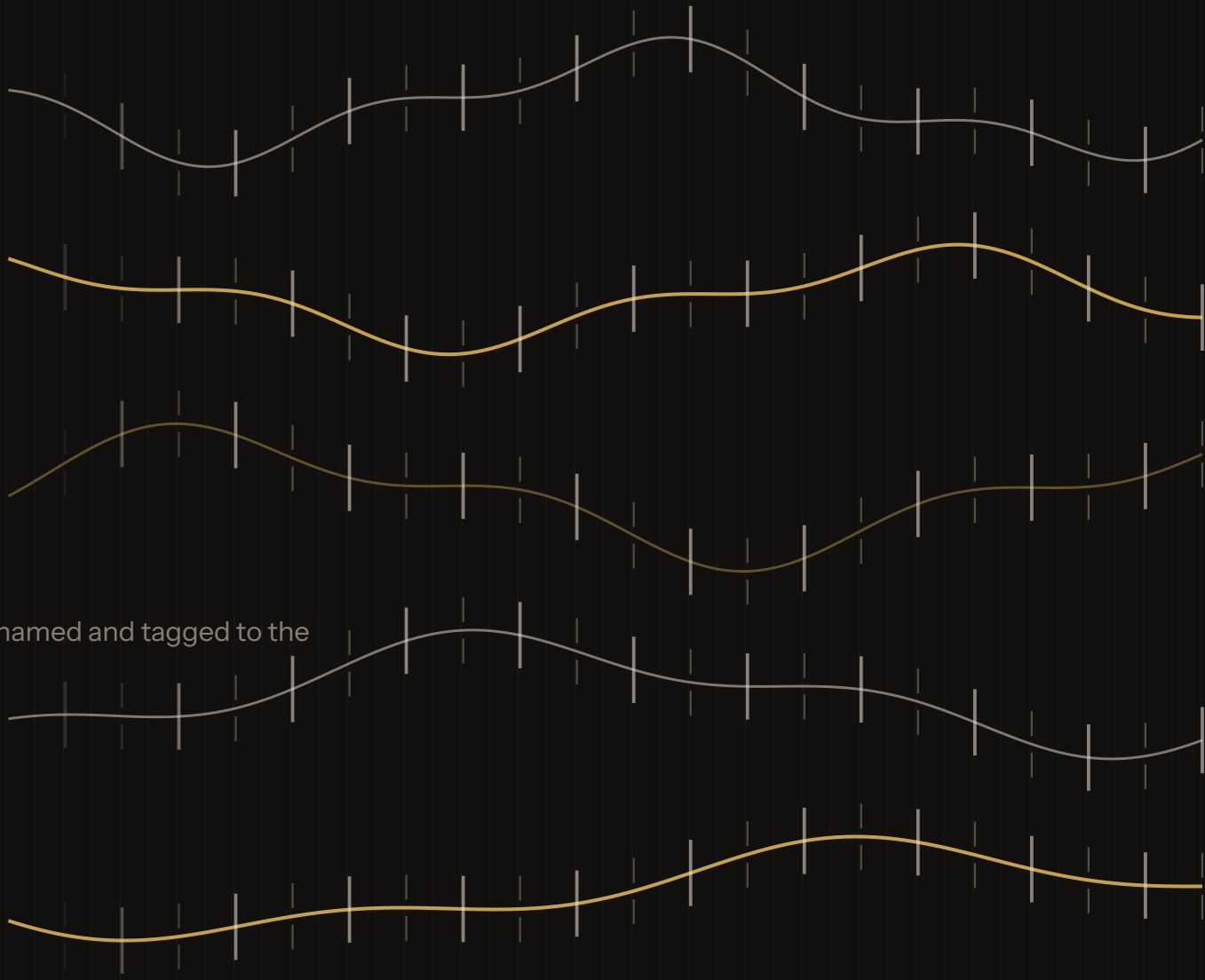

Organic Synthesis Vol.2

A designed sound library: 450 files, 3 h 37 min of audio, named and tagged to the Universal Category System.

450 files | 2,110 sounds | 3 h 37 min | WAV 96 kHz 24-bit | 7.5 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	2,110
Duration	3 h 37 min
Size	7.5 GB
Naming	UCS v8.2.1, CatID_FXName_Creator_Source
Gear and tools	Tone Loom

UCS categories

CatID	Category	SubCategory	Files
DSGNBass	Designed	Bass Dive	16
DSGNBoom	Designed	Boom	24
DSGNBram	Designed	Braam	15
DSGNDron	Designed	Drone	20
DSGNGran	Designed	Granular	40
DSGNImpt	Designed	Impact	55
DSGNMisc	Designed	Misc	15
DSGNMorph	Designed	Morph	25
DSGNRise	Designed	Riser	45
DSGNTonl	Designed	Tonal	5
DSGNWhsh	Designed	Whoosh	60
MAGElem	Magic	Elemental	18
MAGSpel	Magic	Spell	22
MUSCChor	Musical	Choral	8
MUSCStr	Musical	Stringed	6
MUSCTnprc	Musical	Percussion Tuned	1
SCIWeap	Scifi	Weapon	20
UIAlert	User Interface	Alert	31
UIBeep	User Interface	Beep	6
UIClick	User Interface	Click	12
UIData	User Interface	Data	6

#	File name	FX name	Description	Duration
DSGNBass Designed / Bass Dive (16)				
1	DSGNBass_Brazen Fusion Core Depressurization Bedrock 19_ToneLoom_OrganicSynthesisVol2.wav	Brazen Fusion Core Depressurization Bedrock 19	Low-Slung brazen sound design element, bedrock-flavoured with slow bloom and extended cinematic decay of several seconds. Tonal centre around C#1. Delivered as 5 distinct takes in one file (30.1 s, moderate stereo width); ideal for mechanisms, sci-fi sound design and power-ups.	0:30.1
2	DSGNBass_Chest-Thumping Boulder Abyssal Oceanic Trench Sink 38_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Boulder Abyssal Oceanic Trench Sink 38	Chest-Thumping forged sound design element, boulder-flavoured with rising entry and ocean-length reverberant wash. Tonal centre around C2. Delivered as 5 distinct takes in one file (30.4 s, moderate stereo width); ideal for hybrid layering, mechanisms and power-ups.	0:30.4
3	DSGNBass_Chest-Thumping Cast Iron Abyssal Oceanic Trench Sink 35_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Cast Iron Abyssal Oceanic Trench Sink 35	Chest-Thumping iron-hard sound design element, cast iron-flavoured with long build and extended reverberant bloom. Tonal centre around F1. Delivered as 5 distinct takes in one file (30.5 s, centered, punchy image); ideal for cinematic design, weapon layers and sci-fi sound design.	0:30.5
4	DSGNBass_Clanging Cryogenic Temperature Drop Boulder 21_ToneLoom_OrganicSynthesisVol2.wav	Clanging Cryogenic Temperature Drop Boulder 21	Sub-Heavy clanging sound design element, boulder-flavoured with long build and long cavernous tail. Tonal centre around C#2. Delivered as 5 distinct takes in one file (28.5 s, centered, punchy image); ideal for sci-fi sound design, cinematic design and power-ups.	0:28.5
5	DSGNBass_Colossal Cast Iron Subsonic Power Descent 09_ToneLoom_OrganicSynthesisVol2.wav	Colossal Cast Iron Subsonic Power Descent 09	Colossal clanging sound design element, cast iron-flavoured with rising entry and vast evolving tail. Tonal centre around D1. Delivered as 5 distinct takes in one file (30.3 s, balanced stereo image); ideal for power-ups, weapon layers and mechanisms.	0:30.3
6	DSGNBass_Forged Subsonic Power Descent Granite 11_ToneLoom_OrganicSynthesisVol2.wav	Forged Subsonic Power Descent Granite 11	Colossal forged sound design element, granite-flavoured with creeping onset and long cavernous tail. Tonal centre around E1. Delivered as 5 distinct takes in one file (27.9 s, focused near-mono image); ideal for weapon layers, sci-fi sound design and hybrid layering.	0:27.9
7	DSGNBass_Iron-Hard Fusion Core Depressurization Cast Iron 01_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Fusion Core Depressurization Cast Iron 01	Subterranean iron-hard sound design element, cast iron-flavoured with long build and natural stage tail. Tonal centre around G1. Delivered as 5 distinct takes in one file (27.3 s, natural stereo spread); ideal for cinematic design, weapon layers and sci-fi sound design.	0:27.3
8	DSGNBass_Iron-Hard Subsonic Power Descent Concrete 27_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Subsonic Power Descent Concrete 27	Colossal iron-hard sound design element, concrete-flavoured with creeping onset and vast evolving tail. Tonal centre around A1. Delivered as 5 distinct takes in one file (31.3 s, balanced stereo image); ideal for power-ups, hybrid layering and mechanisms.	0:31.3
9	DSGNBass_Iron-Hard Zero-G monolith Dissipation Cast Iron 07_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Zero-G monolith Dissipation Cast Iron 07	Colossal iron-hard sound design element, cast iron-flavoured with slow bloom and long cavernous tail. Tonal centre around B0. Delivered as 5 distinct takes in one file (29.7 s, balanced stereo image); ideal for weapon layers, power-ups and hybrid layering.	0:29.7
10	DSGNBass_Metallic Abyssal Pitch Collapse Cast Iron 05_ToneLoom_OrganicSynthesisVol2.wav	Metallic Abyssal Pitch Collapse Cast Iron 05	Chest-Thumping metallic sound design element, cast iron-flavoured with long build and extended reverberant bloom. Tonal centre around A1. Delivered as 5 distinct takes in one file (26.8 s, centered, punchy image); ideal for hybrid layering, sci-fi sound design and weapon layers.	0:26.8
11	DSGNBass_Steely Sub-Bass Gravitational Dive Cast Iron 15_ToneLoom_OrganicSynthesisVol2.wav	Steely Sub-Bass Gravitational Dive Cast Iron 15	Subterranean steely sound design element, cast iron-flavoured with slow bloom and long cavernous tail. Tonal centre around F#1. Delivered as 5 distinct takes in one file (28.7 s, natural stereo spread); ideal for mechanisms, weapon layers and hybrid layering.	0:28.7
12	DSGNBass_Steely Subsonic Power Descent Boulder 33_ToneLoom_OrganicSynthesisVol2.wav	Steely Subsonic Power Descent Boulder 33	Subterranean steely sound design element, boulder-flavoured with long build and long cavernous tail. Tonal centre around B1. Delivered as 5 distinct takes in one file (27.7 s, tightly focused stereo field); ideal for weapon layers, cinematic design and mechanisms.	0:27.7
13	DSGNBass_Steely Subsonic Power Descent Granite 29_ToneLoom_OrganicSynthesisVol2.wav	Steely Subsonic Power Descent Granite 29	Seismic steely sound design element, granite-flavoured with long build and extended reverberant bloom. Tonal centre around G1. Delivered as 5 distinct takes in one file (28.6 s, moderate stereo width); ideal for power-ups, mechanisms and weapon layers.	0:28.6
14	DSGNBass_Sub-Heavy Cast Iron Abyssal Pitch Collapse 25_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Cast Iron Abyssal Pitch Collapse 25	Sub-Heavy brazen sound design element, cast iron-flavoured with rising entry and deep, lingering decay. Tonal centre around E1. Delivered as 5 distinct takes in one file (29.1 s, focused near-mono image); ideal for sci-fi sound design, cinematic design and weapon layers.	0:29.1

#	File name	FX name	Description	Duration
15	DSGNBass_Sub-Heavy Granite Zero-G monolith Dissipation 39_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Granite Zero-G monolith Dissipation 39	Sub-Heavy forged sound design element, granite-flavoured with long build and extended reverberant bloom. Tonal centre around G#1. Delivered as 5 distinct takes in one file (28.5 s, balanced stereo image); ideal for weapon layers, cinematic design and sci-fi sound design.	0:28.5
16	DSGNBass_Subterranean Concrete Zero-G monolith Dissipation 31_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Concrete Zero-G monolith Dissipation 31	Subterranean clanging sound design element, concrete-flavoured with creeping onset and short controlled release. Tonal centre around G1. Delivered as 5 distinct takes in one file (31.4 s, moderate stereo width); ideal for weapon layers, hybrid layering and mechanisms.	0:31.4
DSGNBoom Designed / Boom (24)				
17	DSGNBoom_Brazen Subterranean Mine Blast Concrete 23_ToneLoom_OrganicSynthesisVol2.wav	Brazen Subterranean Mine Blast Concrete 23	Seismic brazen explosion, concrete-flavoured with long build and vast evolving tail. Tonal centre around B0. Delivered as 5 distinct takes in one file (42.4 s, natural stereo spread); ideal for fireball effects, blast scenes and shockwave transitions.	0:42.4
18	DSGNBoom_Brazen Thermobaric Ground Detonation Foundation 34_ToneLoom_OrganicSynthesisVol2.wav	Brazen Thermobaric Ground Detonation Foundation 34	Seismic brazen explosion, foundation-flavoured with slow bloom and ocean-length reverberant wash. Tonal centre around D#1. Delivered as 5 distinct takes in one file (47.5 s, tightly focused stereo field); ideal for fireball effects, shockwave transitions and blast scenes.	0:47.5
19	DSGNBoom_Chest-Thumping Concrete Thermobaric Ground Detonation 16_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Concrete Thermobaric Ground Detonation 16	Chest-Thumping metallic explosion, concrete-flavoured with creeping onset and vast evolving tail. Tonal centre around G1. Delivered as 5 distinct takes in one file (47.9 s, natural stereo spread); ideal for war sequences, shockwave transitions and disaster scenes.	0:47.9
20	DSGNBoom_Chest-Thumping Foundation Singularity Detonation Burst 26_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Foundation Singularity Detonation Burst 26	Chest-Thumping brazen explosion, foundation-flavoured with creeping onset and ocean-length reverberant wash. Tonal centre around G1. Delivered as 5 distinct takes in one file (43.4 s, moderate stereo width); ideal for fireball effects, disaster scenes and war sequences.	0:43.4
21	DSGNBoom_Clanging Shattered Debris Core Hit Cast Iron 10_ToneLoom_OrganicSynthesisVol2.wav	Clanging Shattered Debris Core Hit Cast Iron 10	Low-Slung clanging explosion, cast iron-flavoured with creeping onset and deep, lingering decay. Tonal centre around D#1. Delivered as 5 distinct takes in one file (33.4 s, focused near-mono image); ideal for demolition, fireball effects and blast scenes.	0:33.4
22	DSGNBoom_Clanging Thermobaric Ground Detonation Foundation 17_ToneLoom_OrganicSynthesisVol2.wav	Clanging Thermobaric Ground Detonation Foundation 17	Colossal clanging explosion, foundation-flavoured with long build and vast evolving tail. Tonal centre around D#1. Delivered as 5 distinct takes in one file (48.4 s, natural stereo spread); ideal for shockwave transitions, war sequences and demolition.	0:48.4
23	DSGNBoom_Colossal Concrete Shattered Debris Core Hit 28_ToneLoom_OrganicSynthesisVol2.wav	Colossal Concrete Shattered Debris Core Hit 28	Colossal brazen explosion, concrete-flavoured with long build and extended cinematic decay of several seconds. Tonal centre around D#1. Delivered as 5 distinct takes in one file (44.8 s, natural stereo spread); ideal for war sequences, demolition and blast scenes.	0:44.8
24	DSGNBoom_Forged Gasoline Fireball Eruption Sheet Metal 06_ToneLoom_OrganicSynthesisVol2.wav	Forged Gasoline Fireball Eruption Sheet Metal 06	Muscular forged explosion, sheet metal-flavoured with creeping onset and vast evolving tail. Tonal centre around D#1. Delivered as 5 distinct takes in one file (38.3 s, natural stereo spread); ideal for shockwave transitions, demolition and fireball effects.	0:38.3
25	DSGNBoom_Forged Seismic Deep Shock Blast Boulder 08_ToneLoom_OrganicSynthesisVol2.wav	Forged Seismic Deep Shock Blast Boulder 08	Seismic forged explosion, boulder-flavoured with rising entry and ocean-length reverberant wash. Tonal centre around D#1. Delivered as 5 distinct takes in one file (37.6 s, balanced stereo image); ideal for shockwave transitions, demolition and blast scenes.	0:37.6
26	DSGNBoom_Iron-Hard Subterranean Mine Blast Bedrock 36_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Subterranean Mine Blast Bedrock 36	Seismic iron-hard explosion, bedrock-flavoured with slow bloom and extended cinematic decay of several seconds. Tonal centre around D#1. Delivered as 5 distinct takes in one file (41.7 s, balanced stereo image); ideal for disaster scenes, shockwave transitions and war sequences.	0:41.7
27	DSGNBoom_Low-Slung Bedrock Seismic Deep Shock Blast 12_ToneLoom_OrganicSynthesisVol2.wav	Low-Slung Bedrock Seismic Deep Shock Blast 12	Low-Slung clanging explosion, bedrock-flavoured with creeping onset and extended reverberant bloom. Tonal centre around E1. Delivered as 5 distinct takes in one file (33.4 s, moderate stereo width); ideal for blast scenes, fireball effects and shockwave transitions.	0:33.4
28	DSGNBoom_Low-Slung Foundation Seismic Deep Shock Blast 32_ToneLoom_OrganicSynthesisVol2.wav	Low-Slung Foundation Seismic Deep Shock Blast 32	Low-Slung forged explosion, foundation-flavoured with slow bloom and vast evolving tail. Tonal centre around C#1. Delivered as 5 distinct takes in one file (44.4 s, moderate stereo width); ideal for fireball effects, shockwave transitions and disaster scenes.	0:44.4
29	DSGNBoom_Metallic Shattered Debris Core Hit Boulder 20_ToneLoom_OrganicSynthesisVol2.wav	Metallic Shattered Debris Core Hit Boulder 20	Seismic metallic explosion, boulder-flavoured with long build and extended cinematic decay of several seconds. Tonal centre around B0. Delivered as 5 distinct takes in one file (40.4 s, natural stereo spread); ideal for war sequences, blast scenes and fireball effects.	0:40.4

#	File name	FX name	Description	Duration
30	DSGNBoom_Metallic Thermobaric Ground Detonation Concrete 24_ToneLoom_OrganicSynthesisVol2.wav	Metallic Thermobaric Ground Detonation Concrete 24	Sub-Heavy metallic explosion, concrete-flavoured with creeping onset and extended cinematic decay of several seconds. Tonal centre around B0. Delivered as 5 distinct takes in one file (41.2 s, balanced stereo image); ideal for demolition, war sequences and shockwave transitions.	0:41.2
31	DSGNBoom_Metallic Thermobaric Ground Detonation Granite 18_ToneLoom_OrganicSynthesisVol2.wav	Metallic Thermobaric Ground Detonation Granite 18	Chest-Thumping metallic explosion, granite-flavoured with fast attack and extended cinematic decay of several seconds. Tonal centre around D1. Delivered as 5 distinct takes in one file (40.3 s, focused near-mono image); ideal for blast scenes, shockwave transitions and fireball effects.	0:40.3
32	DSGNBoom_Seismic Bedrock Gasoline Fireball Eruption 02_ToneLoom_OrganicSynthesisVol2.wav	Seismic Bedrock Gasoline Fireball Eruption 02	Seismic metallic explosion, bedrock-flavoured with long build and short controlled release. Tonal centre around F1. Delivered as 5 distinct takes in one file (48.4 s, tightly focused stereo field); ideal for shockwave transitions, demolition and disaster scenes.	0:48.4
33	DSGNBoom_Seismic Cast Iron Underwater Depth Charge 40_ToneLoom_OrganicSynthesisVol2.wav	Seismic Cast Iron Underwater Depth Charge 40	Seismic metallic explosion, cast iron-flavoured with creeping onset and extended cinematic decay of several seconds. Tonal centre around B0. Delivered as 5 distinct takes in one file (47.4 s, balanced stereo image); ideal for war sequences, disaster scenes and shockwave transitions.	0:47.4
34	DSGNBoom_Sharp Ice Subterranean Mine Blast 22_ToneLoom_OrganicSynthesisVol2.wav	Sharp Ice Subterranean Mine Blast 22	Sharp steely explosion, ice-flavoured with long build and tight dry decay. Tonal centre around C1. Delivered as 5 distinct takes in one file (42.1 s, moderate stereo width); ideal for fireball effects, disaster scenes and demolition.	0:42.1
35	DSGNBoom_Steely Cavern Collapse Shockwave Foundation 30_ToneLoom_OrganicSynthesisVol2.wav	Steely Cavern Collapse Shockwave Foundation 30	Low-Slung steely explosion, foundation-flavoured with long build and long cavernous tail. Tonal centre around E1. Delivered as 5 distinct takes in one file (35.2 s, natural stereo spread); ideal for disaster scenes, demolition and war sequences.	0:35.2
36	DSGNBoom_Steely Seismic Deep Shock Blast Bedrock 13_ToneLoom_OrganicSynthesisVol2.wav	Steely Seismic Deep Shock Blast Bedrock 13	Chest-Thumping steely explosion, bedrock-flavoured with slow bloom and vast evolving tail. Tonal centre around F1. Delivered as 5 distinct takes in one file (48.6 s, centered, punchy image); ideal for blast scenes, demolition and fireball effects.	0:48.6
37	DSGNBoom_Steely Subterranean Mine Blast Boulder 14_ToneLoom_OrganicSynthesisVol2.wav	Steely Subterranean Mine Blast Boulder 14	Low-Slung steely explosion, boulder-flavoured with long build and brief room tail. Tonal centre around A1. Delivered as 5 distinct takes in one file (42.1 s, moderate stereo width); ideal for shockwave transitions, war sequences and blast scenes.	0:42.1
38	DSGNBoom_Sub-Heavy Granite Underwater Depth Charge 03_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Granite Underwater Depth Charge 03	Sub-Heavy steely explosion, granite-flavoured with rising entry and vast evolving tail. Tonal centre around F#1. Delivered as 5 distinct takes in one file (35.4 s, tightly focused stereo field); ideal for war sequences, fireball effects and demolition.	0:35.4
39	DSGNBoom_Subterranean Bedrock Cavern Collapse Shockwave 37_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Bedrock Cavern Collapse Shockwave 37	Subterranean clanging explosion, bedrock-flavoured with rising entry and vast evolving tail. Tonal centre around D#1. Delivered as 5 distinct takes in one file (46.0 s, natural stereo spread); ideal for fireball effects, disaster scenes and blast scenes.	0:46.0
40	DSGNBoom_Subterranean Concrete Gasoline Fireball Eruption 04_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Concrete Gasoline Fireball Eruption 04	Subterranean clanging explosion, concrete-flavoured with rising entry and extended cinematic decay of several seconds. Tonal centre around B0. Delivered as 5 distinct takes in one file (44.5 s, tightly focused stereo field); ideal for shockwave transitions, war sequences and blast scenes.	0:44.5
DSGNBram Designed / Braam (15)				
41	DSGNBram_Chest-Thumping Cast Iron Colossal Brass Braam 33_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Cast Iron Colossal Brass Braam 33	Chest-Thumping forged tonal trailer hit, cast iron-flavoured with instant attack and ocean-length reverberant wash. Tonal centre around F#1. Delivered as 5 distinct takes in one file (37.3 s, wide stereo image); ideal for weapon layers, power-ups and cinematic design.	0:37.4
42	DSGNBram_Chest-Thumping Granite Bowed Metal Trailer Braam 21_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Granite Bowed Metal Trailer Braam 21	Chest-Thumping iron-hard tonal trailer hit, granite-flavoured with long build and extended reverberant bloom. Tonal centre around F1. Delivered as 5 distinct takes in one file (35.6 s, broad, enveloping spread); ideal for hybrid layering, power-ups and mechanisms.	0:35.6
43	DSGNBram_Clanging Dune War Horn Braam Concrete 29_ToneLoom_OrganicSynthesisVol2.wav	Clanging Dune War Horn Braam Concrete 29	Colossal clanging tonal trailer hit, concrete-flavoured with creeping onset and ocean-length reverberant wash. Tonal centre around G1. Delivered as 5 distinct takes in one file (39.0 s, expansive stereo field); ideal for power-ups, mechanisms and weapon layers.	0:39.0
44	DSGNBram_Clanging Dune War Horn Braam Foundation 13_ToneLoom_OrganicSynthesisVol2.wav	Clanging Dune War Horn Braam Foundation 13	Low-Slung clanging tonal trailer hit, foundation-flavoured with rising entry and vast evolving tail. Tonal centre around A1. Delivered as 5 distinct takes in one file (41.0 s, panoramic stereo width); ideal for weapon layers, power-ups and sci-fi sound design.	0:41.0

