up fire, energy shots and sci-fi weapons.	0:23.3
393	SCIWeap_Full-Bodied Rubber particle Pulse Scatter 11_ToneLoom_OrganicSynthesisVol1.wav	Full-Bodied Rubber particle Pulse Scatter 11	Full-Bodied iron-hard sci-fi weapon shot, rubber-flavoured with creeping onset and deep, lingering decay. Tonal centre around D#1. Delivered as 5 distinct takes in one file (23.0 s, expansive stereo field); ideal for energy shots, space combat and power-u	0:23.0
394	SCIWeap_Growling Gauss Heavy Breach Shot Steel 20_ToneLoom_OrganicSynthesisVol1.wav	Growling Gauss Heavy Breach Shot Steel 20	Dense growling sci-fi weapon shot, steel-flavoured with fast attack and extended reverberant bloom. Tonal centre around G1. Delivered as 5 distinct takes in one file (23.0 s, broad, enveloping spread); ideal for energy shots, game weapon design and futuri	0:23.0
395	SCIWeap_Iron-Hard Hyper-Velocity Ion Beam Steel 15_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard Hyper-Velocity Ion Beam Steel 15	Weighty iron-hard sci-fi weapon shot, steel-flavoured with rising entry and extended reverberant bloom. Tonal centre around D#1. Delivered as 5 distinct takes in one file (21.5 s, broad, enveloping spread); ideal for space combat, sci-fi weapons and energ	0:21.5
396	SCIWeap_Iron-Hard particle Pulse Scatter Brass 18_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard particle Pulse Scatter Brass 18	Solid iron-hard sci-fi weapon shot, brass-flavoured with gentle entry and mid-length reverberant fade. Tonal centre around F#1. Delivered as 5 distinct takes in one file (21.7 s, expansive stereo field); ideal for futuristic gunfire, space combat and ener	0:21.7
397	SCIWeap_Low-Slung Boulder particle Pulse Scatter 13_ToneLoom_OrganicSynthesisVol1.wav	Low-Slung Boulder particle Pulse Scatter 13	Low-Slung metallic sci-fi weapon shot, boulder-flavoured with slow bloom and extended reverberant bloom. Tonal centre around C#1. Delivered as 5 distinct takes in one file (20.9 s, broad, enveloping spread); ideal for energy shots, futuristic gunfire and	0:20.9
398	SCIWeap_Low-Slung Cast Iron Electromagnetic Railgun 12_ToneLoom_OrganicSynthesisVol1.wav	Low-Slung Cast Iron Electromagnetic Railgun 12	Low-Slung metallic sci-fi weapon shot, cast iron-flavoured with creeping onset and deep, lingering decay. Tonal centre around B0. Delivered as 5 distinct takes in one file (22.7 s, broad, enveloping spread); ideal for sci-fi weapons, space combat and ener	0:22.7
399	SCIWeap_Meaty Hull Plate Gauss Heavy Breach Shot 05_ToneLoom_OrganicSynthesisVol1.wav	Meaty Hull Plate Gauss Heavy Breach Shot 05	Meaty metallic sci-fi weapon shot, hull plate-flavoured with creeping onset and natural stage tail. Tonal centre around D#1. Delivered as 5 distinct takes in one file (23.7 s, wide stereo image); ideal for sci-fi weapons, space combat and energy shots.	0:23.7
400	SCIWeap_Metallic Electromagnetic Railgun Sheet Metal 22_ToneLoom_OrganicSynthesisVol1.wav	Metallic Electromagnetic Railgun Sheet Metal 22	Focused metallic sci-fi weapon shot, sheet metal-flavoured with rounded attack and extended reverberant bloom. Tonal centre around F1. Delivered as 5 distinct takes in one file (22.1 s, wide stereo image); ideal for power-up fire, energy shots and game we	0:22.1
401	SCIWeap_Metallic ion Arc Cannon Sheet Metal 25_ToneLoom_OrganicSynthesisVol1.wav	Metallic ion Arc Cannon Sheet Metal 25	Full-Bodied metallic sci-fi weapon shot, sheet metal-flavoured with creeping onset and mid-length reverberant fade. Tonal centre around A#3. Delivered as 5 distinct takes in one file (21.5 s, wide stereo image); ideal for futuristic gunfire, energy shots	0:21.5