#	File name	FX name	Description	Duration
45	DSGNBram_Colossal Bedrock Colossal Brass Braam 11_ToneLoom_OrganicSynthesisVol2.wav	Colossal Bedrock Colossal Brass Braam 11	Colossal brazen tonal trailer hit, bedrock-flavoured with rising entry and extended cinematic decay of several seconds. Tonal centre around G#1. Delivered as 5 distinct takes in one file (38.1 s, panoramic stereo width); ideal for weapon layers, mechanisms and cinematic design.	0:38.1
46	DSGNBram_Colossal Boulder Colossal Brass Braam 30_ToneLoom_OrganicSynthesisVol2.wav	Colossal Boulder Colossal Brass Braam 30	Colossal iron-hard tonal trailer hit, boulder-flavoured with slow bloom and extended cinematic decay of several seconds. Tonal centre around C#1. Delivered as 5 distinct takes in one file (40.5 s, broad, enveloping spread); ideal for weapon layers, mechanisms and cinematic design.	0:40.5
47	DSGNBram_Colossal Concrete Bowed Metal Trailer Braam 07_ToneLoom_OrganicSynthesisVol2.wav	Colossal Concrete Bowed Metal Trailer Braam 07	Colossal metallic tonal trailer hit, concrete-flavoured with long build and vast evolving tail. Tonal centre around A1. Delivered as 5 distinct takes in one file (36.0 s, broad, enveloping spread); ideal for cinematic design, mechanisms and sci-fi sound design.	0:36.0
48	DSGNBram_Colossal Granite Colossal Brass Braam 14_ToneLoom_OrganicSynthesisVol2.wav	Colossal Granite Colossal Brass Braam 14	Colossal metallic tonal trailer hit, granite-flavoured with slow bloom and ocean-length reverberant wash. Tonal centre around A#2. Delivered as 5 distinct takes in one file (40.7 s, broad, enveloping spread); ideal for sci-fi sound design, hybrid layering and mechanisms.	0:40.7
49	DSGNBram_Colossal Granite Dune War Horn Braam 27_ToneLoom_OrganicSynthesisVol2.wav	Colossal Granite Dune War Horn Braam 27	Colossal iron-hard tonal trailer hit, granite-flavoured with rising entry and extended cinematic decay of several seconds. Tonal centre around B1. Delivered as 5 distinct takes in one file (40.1 s, broad, enveloping spread); ideal for hybrid layering, sci-fi sound design and cinematic design.	0:40.1
50	DSGNBram_Low-Slung Bedrock Dune War Horn Braam 10_ToneLoom_OrganicSynthesisVol2.wav	Low-Slung Bedrock Dune War Horn Braam 10	Low-Slung metallic tonal trailer hit, bedrock-flavoured with creeping onset and vast evolving tail. Tonal centre around C1. Delivered as 5 distinct takes in one file (36.2 s, room-filling stereo spread); ideal for mechanisms, weapon layers and power-ups.	0:36.2
51	DSGNBram_Low-Slung Granite Bowed Metal Trailer Braam 28_ToneLoom_OrganicSynthesisVol2.wav	Low-Slung Granite Bowed Metal Trailer Braam 28	Low-Slung forged tonal trailer hit, granite-flavoured with slow bloom and vast evolving tail. Tonal centre around A2. Delivered as 5 distinct takes in one file (40.6 s, wide stereo image); ideal for cinematic design, power-ups and sci-fi sound design.	0:40.6
52	DSGNBram_Seismic Boulder Colossal Brass Braam 02_ToneLoom_OrganicSynthesisVol2.wav	Seismic Boulder Colossal Brass Braam 02	Seismic brazen tonal trailer hit, boulder-flavoured with soft onset and extended reverberant bloom. Tonal centre around F1. Delivered as 5 distinct takes in one file (32.9 s, broad, enveloping spread); ideal for cinematic design, hybrid layering and sci-fi sound design.	0:32.9
53	DSGNBram_Steely Dune War Horn Braam Boulder 09_ToneLoom_OrganicSynthesisVol2.wav	Steely Dune War Horn Braam Boulder 09	Low-Slung steely tonal trailer hit, boulder-flavoured with rising entry and vast evolving tail. Tonal centre around E1. Delivered as 5 distinct takes in one file (39.6 s, panoramic stereo width); ideal for cinematic design, power-ups and weapon layers.	0:39.6
54	DSGNBram_Steely Dune War Horn Braam Granite 12_ToneLoom_OrganicSynthesisVol2.wav	Steely Dune War Horn Braam Granite 12	Chest-Thumping steely tonal trailer hit, granite-flavoured with soft onset and extended cinematic decay of several seconds. Tonal centre around A1. Delivered as 5 distinct takes in one file (39.2 s, broad, enveloping spread); ideal for cinematic design, hybrid layering and power-ups.	0:39.2
55	DSGNBram_Subterranean Bedrock Bowed Metal Trailer Braam 26_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Bedrock Bowed Metal Trailer Braam 26	Subterranean steely tonal trailer hit, bedrock-flavoured with rising entry and ocean-length reverberant wash. Tonal centre around F#1. Delivered as 5 distinct takes in one file (39.6 s, ultra-wide immersive field); ideal for cinematic design, sci-fi sound design and hybrid layering.	0:39.6
DSGNDron Designed / Drone (20)				
56	DSGNDron_Bell-Like Rising Light Luminous Drone Granite 15_ToneLoom_OrganicSynthesisVol2.wav	Bell-Like Rising Light Luminous Drone Granite 15	Seismic bell-like evolving drone bed, granite-flavoured with slow bloom and ocean-length reverberant wash. Tonal centre around B1. Delivered as a single long evolving take in one file (42.6 s, ultra-wide immersive field); ideal for dark ambiences, horror atmospheres and ambient layers.	0:42.6
57	DSGNDron_Chest-Thumping Cast Iron Dread Tension Drone 18_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Cast Iron Dread Tension Drone 18	Chest-Thumping ringing evolving drone bed, cast iron-flavoured with rising entry and ocean-length reverberant wash. Tonal centre around F#1. Delivered as a single long evolving take in one file (47.3 s, expansive stereo field); ideal for score underlays, tension beds and horror atmospheres.	0:47.3
58	DSGNDron_Colossal Cast Iron Aurora Luminous Drone 03_ToneLoom_OrganicSynthesisVol2.wav	Colossal Cast Iron Aurora Luminous Drone 03	Colossal sustained evolving drone bed, cast iron-flavoured with creeping onset and vast evolving tail. Tonal centre around A1. Delivered as a single long evolving take in one file (46.1 s, broad, enveloping spread); ideal for score underlays, sci-fi environments and ambient layers.	0:46.1
59	DSGNDron_Colossal Granite Machine Hall Deep Drone 04_ToneLoom_OrganicSynthesisVol2.wav	Colossal Granite Machine Hall Deep Drone 04	Colossal ringing evolving drone bed, granite-flavoured with slow bloom and vast evolving tail. Tonal centre around G1. Delivered as a single long evolving take in one file (40.6 s, broad, enveloping spread); ideal for horror atmospheres, ambient layers and tension beds.	0:40.6

#	File name	FX name	Description	Duration
60	DSGNDron_Dark Steel Wild Air Organic Drone 13_ToneLoom_OrganicSynthesisVol2.wav	Dark Steel Wild Air Organic Drone 13	Dark resonant evolving drone bed, steel-flavoured with hard onset and extended cinematic decay of several seconds. Tonal centre around C2. Delivered as a single long evolving take in one file (43.0 s, wide stereo image); ideal for sci-fi environments, horror atmospheres and tension beds.	0:43.0
61	DSGNDron_Harmonic Aurora Luminous Drone Bedrock 11_ToneLoom_OrganicSynthesisVol2.wav	Harmonic Aurora Luminous Drone Bedrock 11	Colossal harmonic evolving drone bed, bedrock-flavoured with long build and vast evolving tail. Tonal centre around F2. Delivered as a single long evolving take in one file (46.6 s, room-filling stereo spread); ideal for score underlays, sci-fi environments and ambient layers.	0:46.6
62	DSGNDron_Low-Slung Bedrock Living Organic Drone 17_ToneLoom_OrganicSynthesisVol2.wav	Low-Slung Bedrock Living Organic Drone 17	Low-Slung harmonic evolving drone bed, bedrock-flavoured with long build and extended cinematic decay of several seconds. Tonal centre around A#1. Delivered as a single long evolving take in one file (44.9 s, wide stereo image); ideal for horror atmospheres, dark ambiences and score underlays.	0:44.9
63	DSGNDron_Resonant Living Organic Drone Bedrock 01_ToneLoom_OrganicSynthesisVol2.wav	Resonant Living Organic Drone Bedrock 01	Low-Slung resonant evolving drone bed, bedrock-flavoured with long build and vast evolving tail. Tonal centre around G#1. Delivered as a single long evolving take in one file (46.3 s, expansive stereo field); ideal for ambient layers, score underlays and tension beds.	0:46.3
64	DSGNDron_Ringing Living Organic Drone Concrete 09_ToneLoom_OrganicSynthesisVol2.wav	Ringing Living Organic Drone Concrete 09	Low-Slung ringing evolving drone bed, concrete-flavoured with snapping transient and ocean-length reverberant wash. Tonal centre around B1. Delivered as a single long evolving take in one file (46.0 s, broad, enveloping spread); ideal for ambient layers, sci-fi environments and horror atmospheres.	0:46.0
65	DSGNDron_Ringing Machine Hall Deep Drone Foundation 20_ToneLoom_OrganicSynthesisVol2.wav	Ringing Machine Hall Deep Drone Foundation 20	Chest-Thumping ringing evolving drone bed, foundation-flavoured with instant attack and vast evolving tail. Tonal centre around G1. Delivered as a single long evolving take in one file (41.6 s, broad, enveloping spread); ideal for horror atmospheres, sci-fi environments and dark ambiences.	0:41.6
66	DSGNDron_Ringing Wild Air Organic Drone Granite 05_ToneLoom_OrganicSynthesisVol2.wav	Ringing Wild Air Organic Drone Granite 05	Low-Slung ringing evolving drone bed, granite-flavoured with slow bloom and vast evolving tail. Tonal centre around C2. Delivered as a single long evolving take in one file (45.0 s, wide stereo image); ideal for score underlays, tension beds and dark ambiences.	0:45.0
67	DSGNDron_Seismic Bedrock Subterranean Deep Drone 16_ToneLoom_OrganicSynthesisVol2.wav	Seismic Bedrock Subterranean Deep Drone 16	Seismic growling evolving drone bed, bedrock-flavoured with creeping onset and extended cinematic decay of several seconds. Tonal centre around E1. Delivered as a single long evolving take in one file (41.6 s, broad, enveloping spread); ideal for score underlays, horror atmospheres and tension beds.	0:41.6
68	DSGNDron_Singing Brooding Tension Drone Granite 14_ToneLoom_OrganicSynthesisVol2.wav	Singing Brooding Tension Drone Granite 14	Seismic singing evolving drone bed, granite-flavoured with creeping onset and vast evolving tail. Tonal centre around A1. Delivered as a single long evolving take in one file (45.5 s, expansive stereo field); ideal for dark ambiences, horror atmospheres and score underlays.	0:45.5
69	DSGNDron_Singing Dread Tension Drone Concrete 10_ToneLoom_OrganicSynthesisVol2.wav	Singing Dread Tension Drone Concrete 10	Sub-Heavy singing evolving drone bed, concrete-flavoured with long build and vast evolving tail. Tonal centre around A1. Delivered as a single long evolving take in one file (41.4 s, wide stereo image); ideal for horror atmospheres, ambient layers and tension beds.	0:41.5
70	DSGNDron_Singing Rising Light Luminous Drone Boulder 07_ToneLoom_OrganicSynthesisVol2.wav	Singing Rising Light Luminous Drone Boulder 07	Low-Slung singing evolving drone bed, boulder-flavoured with slow bloom and extended cinematic decay of several seconds. Tonal centre around D#2. Delivered as a single long evolving take in one file (47.6 s, ultra-wide immersive field); ideal for sci-fi environments, tension beds and dark ambiences.	0:47.6
71	DSGNDron_Sub-Heavy Granite Machine Hall Deep Drone 12_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Granite Machine Hall Deep Drone 12	Sub-Heavy sustained evolving drone bed, granite-flavoured with rising entry and ocean-length reverberant wash. Tonal centre around G1. Delivered as a single long evolving take in one file (44.8 s, wide stereo image); ideal for horror atmospheres, dark ambiences and ambient layers.	0:44.8
72	DSGNDron_Subterranean Cast Iron Brooding Tension Drone 06_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Cast Iron Brooding Tension Drone 06	Subterranean harmonic evolving drone bed, cast iron-flavoured with slow bloom and vast evolving tail. Tonal centre around G1. Delivered as a single long evolving take in one file (43.1 s, wide stereo image); ideal for ambient layers, dark ambiences and horror atmospheres.	0:43.1
73	DSGNDron_Subterranean Concrete Dread Tension Drone 02_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Concrete Dread Tension Drone 02	Subterranean sustained evolving drone bed, concrete-flavoured with slow bloom and extended cinematic decay of several seconds. Tonal centre around A#1. Delivered as a single long evolving take in one file (44.5 s, wide stereo image); ideal for horror atmospheres, sci-fi environments and dark ambiences.	0:44.5
74	DSGNDron_Subterranean Foundation Subterranean Deep Drone 08_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Foundation Subterranean Deep Drone 08	Subterranean bell-like evolving drone bed, foundation-flavoured with snapping transient and ocean-length reverberant wash. Tonal centre around C#2. Delivered as a single long evolving take in one file (44.7 s, broad, enveloping spread); ideal for ambient layers, tension beds and horror atmospheres.	0:44.7

#	File name	FX name	Description	Duration
75	DSGNDron_Weighty Oak Aurora Luminous Drone 19_ToneLoom_OrganicSynthesisVol2.wav	Weighty Oak Aurora Luminous Drone 19	Weighty singing evolving drone bed, oak-flavoured with rising entry and ocean-length reverberant wash. Tonal centre around E2. Delivered as a single long evolving take in one file (44.4 s, ultra-wide immersive field); ideal for sci-fi environments, score underlays and dark ambiences.	0:44.4
DSGNGran Designed / Granular (40)				
76	DSGNGran_Articulate Titanium Crystal Air Shimmer 16_ToneLoom_OrganicSynthesisVol2.wav	Articulate Titanium Crystal Air Shimmer 16	Articulate raspy particle texture, titanium-flavoured with slow bloom and deep, lingering decay. Tonal centre around D6. Delivered as 5 distinct takes in one file (40.6 s, ultra-wide immersive field); ideal for debris scatters, kinetic detail and texture layering.	0:40.6
77	DSGNGran_Brazen Drifting Machine Pulse Cast Iron 32_ToneLoom_OrganicSynthesisVol2.wav	Brazen Drifting Machine Pulse Cast Iron 32	Colossal brazen particle texture, cast iron-flavoured with fast attack and medium hall decay. Tonal centre around C2. Delivered as 5 distinct takes in one file (54.3 s, natural stereo spread); ideal for organic movement, ambient detail and texture layering.	0:54.3
78	DSGNGran_Brazen Slow Clockwork Drift Granite 23_ToneLoom_OrganicSynthesisVol2.wav	Brazen Slow Clockwork Drift Granite 23	Chest-Thumping brazen particle texture, granite-flavoured with slow bloom and deep, lingering decay. Tonal centre around E3. Delivered as 5 distinct takes in one file (53.9 s, balanced stereo image); ideal for debris scatters, texture layering and ambient detail.	0:53.9
79	DSGNGran_Chest-Thumping Boulder Drifting Machine Pulse 14_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Boulder Drifting Machine Pulse 14	Chest-Thumping iron-hard particle texture, boulder-flavoured with instant attack and medium hall decay. Tonal centre around C#2. Delivered as 5 distinct takes in one file (53.3 s, natural stereo spread); ideal for debris scatters, organic movement and ambient detail.	0:53.3
80	DSGNGran_Chest-Thumping Cast Iron Rolling Fragment Fall 01_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Cast Iron Rolling Fragment Fall 01	Chest-Thumping iron-hard particle texture, cast iron-flavoured with slow bloom and natural stage tail. Tonal centre around C2. Delivered as 5 distinct takes in one file (23.0 s, moderate stereo width); ideal for debris scatters, texture layering and organic movement.	0:23.0
81	DSGNGran_Chest-Thumping Granite Film Strip Rattle 30_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Granite Film Strip Rattle 30	Chest-Thumping fluttering particle texture, granite-flavoured with rising entry and deep, lingering decay. Tonal centre around C#4. Delivered as 5 distinct takes in one file (34.7 s, moderate stereo width); ideal for kinetic detail, debris scatters and particle effects.	0:34.8
82	DSGNGran_Churning Ice Ratchet Flicker Silk 31_ToneLoom_OrganicSynthesisVol2.wav	Churning Ice Ratchet Flicker Silk 31	Shimmering churning particle texture, silk-flavoured with long build and extended reverberant bloom. Tonal centre around G1. Delivered as 5 distinct takes in one file (33.1 s, moderate stereo width); ideal for organic movement, debris scatters and ambient detail.	0:33.1
83	DSGNGran_Clanging Glass Shimmer Bloom Rubber 10_ToneLoom_OrganicSynthesisVol2.wav	Clanging Glass Shimmer Bloom Rubber 10	Full-Bodied clanging particle texture, rubber-flavoured with rising entry and long cavernous tail. Tonal centre around C#6. Delivered as 5 distinct takes in one file (43.2 s, room-filling stereo spread); ideal for debris scatters, organic movement and kinetic detail.	0:43.2
84	DSGNGran_Colossal Bedrock Rolling Fragment Fall 20_ToneLoom_OrganicSynthesisVol2.wav	Colossal Bedrock Rolling Fragment Fall 20	Colossal clanging particle texture, bedrock-flavoured with long build and medium hall decay. Tonal centre around B0. Delivered as 5 distinct takes in one file (22.7 s, natural stereo spread); ideal for organic movement, kinetic detail and particle effects.	0:22.7
85	DSGNGran_Crisp Ice Glass Shimmer Bloom 22_ToneLoom_OrganicSynthesisVol2.wav	Crisp Ice Glass Shimmer Bloom 22	Crisp steely particle texture, ice-flavoured with creeping onset and extended cinematic decay of several seconds. Tonal centre around D6. Delivered as 5 distinct takes in one file (44.3 s, ultra-wide immersive field); ideal for particle effects, debris scatters and kinetic detail.	0:44.2
86	DSGNGran_Dark Oak Struck Steel Scrape 37_ToneLoom_OrganicSynthesisVol2.wav	Dark Oak Struck Steel Scrape 37	Dark iron-hard particle texture, oak-flavoured with sharp strike and brief room tail. Tonal centre around F#3. Delivered as 5 distinct takes in one file (23.7 s, moderate stereo width); ideal for kinetic detail, debris scatters and ambient detail.	0:23.7
87	DSGNGran_Dense Anvil Ice Ratchet Flicker 24_ToneLoom_OrganicSynthesisVol2.wav	Dense Anvil Ice Ratchet Flicker 24	Dense clanging particle texture, anvil-flavoured with rising entry and long cavernous tail. Tonal centre around F1. Delivered as 5 distinct takes in one file (34.5 s, balanced stereo image); ideal for kinetic detail, debris scatters and particle effects.	0:34.5
88	DSGNGran_Fluttering Film Strip Rattle Ice 21_ToneLoom_OrganicSynthesisVol2.wav	Fluttering Film Strip Rattle Ice 21	Articulate fluttering particle texture, ice-flavoured with creeping onset and extended reverberant bloom. Tonal centre around A1. Delivered as 5 distinct takes in one file (35.4 s, expansive stereo field); ideal for ambient detail, texture layering and organic movement.	0:35.4
89	DSGNGran_Fluttering Ice Ratchet Flicker Timber 12_ToneLoom_OrganicSynthesisVol2.wav	Fluttering Ice Ratchet Flicker Timber 12	Dense fluttering particle texture, timber-flavoured with creeping onset and vast evolving tail. Tonal centre around D#1. Delivered as 5 distinct takes in one file (33.3 s, balanced stereo image); ideal for particle effects, kinetic detail and ambient detail.	0:33.3

#	File name	FX name	Description	Duration
90	DSGNGran_Forged Crystal Air Shimmer Cable 28_ToneLoom_OrganicSynthesisVol2.wav	Forged Crystal Air Shimmer Cable 28	Muscular forged particle texture, cable-flavoured with long build and vast evolving tail. Tonal centre around G#6. Delivered as 5 distinct takes in one file (42.8 s, panoramic stereo width); ideal for kinetic detail, particle effects and organic movement.	0:42.8
91	DSGNGran_Forged Surging Wash Texture Boulder 05_ToneLoom_OrganicSynthesisVol2.wav	Forged Surging Wash Texture Boulder 05	Sub-Heavy forged particle texture, boulder-flavoured with long build and deep, lingering decay. Tonal centre around D#1. Delivered as 5 distinct takes in one file (38.6 s, balanced stereo image); ideal for kinetic detail, particle effects and debris scatters.	0:38.6
92	DSGNGran_Forged Surging Wash Texture Boulder 25_ToneLoom_OrganicSynthesisVol2.wav	Forged Surging Wash Texture Boulder 25	Low-Slung forged particle texture, boulder-flavoured with slow bloom and deep, lingering decay. Tonal centre around D1. Delivered as 5 distinct takes in one file (39.0 s, natural stereo spread); ideal for texture layering, organic movement and ambient detail.	0:39.0
93	DSGNGran_Full-Bodied Aluminium Weighted Metal Friction 09_ToneLoom_OrganicSynthesisVol2.wav	Full-Bodied Aluminium Weighted Metal Friction 09	Full-Bodied clanging particle texture, aluminium-flavoured with slow bloom and medium hall decay. Tonal centre around F6. Delivered as 5 distinct takes in one file (22.5 s, natural stereo spread); ideal for texture layering, debris scatters and ambient detail.	0:22.5
94	DSGNGran_Growling Film Strip Rattle Boulder 06_ToneLoom_OrganicSynthesisVol2.wav	Growling Film Strip Rattle Boulder 06	Chest-Thumping growling particle texture, boulder-flavoured with slow bloom and mid-length reverberant fade. Tonal centre around A1. Delivered as 5 distinct takes in one file (33.3 s, balanced stereo image); ideal for debris scatters, texture layering and kinetic detail.	0:33.3
95	DSGNGran_Iron-Hard Rolling Fragment Fall Bedrock 39_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Rolling Fragment Fall Bedrock 39	Seismic iron-hard particle texture, bedrock-flavoured with slow bloom and deep, lingering decay. Tonal centre around C1. Delivered as 5 distinct takes in one file (22.7 s, balanced stereo image); ideal for particle effects, texture layering and organic movement.	0:22.6
96	DSGNGran_Lean Titanium Crystal Air Shimmer 38_ToneLoom_OrganicSynthesisVol2.wav	Lean Titanium Crystal Air Shimmer 38	Lean iron-hard particle texture, titanium-flavoured with long build and long cavernous tail. Tonal centre around A6. Delivered as 5 distinct takes in one file (42.5 s, panoramic stereo width); ideal for particle effects, debris scatters and kinetic detail.	0:42.5
97	DSGNGran_Meaty Hull Plate Slow Clockwork Drift 03_ToneLoom_OrganicSynthesisVol2.wav	Meaty Hull Plate Slow Clockwork Drift 03	Meaty clanging particle texture, hull plate-flavoured with creeping onset and extended cinematic decay of several seconds. Tonal centre around C#1. Delivered as 5 distinct takes in one file (52.9 s, moderate stereo width); ideal for particle effects, kinetic detail and organic movement.	0:52.9
98	DSGNGran_Metallic Crystal Air Shimmer Sheet Metal 04_ToneLoom_OrganicSynthesisVol2.wav	Metallic Crystal Air Shimmer Sheet Metal 04	Punchy metallic particle texture, sheet metal-flavoured with long build and extended cinematic decay of several seconds. Tonal centre around A6. Delivered as 5 distinct takes in one file (41.7 s, panoramic stereo width); ideal for kinetic detail, organic movement and particle effects.	0:41.8
99	DSGNGran_Metallic Falling Rock Debris Boulder 11_ToneLoom_OrganicSynthesisVol2.wav	Metallic Falling Rock Debris Boulder 11	Chest-Thumping metallic particle texture, boulder-flavoured with creeping onset and extended reverberant bloom. Tonal centre around D#1. Delivered as 5 distinct takes in one file (22.8 s, moderate stereo width); ideal for texture layering, organic movement and debris scatters.	0:22.8
100	DSGNGran_Metallic Weighted Metal Friction Aluminium 26_ToneLoom_OrganicSynthesisVol2.wav	Metallic Weighted Metal Friction Aluminium 26	Focused metallic particle texture, aluminium-flavoured with slow bloom and deep, lingering decay. Tonal centre around C3. Delivered as 5 distinct takes in one file (22.6 s, natural stereo spread); ideal for kinetic detail, texture layering and particle effects.	0:22.6
101	DSGNGran_Muscular Rubber Ice Ratchet Flicker 13_ToneLoom_OrganicSynthesisVol2.wav	Muscular Rubber Ice Ratchet Flicker 13	Muscular snarling particle texture, rubber-flavoured with long build and extended cinematic decay of several seconds. Tonal centre around F#1. Delivered as 5 distinct takes in one file (34.5 s, natural stereo spread); ideal for ambient detail, texture layering and kinetic detail.	0:34.5
102	DSGNGran_Present Brass Struck Steel Scrape 17_ToneLoom_OrganicSynthesisVol2.wav	Present Brass Struck Steel Scrape 17	Present metallic particle texture, brass-flavoured with hard onset and long cavernous tail. Tonal centre around C2. Delivered as 5 distinct takes in one file (22.9 s, balanced stereo image); ideal for texture layering, ambient detail and kinetic detail.	0:22.9
103	DSGNGran_Present Rubber Weighted Metal Friction 07_ToneLoom_OrganicSynthesisVol2.wav	Present Rubber Weighted Metal Friction 07	Present brazen particle texture, rubber-flavoured with long build and short controlled release. Tonal centre around A3. Delivered as 5 distinct takes in one file (23.7 s, balanced stereo image); ideal for ambient detail, texture layering and particle effects.	0:23.7
104	DSGNGran_Punchy Cable Crystal Air Shimmer 19_ToneLoom_OrganicSynthesisVol2.wav	Punchy Cable Crystal Air Shimmer 19	Punchy forged particle texture, cable-flavoured with slow bloom and extended cinematic decay of several seconds. Tonal centre around G6. Delivered as 5 distinct takes in one file (41.9 s, room-filling stereo spread); ideal for debris scatters, texture layering and particle effects.	0:41.9

#	File name	FX name	Description	Duration
105	DSGNGran_Punchy Rubber Glass Shimmer Bloom 08_ToneLoom_OrganicSynthesisVol2.wav	Punchy Rubber Glass Shimmer Bloom 08	Punchy brazen particle texture, rubber-flavoured with creeping onset and extended reverberant bloom. Tonal centre around C#6. Delivered as 5 distinct takes in one file (41.6 s, room-filling stereo spread); ideal for kinetic detail, ambient detail and organic movement.	0:41.6
106	DSGNGran_Raspy Glass Shimmer Bloom Ice 27_ToneLoom_OrganicSynthesisVol2.wav	Raspy Glass Shimmer Bloom Ice 27	Lean raspy particle texture, ice-flavoured with fast attack and long cavernous tail. Tonal centre around A#5. Delivered as 5 distinct takes in one file (42.9 s, ultra-wide immersive field); ideal for debris scatters, organic movement and ambient detail.	0:42.9
107	DSGNGran_Rough-Edged Glass Shimmer Bloom Ceramic 34_ToneLoom_OrganicSynthesisVol2.wav	Rough-Edged Glass Shimmer Bloom Ceramic 34	Sharp rough-edged particle texture, ceramic-flavoured with creeping onset and long cavernous tail. Tonal centre around F6. Delivered as 5 distinct takes in one file (41.4 s, ultra-wide immersive field); ideal for organic movement, debris scatters and particle effects.	0:41.4
108	DSGNGran_Rough-Edged Weighted Metal Friction Titanium 33_ToneLoom_OrganicSynthesisVol2.wav	Rough-Edged Weighted Metal Friction Titanium 33	Bright rough-edged particle texture, titanium-flavoured with slow bloom and natural stage tail. Tonal centre around B1. Delivered as 5 distinct takes in one file (22.8 s, moderate stereo width); ideal for particle effects, organic movement and debris scatters.	0:22.8
109	DSGNGran_Seismic Foundation Falling Rock Debris 29_ToneLoom_OrganicSynthesisVol2.wav	Seismic Foundation Falling Rock Debris 29	Seismic steely particle texture, foundation-flavoured with creeping onset and natural stage tail. Tonal centre around B0. Delivered as 5 distinct takes in one file (23.0 s, balanced stereo image); ideal for organic movement, debris scatters and texture layering.	0:23.0
110	DSGNGran_Snarling Film Strip Rattle Granite 02_ToneLoom_OrganicSynthesisVol2.wav	Snarling Film Strip Rattle Granite 02	Subterranean snarling particle texture, granite-flavoured with creeping onset and ocean-length reverberant wash. Tonal centre around G1. Delivered as 5 distinct takes in one file (34.1 s, expansive stereo field); ideal for kinetic detail, particle effects and debris scatters.	0:34.1
111	DSGNGran_Solid Brass Crystal Air Shimmer 40_ToneLoom_OrganicSynthesisVol2.wav	Solid Brass Crystal Air Shimmer 40	Solid clanging particle texture, brass-flavoured with long build and deep, lingering decay. Tonal centre around G6. Delivered as 5 distinct takes in one file (40.0 s, room-filling stereo spread); ideal for texture layering, kinetic detail and organic movement.	0:40.0
112	DSGNGran_Solid Sheet Metal Film Strip Rattle 18_ToneLoom_OrganicSynthesisVol2.wav	Solid Sheet Metal Film Strip Rattle 18	Solid churning particle texture, sheet metal-flavoured with creeping onset and ocean-length reverberant wash. Tonal centre around F1. Delivered as 5 distinct takes in one file (34.0 s, natural stereo spread); ideal for debris scatters, particle effects and texture layering.	0:34.0
113	DSGNGran_Steely Deep Tide Texture Boulder 35_ToneLoom_OrganicSynthesisVol2.wav	Steely Deep Tide Texture Boulder 35	Seismic steely particle texture, boulder-flavoured with creeping onset and medium hall decay. Tonal centre around C1. Delivered as 5 distinct takes in one file (38.4 s, balanced stereo image); ideal for debris scatters, kinetic detail and texture layering.	0:38.4
114	DSGNGran_Subterranean Granite Deep Tide Texture 15_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Granite Deep Tide Texture 15	Subterranean steely particle texture, granite-flavoured with rising entry and deep, lingering decay. Tonal centre around C#1. Delivered as 5 distinct takes in one file (37.3 s, wide stereo image); ideal for particle effects, debris scatters and organic movement.	0:37.3
115	DSGNGran_Thick Anvil Ice Ratchet Flicker 36_ToneLoom_OrganicSynthesisVol2.wav	Thick Anvil Ice Ratchet Flicker 36	Thick growling particle texture, anvil-flavoured with creeping onset and deep, lingering decay. Tonal centre around F#3. Delivered as 5 distinct takes in one file (36.0 s, balanced stereo image); ideal for debris scatters, kinetic detail and texture layering.	0:36.0
DSGNImpt Designed / Impact (55)				
116	DSGNImpt_Brazen Colossal Hit Granite 12_ToneLoom_OrganicSynthesisVol2.wav	Brazen Colossal Hit Granite 12	Subterranean brazen cinematic impact, granite-flavoured with rising entry and long cavernous tail. Tonal centre around D#3. Delivered as 5 distinct takes in one file (23.9 s, natural stereo spread); ideal for scene transitions, trailer hits and action beats.	0:23.9
117	DSGNImpt_Brazen Kinetic Strike Timber 05_ToneLoom_OrganicSynthesisVol2.wav	Brazen Kinetic Strike Timber 05	Dense brazen cinematic impact, timber-flavoured with slow bloom and deep, lingering decay. Tonal centre around B1. Delivered as 5 distinct takes in one file (24.1 s, moderate stereo width); ideal for action beats, trailer hits and title slams.	0:24.1
118	DSGNImpt_Chest-Thumping Concrete Metal Smash 51_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Concrete Metal Smash 51	Chest-Thumping clanging cinematic impact, concrete-flavoured with slow bloom and medium hall decay. Tonal centre around B2. Delivered as 5 distinct takes in one file (25.6 s, balanced stereo image); ideal for title slams, combat impacts and trailer hits.	0:25.6
119	DSGNImpt_Chest-Thumping Granite Hydraulic Slam 31_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Granite Hydraulic Slam 31	Chest-Thumping iron-hard cinematic impact, granite-flavoured with rising entry and mid-length reverberant fade. Tonal centre around C#2. Delivered as 5 distinct takes in one file (23.7 s, balanced stereo image); ideal for cinematic stingers, title slams and trailer hits.	0:23.7

#	File name	FX name	Description	Duration
120	DSGNImpt_Chest-Thumping Granite Seismic Shatter 30_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Granite Seismic Shatter 30	Chest-Thumping clanging cinematic impact, granite-flavoured with slow bloom and deep, lingering decay. Tonal centre around F1. Delivered as 5 distinct takes in one file (23.5 s, moderate stereo width); ideal for trailer hits, action beats and title slams.	0:23.5
121	DSGNImpt_Clanging Hydraulic Slam Cable 55_ToneLoom_OrganicSynthesisVol2.wav	Clanging Hydraulic Slam Cable 55	Punchy clanging cinematic impact, cable-flavoured with long build and extended reverberant bloom. Tonal centre around D2. Delivered as 5 distinct takes in one file (23.8 s, wide stereo image); ideal for trailer hits, combat impacts and title slams.	0:23.8
122	DSGNImpt_Clanging Metal Smash Concrete 10_ToneLoom_OrganicSynthesisVol2.wav	Clanging Metal Smash Concrete 10	Subterranean clanging cinematic impact, concrete-flavoured with rounded attack and natural stage tail. Tonal centre around C#3. Delivered as 5 distinct takes in one file (26.0 s, moderate stereo width); ideal for combat impacts, scene transitions and cinematic stingers.	0:26.0
123	DSGNImpt_Clanging Metal Smash Glass 42_ToneLoom_OrganicSynthesisVol2.wav	Clanging Metal Smash Glass 42	Lean clanging cinematic impact, glass-flavoured with creeping onset and extended reverberant bloom. Tonal centre around B0. Delivered as 5 distinct takes in one file (24.1 s, moderate stereo width); ideal for trailer hits, combat impacts and cinematic stingers.	0:24.1
124	DSGNImpt_Colossal Bedrock Colossal Hit 40_ToneLoom_OrganicSynthesisVol2.wav	Colossal Bedrock Colossal Hit 40	Colossal steely cinematic impact, bedrock-flavoured with creeping onset and deep, lingering decay. Tonal centre around C#2. Delivered as 5 distinct takes in one file (24.5 s, balanced stereo image); ideal for title slams, action beats and scene transitions.	0:24.5
125	DSGNImpt_Colossal Boulder Metal Smash 50_ToneLoom_OrganicSynthesisVol2.wav	Colossal Boulder Metal Smash 50	Colossal brazen cinematic impact, boulder-flavoured with gentle entry and deep, lingering decay. Tonal centre around B0. Delivered as 5 distinct takes in one file (23.8 s, natural stereo spread); ideal for scene transitions, combat impacts and cinematic stingers.	0:23.8
126	DSGNImpt_Dark Hull Plate Colossal Hit 28_ToneLoom_OrganicSynthesisVol2.wav	Dark Hull Plate Colossal Hit 28	Dark clanging cinematic impact, hull plate-flavoured with rising entry and medium hall decay. Tonal centre around F1. Delivered as 5 distinct takes in one file (23.6 s, moderate stereo width); ideal for scene transitions, action beats and cinematic stingers.	0:23.6
127	DSGNImpt_Dense Stone Metal Smash 44_ToneLoom_OrganicSynthesisVol2.wav	Dense Stone Metal Smash 44	Dense clanging cinematic impact, stone-flavoured with long build and deep, lingering decay. Tonal centre around E2. Delivered as 5 distinct takes in one file (25.5 s, moderate stereo width); ideal for cinematic stingers, action beats and combat impacts.	0:25.6
128	DSGNImpt_Forged Cannon Breach Cast Iron 32_ToneLoom_OrganicSynthesisVol2.wav	Forged Cannon Breach Cast Iron 32	Chest-Thumping forged cinematic impact, cast iron-flavoured with slow bloom and long cavernous tail. Tonal centre around D2. Delivered as 5 distinct takes in one file (22.5 s, balanced stereo image); ideal for combat impacts, cinematic stingers and action beats.	0:22.5
129	DSGNImpt_Forged Metal Smash Boulder 34_ToneLoom_OrganicSynthesisVol2.wav	Forged Metal Smash Boulder 34	Chest-Thumping forged cinematic impact, boulder-flavoured with long build and medium hall decay. Tonal centre around C#2. Delivered as 5 distinct takes in one file (25.4 s, balanced stereo image); ideal for action beats, title slams and cinematic stingers.	0:25.4
130	DSGNImpt_Forged Timber Stone Crash Bedrock 46_ToneLoom_OrganicSynthesisVol2.wav	Forged Timber Stone Crash Bedrock 46	Sub-Heavy forged cinematic impact, bedrock-flavoured with creeping onset and brief room tail. Tonal centre around G1. Delivered as 5 distinct takes in one file (24.7 s, balanced stereo image); ideal for combat impacts, title slams and trailer hits.	0:24.7
131	DSGNImpt_Forged Timber Stone Crash Foundation 35_ToneLoom_OrganicSynthesisVol2.wav	Forged Timber Stone Crash Foundation 35	Subterranean forged cinematic impact, foundation-flavoured with creeping onset and natural stage tail. Tonal centre around C#3. Delivered as 5 distinct takes in one file (25.5 s, moderate stereo width); ideal for combat impacts, scene transitions and title slams.	0:25.5
132	DSGNImpt_Heavy Steel Cannon Breach 07_ToneLoom_OrganicSynthesisVol2.wav	Heavy Steel Cannon Breach 07	Heavy forged cinematic impact, steel-flavoured with tight onset and long cavernous tail. Tonal centre around B0. Delivered as 5 distinct takes in one file (24.0 s, natural stereo spread); ideal for title slams, scene transitions and action beats.	0:24.0
133	DSGNImpt_Heavy Timber Shock Impact 17_ToneLoom_OrganicSynthesisVol2.wav	Heavy Timber Shock Impact 17	Heavy iron-hard cinematic impact, timber-flavoured with rounded attack and medium hall decay. Tonal centre around B0. Delivered as 5 distinct takes in one file (24.7 s, balanced stereo image); ideal for trailer hits, combat impacts and cinematic stingers.	0:24.7
134	DSGNImpt_Iron-Hard Cannon Breach Aluminium 52_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Cannon Breach Aluminium 52	Solid iron-hard cinematic impact, aluminium-flavoured with long build and short controlled release. Tonal centre around A#3. Delivered as 5 distinct takes in one file (24.3 s, balanced stereo image); ideal for action beats, title slams and cinematic stingers.	0:24.3

#	File name	FX name	Description	Duration
135	DSGNImpt_Iron-Hard Cannon Breach Steel 14_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Cannon Breach Steel 14	Heavy iron-hard cinematic impact, steel-flavoured with rising entry and extended reverberant bloom. Tonal centre around C#3. Delivered as 5 distinct takes in one file (24.1 s, natural stereo spread); ideal for action beats, trailer hits and title slams.	0:24.1
136	DSGNImpt_Iron-Hard Colossal Hit Concrete 36_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Colossal Hit Concrete 36	Chest-Thumping iron-hard cinematic impact, concrete-flavoured with long build and mid-length reverberant fade. Tonal centre around E1. Delivered as 5 distinct takes in one file (23.9 s, balanced stereo image); ideal for trailer hits, cinematic stingers and title slams.	0:23.9
137	DSGNImpt_Iron-Hard Metal Smash Concrete 23_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Metal Smash Concrete 23	Low-Slung iron-hard cinematic impact, concrete-flavoured with long build and long cavernous tail. Tonal centre around B0. Delivered as 5 distinct takes in one file (25.0 s, natural stereo spread); ideal for scene transitions, title slams and cinematic stingers.	0:25.0
138	DSGNImpt_Low-Slung Bedrock Kinetic Strike 04_ToneLoom_OrganicSynthesisVol2.wav	Low-Slung Bedrock Kinetic Strike 04	Low-Slung forged cinematic impact, bedrock-flavoured with punchy front-end and long cavernous tail. Tonal centre around C#3. Delivered as 5 distinct takes in one file (24.2 s, balanced stereo image); ideal for combat impacts, scene transitions and action beats.	0:24.2
139	DSGNImpt_Low-Slung Bedrock Kinetic Strike 11_ToneLoom_OrganicSynthesisVol2.wav	Low-Slung Bedrock Kinetic Strike 11	Low-Slung forged cinematic impact, bedrock-flavoured with rising entry and natural stage tail. Tonal centre around C#2. Delivered as 5 distinct takes in one file (23.6 s, natural stereo spread); ideal for action beats, scene transitions and combat impacts.	0:23.6
140	DSGNImpt_Low-Slung Cast Iron Seismic Shatter 39_ToneLoom_OrganicSynthesisVol2.wav	Low-Slung Cast Iron Seismic Shatter 39	Low-Slung clanging cinematic impact, cast iron-flavoured with long build and medium hall decay. Tonal centre around C#2. Delivered as 5 distinct takes in one file (24.5 s, moderate stereo width); ideal for cinematic stingers, trailer hits and title slams.	0:24.5
141	DSGNImpt_Low-Slung Granite Hydraulic Slam 03_ToneLoom_OrganicSynthesisVol2.wav	Low-Slung Granite Hydraulic Slam 03	Low-Slung forged cinematic impact, granite-flavoured with slow bloom and deep, lingering decay. Tonal centre around B0. Delivered as 5 distinct takes in one file (23.2 s, balanced stereo image); ideal for title slams, cinematic stingers and trailer hits.	0:23.2
142	DSGNImpt_Meaty Anvil Seismic Shatter 20_ToneLoom_OrganicSynthesisVol2.wav	Meaty Anvil Seismic Shatter 20	Meaty iron-hard cinematic impact, anvil-flavoured with rounded attack and deep, lingering decay. Tonal centre around C#3. Delivered as 5 distinct takes in one file (24.0 s, moderate stereo width); ideal for title slams, action beats and trailer hits.	0:24.1
143	DSGNImpt_Meaty Steel Kinetic Strike 26_ToneLoom_OrganicSynthesisVol2.wav	Meaty Steel Kinetic Strike 26	Meaty forged cinematic impact, steel-flavoured with slow bloom and long cavernous tail. Tonal centre around E2. Delivered as 5 distinct takes in one file (25.3 s, balanced stereo image); ideal for action beats, trailer hits and combat impacts.	0:25.3
144	DSGNImpt_Meaty Steel Seismic Shatter 13_ToneLoom_OrganicSynthesisVol2.wav	Meaty Steel Seismic Shatter 13	Meaty metallic cinematic impact, steel-flavoured with rising entry and long cavernous tail. Tonal centre around F1. Delivered as 5 distinct takes in one file (23.7 s, natural stereo spread); ideal for scene transitions, cinematic stingers and trailer hits.	0:23.7
145	DSGNImpt_Metallic Hydraulic Slam Concrete 33_ToneLoom_OrganicSynthesisVol2.wav	Metallic Hydraulic Slam Concrete 33	Sub-Heavy metallic cinematic impact, concrete-flavoured with long build and medium hall decay. Tonal centre around A#2. Delivered as 5 distinct takes in one file (24.1 s, natural stereo spread); ideal for cinematic stingers, action beats and scene transitions.	0:24.1
146	DSGNImpt_Metallic Kinetic Strike Bedrock 49_ToneLoom_OrganicSynthesisVol2.wav	Metallic Kinetic Strike Bedrock 49	Subterranean metallic cinematic impact, bedrock-flavoured with slow bloom and medium hall decay. Tonal centre around C#3. Delivered as 5 distinct takes in one file (25.0 s, balanced stereo image); ideal for cinematic stingers, title slams and scene transitions.	0:25.0
147	DSGNImpt_Metallic Kinetic Strike Cast Iron 02_ToneLoom_OrganicSynthesisVol2.wav	Metallic Kinetic Strike Cast Iron 02	Sub-Heavy metallic cinematic impact, cast iron-flavoured with slow bloom and deep, lingering decay. Tonal centre around C3. Delivered as 5 distinct takes in one file (24.1 s, moderate stereo width); ideal for title slams, action beats and scene transitions.	0:24.1
148	DSGNImpt_Metallic Kinetic Strike Oak 08_ToneLoom_OrganicSynthesisVol2.wav	Metallic Kinetic Strike Oak 08	Weighty metallic cinematic impact, oak-flavoured with creeping onset and natural stage tail. Tonal centre around C#3. Delivered as 5 distinct takes in one file (25.2 s, natural stereo spread); ideal for trailer hits, cinematic stingers and title slams.	0:25.2
149	DSGNImpt_Metallic Metal Smash Bedrock 29_ToneLoom_OrganicSynthesisVol2.wav	Metallic Metal Smash Bedrock 29	Low-Slung metallic cinematic impact, bedrock-flavoured with rising entry and deep, lingering decay. Tonal centre around B0. Delivered as 5 distinct takes in one file (24.0 s, moderate stereo width); ideal for title slams, action beats and trailer hits.	0:24.0