402	SCIWeap_Metallic photon Beam Sniper Oak 19_ToneLoom_OrganicSynthesisVol1.wav	Metallic photon Beam Sniper Oak 19	Meaty metallic sci-fi weapon shot, oak-flavoured with quick strike and extended reverberant bloom. Tonal centre around E1. Delivered as 5 distinct takes in one file (22.2 s, broad, enveloping spread); ideal for energy shots, power-up fire and futuristic g	0:22.2
403	SCIWeap_Seismic Cast Iron ion Arc Discharge 24_ToneLoom_OrganicSynthesisVol1.wav	Seismic Cast Iron ion Arc Discharge 24	Seismic forged sci-fi weapon shot, cast iron-flavoured with creeping onset and mid-length reverberant fade. Tonal centre around D1. Delivered as 5 distinct takes in one file (21.6 s, broad, enveloping spread); ideal for power-up fire, energy shots and fut	0:21.6

#	File name	FX name	Description	Duration
404	SCIWeap_Seismic Granite ion Arc Discharge 17_ToneLoom_OrganicSynthesisVol1.wav	Seismic Granite ion Arc Discharge 17	Seismic brazen sci-fi weapon shot, granite-flavoured with creeping onset and deep, lingering decay. Tonal centre around F#1. Delivered as 5 distinct takes in one file (22.6 s, wide stereo image); ideal for power-up fire, futuristic gunfire and space comba	0:22.6
405	SCIWeap_Steely Electromagnetic Railgun Granite 23_ToneLoom_OrganicSynthesisVol1.wav	Steely Electromagnetic Railgun Granite 23	Sub-Heavy steely sci-fi weapon shot, granite-flavoured with rising entry and mid-length reverberant fade. Tonal centre around D#1. Delivered as 5 distinct takes in one file (20.6 s, broad, enveloping spread); ideal for energy shots, futuristic gunfire and	0:20.6
406	SCIWeap_Sub-Heavy Concrete Electromagnetic Railgun 07_ToneLoom_OrganicSynthesisVol1.wav	Sub-Heavy Concrete Electromagnetic Railgun 07	Sub-Heavy brazen sci-fi weapon shot, concrete-flavoured with long build and natural stage tail. Tonal centre around D1. Delivered as 5 distinct takes in one file (21.4 s, wide stereo image); ideal for power-up fire, space combat and game weapon design.	0:21.4
407	SCIWeap_Subterranean Foundation ion Arc Discharge 02_ToneLoom_OrganicSynthesisVol1.wav	Subterranean Foundation ion Arc Discharge 02	Subterranean steely sci-fi weapon shot, foundation-flavoured with rising entry and deep, lingering decay. Tonal centre around D1. Delivered as 5 distinct takes in one file (22.4 s, broad, enveloping spread); ideal for game weapon design, space combat and	0:22.4
408	SCIWeap_Thick Steel Gauss Heavy Breach Shot 06_ToneLoom_OrganicSynthesisVol1.wav	Thick Steel Gauss Heavy Breach Shot 06	Thick clanging sci-fi weapon shot, steel-flavoured with long build and extended reverberant bloom. Tonal centre around C#1. Delivered as 5 distinct takes in one file (23.2 s, expansive stereo field); ideal for futuristic gunfire, game weapon design and sc	0:23.2
409	SCIWeap_Weighty Hull Plate Plasma Coil Accelerator 01_ToneLoom_OrganicSynthesisVol1.wav	Weighty Hull Plate Plasma Coil Accelerator 01	Weighty steely sci-fi weapon shot, hull plate-flavoured with fast attack and mid-length reverberant fade. Tonal centre around C#1. Delivered as 5 distinct takes in one file (20.3 s, broad, enveloping spread); ideal for power-up fire, energy shots and sci-	0:20.3
410	SCIWeap_Weighty Stone photon Beam Sniper 04_ToneLoom_OrganicSynthesisVol1.wav	Weighty Stone photon Beam Sniper 04	Weighty buzzing sci-fi weapon shot, stone-flavoured with quick strike and long cavernous tail. Tonal centre around E1. Delivered as 5 distinct takes in one file (22.8 s, expansive stereo field); ideal for power-up fire, futuristic gunfire and space combat	0:22.8
UIAlert User Interface / Alert (9)				
411	UIAlert_Brazen Harmonic Reward Jingle Aluminium 11_ToneLoom_OrganicSynthesisVol1.wav	Brazen Harmonic Reward Jingle Aluminium 11	Focused brazen interface sound, aluminium-flavoured with slow bloom and short natural decay. Tonal centre around A6. Delivered as 5 distinct takes in one file (17.2 s, natural stereo spread); ideal for interactive feedback, app interfaces and notification	0:17.2