#	File name	FX name	Description	Duration
150	DSGNImpt_Metallic Metal Smash Foundation 06_ToneLoom_OrganicSynthesisVol2.wav	Metallic Metal Smash Foundation 06	Low-Slung metallic cinematic impact, foundation-flavoured with soft onset and mid-length reverberant fade. Tonal centre around B0. Delivered as 5 distinct takes in one file (25.1 s, balanced stereo image); ideal for combat impacts, cinematic stingers and title slams.	0:25.1
151	DSGNImpt_Metallic Shock Impact Anvil 16_ToneLoom_OrganicSynthesisVol2.wav	Metallic Shock Impact Anvil 16	Thick metallic cinematic impact, anvil-flavoured with slow bloom and extended reverberant bloom. Tonal centre around C2. Delivered as 5 distinct takes in one file (25.0 s, balanced stereo image); ideal for scene transitions, combat impacts and action beats.	0:25.0
152	DSGNImpt_Metallic Shock Impact Timber 18_ToneLoom_OrganicSynthesisVol2.wav	Metallic Shock Impact Timber 18	Heavy metallic cinematic impact, timber-flavoured with long build and mid-length reverberant fade. Tonal centre around F#1. Delivered as 5 distinct takes in one file (25.3 s, natural stereo spread); ideal for trailer hits, combat impacts and scene transitions.	0:25.3
153	DSGNImpt_Metallic Timber Stone Crash Concrete 37_ToneLoom_OrganicSynthesisVol2.wav	Metallic Timber Stone Crash Concrete 37	Chest-Thumping metallic cinematic impact, concrete-flavoured with rising entry and natural stage tail. Tonal centre around C#3. Delivered as 5 distinct takes in one file (24.8 s, balanced stereo image); ideal for cinematic stingers, title slams and scene transitions.	0:24.8
154	DSGNImpt_Present Leather Seismic Shatter 15_ToneLoom_OrganicSynthesisVol2.wav	Present Leather Seismic Shatter 15	Present metallic cinematic impact, leather-flavoured with rising entry and deep, lingering decay. Tonal centre around B0. Delivered as 5 distinct takes in one file (24.1 s, natural stereo spread); ideal for combat impacts, cinematic stingers and scene transitions.	0:24.1
155	DSGNImpt_Seismic Bedrock Seismic Shatter 54_ToneLoom_OrganicSynthesisVol2.wav	Seismic Bedrock Seismic Shatter 54	Seismic steely cinematic impact, bedrock-flavoured with punchy front-end and medium hall decay. Tonal centre around E4. Delivered as 5 distinct takes in one file (23.3 s, natural stereo spread); ideal for scene transitions, trailer hits and title slams.	0:23.3
156	DSGNImpt_Seismic Concrete Shock Impact 01_ToneLoom_OrganicSynthesisVol2.wav	Seismic Concrete Shock Impact 01	Seismic metallic cinematic impact, concrete-flavoured with creeping onset and medium hall decay. Tonal centre around D#1. Delivered as 5 distinct takes in one file (24.8 s, natural stereo spread); ideal for scene transitions, title slams and trailer hits.	0:24.8
157	DSGNImpt_Solid Leather Shock Impact 25_ToneLoom_OrganicSynthesisVol2.wav	Solid Leather Shock Impact 25	Solid forged cinematic impact, leather-flavoured with slow bloom and natural stage tail. Tonal centre around B1. Delivered as 5 distinct takes in one file (24.7 s, natural stereo spread); ideal for action beats, combat impacts and cinematic stingers.	0:24.7
158	DSGNImpt_Steely Cannon Breach Anvil 41_ToneLoom_OrganicSynthesisVol2.wav	Steely Cannon Breach Anvil 41	Weighty steely cinematic impact, anvil-flavoured with punchy front-end and short controlled release. Tonal centre around C#3. Delivered as 5 distinct takes in one file (24.0 s, moderate stereo width); ideal for combat impacts, title slams and scene transitions.	0:24.0
159	DSGNImpt_Steely Hydraulic Slam Cast Iron 22_ToneLoom_OrganicSynthesisVol2.wav	Steely Hydraulic Slam Cast Iron 22	Subterranean steely cinematic impact, cast iron-flavoured with soft onset and deep, lingering decay. Tonal centre around B0. Delivered as 5 distinct takes in one file (25.8 s, balanced stereo image); ideal for title slams, trailer hits and action beats.	0:25.8
160	DSGNImpt_Steely Kinetic Strike Foundation 43_ToneLoom_OrganicSynthesisVol2.wav	Steely Kinetic Strike Foundation 43	Colossal steely cinematic impact, foundation-flavoured with gentle entry and deep, lingering decay. Tonal centre around B0. Delivered as 5 distinct takes in one file (24.4 s, balanced stereo image); ideal for combat impacts, action beats and title slams.	0:24.4
161	DSGNImpt_Steely Kinetic Strike Titanium 48_ToneLoom_OrganicSynthesisVol2.wav	Steely Kinetic Strike Titanium 48	Crisp steely cinematic impact, titanium-flavoured with creeping onset and mid-length reverberant fade. Tonal centre around F3. Delivered as 5 distinct takes in one file (23.1 s, natural stereo spread); ideal for action beats, trailer hits and scene transitions.	0:23.1
162	DSGNImpt_Steely Metal Smash Cast Iron 19_ToneLoom_OrganicSynthesisVol2.wav	Steely Metal Smash Cast Iron 19	Chest-Thumping steely cinematic impact, cast iron-flavoured with soft onset and long cavernous tail. Tonal centre around B0. Delivered as 5 distinct takes in one file (23.7 s, natural stereo spread); ideal for title slams, cinematic stingers and combat impacts.	0:23.7
163	DSGNImpt_Steely Seismic Shatter Foundation 47_ToneLoom_OrganicSynthesisVol2.wav	Steely Seismic Shatter Foundation 47	Sub-Heavy steely cinematic impact, foundation-flavoured with rising entry and mid-length reverberant fade. Tonal centre around B1. Delivered as 5 distinct takes in one file (23.4 s, natural stereo spread); ideal for cinematic stingers, action beats and scene transitions.	0:23.4
164	DSGNImpt_Steely Timber Stone Crash Oak 27_ToneLoom_OrganicSynthesisVol2.wav	Steely Timber Stone Crash Oak 27	Thick steely cinematic impact, oak-flavoured with rounded attack and long cavernous tail. Tonal centre around G2. Delivered as 5 distinct takes in one file (24.6 s, moderate stereo width); ideal for combat impacts, scene transitions and trailer hits.	0:24.6

#	File name	FX name	Description	Duration
165	DSGNImpt_Sub-Heavy Foundation Metal Smash 21_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Foundation Metal Smash 21	Sub-Heavy clanging cinematic impact, foundation-flavoured with creeping onset and long cavernous tail. Tonal centre around G2. Delivered as 5 distinct takes in one file (24.4 s, balanced stereo image); ideal for title slams, cinematic stingers and action beats.	0:24.4
166	DSGNImpt_Sub-Heavy Foundation Shock Impact 09_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Foundation Shock Impact 09	Sub-Heavy steely cinematic impact, foundation-flavoured with long build and extended reverberant bloom. Tonal centre around B0. Delivered as 5 distinct takes in one file (25.4 s, moderate stereo width); ideal for cinematic stingers, scene transitions and combat impacts.	0:25.4
167	DSGNImpt_Sub-Heavy Granite Seismic Shatter 53_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Granite Seismic Shatter 53	Sub-Heavy steely cinematic impact, granite-flavoured with rising entry and mid-length reverberant fade. Tonal centre around C1. Delivered as 5 distinct takes in one file (24.9 s, balanced stereo image); ideal for action beats, combat impacts and trailer hits.	0:24.9
168	DSGNImpt_Sub-Heavy Granite Timber Stone Crash 45_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Granite Timber Stone Crash 45	Sub-Heavy metallic cinematic impact, granite-flavoured with slow bloom and deep, lingering decay. Tonal centre around D#2. Delivered as 5 distinct takes in one file (25.5 s, moderate stereo width); ideal for combat impacts, trailer hits and cinematic stingers.	0:25.5
169	DSGNImpt_Subterranean Concrete Seismic Shatter 24_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Concrete Seismic Shatter 24	Subterranean clanging cinematic impact, concrete-flavoured with creeping onset and deep, lingering decay. Tonal centre around E2. Delivered as 5 distinct takes in one file (24.7 s, balanced stereo image); ideal for combat impacts, action beats and trailer hits.	0:24.7
170	DSGNImpt_Thick Stone Shock Impact 38_ToneLoom_OrganicSynthesisVol2.wav	Thick Stone Shock Impact 38	Thick metallic cinematic impact, stone-flavoured with long build and deep, lingering decay. Tonal centre around C#3. Delivered as 5 distinct takes in one file (24.9 s, natural stereo spread); ideal for cinematic stingers, trailer hits and combat impacts.	0:24.9
DSGNMisc Designed / Misc (15)				
171	DSGNMisc_Bell-Like Drifter Designed Sequence Cast Iron 01_ToneLoom_OrganicSynthesisVol2.wav	Bell-Like Drifter Designed Sequence Cast Iron 01	Low-Slung bell-like designed sequence with stems, cast iron-flavoured with long build and vast evolving tail. Tonal centre around D#1. Delivered as a single long evolving take in one file (17.8 s, balanced stereo image); ideal for scene montages, layered edits and title builds.	0:17.8
172	DSGNMisc_Chest-Thumping Concrete Inertia Movement Sequence 08_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Concrete Inertia Movement Sequence 08	Chest-Thumping harmonic designed sequence with stems, concrete-flavoured with gradual swell-in and vast evolving tail. Tonal centre around G1. Delivered as a single long evolving take in one file (13.5 s, balanced stereo image); ideal for trailer sequences, layered edits and title builds.	0:13.5
173	DSGNMisc_Chest-Thumping Concrete Upload Weight Sequence 12_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Concrete Upload Weight Sequence 12	Chest-Thumping sustained designed sequence with stems, concrete-flavoured with rounded attack and extended cinematic decay of several seconds. Tonal centre around B1. Delivered as a single long evolving take in one file (15.9 s, tightly focused stereo field); ideal for game cinematics, scene montages and title builds.	0:15.9
174	DSGNMisc_Harmonic Drifter Designed Sequence Cast Iron 07_ToneLoom_OrganicSynthesisVol2.wav	Harmonic Drifter Designed Sequence Cast Iron 07	Seismic harmonic designed sequence with stems, cast iron-flavoured with long build and ocean-length reverberant wash. Tonal centre around F#1. Delivered as a single long evolving take in one file (15.9 s, natural stereo spread); ideal for title builds, layered edits and trailer sequences.	0:15.9
175	DSGNMisc_Harmonic Inertia Movement Sequence Foundation 14_ToneLoom_OrganicSynthesisVol2.wav	Harmonic Inertia Movement Sequence Foundation 14	Subterranean harmonic designed sequence with stems, foundation-flavoured with rising entry and ocean-length reverberant wash. Tonal centre around E1. Delivered as a single long evolving take in one file (16.0 s, expansive stereo field); ideal for trailer sequences, scene montages and title builds.	0:16.0
176	DSGNMisc_Harmonic Inertia Movement Sequence Granite 02_ToneLoom_OrganicSynthesisVol2.wav	Harmonic Inertia Movement Sequence Granite 02	Seismic harmonic designed sequence with stems, granite-flavoured with long build and extended cinematic decay of several seconds. Tonal centre around G1. Delivered as a single long evolving take in one file (15.9 s, moderate stereo width); ideal for scene montages, trailer sequences and title builds.	0:15.9
177	DSGNMisc_Harmonic Upload Weight Sequence Boulder 09_ToneLoom_OrganicSynthesisVol2.wav	Harmonic Upload Weight Sequence Boulder 09	Seismic harmonic designed sequence with stems, boulder-flavoured with slow bloom and vast evolving tail. Tonal centre around G1. Delivered as a single long evolving take in one file (17.0 s, moderate stereo width); ideal for title builds, game cinematics and layered edits.	0:17.0
178	DSGNMisc_Harmonic Upload Weight Sequence Steel 15_ToneLoom_OrganicSynthesisVol2.wav	Harmonic Upload Weight Sequence Steel 15	Thick harmonic designed sequence with stems, steel-flavoured with long build and vast evolving tail. Tonal centre around E4. Delivered as a single long evolving take in one file (16.8 s, moderate stereo width); ideal for scene montages, title builds and game cinematics.	0:16.9

#	File name	FX name	Description	Duration
179	DSGNMisc_Seismic Bedrock Upload Weight Sequence 06_ToneLoom_OrganicSynthesisVol2.wav	Seismic Bedrock Upload Weight Sequence 06	Seismic sustained designed sequence with stems, bedrock-flavoured with soft onset and ocean-length reverberant wash. Tonal centre around G1. Delivered as a single long evolving take in one file (13.9 s, natural stereo spread); ideal for title builds, trailer sequences and layered edits.	0:13.9
180	DSGNMisc_Seismic Granite Inertia Movement Sequence 05_ToneLoom_OrganicSynthesisVol2.wav	Seismic Granite Inertia Movement Sequence 05	Seismic harmonic designed sequence with stems, granite-flavoured with long build and vast evolving tail. Tonal centre around C#2. Delivered as a single long evolving take in one file (15.9 s, natural stereo spread); ideal for layered edits, title builds and trailer sequences.	0:15.9
181	DSGNMisc_Singing Drifter Designed Sequence Boulder 04_ToneLoom_OrganicSynthesisVol2.wav	Singing Drifter Designed Sequence Boulder 04	Low-Slung singing designed sequence with stems, boulder-flavoured with slow bloom and long cavernous tail. Tonal centre around G#1. Delivered as a single long evolving take in one file (16.5 s, natural stereo spread); ideal for trailer sequences, title builds and game cinematics.	0:16.5
182	DSGNMisc_Sub-Heavy Granite Drifter Designed Sequence 10_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Granite Drifter Designed Sequence 10	Sub-Heavy sustained designed sequence with stems, granite-flavoured with slow bloom and ocean-length reverberant wash. Tonal centre around E1. Delivered as a single long evolving take in one file (17.7 s, tightly focused stereo field); ideal for trailer sequences, title builds and scene montages.	0:17.6
183	DSGNMisc_Sub-Heavy Granite Inertia Movement Sequence 11_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Granite Inertia Movement Sequence 11	Sub-Heavy ringing designed sequence with stems, granite-flavoured with slow bloom and extended reverberant bloom. Tonal centre around A1. Delivered as a single long evolving take in one file (15.9 s, focused near-mono image); ideal for game cinematics, layered edits and title builds.	0:15.9
184	DSGNMisc_Sustained Drifter Designed Sequence Cast Iron 13_ToneLoom_OrganicSynthesisVol2.wav	Sustained Drifter Designed Sequence Cast Iron 13	Subterranean sustained designed sequence with stems, cast iron-flavoured with rounded attack and vast evolving tail. Tonal centre around G1. Delivered as a single long evolving take in one file (15.4 s, balanced stereo image); ideal for layered edits, trailer sequences and scene montages.	0:15.4
185	DSGNMisc_Sustained Upload Weight Sequence Bedrock 03_ToneLoom_OrganicSynthesisVol2.wav	Sustained Upload Weight Sequence Bedrock 03	Chest-Thumping sustained designed sequence with stems, bedrock-flavoured with long build and long cavernous tail. Tonal centre around F1. Delivered as a single long evolving take in one file (15.3 s, moderate stereo width); ideal for game cinematics, layered edits and title builds.	0:15.3
DSGNMorph Designed / Morph (25)				
186	DSGNMorph_Chest-Thumping Bedrock Time Stutter Brake 14_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Bedrock Time Stutter Brake 14	Chest-Thumping churning time morph effect, bedrock-flavoured with long build and medium hall decay. Tonal centre around A2. Delivered as 5 distinct takes in one file (38.0 s, moderate stereo width); ideal for time jumps, scene shifts and title reveals.	0:38.0
187	DSGNMorph_Chest-Thumping Cast Iron Spectral Morph Transform 01_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Cast Iron Spectral Morph Transform 01	Chest-Thumping bell-like time morph effect, cast iron-flavoured with creeping onset and ocean-length reverberant wash. Tonal centre around C2. Delivered as 5 distinct takes in one file (41.5 s, broad, enveloping spread); ideal for scene shifts, transformations and time jumps.	0:41.5
188	DSGNMorph_Chest-Thumping Concrete Material Morph Shift 09_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Concrete Material Morph Shift 09	Chest-Thumping brazen time morph effect, concrete-flavoured with rising entry and deep, lingering decay. Tonal centre around A2. Delivered as 5 distinct takes in one file (39.1 s, natural stereo spread); ideal for scene shifts, title reveals and transformations.	0:39.1
189	DSGNMorph_Chest-Thumping Granite Slow Motion Drop 03_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Granite Slow Motion Drop 03	Chest-Thumping forged time morph effect, granite-flavoured with rising entry and ocean-length reverberant wash. Tonal centre around D2. Delivered as 5 distinct takes in one file (34.9 s, moderate stereo width); ideal for slow-motion moments, title reveals and scene shifts.	0:34.9
190	DSGNMorph_Clanging Broken Clock Stutter Bedrock 12_ToneLoom_OrganicSynthesisVol2.wav	Clanging Broken Clock Stutter Bedrock 12	Sub-Heavy clanging time morph effect, bedrock-flavoured with rising entry and extended reverberant bloom. Tonal centre around E2. Delivered as 5 distinct takes in one file (36.8 s, moderate stereo width); ideal for scene shifts, time jumps and slow-motion moments.	0:36.8
191	DSGNMorph_Clanging Material Morph Shift Concrete 16_ToneLoom_OrganicSynthesisVol2.wav	Clanging Material Morph Shift Concrete 16	Colossal clanging time morph effect, concrete-flavoured with slow bloom and vast evolving tail. Tonal centre around F2. Delivered as 5 distinct takes in one file (41.3 s, natural stereo spread); ideal for time jumps, transformations and scene shifts.	0:41.3
192	DSGNMorph_Clanging Slow Motion Drop Concrete 23_ToneLoom_OrganicSynthesisVol2.wav	Clanging Slow Motion Drop Concrete 23	Subterranean clanging time morph effect, concrete-flavoured with long build and vast evolving tail. Tonal centre around F2. Delivered as 5 distinct takes in one file (37.3 s, balanced stereo image); ideal for slow-motion moments, scene shifts and time jumps.	0:37.3
193	DSGNMorph_Clanging Spectral Morph Transform Cast Iron 11_ToneLoom_OrganicSynthesisVol2.wav	Clanging Spectral Morph Transform Cast Iron 11	Sub-Heavy clanging time morph effect, cast iron-flavoured with long build and extended reverberant bloom. Tonal centre around C#2. Delivered as 5 distinct takes in one file (38.8 s, balanced stereo image); ideal for time jumps, slow-motion moments and title reveals.	0:38.8