412	UIAlert_Buzzing Crystal Coin Chime Brass 16_ToneLoom_OrganicSynthesisVol1.wav	Buzzing Crystal Coin Chime Brass 16	Punchy buzzing interface sound, brass-flavoured with creeping onset and mid-length reverberant fade. Tonal centre around B5. Delivered as 5 distinct takes in one file (16.4 s, balanced stereo image); ideal for HUD feedback, notifications and game menus.	0:16.4
413	UIAlert_Crisp Titanium Holographic Confirm Chime 14_ToneLoom_OrganicSynthesisVol1.wav	Crisp Titanium Holographic Confirm Chime 14	Crisp clanging interface sound, titanium-flavoured with rising entry and natural stage tail. Tonal centre around G5. Delivered as 5 distinct takes in one file (15.7 s, natural stereo spread); ideal for HUD feedback, game menus and app interfaces.	0:15.7
414	UIAlert_Focused Cable Crystal Coin Chime 08_ToneLoom_OrganicSynthesisVol1.wav	Focused Cable Crystal Coin Chime 08	Focused steely interface sound, cable-flavoured with long build and mid-length reverberant fade. Tonal centre around B5. Delivered as 5 distinct takes in one file (17.9 s, balanced stereo image); ideal for reward cues, app interfaces and interactive feedb	0:17.9
415	UIAlert_Gritty Crystal Coin Chime Foil 24_ToneLoom_OrganicSynthesisVol1.wav	Gritty Crystal Coin Chime Foil 24	Crisp gritty interface sound, foil-flavoured with creeping onset and natural stage tail. Tonal centre around B5. Delivered as 5 distinct takes in one file (16.6 s, moderate stereo width); ideal for app interfaces, HUD feedback and game menus.	0:16.6

#	File name	FX name	Description	Duration
416	UIAlert_Metallic Harmonic Reward Jingle Leather 03_ToneLoom_OrganicSynthesisVol1.wav	Metallic Harmonic Reward Jingle Leather 03	Solid metallic interface sound, leather-flavoured with rising entry and natural stage tail. Tonal centre around D6. Delivered as 5 distinct takes in one file (16.3 s, balanced stereo image); ideal for HUD feedback, game menus and reward cues.	0:16.3
417	UIAlert_Metallic Holographic Confirm Chime Leather 06_ToneLoom_OrganicSynthesisVol1.wav	Metallic Holographic Confirm Chime Leather 06	Solid metallic interface sound, leather-flavoured with long build and brief room tail. Tonal centre around C#6. Delivered as 5 distinct takes in one file (15.8 s, natural stereo spread); ideal for reward cues, HUD feedback and notifications.	0:15.8
418	UIAlert_Raspy Holographic Confirm Chime Foil 22_ToneLoom_OrganicSynthesisVol1.wav	Raspy Holographic Confirm Chime Foil 22	Sharp raspy interface sound, foil-flavoured with rising entry and natural stage tail. Tonal centre around C#6. Delivered as 5 distinct takes in one file (17.5 s, moderate stereo width); ideal for HUD feedback, interactive feedback and app interfaces.	0:17.5
419	UIAlert_Solid Sheet Metal Harmonic Reward Jingle 19_ToneLoom_OrganicSynthesisVol1.wav	Solid Sheet Metal Harmonic Reward Jingle 19	Solid brazen interface sound, sheet metal-flavoured with creeping onset and medium hall decay. Tonal centre around C5. Delivered as 5 distinct takes in one file (17.1 s, balanced stereo image); ideal for interactive feedback, reward cues and app interface	0:17.1
UIClick User Interface / Click (17)				
420	UIClick_Airy Vapor Clean Finger Snap 14_ToneLoom_OrganicSynthesisVol1.wav	Airy Vapor Clean Finger Snap 14	Airy serrated click and snap transient, vapor-flavoured with hard onset and medium hall decay. Tonal centre around D6. Delivered as 5 distinct takes in one file (8.7 s, broad, enveloping spread); ideal for trailer transitions, cut points and sound design	0:08.7
421	UIClick_Brazen Organic Wood Pop Aluminium 25_ToneLoom_OrganicSynthesisVol1.wav	Brazen Organic Wood Pop Aluminium 25	Focused brazen interface sound, aluminium-flavoured with creeping onset and natural stage tail. Tonal centre around E3. Delivered as 5 distinct takes in one file (17.7 s, balanced stereo image); ideal for game menus, interactive feedback and notifications	0:17.7