#	File name	FX name	Description	Duration
194	DSGNMorph_Colossal Bedrock Bullet Time Slow Down 18_ToneLoom_OrganicSynthesisVol2.wav	Colossal Bedrock Bullet Time Slow Down 18	Colossal metallic time morph effect, bedrock-flavoured with rising entry and extended cinematic decay of several seconds. Tonal centre around D2. Delivered as 5 distinct takes in one file (38.9 s, natural stereo spread); ideal for time jumps, title reveals and transformations.	0:38.9
195	DSGNMorph_Colossal Cast Iron Frozen Moment Hold 15_ToneLoom_OrganicSynthesisVol2.wav	Colossal Cast Iron Frozen Moment Hold 15	Colossal iron-hard time morph effect, cast iron-flavoured with rising entry and deep, lingering decay. Tonal centre around A1. Delivered as 5 distinct takes in one file (35.0 s, balanced stereo image); ideal for title reveals, transformations and time jumps.	0:35.0
196	DSGNMorph_Colossal Cast Iron Time Rush Accelerate 24_ToneLoom_OrganicSynthesisVol2.wav	Colossal Cast Iron Time Rush Accelerate 24	Colossal steely time morph effect, cast iron-flavoured with slow bloom and mid-length reverberant fade. Tonal centre around D#1. Delivered as 5 distinct takes in one file (35.8 s, natural stereo spread); ideal for title reveals, slow-motion moments and transformations.	0:35.8
197	DSGNMorph_Forged Suspended Time Freeze Boulder 20_ToneLoom_OrganicSynthesisVol2.wav	Forged Suspended Time Freeze Boulder 20	Sub-Heavy forged time morph effect, boulder-flavoured with slow bloom and ocean-length reverberant wash. Tonal centre around A#1. Delivered as 5 distinct takes in one file (35.6 s, natural stereo spread); ideal for slow-motion moments, scene shifts and title reveals.	0:35.5
198	DSGNMorph_Iron-Hard Broken Clock Stutter Cast Iron 02_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Broken Clock Stutter Cast Iron 02	Sub-Heavy iron-hard time morph effect, cast iron-flavoured with creeping onset and natural stage tail. Tonal centre around A1. Delivered as 5 distinct takes in one file (38.2 s, expansive stereo field); ideal for slow-motion moments, transformations and title reveals.	0:38.1
199	DSGNMorph_Iron-Hard Bullet Time Slow Down Cast Iron 08_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Bullet Time Slow Down Cast Iron 08	Seismic iron-hard time morph effect, cast iron-flavoured with long build and ocean-length reverberant wash. Tonal centre around F#2. Delivered as 5 distinct takes in one file (38.8 s, balanced stereo image); ideal for title reveals, slow-motion moments and scene shifts.	0:38.8
200	DSGNMorph_Iron-Hard Frozen Moment Hold Hull Plate 05_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Frozen Moment Hold Hull Plate 05	Heavy iron-hard time morph effect, hull plate-flavoured with rising entry and vast evolving tail. Tonal centre around A1. Delivered as 5 distinct takes in one file (35.5 s, balanced stereo image); ideal for time jumps, scene shifts and transformations.	0:35.5
201	DSGNMorph_Iron-Hard Time Stutter Brake Bedrock 07_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Time Stutter Brake Bedrock 07	Sub-Heavy iron-hard time morph effect, bedrock-flavoured with slow bloom and mid-length reverberant fade. Tonal centre around E3. Delivered as 5 distinct takes in one file (40.6 s, broad, enveloping spread); ideal for scene shifts, slow-motion moments and title reveals.	0:40.6
202	DSGNMorph_Low-Slung Bedrock Slow Motion Drop 13_ToneLoom_OrganicSynthesisVol2.wav	Low-Slung Bedrock Slow Motion Drop 13	Low-Slung forged time morph effect, bedrock-flavoured with creeping onset and vast evolving tail. Tonal centre around C#2. Delivered as 5 distinct takes in one file (38.3 s, balanced stereo image); ideal for title reveals, slow-motion moments and transformations.	0:38.3
203	DSGNMorph_Low-Slung Boulder Time Stutter Brake 17_ToneLoom_OrganicSynthesisVol2.wav	Low-Slung Boulder Time Stutter Brake 17	Low-Slung steely time morph effect, boulder-flavoured with long build and mid-length reverberant fade. Tonal centre around G2. Delivered as 5 distinct takes in one file (35.4 s, wide stereo image); ideal for time jumps, title reveals and scene shifts.	0:35.4
204	DSGNMorph_Low-Slung Foundation Material Morph Shift 06_ToneLoom_OrganicSynthesisVol2.wav	Low-Slung Foundation Material Morph Shift 06	Low-Slung metallic time morph effect, foundation-flavoured with rising entry and deep, lingering decay. Tonal centre around D2. Delivered as 5 distinct takes in one file (36.9 s, expansive stereo field); ideal for slow-motion moments, transformations and title reveals.	0:36.9
205	DSGNMorph_Seismic Bedrock Time Rush Accelerate 04_ToneLoom_OrganicSynthesisVol2.wav	Seismic Bedrock Time Rush Accelerate 04	Seismic clanging time morph effect, bedrock-flavoured with slow bloom and medium hall decay. Tonal centre around A#1. Delivered as 5 distinct takes in one file (37.6 s, moderate stereo width); ideal for title reveals, scene shifts and time jumps.	0:37.6
206	DSGNMorph_Seismic Boulder Bullet Time Slow Down 19_ToneLoom_OrganicSynthesisVol2.wav	Seismic Boulder Bullet Time Slow Down 19	Seismic metallic time morph effect, boulder-flavoured with slow bloom and extended reverberant bloom. Tonal centre around D2. Delivered as 5 distinct takes in one file (36.4 s, natural stereo spread); ideal for scene shifts, title reveals and transformations.	0:36.4
207	DSGNMorph_Steely Frozen Moment Hold Granite 25_ToneLoom_OrganicSynthesisVol2.wav	Steely Frozen Moment Hold Granite 25	Seismic steely time morph effect, granite-flavoured with long build and deep, lingering decay. Tonal centre around F1. Delivered as 5 distinct takes in one file (36.2 s, natural stereo spread); ideal for transformations, title reveals and slow-motion moments.	0:36.2
208	DSGNMorph_Steely Suspended Time Freeze Bedrock 10_ToneLoom_OrganicSynthesisVol2.wav	Steely Suspended Time Freeze Bedrock 10	Seismic steely time morph effect, bedrock-flavoured with long build and natural stage tail. Tonal centre around C4. Delivered as 5 distinct takes in one file (36.6 s, moderate stereo width); ideal for transformations, scene shifts and slow-motion moments.	0:36.6

#	File name	FX name	Description	Duration
209	DSGNMorph_Sub-Heavy Boulder Broken Clock Stutter 22_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Boulder Broken Clock Stutter 22	Sub-Heavy metallic time morph effect, boulder-flavoured with long build and deep, lingering decay. Tonal centre around E2. Delivered as 5 distinct takes in one file (39.5 s, moderate stereo width); ideal for transformations, scene shifts and slow-motion moments.	0:39.5
210	DSGNMorph_Subterranean Granite Spectral Morph Transform 21_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Granite Spectral Morph Transform 21	Subterranean clanging time morph effect, granite-flavoured with slow bloom and extended cinematic decay of several seconds. Tonal centre around C#2. Delivered as 5 distinct takes in one file (40.0 s, wide stereo image); ideal for time jumps, title reveals and slow-motion moments.	0:40.0
DSGNRise Designed / Riser (45)				
211	DSGNRise_Brazen Hyper-Shear Tension Build Bedrock 39_ToneLoom_OrganicSynthesisVol2.wav	Brazen Hyper-Shear Tension Build Bedrock 39	Seismic brazen tension riser, bedrock-flavoured with rising entry and long cavernous tail. Tonal centre around F#3. Delivered as 5 distinct takes in one file (34.2 s, wide stereo image); ideal for tension escalation, scene transitions and cue lead-ins.	0:34.2
212	DSGNRise_Chest-Thumping Cast Iron Gravitational Singularity Pull 21_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Cast Iron Gravitational Singularity Pull 21	Chest-Thumping iron-hard tension riser, cast iron-flavoured with rising entry and medium hall decay. Tonal centre around G4. Delivered as 5 distinct takes in one file (35.8 s, natural stereo spread); ideal for pre-drop climaxes, trailer builds and scene transitions.	0:35.8
213	DSGNRise_Chest-Thumping Cast Iron Tension Release Downlifter 14_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Cast Iron Tension Release Downlifter 14	Chest-Thumping forged sound design element, cast iron-flavoured with creeping onset and long cavernous tail. Tonal centre around G#1. Delivered as 5 distinct takes in one file (32.1 s, expansive stereo field); ideal for hybrid layering, mechanisms and cinematic design.	0:32.1
214	DSGNRise_Chest-Thumping Granite Deep Space Downlifter 24_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Granite Deep Space Downlifter 24	Chest-Thumping iron-hard sound design element, granite-flavoured with creeping onset and long cavernous tail. Tonal centre around G#2. Delivered as 5 distinct takes in one file (30.7 s, wide stereo image); ideal for cinematic design, weapon layers and hybrid layering.	0:30.8
215	DSGNRise_Clanging Air Dive Downlifter Rubber 04_ToneLoom_OrganicSynthesisVol2.wav	Clanging Air Dive Downlifter Rubber 04	Punchy clanging sound design element, rubber-flavoured with gentle entry and extended cinematic decay of several seconds. Tonal centre around F#2. Delivered as 5 distinct takes in one file (31.3 s, wide stereo image); ideal for sci-fi sound design, power-ups and cinematic design.	0:31.3
216	DSGNRise_Clanging Orchestral Metal Riser Cast Iron 33_ToneLoom_OrganicSynthesisVol2.wav	Clanging Orchestral Metal Riser Cast Iron 33	Seismic clanging tension riser, cast iron-flavoured with rising entry and long cavernous tail. Tonal centre around C#2. Delivered as 5 distinct takes in one file (33.6 s, broad, enveloping spread); ideal for scene transitions, pre-drop climaxes and suspense sequences.	0:33.6
217	DSGNRise_Clanging Sub-Zero Stasis Swell Foundation 11_ToneLoom_OrganicSynthesisVol2.wav	Clanging Sub-Zero Stasis Swell Foundation 11	Seismic clanging tension riser, foundation-flavoured with long build and deep, lingering decay. Tonal centre around D#4. Delivered as 5 distinct takes in one file (32.8 s, expansive stereo field); ideal for suspense sequences, trailer builds and pre-drop climaxes.	0:32.8
218	DSGNRise_Clanging Tension Release Downlifter Bedrock 12_ToneLoom_OrganicSynthesisVol2.wav	Clanging Tension Release Downlifter Bedrock 12	Seismic clanging sound design element, bedrock-flavoured with rising entry and deep, lingering decay. Tonal centre around D#2. Delivered as 5 distinct takes in one file (30.7 s, broad, enveloping spread); ideal for hybrid layering, mechanisms and cinematic design.	0:30.7
219	DSGNRise_Clanging Turbine Brake Downlifter Foundation 16_ToneLoom_OrganicSynthesisVol2.wav	Clanging Turbine Brake Downlifter Foundation 16	Sub-Heavy clanging sound design element, foundation-flavoured with rising entry and ocean-length reverberant wash. Tonal centre around D#2. Delivered as 5 distinct takes in one file (31.2 s, wide stereo image); ideal for hybrid layering, power-ups and weapon layers.	0:31.2
220	DSGNRise_Colossal Foundation Core Shutdown Downlifter 10_ToneLoom_OrganicSynthesisVol2.wav	Colossal Foundation Core Shutdown Downlifter 10	Colossal metallic sound design element, foundation-flavoured with slow bloom and extended cinematic decay of several seconds. Tonal centre around F2. Delivered as 5 distinct takes in one file (32.6 s, wide stereo image); ideal for mechanisms, sci-fi sound design and weapon layers.	0:32.6
221	DSGNRise_Dark Hull Plate Tension Release Downlifter 22_ToneLoom_OrganicSynthesisVol2.wav	Dark Hull Plate Tension Release Downlifter 22	Dark brazen sound design element, hull plate-flavoured with rising entry and long cavernous tail. Tonal centre around E1. Delivered as 5 distinct takes in one file (31.2 s, broad, enveloping spread); ideal for weapon layers, power-ups and sci-fi sound design.	0:31.2
222	DSGNRise_Dense Stone Gravitational Singularity Pull 09_ToneLoom_OrganicSynthesisVol2.wav	Dense Stone Gravitational Singularity Pull 09	Dense brazen tension riser, stone-flavoured with long build and extended reverberant bloom. Tonal centre around B4. Delivered as 5 distinct takes in one file (37.5 s, broad, enveloping spread); ideal for cue lead-ins, trailer builds and pre-drop climaxes.	0:37.5
223	DSGNRise_Forged Deep Space Downlifter Boulder 34_ToneLoom_OrganicSynthesisVol2.wav	Forged Deep Space Downlifter Boulder 34	Sub-Heavy forged sound design element, boulder-flavoured with tight onset and vast evolving tail. Tonal centre around D#2. Delivered as 5 distinct takes in one file (30.6 s, broad, enveloping spread); ideal for weapon layers, mechanisms and power-ups.	0:30.6

#	File name	FX name	Description	Duration
224	DSGNRise_Forged Hyper-Shear Tension Build Bedrock 05_ToneLoom_OrganicSynthesisVol2.wav	Forged Hyper-Shear Tension Build Bedrock 05	Low-Slung forged tension riser, bedrock-flavoured with rising entry and long cavernous tail. Tonal centre around F4. Delivered as 5 distinct takes in one file (35.4 s, broad, enveloping spread); ideal for tension escalation, trailer builds and suspense sequences.	0:35.4
225	DSGNRise_Forged Metal Slide Downlifter Boulder 38_ToneLoom_OrganicSynthesisVol2.wav	Forged Metal Slide Downlifter Boulder 38	Chest-Thumping forged sound design element, boulder-flavoured with long build and ocean-length reverberant wash. Tonal centre around C4. Delivered as 5 distinct takes in one file (32.1 s, wide stereo image); ideal for mechanisms, cinematic design and hybrid layering.	0:32.1
226	DSGNRise_Forged Orchestral Metal Riser Bedrock 13_ToneLoom_OrganicSynthesisVol2.wav	Forged Orchestral Metal Riser Bedrock 13	Chest-Thumping forged tension riser, bedrock-flavoured with rising entry and medium hall decay. Tonal centre around B1. Delivered as 5 distinct takes in one file (33.7 s, broad, enveloping spread); ideal for trailer builds, tension escalation and pre-drop climaxes.	0:33.7
227	DSGNRise_Iron-Hard Crystalline Ascent Riser Foundation 31_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Crystalline Ascent Riser Foundation 31	Sub-Heavy iron-hard tension riser, foundation-flavoured with rising entry and natural stage tail. Tonal centre around F3. Delivered as 5 distinct takes in one file (34.0 s, expansive stereo field); ideal for suspense sequences, tension escalation and trailer builds.	0:34.0
228	DSGNRise_Iron-Hard Gravitational Singularity Pull Concrete 29_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Gravitational Singularity Pull Concrete 29	Seismic iron-hard tension riser, concrete-flavoured with rising entry and medium hall decay. Tonal centre around A3. Delivered as 5 distinct takes in one file (36.4 s, wide stereo image); ideal for suspense sequences, cue lead-ins and tension escalation.	0:36.4
229	DSGNRise_Iron-Hard Harmonic Tension Riser Foundation 01_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Harmonic Tension Riser Foundation 01	Chest-Thumping iron-hard tension riser, foundation-flavoured with long build and mid-length reverberant fade. Tonal centre around A1. Delivered as 5 distinct takes in one file (34.9 s, wide stereo image); ideal for scene transitions, suspense sequences and trailer builds.	0:34.9
230	DSGNRise_Iron-Hard Impact Fall Downlifter Concrete 30_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Impact Fall Downlifter Concrete 30	Subterranean iron-hard sound design element, concrete-flavoured with long build and deep, lingering decay. Tonal centre around G1. Delivered as 5 distinct takes in one file (30.9 s, broad, enveloping spread); ideal for weapon layers, hybrid layering and cinematic design.	0:30.9
231	DSGNRise_Iron-Hard Turbine Overdrive Riser Boulder 03_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Turbine Overdrive Riser Boulder 03	Colossal iron-hard tension riser, boulder-flavoured with slow bloom and extended reverberant bloom. Tonal centre around F1. Delivered as 5 distinct takes in one file (34.5 s, moderate stereo width); ideal for tension escalation, scene transitions and trailer builds.	0:34.5
232	DSGNRise_Low-Slung Boulder Crystalline Ascent Riser 45_ToneLoom_OrganicSynthesisVol2.wav	Low-Slung Boulder Crystalline Ascent Riser 45	Low-Slung forged tension riser, boulder-flavoured with slow bloom and natural stage tail. Tonal centre around E3. Delivered as 5 distinct takes in one file (34.2 s, wide stereo image); ideal for pre-drop climaxes, cue lead-ins and scene transitions.	0:34.2
233	DSGNRise_Low-Slung Foundation Core Shutdown Downlifter 28_ToneLoom_OrganicSynthesisVol2.wav	Low-Slung Foundation Core Shutdown Downlifter 28	Low-Slung iron-hard sound design element, foundation-flavoured with gradual swell-in and vast evolving tail. Tonal centre around F#2. Delivered as 5 distinct takes in one file (31.1 s, expansive stereo field); ideal for power-ups, weapon layers and sci-fi sound design.	0:31.1
234	DSGNRise_Metallic Crystalline Ascent Riser Boulder 07_ToneLoom_OrganicSynthesisVol2.wav	Metallic Crystalline Ascent Riser Boulder 07	Low-Slung metallic tension riser, boulder-flavoured with long build and long cavernous tail. Tonal centre around G1. Delivered as 5 distinct takes in one file (38.9 s, expansive stereo field); ideal for tension escalation, trailer builds and cue lead-ins.	0:38.9
235	DSGNRise_Metallic Cybernetic Core Escalation Timber 27_ToneLoom_OrganicSynthesisVol2.wav	Metallic Cybernetic Core Escalation Timber 27	Heavy metallic tension riser, timber-flavoured with long build and mid-length reverberant fade. Tonal centre around C5. Delivered as 5 distinct takes in one file (34.4 s, broad, enveloping spread); ideal for trailer builds, suspense sequences and scene transitions.	0:34.4
236	DSGNRise_Metallic Turbine Brake Downlifter Anvil 42_ToneLoom_OrganicSynthesisVol2.wav	Metallic Turbine Brake Downlifter Anvil 42	Dense metallic sound design element, anvil-flavoured with long build and extended reverberant bloom. Tonal centre around A1. Delivered as 5 distinct takes in one file (32.1 s, broad, enveloping spread); ideal for power-ups, hybrid layering and sci-fi sound design.	0:32.1
237	DSGNRise_Metallic Turbine Brake Downlifter Bedrock 20_ToneLoom_OrganicSynthesisVol2.wav	Metallic Turbine Brake Downlifter Bedrock 20	Sub-Heavy metallic sound design element, bedrock-flavoured with creeping onset and long cavernous tail. Tonal centre around E2. Delivered as 5 distinct takes in one file (31.1 s, expansive stereo field); ideal for hybrid layering, sci-fi sound design and mechanisms.	0:31.1
238	DSGNRise_Seismic Bedrock Crystalline Ascent Riser 35_ToneLoom_OrganicSynthesisVol2.wav	Seismic Bedrock Crystalline Ascent Riser 35	Seismic iron-hard tension riser, bedrock-flavoured with slow bloom and natural stage tail. Tonal centre around F1. Delivered as 5 distinct takes in one file (38.5 s, expansive stereo field); ideal for suspense sequences, trailer builds and tension escalation.	0:38.5

#	File name	FX name	Description	Duration
239	DSGNRise_Seismic Boulder Air Dive Downlifter 36_ToneLoom_OrganicSynthesisVol2.wav	Seismic Boulder Air Dive Downlifter 36	Seismic brazen sound design element, boulder-flavoured with slow bloom and deep, lingering decay. Tonal centre around F2. Delivered as 5 distinct takes in one file (31.3 s, wide stereo image); ideal for cinematic design, sci-fi sound design and mechanisms.	0:31.3
240	DSGNRise_Seismic Boulder Sub-Zero Stasis Swell 25_ToneLoom_OrganicSynthesisVol2.wav	Seismic Boulder Sub-Zero Stasis Swell 25	Seismic iron-hard tension riser, boulder-flavoured with creeping onset and long cavernous tail. Tonal centre around G#1. Delivered as 5 distinct takes in one file (34.0 s, broad, enveloping spread); ideal for trailer builds, scene transitions and pre-drop climaxes.	0:34.0
241	DSGNRise_Seismic Cast Iron Deep Space Downlifter 18_ToneLoom_OrganicSynthesisVol2.wav	Seismic Cast Iron Deep Space Downlifter 18	Seismic forged sound design element, cast iron-flavoured with slow bloom and natural stage tail. Tonal centre around D2. Delivered as 5 distinct takes in one file (32.2 s, broad, enveloping spread); ideal for mechanisms, power-ups and cinematic design.	0:32.2
242	DSGNRise_Seismic Concrete Hyper-Shear Tension Build 37_ToneLoom_OrganicSynthesisVol2.wav	Seismic Concrete Hyper-Shear Tension Build 37	Seismic clanging tension riser, concrete-flavoured with long build and medium hall decay. Tonal centre around D3. Delivered as 5 distinct takes in one file (32.8 s, wide stereo image); ideal for cue lead-ins, trailer builds and scene transitions.	0:32.8
243	DSGNRise_Seismic Foundation Hyper-Shear Tension Build 19_ToneLoom_OrganicSynthesisVol2.wav	Seismic Foundation Hyper-Shear Tension Build 19	Seismic clanging tension riser, foundation-flavoured with creeping onset and medium hall decay. Tonal centre around B1. Delivered as 5 distinct takes in one file (34.5 s, expansive stereo field); ideal for suspense sequences, pre-drop climaxes and tension escalation.	0:34.5
244	DSGNRise_Steely Deep Space Downlifter Foundation 06_ToneLoom_OrganicSynthesisVol2.wav	Steely Deep Space Downlifter Foundation 06	Colossal steely sound design element, foundation-flavoured with rising entry and extended reverberant bloom. Tonal centre around D2. Delivered as 5 distinct takes in one file (31.9 s, broad, enveloping spread); ideal for sci-fi sound design, cinematic design and power-ups.	0:31.9
245	DSGNRise_Sub-Heavy Cast Iron Deep Space Downlifter 08_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Cast Iron Deep Space Downlifter 08	Sub-Heavy clanging sound design element, cast iron-flavoured with creeping onset and deep, lingering decay. Tonal centre around F#2. Delivered as 5 distinct takes in one file (31.3 s, wide stereo image); ideal for power-ups, hybrid layering and sci-fi sound design.	0:31.3
246	DSGNRise_Sub-Heavy Cast Iron Metal Slide Downlifter 32_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Cast Iron Metal Slide Downlifter 32	Sub-Heavy brazen sound design element, cast iron-flavoured with rising entry and long cavernous tail. Tonal centre around F2. Delivered as 5 distinct takes in one file (31.8 s, wide stereo image); ideal for power-ups, mechanisms and hybrid layering.	0:31.8
247	DSGNRise_Subterranean Boulder Tension Release Downlifter 44_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Boulder Tension Release Downlifter 44	Subterranean forged sound design element, boulder-flavoured with rising entry and brief room tail. Tonal centre around F2. Delivered as 5 distinct takes in one file (31.5 s, expansive stereo field); ideal for sci-fi sound design, mechanisms and cinematic design.	0:31.5
248	DSGNRise_Subterranean Cast Iron Cybernetic Core Escalation 43_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Cast Iron Cybernetic Core Escalation 43	Subterranean metallic tension riser, cast iron-flavoured with hard onset and natural stage tail. Tonal centre around D#4. Delivered as 5 distinct takes in one file (33.6 s, wide stereo image); ideal for suspense sequences, pre-drop climaxes and cue lead-ins.	0:33.6
249	DSGNRise_Subterranean Concrete Core Shutdown Downlifter 26_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Concrete Core Shutdown Downlifter 26	Subterranean forged sound design element, concrete-flavoured with long build and long cavernous tail. Tonal centre around A2. Delivered as 5 distinct takes in one file (31.8 s, broad, enveloping spread); ideal for cinematic design, power-ups and sci-fi sound design.	0:31.8
250	DSGNRise_Subterranean Concrete Hyper-Shear Tension Build 23_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Concrete Hyper-Shear Tension Build 23	Subterranean steely tension riser, concrete-flavoured with slow bloom and long cavernous tail. Tonal centre around A3. Delivered as 5 distinct takes in one file (36.0 s, expansive stereo field); ideal for tension escalation, trailer builds and suspense sequences.	0:36.0
251	DSGNRise_Subterranean Concrete Impact Fall Downlifter 02_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Concrete Impact Fall Downlifter 02	Subterranean metallic sound design element, concrete-flavoured with gradual swell-in and ocean-length reverberant wash. Tonal centre around G#2. Delivered as 5 distinct takes in one file (32.1 s, broad, enveloping spread); ideal for weapon layers, sci-fi sound design and hybrid layering.	0:32.1
252	DSGNRise_Subterranean Foundation Hyper-Shear Tension Build 15_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Foundation Hyper-Shear Tension Build 15	Subterranean brazen tension riser, foundation-flavoured with rising entry and deep, lingering decay. Tonal centre around G3. Delivered as 5 distinct takes in one file (37.1 s, broad, enveloping spread); ideal for suspense sequences, pre-drop climaxes and tension escalation.	0:37.1
253	DSGNRise_Subterranean Foundation Orchestral Metal Riser 41_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Foundation Orchestral Metal Riser 41	Subterranean forged tension riser, foundation-flavoured with rising entry and long cavernous tail. Tonal centre around F#2. Delivered as 5 distinct takes in one file (33.6 s, broad, enveloping spread); ideal for tension escalation, scene transitions and trailer builds.	0:33.5

#	File name	FX name	Description	Duration
254	DSGNRise_Thick Anvil Orchestral Metal Riser 17_ToneLoom_OrganicSynthesisVol2.wav	Thick Anvil Orchestral Metal Riser 17	Thick iron-hard tension riser, anvil-flavoured with long build and long cavernous tail. Tonal centre around A#1. Delivered as 5 distinct takes in one file (38.7 s, wide stereo image); ideal for cue lead-ins, tension escalation and scene transitions.	0:38.8
255	DSGNRise_Weighty Anvil Debris Fall Downlifter 40_ToneLoom_OrganicSynthesisVol2.wav	Weighty Anvil Debris Fall Downlifter 40	Weighty metallic sound design element, anvil-flavoured with rising entry and extended reverberant bloom. Tonal centre around C#2. Delivered as 5 distinct takes in one file (32.1 s, broad, enveloping spread); ideal for mechanisms, weapon layers and hybrid layering.	0:32.1
DSGNTonl Designed / Tonal (5)				
256	DSGNTonl_Brazen Gothic Organ Cluster Hit Boulder 16_ToneLoom_OrganicSynthesisVol2.wav	Brazen Gothic Organ Cluster Hit Boulder 16	Chest-Thumping brazen tonal trailer hit, boulder-flavoured with slow bloom and extended cinematic decay of several seconds. Tonal centre around F#1. Delivered as 5 distinct takes in one file (39.7 s, broad, enveloping spread); ideal for mechanisms, weapon layers and power-ups.	0:39.7
257	DSGNTonl_Clanging Gothic Organ Cluster Hit Timber 15_ToneLoom_OrganicSynthesisVol2.wav	Clanging Gothic Organ Cluster Hit Timber 15	Weighty clanging tonal trailer hit, timber-flavoured with slow bloom and ocean-length reverberant wash. Tonal centre around D1. Delivered as 5 distinct takes in one file (41.0 s, room-filling stereo spread); ideal for sci-fi sound design, cinematic design and hybrid layering.	0:41.0
258	DSGNTonl_Forged Gothic Organ Cluster Hit Concrete 32_ToneLoom_OrganicSynthesisVol2.wav	Forged Gothic Organ Cluster Hit Concrete 32	Low-Slung forged tonal trailer hit, concrete-flavoured with long build and vast evolving tail. Tonal centre around F#1. Delivered as 5 distinct takes in one file (38.5 s, ultra-wide immersive field); ideal for cinematic design, weapon layers and mechanisms.	0:38.5
259	DSGNTonl_Iron-Hard Gothic Organ Cluster Hit Boulder 22_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Gothic Organ Cluster Hit Boulder 22	Seismic iron-hard tonal trailer hit, boulder-flavoured with slow bloom and ocean-length reverberant wash. Tonal centre around C2. Delivered as 5 distinct takes in one file (35.5 s, natural stereo spread); ideal for sci-fi sound design, weapon layers and power-ups.	0:35.5
260	DSGNTonl_Low-Slung Granite Gothic Organ Cluster Hit 31_ToneLoom_OrganicSynthesisVol2.wav	Low-Slung Granite Gothic Organ Cluster Hit 31	Low-Slung iron-hard tonal trailer hit, granite-flavoured with hard onset and extended cinematic decay of several seconds. Tonal centre around C3. Delivered as 5 distinct takes in one file (41.7 s, ultra-wide immersive field); ideal for power-ups, hybrid layering and mechanisms.	0:41.7
DSGNWhsh Designed / Whoosh (60)				
261	DSGNWhsh_Brazen Action Slam Whoosh Hit Concrete 29_ToneLoom_OrganicSynthesisVol2.wav	Brazen Action Slam Whoosh Hit Concrete 29	Subterranean brazen air whoosh, concrete-flavoured with creeping onset and medium hall decay. Tonal centre around D#2. Delivered as 5 distinct takes in one file (24.5 s, natural stereo spread); ideal for motion graphics, weapon swings and vehicle pass-bys.	0:24.5
262	DSGNWhsh_Brazen Air Whip Whoosh Boulder 41_ToneLoom_OrganicSynthesisVol2.wav	Brazen Air Whip Whoosh Boulder 41	Seismic brazen air whoosh, boulder-flavoured with creeping onset and short controlled release. Tonal centre around G2. Delivered as 5 distinct takes in one file (12.5 s, balanced stereo image); ideal for fast transitions, weapon swings and vehicle pass-bys.	0:12.5
263	DSGNWhsh_Brazen Fire Ember Whoosh Boulder 34_ToneLoom_OrganicSynthesisVol2.wav	Brazen Fire Ember Whoosh Boulder 34	Subterranean brazen air whoosh, boulder-flavoured with slow bloom and mid-length reverberant fade. Tonal centre around G#2. Delivered as 5 distinct takes in one file (13.3 s, broad, enveloping spread); ideal for camera moves, weapon swings and title reveals.	0:13.3
264	DSGNWhsh_Brazen Heavy Pressure Flyby Bedrock 21_ToneLoom_OrganicSynthesisVol2.wav	Brazen Heavy Pressure Flyby Bedrock 21	Low-Slung brazen air whoosh, bedrock-flavoured with rising entry and quick ambient release. Tonal centre around D2. Delivered as 5 distinct takes in one file (12.5 s, balanced stereo image); ideal for motion graphics, weapon swings and fast transitions.	0:12.5
265	DSGNWhsh_Brazen Heavy Whoosh Hit Bedrock 08_ToneLoom_OrganicSynthesisVol2.wav	Brazen Heavy Whoosh Hit Bedrock 08	Low-Slung brazen air whoosh, bedrock-flavoured with creeping onset and natural stage tail. Tonal centre around D#1. Delivered as 5 distinct takes in one file (25.0 s, balanced stereo image); ideal for title reveals, weapon swings and motion graphics.	0:25.0
266	DSGNWhsh_Brazen Heavy Whoosh Hit Crystal 47_ToneLoom_OrganicSynthesisVol2.wav	Brazen Heavy Whoosh Hit Crystal 47	Articulate brazen air whoosh, crystal-flavoured with long build and long cavernous tail. Tonal centre around B0. Delivered as 5 distinct takes in one file (23.7 s, balanced stereo image); ideal for vehicle pass-bys, motion graphics and title reveals.	0:23.7
267	DSGNWhsh_Brazen Textured Passby Whoosh Boulder 49_ToneLoom_OrganicSynthesisVol2.wav	Brazen Textured Passby Whoosh Boulder 49	Seismic brazen air whoosh, boulder-flavoured with creeping onset and short natural decay. Tonal centre around D#2. Delivered as 5 distinct takes in one file (13.2 s, moderate stereo width); ideal for vehicle pass-bys, motion graphics and fast transitions.	0:13.2

#	File name	FX name	Description	Duration
268	DSGNWhsh_Chest-Thumping Bedrock Action Slam Whoosh Hit 56_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Bedrock Action Slam Whoosh Hit 56	Chest-Thumping clanging air whoosh, bedrock-flavoured with long build and deep, lingering decay. Tonal centre around B0. Delivered as 5 distinct takes in one file (24.8 s, natural stereo spread); ideal for weapon swings, vehicle pass-bys and camera moves.	0:24.8
269	DSGNWhsh_Chest-Thumping Concrete Action Slam Whoosh Hit 01_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Concrete Action Slam Whoosh Hit 01	Chest-Thumping iron-hard air whoosh, concrete-flavoured with creeping onset and long cavernous tail. Tonal centre around C5. Delivered as 5 distinct takes in one file (24.8 s, balanced stereo image); ideal for title reveals, vehicle pass-bys and camera moves.	0:24.8
270	DSGNWhsh_Clanging Fire Ember Whoosh Granite 52_ToneLoom_OrganicSynthesisVol2.wav	Clanging Fire Ember Whoosh Granite 52	Sub-Heavy clanging air whoosh, granite-flavoured with rising entry and medium hall decay. Tonal centre around A1. Delivered as 5 distinct takes in one file (13.7 s, balanced stereo image); ideal for vehicle pass-bys, fast transitions and camera moves.	0:13.7
271	DSGNWhsh_Clanging Subsonic Tear Whoosh Hit Bedrock 23_ToneLoom_OrganicSynthesisVol2.wav	Clanging Subsonic Tear Whoosh Hit Bedrock 23	Low-Slung clanging air whoosh, bedrock-flavoured with creeping onset and extended reverberant bloom. Tonal centre around A#1. Delivered as 5 distinct takes in one file (24.1 s, balanced stereo image); ideal for vehicle pass-bys, title reveals and camera moves.	0:24.1
272	DSGNWhsh_Clanging Vortex Air Whoosh Bedrock 37_ToneLoom_OrganicSynthesisVol2.wav	Clanging Vortex Air Whoosh Bedrock 37	Low-Slung clanging air whoosh, bedrock-flavoured with creeping onset and close, dry finish. Tonal centre around E1. Delivered as 5 distinct takes in one file (12.2 s, wide stereo image); ideal for vehicle pass-bys, weapon swings and motion graphics.	0:12.2
273	DSGNWhsh_Clanging Vortex Air Whoosh Foundation 28_ToneLoom_OrganicSynthesisVol2.wav	Clanging Vortex Air Whoosh Foundation 28	Colossal clanging air whoosh, foundation-flavoured with rising entry and short natural decay. Tonal centre around D2. Delivered as 5 distinct takes in one file (14.0 s, natural stereo spread); ideal for motion graphics, camera moves and fast transitions.	0:14.0
274	DSGNWhsh_Colossal Bedrock Blade Passby 09_ToneLoom_OrganicSynthesisVol2.wav	Colossal Bedrock Blade Passby 09	Colossal metallic air whoosh, bedrock-flavoured with instant attack and medium hall decay. Tonal centre around G1. Delivered as 5 distinct takes in one file (12.0 s, expansive stereo field); ideal for motion graphics, fast transitions and vehicle pass-bys.	0:12.0
275	DSGNWhsh_Colossal Granite Vortex Air Whoosh 02_ToneLoom_OrganicSynthesisVol2.wav	Colossal Granite Vortex Air Whoosh 02	Colossal iron-hard air whoosh, granite-flavoured with creeping onset and brief room tail. Tonal centre around C#2. Delivered as 5 distinct takes in one file (12.7 s, moderate stereo width); ideal for fast transitions, vehicle pass-bys and camera moves.	0:12.7
276	DSGNWhsh_Dark Stone Fire Ember Whoosh 25_ToneLoom_OrganicSynthesisVol2.wav	Dark Stone Fire Ember Whoosh 25	Dark steely air whoosh, stone-flavoured with rising entry and medium hall decay. Tonal centre around B1. Delivered as 5 distinct takes in one file (12.5 s, expansive stereo field); ideal for title reveals, weapon swings and fast transitions.	0:12.5
277	DSGNWhsh_Forged Air Whip Whoosh Concrete 42_ToneLoom_OrganicSynthesisVol2.wav	Forged Air Whip Whoosh Concrete 42	Subterranean forged air whoosh, concrete-flavoured with rising entry and brief room tail. Tonal centre around A1. Delivered as 5 distinct takes in one file (12.9 s, expansive stereo field); ideal for motion graphics, title reveals and vehicle pass-bys.	0:12.9
278	DSGNWhsh_Forged Blade Passby Boulder 45_ToneLoom_OrganicSynthesisVol2.wav	Forged Blade Passby Boulder 45	Subterranean forged air whoosh, boulder-flavoured with long build and short controlled release. Tonal centre around G#1. Delivered as 5 distinct takes in one file (12.4 s, broad, enveloping spread); ideal for weapon swings, camera moves and fast transitions.	0:12.4
279	DSGNWhsh_Forged Fire Ember Whoosh Anvil 07_ToneLoom_OrganicSynthesisVol2.wav	Forged Fire Ember Whoosh Anvil 07	Weighty forged air whoosh, anvil-flavoured with rising entry and brief room tail. Tonal centre around G1. Delivered as 5 distinct takes in one file (14.1 s, wide stereo image); ideal for title reveals, motion graphics and camera moves.	0:14.1
280	DSGNWhsh_Forged Heavy Pressure Flyby Granite 48_ToneLoom_OrganicSynthesisVol2.wav	Forged Heavy Pressure Flyby Granite 48	Seismic forged air whoosh, granite-flavoured with rising entry and short natural decay. Tonal centre around A#1. Delivered as 5 distinct takes in one file (14.6 s, moderate stereo width); ideal for motion graphics, fast transitions and title reveals.	0:14.6
281	DSGNWhsh_Forged Heavy Whoosh Hit Foundation 26_ToneLoom_OrganicSynthesisVol2.wav	Forged Heavy Whoosh Hit Foundation 26	Sub-Heavy forged air whoosh, foundation-flavoured with rising entry and extended reverberant bloom. Tonal centre around E1. Delivered as 5 distinct takes in one file (24.2 s, natural stereo spread); ideal for motion graphics, fast transitions and camera moves.	0:24.2
282	DSGNWhsh_Forged Textured Passby Whoosh Aluminium 35_ToneLoom_OrganicSynthesisVol2.wav	Forged Textured Passby Whoosh Aluminium 35	Full-Bodied forged air whoosh, aluminium-flavoured with creeping onset and short natural decay. Tonal centre around A1. Delivered as 5 distinct takes in one file (14.7 s, wide stereo image); ideal for camera moves, weapon swings and fast transitions.	0:14.7

#	File name	FX name	Description	Duration
283	DSGNWhsh_Forged Textured Passby Whoosh Concrete 04_ToneLoom_OrganicSynthesisVol2.wav	Forged Textured Passby Whoosh Concrete 04	Subterranean forged air whoosh, concrete-flavoured with long build and short natural decay. Tonal centre around F#2. Delivered as 5 distinct takes in one file (13.4 s, expansive stereo field); ideal for vehicle pass-bys, weapon swings and fast transitions.	0:13.4
284	DSGNWhsh_Forged Textured Passby Whoosh Oak 31_ToneLoom_OrganicSynthesisVol2.wav	Forged Textured Passby Whoosh Oak 31	Dark forged air whoosh, oak-flavoured with long build and short natural decay. Tonal centre around C4. Delivered as 5 distinct takes in one file (14.6 s, natural stereo spread); ideal for title reveals, motion graphics and fast transitions.	0:14.6
285	DSGNWhsh_Heavy Steel Air Whip Whoosh 15_ToneLoom_OrganicSynthesisVol2.wav	Heavy Steel Air Whip Whoosh 15	Heavy clanging air whoosh, steel-flavoured with long build and quick ambient release. Tonal centre around B1. Delivered as 5 distinct takes in one file (12.5 s, expansive stereo field); ideal for motion graphics, vehicle pass-bys and fast transitions.	0:12.5
286	DSGNWhsh_Heavy Steel Fire Ember Whoosh 43_ToneLoom_OrganicSynthesisVol2.wav	Heavy Steel Fire Ember Whoosh 43	Heavy iron-hard air whoosh, steel-flavoured with creeping onset and brief room tail. Tonal centre around A#2. Delivered as 5 distinct takes in one file (14.6 s, expansive stereo field); ideal for camera moves, vehicle pass-bys and fast transitions.	0:14.6
287	DSGNWhsh_Iron-Hard Air Whip Whoosh Bedrock 60_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Air Whip Whoosh Bedrock 60	Subterranean iron-hard air whoosh, bedrock-flavoured with long build and natural stage tail. Tonal centre around A#1. Delivered as 5 distinct takes in one file (14.4 s, wide stereo image); ideal for camera moves, vehicle pass-bys and weapon swings.	0:14.4
288	DSGNWhsh_Iron-Hard Air Whip Whoosh Stone 06_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Air Whip Whoosh Stone 06	Thick iron-hard air whoosh, stone-flavoured with rising entry and natural stage tail. Tonal centre around F2. Delivered as 5 distinct takes in one file (12.8 s, natural stereo spread); ideal for fast transitions, weapon swings and motion graphics.	0:12.8
289	DSGNWhsh_Iron-Hard Vortex Air Whoosh Oak 22_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Vortex Air Whoosh Oak 22	Dark iron-hard air whoosh, oak-flavoured with slow bloom and brief room tail. Tonal centre around A1. Delivered as 5 distinct takes in one file (13.6 s, wide stereo image); ideal for camera moves, title reveals and weapon swings.	0:13.6
290	DSGNWhsh_Low-Slung Bedrock Vortex Air Whoosh 46_ToneLoom_OrganicSynthesisVol2.wav	Low-Slung Bedrock Vortex Air Whoosh 46	Low-Slung steely air whoosh, bedrock-flavoured with creeping onset and quick ambient release. Tonal centre around C2. Delivered as 5 distinct takes in one file (12.4 s, wide stereo image); ideal for camera moves, vehicle pass-bys and title reveals.	0:12.4
291	DSGNWhsh_Low-Slung Cast Iron Air Whip Whoosh 24_ToneLoom_OrganicSynthesisVol2.wav	Low-Slung Cast Iron Air Whip Whoosh 24	Low-Slung forged air whoosh, cast iron-flavoured with long build and mid-length reverberant fade. Tonal centre around A1. Delivered as 5 distinct takes in one file (14.3 s, wide stereo image); ideal for fast transitions, weapon swings and motion graphics.	0:14.3
292	DSGNWhsh_Low-Slung Concrete Blade Passby 36_ToneLoom_OrganicSynthesisVol2.wav	Low-Slung Concrete Blade Passby 36	Low-Slung steely air whoosh, concrete-flavoured with creeping onset and short natural decay. Tonal centre around A#1. Delivered as 5 distinct takes in one file (14.5 s, balanced stereo image); ideal for motion graphics, camera moves and title reveals.	0:14.5
293	DSGNWhsh_Meaty Anvil Textured Passby Whoosh 13_ToneLoom_OrganicSynthesisVol2.wav	Meaty Anvil Textured Passby Whoosh 13	Meaty brazen air whoosh, anvil-flavoured with long build and brief room tail. Tonal centre around G#1. Delivered as 5 distinct takes in one file (12.1 s, broad, enveloping spread); ideal for camera moves, motion graphics and weapon swings.	0:12.1
294	DSGNWhsh_Meaty Hull Plate Fire Ember Whoosh 14_ToneLoom_OrganicSynthesisVol2.wav	Meaty Hull Plate Fire Ember Whoosh 14	Meaty clanging air whoosh, hull plate-flavoured with gradual swell-in and natural stage tail. Tonal centre around A1. Delivered as 5 distinct takes in one file (12.2 s, expansive stereo field); ideal for weapon swings, camera moves and motion graphics.	0:12.2
295	DSGNWhsh_Metallic Air Whip Whoosh Sheet Metal 51_ToneLoom_OrganicSynthesisVol2.wav	Metallic Air Whip Whoosh Sheet Metal 51	Focused metallic air whoosh, sheet metal-flavoured with long build and quick ambient release. Tonal centre around F#1. Delivered as 5 distinct takes in one file (12.7 s, balanced stereo image); ideal for fast transitions, camera moves and weapon swings.	0:12.7
296	DSGNWhsh_Metallic Heavy Whoosh Hit Granite 20_ToneLoom_OrganicSynthesisVol2.wav	Metallic Heavy Whoosh Hit Granite 20	Colossal metallic air whoosh, granite-flavoured with long build and long cavernous tail. Tonal centre around A1. Delivered as 5 distinct takes in one file (24.8 s, moderate stereo width); ideal for camera moves, fast transitions and title reveals.	0:24.8
297	DSGNWhsh_Seismic Bedrock Action Slam Whoosh Hit 11_ToneLoom_OrganicSynthesisVol2.wav	Seismic Bedrock Action Slam Whoosh Hit 11	Seismic brazen air whoosh, bedrock-flavoured with long build and long cavernous tail. Tonal centre around C#2. Delivered as 5 distinct takes in one file (23.9 s, moderate stereo width); ideal for fast transitions, weapon swings and motion graphics.	0:23.9