422	UIClick_Brazen Organic Wood Pop Leather 17_ToneLoom_OrganicSynthesisVol1.wav	Brazen Organic Wood Pop Leather 17	Present brazen interface sound, leather-flavoured with creeping onset and medium hall decay. Tonal centre around D6. Delivered as 5 distinct takes in one file (16.6 s, balanced stereo image); ideal for reward cues, interactive feedback and app interfaces.	0:16.6
423	UIClick_Buzzing Tactile Switch Click Rubber 07_ToneLoom_OrganicSynthesisVol1.wav	Buzzing Tactile Switch Click Rubber 07	Punchy buzzing interface sound, rubber-flavoured with long build and brief room tail. Tonal centre around B6. Delivered as 5 distinct takes in one file (17.2 s, balanced stereo image); ideal for game menus, app interfaces and interactive feedback.	0:17.2
424	UIClick_Clanging Clean Finger Snap Titanium 23_ToneLoom_OrganicSynthesisVol1.wav	Clanging Clean Finger Snap Titanium 23	Crisp clanging click and snap transient, titanium-flavoured with hard onset and short natural decay. Tonal centre around C1. Delivered as 5 distinct takes in one file (8.9 s, broad, enveloping spread); ideal for cut points, rhythmic accents and trailer tr	0:08.9
425	UIClick_Cutting Ice Satin Glass Tap 20_ToneLoom_OrganicSynthesisVol1.wav	Cutting Ice Satin Glass Tap 20	Cutting rough-edged interface sound, ice-flavoured with long build and natural stage tail. Tonal centre around G6. Delivered as 5 distinct takes in one file (18.1 s, balanced stereo image); ideal for notifications, app interfaces and reward cues.	0:18.1
426	UIClick_Focused Cable Organic Wood Pop 01_ToneLoom_OrganicSynthesisVol1.wav	Focused Cable Organic Wood Pop 01	Focused metallic interface sound, cable-flavoured with creeping onset and natural stage tail. Tonal centre around A5. Delivered as 5 distinct takes in one file (15.8 s, natural stereo spread); ideal for reward cues, game menus and interactive feedback.	0:15.8
427	UIClick_Focused Cable Satin Glass Tap 04_ToneLoom_OrganicSynthesisVol1.wav	Focused Cable Satin Glass Tap 04	Focused forged interface sound, cable-flavoured with slow bloom and mid-length reverberant fade. Tonal centre around D5. Delivered as 5 distinct takes in one file (15.3 s, moderate stereo width); ideal for HUD feedback, game menus and interactive feedback	0:15.3

#	File name	FX name	Description	Duration
428	UIClick_Grainy Layered Click Stack Wire 15_ToneLoom_OrganicSynthesisVol1.wav	Grainy Layered Click Stack Wire 15	Razor-Edged grainy click and snap transient, wire-flavoured with sharp strike and short natural decay. Tonal centre around F#6. Delivered as 5 distinct takes in one file (9.0 s, broad, enveloping spread); ideal for rhythmic accents, sound design layering	0:09.0
429	UIClick_Gritty Layered Click Stack Glass 16_ToneLoom_OrganicSynthesisVol1.wav	Gritty Layered Click Stack Glass 16	Bright gritty click and snap transient, glass-flavoured with hard onset and quick ambient release. Tonal centre around G#4. Delivered as 5 distinct takes in one file (9.0 s, expansive stereo field); ideal for sound design layering, trailer transitions and	0:09.0
430	UIClick_Lean Ice Satin Glass Tap 12_ToneLoom_OrganicSynthesisVol1.wav	Lean Ice Satin Glass Tap 12	Lean rough-edged interface sound, ice-flavoured with creeping onset and mid-length reverberant fade. Tonal centre around D6. Delivered as 5 distinct takes in one file (17.1 s, moderate stereo width); ideal for HUD feedback, app interfaces and interactive	0:17.1
431	UIClick_Present Sheet Metal Layered Click Stack 24_ToneLoom_OrganicSynthesisVol1.wav	Present Sheet Metal Layered Click Stack 24	Present brazen click and snap transient, sheet metal-flavoured with fast attack and quick ambient release. Tonal centre around E3. Delivered as 5 distinct takes in one file (9.2 s, broad, enveloping spread); ideal for cut points, trailer transitions and U	0:09.2
432	UIClick_Rough-Edged Clean Finger Snap Vapor 07_ToneLoom_OrganicSynthesisVol1.wav	Rough-Edged Clean Finger Snap Vapor 07	Brilliant rough-edged click and snap transient, vapor-flavoured with hard onset and short natural decay. Tonal centre around D#3. Delivered as 5 distinct takes in one file (9.2 s, wide stereo image); ideal for UI feedback, title stingers and sound design	0:09.2
433	UIClick_Shimmering Silk Tactile Switch Click 15_ToneLoom_OrganicSynthesisVol1.wav	Shimmering Silk Tactile Switch Click 15	Shimmering steely interface sound, silk-flavoured with creeping onset and medium hall decay. Tonal centre around B5. Delivered as 5 distinct takes in one file (18.9 s, balanced stereo image); ideal for HUD feedback, notifications and interactive feedback.	0:18.9
434	UIClick_Steely Layered Click Stack Aluminium 08_ToneLoom_OrganicSynthesisVol1.wav	Steely Layered Click Stack Aluminium 08	Punchy steely click and snap transient, aluminium-flavoured with snapping transient and short natural decay. Tonal centre around D#5. Delivered as 5 distinct takes in one file (9.2 s, broad, enveloping spread); ideal for cut points, title stingers and tra	0:09.2
435	UIClick_Steely Tactile Switch Click Sheet Metal 23_ToneLoom_OrganicSynthesisVol1.wav	Steely Tactile Switch Click Sheet Metal 23	Punchy steely interface sound, sheet metal-flavoured with rising entry and natural stage tail. Tonal centre around B6. Delivered as 5 distinct takes in one file (15.3 s, moderate stereo width); ideal for HUD feedback, reward cues and app interfaces.	0:15.3
436	UIClick_Weighty Timber Organic Wood Pop 09_ToneLoom_OrganicSynthesisVol1.wav	Weighty Timber Organic Wood Pop 09	Weighty clanging interface sound, timber-flavoured with rising entry and natural stage tail. Tonal centre around E5. Delivered as 5 distinct takes in one file (16.9 s, balanced stereo image); ideal for app interfaces, interactive feedback and HUD feedback	0:16.9
UIData User Interface / Data (6)				
437	UIData_Crisp Ceramic HUD Telemetry Blip 10_ToneLoom_OrganicSynthesisVol1.wav	Crisp Ceramic HUD Telemetry Blip 10	Crisp serrated interface sound, ceramic-flavoured with slow bloom and natural stage tail. Tonal centre around A5. Delivered as 5 distinct takes in one file (17.5 s, natural stereo spread); ideal for app interfaces, notifications and game menus.	0:17.5
438	UIData_Forged particle Scanning Ping Sheet Metal 13_ToneLoom_OrganicSynthesisVol1.wav	Forged particle Scanning Ping Sheet Metal 13	Full-Bodied forged interface sound, sheet metal-flavoured with long build and medium hall decay. Tonal centre around E6. Delivered as 5 distinct takes in one file (17.1 s, balanced stereo image); ideal for game menus, HUD feedback and reward cues.	0:17.1
439	UIData_Iron-Hard HUD Telemetry Blip Foundation 02_ToneLoom_OrganicSynthesisVol1.wav	Iron-Hard HUD Telemetry Blip Foundation 02	Subterranean iron-hard interface sound, foundation-flavoured with long build and mid-length reverberant fade. Tonal centre around C5. Delivered as 5 distinct takes in one file (15.7 s, balanced stereo image); ideal for interactive feedback, game menus and	0:15.7

#	File name	FX name	Description	Duration
440	UIData_Razor-Edged Mist HUD Telemetry Blip 18_ToneLoom_OrganicSynthesisVol1.wav	Razor-Edged Mist HUD Telemetry Blip 18	Razor-Edged forged interface sound, mist-flavoured with rising entry and natural stage tail. Tonal centre around D6. Delivered as 5 distinct takes in one file (17.0 s, moderate stereo width); ideal for interactive feedback, notifications and app interface	0:17.0