#	File name	FX name	Description	Duration
298	DSGNWhsh_Seismic Bedrock Blade Passby 18_ToneLoom_OrganicSynthesisVol2.wav	Seismic Bedrock Blade Passby 18	Seismic clanging air whoosh, bedrock-flavoured with slow bloom and quick ambient release. Tonal centre around D#2. Delivered as 5 distinct takes in one file (12.4 s, natural stereo spread); ideal for camera moves, motion graphics and fast transitions.	0:12.4
299	DSGNWhsh_Seismic Bedrock Heavy Whoosh Hit 17_ToneLoom_OrganicSynthesisVol2.wav	Seismic Bedrock Heavy Whoosh Hit 17	Seismic iron-hard air whoosh, bedrock-flavoured with creeping onset and mid-length reverberant fade. Tonal centre around E3. Delivered as 5 distinct takes in one file (24.8 s, natural stereo spread); ideal for vehicle pass-bys, motion graphics and weapon swings.	0:24.8
300	DSGNWhsh_Seismic Concrete Subsonic Tear Whoosh Hit 50_ToneLoom_OrganicSynthesisVol2.wav	Seismic Concrete Subsonic Tear Whoosh Hit 50	Seismic metallic air whoosh, concrete-flavoured with rising entry and extended reverberant bloom. Tonal centre around D2. Delivered as 5 distinct takes in one file (24.6 s, balanced stereo image); ideal for motion graphics, weapon swings and title reveals.	0:24.6
301	DSGNWhsh_Seismic Foundation Heavy Pressure Flyby 30_ToneLoom_OrganicSynthesisVol2.wav	Seismic Foundation Heavy Pressure Flyby 30	Seismic brazen air whoosh, foundation-flavoured with creeping onset and short controlled release. Tonal centre around D1. Delivered as 5 distinct takes in one file (13.2 s, expansive stereo field); ideal for fast transitions, vehicle pass-bys and title reveals.	0:13.2
302	DSGNWhsh_Seismic Granite Blade Passby 59_ToneLoom_OrganicSynthesisVol2.wav	Seismic Granite Blade Passby 59	Seismic forged air whoosh, granite-flavoured with rising entry and short natural decay. Tonal centre around A#1. Delivered as 5 distinct takes in one file (13.9 s, expansive stereo field); ideal for vehicle pass-bys, camera moves and motion graphics.	0:13.9
303	DSGNWhsh_Seismic Granite Vortex Air Whoosh 10_ToneLoom_OrganicSynthesisVol2.wav	Seismic Granite Vortex Air Whoosh 10	Seismic metallic air whoosh, granite-flavoured with rising entry and quick ambient release. Tonal centre around G1. Delivered as 5 distinct takes in one file (13.9 s, balanced stereo image); ideal for motion graphics, fast transitions and vehicle pass-bys.	0:13.9
304	DSGNWhsh_Steely Blade Passby Cable 27_ToneLoom_OrganicSynthesisVol2.wav	Steely Blade Passby Cable 27	Solid steely air whoosh, cable-flavoured with creeping onset and brief room tail. Tonal centre around D2. Delivered as 5 distinct takes in one file (12.4 s, expansive stereo field); ideal for motion graphics, vehicle pass-bys and weapon swings.	0:12.4
305	DSGNWhsh_Steely Fire Ember Whoosh Boulder 44_ToneLoom_OrganicSynthesisVol2.wav	Steely Fire Ember Whoosh Boulder 44	Low-Slung steely air whoosh, boulder-flavoured with rising entry and quick ambient release. Tonal centre around E1. Delivered as 5 distinct takes in one file (13.7 s, moderate stereo width); ideal for camera moves, motion graphics and vehicle pass-bys.	0:13.7
306	DSGNWhsh_Steely Heavy Pressure Flyby Concrete 32_ToneLoom_OrganicSynthesisVol2.wav	Steely Heavy Pressure Flyby Concrete 32	Colossal steely air whoosh, concrete-flavoured with slow bloom and mid-length reverberant fade. Tonal centre around C2. Delivered as 5 distinct takes in one file (12.5 s, moderate stereo width); ideal for title reveals, vehicle pass-bys and weapon swings.	0:12.5
307	DSGNWhsh_Steely Heavy Pressure Flyby Timber 12_ToneLoom_OrganicSynthesisVol2.wav	Steely Heavy Pressure Flyby Timber 12	Dark steely air whoosh, timber-flavoured with long build and medium hall decay. Tonal centre around C5. Delivered as 5 distinct takes in one file (14.5 s, expansive stereo field); ideal for motion graphics, title reveals and vehicle pass-bys.	0:14.5
308	DSGNWhsh_Steely Subsonic Tear Whoosh Hit Boulder 38_ToneLoom_OrganicSynthesisVol2.wav	Steely Subsonic Tear Whoosh Hit Boulder 38	Sub-Heavy steely air whoosh, boulder-flavoured with creeping onset and extended reverberant bloom. Tonal centre around G1. Delivered as 5 distinct takes in one file (23.9 s, moderate stereo width); ideal for weapon swings, vehicle pass-bys and camera moves.	0:23.9
309	DSGNWhsh_Steely Textured Passby Whoosh Boulder 58_ToneLoom_OrganicSynthesisVol2.wav	Steely Textured Passby Whoosh Boulder 58	Chest-Thumping steely air whoosh, boulder-flavoured with slow bloom and brief room tail. Tonal centre around F1. Delivered as 5 distinct takes in one file (13.7 s, moderate stereo width); ideal for weapon swings, title reveals and fast transitions.	0:13.7
310	DSGNWhsh_Steely Vortex Air Whoosh Boulder 55_ToneLoom_OrganicSynthesisVol2.wav	Steely Vortex Air Whoosh Boulder 55	Seismic steely air whoosh, boulder-flavoured with rising entry and brief room tail. Tonal centre around G#2. Delivered as 5 distinct takes in one file (14.7 s, wide stereo image); ideal for title reveals, weapon swings and camera moves.	0:14.7
311	DSGNWhsh_Sub-Heavy Bedrock Heavy Pressure Flyby 03_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Bedrock Heavy Pressure Flyby 03	Sub-Heavy clanging air whoosh, bedrock-flavoured with slow bloom and short natural decay. Tonal centre around G#1. Delivered as 5 distinct takes in one file (12.7 s, balanced stereo image); ideal for vehicle pass-bys, camera moves and title reveals.	0:12.7
312	DSGNWhsh_Sub-Heavy Bedrock Heavy Pressure Flyby 39_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Bedrock Heavy Pressure Flyby 39	Sub-Heavy steely air whoosh, bedrock-flavoured with long build and brief room tail. Tonal centre around G1. Delivered as 5 distinct takes in one file (12.5 s, balanced stereo image); ideal for weapon swings, camera moves and vehicle pass-bys.	0:12.5

#	File name	FX name	Description	Duration
313	DSGNWhsh_Sub-Heavy Bedrock Heavy Whoosh Hit 53_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Bedrock Heavy Whoosh Hit 53	Sub-Heavy metallic air whoosh, bedrock-flavoured with rising entry and medium hall decay. Tonal centre around G#1. Delivered as 5 distinct takes in one file (24.1 s, moderate stereo width); ideal for vehicle pass-bys, motion graphics and weapon swings.	0:24.1
314	DSGNWhsh_Sub-Heavy Bedrock Vortex Air Whoosh 19_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Bedrock Vortex Air Whoosh 19	Sub-Heavy clanging air whoosh, bedrock-flavoured with slow bloom and short natural decay. Tonal centre around A1. Delivered as 5 distinct takes in one file (14.4 s, natural stereo spread); ideal for vehicle pass-bys, camera moves and title reveals.	0:14.4
315	DSGNWhsh_Sub-Heavy Cast Iron Fire Ember Whoosh 16_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Cast Iron Fire Ember Whoosh 16	Sub-Heavy brazen air whoosh, cast iron-flavoured with creeping onset and short natural decay. Tonal centre around B1. Delivered as 5 distinct takes in one file (14.1 s, balanced stereo image); ideal for title reveals, camera moves and motion graphics.	0:14.1
316	DSGNWhsh_Sub-Heavy Concrete Air Whip Whoosh 33_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Concrete Air Whip Whoosh 33	Sub-Heavy forged air whoosh, concrete-flavoured with long build and short natural decay. Tonal centre around A1. Delivered as 5 distinct takes in one file (12.8 s, natural stereo spread); ideal for weapon swings, motion graphics and vehicle pass-bys.	0:12.8
317	DSGNWhsh_Subterranean Concrete Blade Passby 54_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Concrete Blade Passby 54	Subterranean clanging air whoosh, concrete-flavoured with rising entry and short controlled release. Tonal centre around E3. Delivered as 5 distinct takes in one file (12.9 s, moderate stereo width); ideal for fast transitions, title reveals and motion graphics.	0:12.9
318	DSGNWhsh_Subterranean Concrete Heavy Pressure Flyby 57_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Concrete Heavy Pressure Flyby 57	Subterranean steely air whoosh, concrete-flavoured with slow bloom and mid-length reverberant fade. Tonal centre around D#1. Delivered as 5 distinct takes in one file (11.9 s, wide stereo image); ideal for title reveals, fast transitions and camera moves.	0:11.9
319	DSGNWhsh_Subterranean Foundation Textured Passby Whoosh 40_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Foundation Textured Passby Whoosh 40	Subterranean iron-hard air whoosh, foundation-flavoured with long build and mid-length reverberant fade. Tonal centre around C3. Delivered as 5 distinct takes in one file (13.7 s, balanced stereo image); ideal for camera moves, motion graphics and fast transitions.	0:13.7
320	DSGNWhsh_Subterranean Granite Subsonic Tear Whoosh Hit 05_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Granite Subsonic Tear Whoosh Hit 05	Subterranean clanging air whoosh, granite-flavoured with long build and natural stage tail. Tonal centre around B1. Delivered as 5 distinct takes in one file (24.5 s, natural stereo spread); ideal for camera moves, weapon swings and fast transitions.	0:24.5
MAGElem Magic / Elemental (18)				
321	MAGElem_Brazen Spirit Renewal Bloom Anvil 18_ToneLoom_OrganicSynthesisVol2.wav	Brazen Spirit Renewal Bloom Anvil 18	Meaty brazen magic cast, anvil-flavoured with slow bloom and extended reverberant bloom. Tonal centre around F#6. Delivered as 5 distinct takes in one file (44.7 s, panoramic stereo width); ideal for elemental power, fantasy effects and mystical transitions.	0:44.7
322	MAGElem_Clanging Glacial Frost Shimmer Ice 25_ToneLoom_OrganicSynthesisVol2.wav	Clanging Glacial Frost Shimmer Ice 25	Sharp clanging magic cast, ice-flavoured with creeping onset and extended reverberant bloom. Tonal centre around E3. Delivered as 5 distinct takes in one file (43.9 s, ultra-wide immersive field); ideal for spell casting, elemental power and enchantments.	0:43.9
323	MAGElem_Clanging Healing Light Bloom Stone 13_ToneLoom_OrganicSynthesisVol2.wav	Clanging Healing Light Bloom Stone 13	Dark clanging magic cast, stone-flavoured with rising entry and ocean-length reverberant wash. Tonal centre around D2. Delivered as 5 distinct takes in one file (42.8 s, ultra-wide immersive field); ideal for fantasy effects, ability activations and enchantments.	0:42.8
324	MAGElem_Colossal Boulder Healing Light Bloom 23_ToneLoom_OrganicSynthesisVol2.wav	Colossal Boulder Healing Light Bloom 23	Colossal clanging magic cast, boulder-flavoured with rising entry and vast evolving tail. Tonal centre around B0. Delivered as 5 distinct takes in one file (42.6 s, ultra-wide immersive field); ideal for spell casting, ability activations and fantasy effects.	0:42.6
325	MAGElem_Dense Steel Celestial Shimmer Swell 40_ToneLoom_OrganicSynthesisVol2.wav	Dense Steel Celestial Shimmer Swell 40	Dense brazen magic cast, steel-flavoured with slow bloom and extended cinematic decay of several seconds. Tonal centre around F#5. Delivered as 5 distinct takes in one file (44.6 s, room-filling stereo spread); ideal for elemental power, enchantments and fantasy effects.	0:44.6
326	MAGElem_Focused Brass Glacial Frost Shimmer 05_ToneLoom_OrganicSynthesisVol2.wav	Focused Brass Glacial Frost Shimmer 05	Focused rough-edged magic cast, brass-flavoured with gradual swell-in and deep, lingering decay. Tonal centre around A6. Delivered as 5 distinct takes in one file (45.1 s, panoramic stereo width); ideal for spell casting, fantasy effects and enchantments.	0:45.1
327	MAGElem_Forged Spirit Renewal Bloom Oak 38_ToneLoom_OrganicSynthesisVol2.wav	Forged Spirit Renewal Bloom Oak 38	Heavy forged magic cast, oak-flavoured with slow bloom and deep, lingering decay. Tonal centre around A1. Delivered as 5 distinct takes in one file (42.6 s, room-filling stereo spread); ideal for ability activations, enchantments and fantasy effects.	0:42.6

#	File name	FX name	Description	Duration
328	MAGElem_Full-Bodied Brass Spirit Renewal Bloom 28_ToneLoom_OrganicSynthesisVol2.wav	Full-Bodied Brass Spirit Renewal Bloom 28	Full-Bodied clanging magic cast, brass-flavoured with long build and long cavernous tail. Tonal centre around C#2. Delivered as 5 distinct takes in one file (42.9 s, panoramic stereo width); ideal for enchantments, mystical transitions and ability activations.	0:42.9
329	MAGElem_Full-Bodied Sheet Metal Glacial Frost Shimmer 15_ToneLoom_OrganicSynthesisVol2.wav	Full-Bodied Sheet Metal Glacial Frost Shimmer 15	Full-Bodied clanging magic cast, sheet metal-flavoured with hard onset and long cavernous tail. Tonal centre around G#6. Delivered as 5 distinct takes in one file (42.4 s, ultra-wide immersive field); ideal for enchantments, fantasy effects and ability activations.	0:42.5
330	MAGElem_Heavy Stone Spirit Renewal Bloom 08_ToneLoom_OrganicSynthesisVol2.wav	Heavy Stone Spirit Renewal Bloom 08	Heavy metallic magic cast, stone-flavoured with slow bloom and deep, lingering decay. Tonal centre around F1. Delivered as 5 distinct takes in one file (43.3 s, ultra-wide immersive field); ideal for fantasy effects, elemental power and mystical transitions.	0:43.3
331	MAGElem_Iron-Hard Healing Light Bloom Rubber 21_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Healing Light Bloom Rubber 21	Focused iron-hard magic cast, rubber-flavoured with long build and deep, lingering decay. Tonal centre around C#2. Delivered as 5 distinct takes in one file (43.0 s, ultra-wide immersive field); ideal for ability activations, mystical transitions and spell casting.	0:43.0
332	MAGElem_Meaty Steel Healing Light Bloom 03_ToneLoom_OrganicSynthesisVol2.wav	Meaty Steel Healing Light Bloom 03	Meaty clanging magic cast, steel-flavoured with slow bloom and extended reverberant bloom. Tonal centre around C2. Delivered as 5 distinct takes in one file (43.4 s, panoramic stereo width); ideal for fantasy effects, enchantments and mystical transitions.	0:43.4
333	MAGElem_Muscular Rubber Celestial Shimmer Swell 20_ToneLoom_OrganicSynthesisVol2.wav	Muscular Rubber Celestial Shimmer Swell 20	Muscular iron-hard magic cast, rubber-flavoured with gradual swell-in and vast evolving tail. Tonal centre around D#5. Delivered as 5 distinct takes in one file (42.1 s, panoramic stereo width); ideal for spell casting, ability activations and elemental power.	0:42.1
334	MAGElem_Present Cable Celestial Shimmer Swell 10_ToneLoom_OrganicSynthesisVol2.wav	Present Cable Celestial Shimmer Swell 10	Present grainy magic cast, cable-flavoured with snapping transient and ocean-length reverberant wash. Tonal centre around A#6. Delivered as 5 distinct takes in one file (41.7 s, ultra-wide immersive field); ideal for elemental power, mystical transitions and ability activations.	0:41.7
335	MAGElem_Steely Glacial Frost Shimmer Ceramic 35_ToneLoom_OrganicSynthesisVol2.wav	Steely Glacial Frost Shimmer Ceramic 35	Crisp steely magic cast, ceramic-flavoured with long build and extended reverberant bloom. Tonal centre around A#6. Delivered as 5 distinct takes in one file (43.7 s, panoramic stereo width); ideal for enchantments, fantasy effects and ability activations.	0:43.7
336	MAGElem_Steely Glacial Frost Shimmer Rubber 31_ToneLoom_OrganicSynthesisVol2.wav	Steely Glacial Frost Shimmer Rubber 31	Present steely magic cast, rubber-flavoured with slow bloom and extended reverberant bloom. Tonal centre around D6. Delivered as 5 distinct takes in one file (43.4 s, panoramic stereo width); ideal for enchantments, spell casting and fantasy effects.	0:43.4
337	MAGElem_Steely Healing Light Bloom Concrete 33_ToneLoom_OrganicSynthesisVol2.wav	Steely Healing Light Bloom Concrete 33	Low-Slung steely magic cast, concrete-flavoured with rising entry and extended reverberant bloom. Tonal centre around D#1. Delivered as 5 distinct takes in one file (43.5 s, wide stereo image); ideal for enchantments, elemental power and fantasy effects.	0:43.5
338	MAGElem_Subterranean Foundation Celestial Shimmer Swell 30_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Foundation Celestial Shimmer Swell 30	Subterranean steely magic cast, foundation-flavoured with creeping onset and deep, lingering decay. Tonal centre around G#6. Delivered as 5 distinct takes in one file (43.6 s, panoramic stereo width); ideal for spell casting, ability activations and fantasy effects.	0:43.6
MAGSpel Magic / Spell (22)				
339	MAGSpel_Brazen Arcane Sigil Cast Leather 39_ToneLoom_OrganicSynthesisVol2.wav	Brazen Arcane Sigil Cast Leather 39	Present brazen magic cast, leather-flavoured with long build and deep, lingering decay. Tonal centre around B5. Delivered as 5 distinct takes in one file (42.4 s, expansive stereo field); ideal for elemental power, ability activations and spell casting.	0:42.4
340	MAGSpel_Brazen Elemental Surge Cast Sheet Metal 04_ToneLoom_OrganicSynthesisVol2.wav	Brazen Elemental Surge Cast Sheet Metal 04	Muscular brazen magic cast, sheet metal-flavoured with slow bloom and ocean-length reverberant wash. Tonal centre around D6. Delivered as 5 distinct takes in one file (43.9 s, wide stereo image); ideal for spell casting, enchantments and mystical transitions.	0:43.9
341	MAGSpel_Brazen Void Summoning Rise Boulder 12_ToneLoom_OrganicSynthesisVol2.wav	Brazen Void Summoning Rise Boulder 12	Seismic brazen magic cast, boulder-flavoured with rising entry and natural stage tail. Tonal centre around A2. Delivered as 5 distinct takes in one file (43.2 s, wide stereo image); ideal for ability activations, elemental power and fantasy effects.	0:43.2
342	MAGSpel_Chest-Thumping Cast Iron Void Summoning Rise 16_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Cast Iron Void Summoning Rise 16	Chest-Thumping steely magic cast, cast iron-flavoured with creeping onset and mid-length reverberant fade. Tonal centre around A#4. Delivered as 5 distinct takes in one file (43.8 s, broad, enveloping spread); ideal for ability activations, elemental power and spell casting.	0:43.8

#	File name	FX name	Description	Duration
343	MAGSpel_Clanging Arcane Sigil Cast Hull Plate 09_ToneLoom_OrganicSynthesisVol2.wav	Clanging Arcane Sigil Cast Hull Plate 09	Heavy clanging magic cast, hull plate-flavoured with rising entry and ocean-length reverberant wash. Tonal centre around F#6. Delivered as 5 distinct takes in one file (41.8 s, expansive stereo field); ideal for spell casting, elemental power and fantasy effects.	0:41.8
344	MAGSpel_Crisp Ice Elemental Surge Cast 24_ToneLoom_OrganicSynthesisVol2.wav	Crisp Ice Elemental Surge Cast 24	Crisp brazen magic cast, ice-flavoured with rising entry and vast evolving tail. Tonal centre around F#6. Delivered as 5 distinct takes in one file (42.4 s, wide stereo image); ideal for mystical transitions, ability activations and enchantments.	0:42.4
345	MAGSpel_Metallic Ancient Gate Summon Granite 07_ToneLoom_OrganicSynthesisVol2.wav	Metallic Ancient Gate Summon Granite 07	Low-Slung metallic magic cast, granite-flavoured with long build and medium hall decay. Tonal centre around C6. Delivered as 5 distinct takes in one file (41.5 s, wide stereo image); ideal for spell casting, mystical transitions and ability activations.	0:41.5
346	MAGSpel_Muscular Rubber Arcane Sigil Cast 19_ToneLoom_OrganicSynthesisVol2.wav	Muscular Rubber Arcane Sigil Cast 19	Muscular brazen magic cast, rubber-flavoured with rising entry and extended cinematic decay of several seconds. Tonal centre around A#1. Delivered as 5 distinct takes in one file (43.2 s, wide stereo image); ideal for spell casting, mystical transitions and enchantments.	0:43.2
347	MAGSpel_Muscular Sheet Metal Arcane Sigil Cast 29_ToneLoom_OrganicSynthesisVol2.wav	Muscular Sheet Metal Arcane Sigil Cast 29	Muscular iron-hard magic cast, sheet metal-flavoured with rising entry and ocean-length reverberant wash. Tonal centre around A5. Delivered as 5 distinct takes in one file (43.3 s, expansive stereo field); ideal for mystical transitions, enchantments and elemental power.	0:43.3
348	MAGSpel_Seismic Cast Iron Ancient Gate Summon 17_ToneLoom_OrganicSynthesisVol2.wav	Seismic Cast Iron Ancient Gate Summon 17	Seismic brazen magic cast, cast iron-flavoured with rising entry and natural stage tail. Tonal centre around F6. Delivered as 5 distinct takes in one file (43.6 s, wide stereo image); ideal for elemental power, mystical transitions and enchantments.	0:43.6
349	MAGSpel_Sharp Glass Dark Occult Curse 01_ToneLoom_OrganicSynthesisVol2.wav	Sharp Glass Dark Occult Curse 01	Sharp forged magic cast, glass-flavoured with rising entry and extended cinematic decay of several seconds. Tonal centre around A1. Delivered as 5 distinct takes in one file (43.9 s, balanced stereo image); ideal for fantasy effects, elemental power and ability activations.	0:43.9
350	MAGSpel_Solid Cable Elemental Surge Cast 26_ToneLoom_OrganicSynthesisVol2.wav	Solid Cable Elemental Surge Cast 26	Solid iron-hard magic cast, cable-flavoured with rising entry and extended cinematic decay of several seconds. Tonal centre around B4. Delivered as 5 distinct takes in one file (41.6 s, expansive stereo field); ideal for elemental power, fantasy effects and ability activations.	0:41.6
351	MAGSpel_Steely Ancient Gate Summon Cast Iron 27_ToneLoom_OrganicSynthesisVol2.wav	Steely Ancient Gate Summon Cast Iron 27	Sub-Heavy steely magic cast, cast iron-flavoured with rising entry and long cavernous tail. Tonal centre around A#4. Delivered as 5 distinct takes in one file (43.9 s, wide stereo image); ideal for elemental power, spell casting and mystical transitions.	0:43.9
352	MAGSpel_Steely Elemental Surge Cast Stone 14_ToneLoom_OrganicSynthesisVol2.wav	Steely Elemental Surge Cast Stone 14	Meaty steely magic cast, stone-flavoured with creeping onset and vast evolving tail. Tonal centre around C#6. Delivered as 5 distinct takes in one file (43.1 s, broad, enveloping spread); ideal for spell casting, ability activations and elemental power.	0:43.1
353	MAGSpel_Sub-Heavy Concrete Dark Occult Curse 06_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Concrete Dark Occult Curse 06	Sub-Heavy metallic magic cast, concrete-flavoured with rising entry and medium hall decay. Tonal centre around C2. Delivered as 5 distinct takes in one file (43.6 s, natural stereo spread); ideal for enchantments, mystical transitions and fantasy effects.	0:43.6
354	MAGSpel_Sub-Heavy Granite Dark Occult Curse 11_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Granite Dark Occult Curse 11	Sub-Heavy clanging magic cast, granite-flavoured with tight onset and vast evolving tail. Tonal centre around C#2. Delivered as 5 distinct takes in one file (43.0 s, balanced stereo image); ideal for mystical transitions, ability activations and spell casting.	0:43.0
355	MAGSpel_Subterranean Boulder Shadow Binding Curse 36_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Boulder Shadow Binding Curse 36	Subterranean clanging magic cast, boulder-flavoured with long build and medium hall decay. Tonal centre around D2. Delivered as 5 distinct takes in one file (42.1 s, natural stereo spread); ideal for spell casting, fantasy effects and ability activations.	0:42.1
356	MAGSpel_Subterranean Boulder Void Summoning Rise 02_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Boulder Void Summoning Rise 02	Subterranean iron-hard magic cast, boulder-flavoured with slow bloom and mid-length reverberant fade. Tonal centre around G3. Delivered as 5 distinct takes in one file (42.5 s, broad, enveloping spread); ideal for elemental power, enchantments and mystical transitions.	0:42.5
357	MAGSpel_Subterranean Cast Iron Ancient Gate Summon 37_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Cast Iron Ancient Gate Summon 37	Subterranean steely magic cast, cast iron-flavoured with slow bloom and mid-length reverberant fade. Tonal centre around D#4. Delivered as 5 distinct takes in one file (44.1 s, wide stereo image); ideal for elemental power, enchantments and mystical transitions.	0:44.1