441	UIData_Solid Cable particle Scanning Ping 05_ToneLoom_OrganicSynthesisVol1.wav	Solid Cable particle Scanning Ping 05	Solid metallic interface sound, cable-flavoured with long build and medium hall decay. Tonal centre around F3. Delivered as 5 distinct takes in one file (17.2 s, natural stereo spread); ideal for notifications, HUD feedback and game menus.	0:17.2
442	UIData_Thick Stone particle Scanning Ping 21_ToneLoom_OrganicSynthesisVol1.wav	Thick Stone particle Scanning Ping 21	Thick clanging interface sound, stone-flavoured with slow bloom and natural stage tail. Tonal centre around F5. Delivered as 5 distinct takes in one file (15.4 s, balanced stereo image); ideal for app interfaces, interactive feedback and game menus.	0:15.4
WINDTurb Wind / Turbulent (4)				
443	WINDTurb_Dark Steel Iron Tempest Vortex 18_ToneLoom_OrganicSynthesisVol1.wav	Dark Steel Iron Tempest Vortex 18	Dark forged swirling vortex texture, steel-flavoured with long build and long cavernous tail. Tonal centre around G1. Delivered as 5 distinct takes in one file (70.0 s, room-filling stereo spread); ideal for sci-fi energy fields, sound design beds and por	1:10.0
444	WINDTurb_Forged Iron Tempest Vortex Anvil 04_ToneLoom_OrganicSynthesisVol1.wav	Forged Iron Tempest Vortex Anvil 04	Meaty forged swirling vortex texture, anvil-flavoured with long build and long cavernous tail. Tonal centre around G#1. Delivered as 5 distinct takes in one file (64.5 s, room-filling stereo spread); ideal for epic transitions, portal and tornado scenes a	1:04.5
445	WINDTurb_Meaty Oak Iron Tempest Vortex 03_ToneLoom_OrganicSynthesisVol1.wav	Meaty Oak Iron Tempest Vortex 03	Meaty iron-hard swirling vortex texture, oak-flavoured with creeping onset and deep, lingering decay. Tonal centre around E1. Delivered as 5 distinct takes in one file (68.3 s, panoramic stereo width); ideal for trailer climaxes, portal and tornado scenes	1:08.3
446	WINDTurb_Meaty Timber Iron Tempest Vortex 14_ToneLoom_OrganicSynthesisVol1.wav	Meaty Timber Iron Tempest Vortex 14	Meaty clanging swirling vortex texture, timber-flavoured with long build and ocean-length reverberant wash. Tonal centre around F1. Delivered as 5 distinct takes in one file (63.4 s, ultra-wide immersive field); ideal for magic storms, epic transitions an	1:03.4
WOODFric Wood / Friction (1)				
447	WOODFric_Present Aluminium Wood Plank Scrape 17_ToneLoom_OrganicSynthesisVol1.wav	Present Aluminium Wood Plank Scrape 17	Present rough-edged particle texture, aluminium-flavoured with rising entry and medium hall decay. Tonal centre around D#5. Delivered as 5 distinct takes in one file (18.0 s, expansive stereo field); ideal for ambient detail, debris scatters and organic m	0:18.0
WOODMisc Wood / Misc (2)				
448	WOODMisc_Lean Glass Wood Stick Bundle Rattle 18_ToneLoom_OrganicSynthesisVol1.wav	Lean Glass Wood Stick Bundle Rattle 18	Lean raspy particle texture, glass-flavoured with creeping onset and extended reverberant bloom. Tonal centre around D6. Delivered as 5 distinct takes in one file (18.2 s, wide stereo image); ideal for organic movement, kinetic detail and ambient detail.	0:18.2
449	WOODMisc_Rough-Edged Wood Stick Bundle Rattle Ceramic 01_ToneLoom_OrganicSynthesisVol1.wav	Rough-Edged Wood Stick Bundle Rattle Ceramic 01	Sharp rough-edged particle texture, ceramic-flavoured with creeping onset and medium hall decay. Tonal centre around G#3. Delivered as 5 distinct takes in one file (17.2 s, broad, enveloping spread); ideal for kinetic detail, ambient detail and particle e	0:17.2
WOODMvmt Wood / Movement (1)				
450	WOODMvmt_Thick Steel Wood Beam Bend Groan 16_ToneLoom_OrganicSynthesisVol1.wav	Thick Steel Wood Beam Bend Groan 16	Thick clanging particle texture, steel-flavoured with long build and natural stage tail. Tonal centre around A3. Delivered as 5 distinct takes in one file (21.9 s, wide stereo image); ideal for particle effects, texture layering and kinetic detail.	0:21.9

Thank you

Tone Loom

Organic Synthesis Vol.1