#	File name	FX name	Description	Duration
358	MAGSpel_Subterranean Concrete Void Summoning Rise 32_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Concrete Void Summoning Rise 32	Subterranean brazen magic cast, concrete-flavoured with creeping onset and natural stage tail. Tonal centre around A#4. Delivered as 5 distinct takes in one file (43.0 s, wide stereo image); ideal for ability activations, fantasy effects and spell casting.	0:43.0
359	MAGSpel_Thick Stone Void Summoning Rise 22_ToneLoom_OrganicSynthesisVol2.wav	Thick Stone Void Summoning Rise 22	Thick steely magic cast, stone-flavoured with slow bloom and natural stage tail. Tonal centre around E3. Delivered as 5 distinct takes in one file (42.8 s, broad, enveloping spread); ideal for elemental power, spell casting and fantasy effects.	0:42.8
360	MAGSpel_Weighty Steel Elemental Surge Cast 34_ToneLoom_OrganicSynthesisVol2.wav	Weighty Steel Elemental Surge Cast 34	Weighty clanging magic cast, steel-flavoured with rising entry and vast evolving tail. Tonal centre around D6. Delivered as 5 distinct takes in one file (42.8 s, ultra-wide immersive field); ideal for enchantments, fantasy effects and mystical transitions.	0:42.8
MUSCChor Musical / Choral (8)				
361	MUSCChor_Chest-Thumping Granite Dark Choir Vowel Hit 06_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Granite Dark Choir Vowel Hit 06	Chest-Thumping iron-hard tonal trailer hit, granite-flavoured with rising entry and vast evolving tail. Tonal centre around F#1. Delivered as 5 distinct takes in one file (38.2 s, room-filling stereo spread); ideal for hybrid layering, weapon layers and sci-fi sound design.	0:38.2
362	MUSCChor_Clanging Dark Choir Vowel Hit Granite 19_ToneLoom_OrganicSynthesisVol2.wav	Clanging Dark Choir Vowel Hit Granite 19	Chest-Thumping clanging tonal trailer hit, granite-flavoured with creeping onset and extended cinematic decay of several seconds. Tonal centre around E1. Delivered as 5 distinct takes in one file (38.5 s, room-filling stereo spread); ideal for hybrid layering, cinematic design and weapon layers.	0:38.5
363	MUSCChor_Colossal Boulder Dark Choir Vowel Hit 18_ToneLoom_OrganicSynthesisVol2.wav	Colossal Boulder Dark Choir Vowel Hit 18	Colossal brazen tonal trailer hit, boulder-flavoured with rising entry and extended cinematic decay of several seconds. Tonal centre around F1. Delivered as 5 distinct takes in one file (39.5 s, expansive stereo field); ideal for sci-fi sound design, power-ups and hybrid layering.	0:39.5
364	MUSCChor_Forged Dark Choir Vowel Hit Cast Iron 23_ToneLoom_OrganicSynthesisVol2.wav	Forged Dark Choir Vowel Hit Cast Iron 23	Chest-Thumping forged tonal trailer hit, cast iron-flavoured with long build and ocean-length reverberant wash. Tonal centre around B2. Delivered as 5 distinct takes in one file (36.4 s, panoramic stereo width); ideal for power-ups, cinematic design and hybrid layering.	0:36.4
365	MUSCChor_Metallic Dark Choir Vowel Hit Bedrock 20_ToneLoom_OrganicSynthesisVol2.wav	Metallic Dark Choir Vowel Hit Bedrock 20	Colossal metallic tonal trailer hit, bedrock-flavoured with creeping onset and vast evolving tail. Tonal centre around G1. Delivered as 5 distinct takes in one file (37.2 s, expansive stereo field); ideal for sci-fi sound design, power-ups and mechanisms.	0:37.2
366	MUSCChor_Metallic Dark Choir Vowel Hit Foundation 35_ToneLoom_OrganicSynthesisVol2.wav	Metallic Dark Choir Vowel Hit Foundation 35	Chest-Thumping metallic tonal trailer hit, foundation-flavoured with creeping onset and extended cinematic decay of several seconds. Tonal centre around G1. Delivered as 5 distinct takes in one file (40.0 s, broad, enveloping spread); ideal for mechanisms, sci-fi sound design and hybrid layering.	0:40.0
367	MUSCChor_Subterranean Cast Iron Dark Choir Vowel Hit 08_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Cast Iron Dark Choir Vowel Hit 08	Subterranean metallic tonal trailer hit, cast iron-flavoured with rising entry and extended reverberant bloom. Tonal centre around A1. Delivered as 5 distinct takes in one file (34.1 s, expansive stereo field); ideal for sci-fi sound design, hybrid layering and weapon layers.	0:34.1
368	MUSCChor_Subterranean Foundation Dark Choir Vowel Hit 01_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Foundation Dark Choir Vowel Hit 01	Subterranean brazen tonal trailer hit, foundation-flavoured with long build and vast evolving tail. Tonal centre around G#1. Delivered as 5 distinct takes in one file (40.3 s, ultra-wide immersive field); ideal for sci-fi sound design, mechanisms and power-ups.	0:40.3
MUSCStr Musical / Stringed (6)				
369	MUSCStr_Brazen Low Struck Strings Hit Boulder 04_ToneLoom_OrganicSynthesisVol2.wav	Brazen Low Struck Strings Hit Boulder 04	Sub-Heavy brazen tonal trailer hit, boulder-flavoured with slow bloom and ocean-length reverberant wash. Tonal centre around D#1. Delivered as 5 distinct takes in one file (38.4 s, ultra-wide immersive field); ideal for hybrid layering, mechanisms and power-ups.	0:38.4
370	MUSCStr_Chest-Thumping Bedrock Low Struck Strings Hit 25_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Bedrock Low Struck Strings Hit 25	Chest-Thumping forged tonal trailer hit, bedrock-flavoured with rising entry and vast evolving tail. Tonal centre around D#3. Delivered as 5 distinct takes in one file (36.0 s, wide stereo image); ideal for hybrid layering, weapon layers and mechanisms.	0:36.0
371	MUSCStr_Clanging Low Struck Strings Hit Concrete 34_ToneLoom_OrganicSynthesisVol2.wav	Clanging Low Struck Strings Hit Concrete 34	Colossal clanging tonal trailer hit, concrete-flavoured with creeping onset and extended reverberant bloom. Tonal centre around A1. Delivered as 5 distinct takes in one file (33.4 s, balanced stereo image); ideal for power-ups, weapon layers and hybrid layering.	0:33.4

#	File name	FX name	Description	Duration
372	MUSCStr_Colossal Foundation Low Struck Strings Hit 03_ToneLoom_OrganicSynthesisVol2.wav	Colossal Foundation Low Struck Strings Hit 03	Colossal iron-hard tonal trailer hit, foundation-flavoured with long build and ocean-length reverberant wash. Tonal centre around D1. Delivered as 5 distinct takes in one file (38.1 s, expansive stereo field); ideal for power-ups, hybrid layering and cinematic design.	0:38.1
373	MUSCStr_Forged Low Struck Strings Hit Foundation 05_ToneLoom_OrganicSynthesisVol2.wav	Forged Low Struck Strings Hit Foundation 05	Seismic forged tonal trailer hit, foundation-flavoured with slow bloom and vast evolving tail. Tonal centre around A#4. Delivered as 5 distinct takes in one file (41.0 s, ultra-wide immersive field); ideal for sci-fi sound design, cinematic design and weapon layers.	0:41.0
374	MUSCStr_Low-Slung Bedrock Low Struck Strings Hit 24_ToneLoom_OrganicSynthesisVol2.wav	Low-Slung Bedrock Low Struck Strings Hit 24	Low-Slung steely tonal trailer hit, bedrock-flavoured with creeping onset and extended cinematic decay of several seconds. Tonal centre around D#1. Delivered as 5 distinct takes in one file (39.0 s, panoramic stereo width); ideal for sci-fi sound design, hybrid layering and power-ups.	0:39.0
MUSCTnprc Musical / Percussion Tuned (1)				
375	MUSCTnprc_Metallic Tuned Taiko Slam Granite 17_ToneLoom_OrganicSynthesisVol2.wav	Metallic Tuned Taiko Slam Granite 17	Sub-Heavy metallic tonal trailer hit, granite-flavoured with rising entry and ocean-length reverberant wash. Tonal centre around F1. Delivered as 5 distinct takes in one file (39.3 s, ultra-wide immersive field); ideal for weapon layers, mechanisms and hybrid layering.	0:39.3
SCIWeap Scifi / Weapon (20)				
376	SCIWeap_Brazen Hyper-Velocity Ion Beam Boulder 12_ToneLoom_OrganicSynthesisVol2.wav	Brazen Hyper-Velocity Ion Beam Boulder 12	Subterranean brazen sci-fi weapon shot, boulder-flavoured with rising entry and natural stage tail. Tonal centre around D#1. Delivered as 5 distinct takes in one file (25.3 s, moderate stereo width); ideal for futuristic gunfire, sci-fi weapons and space combat.	0:25.3
377	SCIWeap_Brazen particle Pulse Scatter Bedrock 02_ToneLoom_OrganicSynthesisVol2.wav	Brazen particle Pulse Scatter Bedrock 02	Chest-Thumping brazen sci-fi weapon shot, bedrock-flavoured with rising entry and medium hall decay. Tonal centre around D1. Delivered as 5 distinct takes in one file (26.3 s, wide stereo image); ideal for futuristic gunfire, power-up fire and game weapon design.	0:26.3
378	SCIWeap_Chest-Thumping Cast Iron Gauss Heavy Breach Shot 07_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Cast Iron Gauss Heavy Breach Shot 07	Chest-Thumping forged sci-fi weapon shot, cast iron-flavoured with long build and natural stage tail. Tonal centre around C1. Delivered as 5 distinct takes in one file (26.7 s, broad, enveloping spread); ideal for energy shots, space combat and game weapon design.	0:26.7
379	SCIWeap_Chest-Thumping Concrete particle Pulse Scatter 19_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Concrete particle Pulse Scatter 19	Chest-Thumping forged sci-fi weapon shot, concrete-flavoured with soft onset and long cavernous tail. Tonal centre around D1. Delivered as 5 distinct takes in one file (26.1 s, broad, enveloping spread); ideal for sci-fi weapons, game weapon design and power-up fire.	0:26.1
380	SCIWeap_Clanging particle Pulse Scatter Cast Iron 16_ToneLoom_OrganicSynthesisVol2.wav	Clanging particle Pulse Scatter Cast Iron 16	Low-Slung clanging sci-fi weapon shot, cast iron-flavoured with slow bloom and natural stage tail. Tonal centre around C1. Delivered as 5 distinct takes in one file (26.0 s, wide stereo image); ideal for futuristic gunfire, energy shots and game weapon design.	0:26.0
381	SCIWeap_Colossal Bedrock Electromagnetic Railgun 10_ToneLoom_OrganicSynthesisVol2.wav	Colossal Bedrock Electromagnetic Railgun 10	Colossal forged sci-fi weapon shot, bedrock-flavoured with slow bloom and extended reverberant bloom. Tonal centre around D#1. Delivered as 5 distinct takes in one file (26.2 s, expansive stereo field); ideal for power-up fire, game weapon design and energy shots.	0:26.2
382	SCIWeap_Colossal Bedrock Electromagnetic Railgun 13_ToneLoom_OrganicSynthesisVol2.wav	Colossal Bedrock Electromagnetic Railgun 13	Colossal steely sci-fi weapon shot, bedrock-flavoured with creeping onset and mid-length reverberant fade. Tonal centre around G1. Delivered as 5 distinct takes in one file (25.1 s, natural stereo spread); ideal for game weapon design, futuristic gunfire and power-up fire.	0:25.1
383	SCIWeap_Focused Rubber Gauss Heavy Breach Shot 09_ToneLoom_OrganicSynthesisVol2.wav	Focused Rubber Gauss Heavy Breach Shot 09	Focused clanging sci-fi weapon shot, rubber-flavoured with slow bloom and mid-length reverberant fade. Tonal centre around D1. Delivered as 5 distinct takes in one file (25.6 s, broad, enveloping spread); ideal for futuristic gunfire, game weapon design and sci-fi weapons.	0:25.6
384	SCIWeap_Forged Hyper-Velocity Ion Beam Foundation 04_ToneLoom_OrganicSynthesisVol2.wav	Forged Hyper-Velocity Ion Beam Foundation 04	Sub-Heavy forged sci-fi weapon shot, foundation-flavoured with rising entry and natural stage tail. Tonal centre around C#2. Delivered as 5 distinct takes in one file (27.0 s, balanced stereo image); ideal for futuristic gunfire, space combat and power-up fire.	0:27.0
385	SCIWeap_Forged ion Arc Discharge Foundation 06_ToneLoom_OrganicSynthesisVol2.wav	Forged ion Arc Discharge Foundation 06	Sub-Heavy forged sci-fi weapon shot, foundation-flavoured with long build and mid-length reverberant fade. Tonal centre around E1. Delivered as 5 distinct takes in one file (25.8 s, broad, enveloping spread); ideal for power-up fire, sci-fi weapons and space combat.	0:25.8

#	File name	FX name	Description	Duration
386	SCIWeap_Forged Plasma Coil Accelerator Bedrock 05_ToneLoom_OrganicSynthesisVol2.wav	Forged Plasma Coil Accelerator Bedrock 05	Sub-Heavy forged sci-fi weapon shot, bedrock-flavoured with snapping transient and long cavernous tail. Tonal centre around F1. Delivered as 5 distinct takes in one file (24.9 s, expansive stereo field); ideal for futuristic gunfire, energy shots and game weapon design.	0:24.9
387	SCIWeap_Iron-Hard Gauss Heavy Breach Shot Bedrock 03_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Gauss Heavy Breach Shot Bedrock 03	Low-Slung iron-hard sci-fi weapon shot, bedrock-flavoured with creeping onset and medium hall decay. Tonal centre around E1. Delivered as 5 distinct takes in one file (25.8 s, moderate stereo width); ideal for energy shots, futuristic gunfire and game weapon design.	0:25.8
388	SCIWeap_Iron-Hard Gauss Heavy Breach Shot Bedrock 20_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Gauss Heavy Breach Shot Bedrock 20	Low-Slung iron-hard sci-fi weapon shot, bedrock-flavoured with long build and natural stage tail. Tonal centre around B0. Delivered as 5 distinct takes in one file (25.9 s, balanced stereo image); ideal for game weapon design, energy shots and power-up fire.	0:25.9
389	SCIWeap_Iron-Hard photon Beam Sniper Bedrock 18_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard photon Beam Sniper Bedrock 18	Seismic iron-hard sci-fi weapon shot, bedrock-flavoured with long build and natural stage tail. Tonal centre around C#2. Delivered as 5 distinct takes in one file (25.9 s, broad, enveloping spread); ideal for game weapon design, sci-fi weapons and power-up fire.	0:25.9
390	SCIWeap_Steely Electromagnetic Railgun Sheet Metal 11_ToneLoom_OrganicSynthesisVol2.wav	Steely Electromagnetic Railgun Sheet Metal 11	Present steely sci-fi weapon shot, sheet metal-flavoured with long build and mid-length reverberant fade. Tonal centre around C1. Delivered as 5 distinct takes in one file (25.1 s, natural stereo spread); ideal for space combat, power-up fire and game weapon design.	0:25.1
391	SCIWeap_Steely ion Arc Discharge Cast Iron 15_ToneLoom_OrganicSynthesisVol2.wav	Steely ion Arc Discharge Cast Iron 15	Sub-Heavy steely sci-fi weapon shot, cast iron-flavoured with creeping onset and medium hall decay. Tonal centre around B0. Delivered as 5 distinct takes in one file (26.4 s, natural stereo spread); ideal for energy shots, sci-fi weapons and futuristic gunfire.	0:26.4
392	SCIWeap_Sub-Heavy Bedrock particle Pulse Scatter 14_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Bedrock particle Pulse Scatter 14	Sub-Heavy iron-hard sci-fi weapon shot, bedrock-flavoured with rising entry and natural stage tail. Tonal centre around D#1. Delivered as 5 distinct takes in one file (25.1 s, moderate stereo width); ideal for sci-fi weapons, game weapon design and space combat.	0:25.1
393	SCIWeap_Sub-Heavy Bedrock photon Beam Sniper 08_ToneLoom_OrganicSynthesisVol2.wav	Sub-Heavy Bedrock photon Beam Sniper 08	Sub-Heavy brazen sci-fi weapon shot, bedrock-flavoured with long build and mid-length reverberant fade. Tonal centre around D#1. Delivered as 5 distinct takes in one file (25.2 s, moderate stereo width); ideal for futuristic gunfire, space combat and energy shots.	0:25.2
394	SCIWeap_Subterranean Boulder Gauss Heavy Breach Shot 17_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Boulder Gauss Heavy Breach Shot 17	Subterranean forged sci-fi weapon shot, boulder-flavoured with creeping onset and natural stage tail. Tonal centre around C#2. Delivered as 5 distinct takes in one file (26.4 s, broad, enveloping spread); ideal for energy shots, space combat and futuristic gunfire.	0:26.4
395	SCIWeap_Subterranean Foundation photon Beam Sniper 01_ToneLoom_OrganicSynthesisVol2.wav	Subterranean Foundation photon Beam Sniper 01	Subterranean iron-hard sci-fi weapon shot, foundation-flavoured with long build and natural stage tail. Tonal centre around C#2. Delivered as 5 distinct takes in one file (26.2 s, broad, enveloping spread); ideal for power-up fire, sci-fi weapons and space combat.	0:26.2
UIAlert User Interface / Alert (31)				
396	UIAlert_Articulate Foil Critical Warning Alarm 01_ToneLoom_OrganicSynthesisVol2.wav	Articulate Foil Critical Warning Alarm 01	Articulate grinding interface sound, foil-flavoured with instant attack and extended reverberant bloom. Tonal centre around D6. Delivered as 5 distinct takes in one file (17.5 s, room-filling stereo spread); ideal for notifications, app interfaces and game menus.	0:17.5
397	UIAlert_Brazen Access Denied Buzz Stone 09_ToneLoom_OrganicSynthesisVol2.wav	Brazen Access Denied Buzz Stone 09	Dark brazen interface sound, stone-flavoured with creeping onset and natural stage tail. Tonal centre around D2. Delivered as 5 distinct takes in one file (11.7 s, moderate stereo width); ideal for reward cues, app interfaces and game menus.	0:11.7
398	UIAlert_Brazen Incoming Notification Brass 51_ToneLoom_OrganicSynthesisVol2.wav	Brazen Incoming Notification Brass 51	Solid brazen interface sound, brass-flavoured with long build and brief room tail. Tonal centre around F#6. Delivered as 5 distinct takes in one file (8.5 s, natural stereo spread); ideal for interactive feedback, game menus and app interfaces.	0:08.5
399	UIAlert_Brazen Unlock Confirm Tone Steel 35_ToneLoom_OrganicSynthesisVol2.wav	Brazen Unlock Confirm Tone Steel 35	Weighty brazen interface sound, steel-flavoured with creeping onset and quick ambient release. Tonal centre around F2. Delivered as 5 distinct takes in one file (12.8 s, expansive stereo field); ideal for HUD feedback, interactive feedback and game menus.	0:12.8
400	UIAlert_Buzzing Critical Warning Alarm Filament 37_ToneLoom_OrganicSynthesisVol2.wav	Buzzing Critical Warning Alarm Filament 37	Glassy buzzing interface sound, filament-flavoured with rising entry and deep, lingering decay. Tonal centre around G6. Delivered as 5 distinct takes in one file (17.3 s, room-filling stereo spread); ideal for notifications, reward cues and app interfaces.	0:17.3

#	File name	FX name	Description	Duration
401	UIAlert_Buzzing Proximity Alarm Loop Crystal 28_ToneLoom_OrganicSynthesisVol2.wav	Buzzing Proximity Alarm Loop Crystal 28	Crisp buzzing interface sound, crystal-flavoured with creeping onset and close, dry finish. Tonal centre around B6. Delivered as 5 distinct takes in one file (17.6 s, panoramic stereo width); ideal for HUD feedback, reward cues and interactive feedback.	0:17.6
402	UIAlert_Chest-Thumping Granite Invalid Code Error 54_ToneLoom_OrganicSynthesisVol2.wav	Chest-Thumping Granite Invalid Code Error 54	Chest-Thumping growling interface sound, granite-flavoured with rising entry and medium hall decay. Tonal centre around B1. Delivered as 5 distinct takes in one file (17.2 s, natural stereo spread); ideal for game menus, notifications and app interfaces.	0:17.2
403	UIAlert_Churning Proximity Alarm Loop Foil 46_ToneLoom_OrganicSynthesisVol2.wav	Churning Proximity Alarm Loop Foil 46	Crisp churning interface sound, foil-flavoured with hard onset and deep, lingering decay. Tonal centre around D6. Delivered as 5 distinct takes in one file (17.6 s, room-filling stereo spread); ideal for interactive feedback, reward cues and HUD feedback.	0:17.6
404	UIAlert_Focused Aluminium Incoming Notification 33_ToneLoom_OrganicSynthesisVol2.wav	Focused Aluminium Incoming Notification 33	Focused iron-hard interface sound, aluminium-flavoured with rounded attack and quick ambient release. Tonal centre around F#6. Delivered as 5 distinct takes in one file (8.5 s, balanced stereo image); ideal for reward cues, game menus and notifications.	0:08.5
405	UIAlert_Forged Access Granted Chime Leather 26_ToneLoom_OrganicSynthesisVol2.wav	Forged Access Granted Chime Leather 26	Full-Bodied forged interface sound, leather-flavoured with long build and brief room tail. Tonal centre around E5. Delivered as 5 distinct takes in one file (12.9 s, broad, enveloping spread); ideal for interactive feedback, reward cues and HUD feedback.	0:12.9
406	UIAlert_Forged Message Receive Ping Ice 24_ToneLoom_OrganicSynthesisVol2.wav	Forged Message Receive Ping Ice 24	Articulate forged interface sound, ice-flavoured with long build and brief room tail. Tonal centre around C6. Delivered as 5 distinct takes in one file (8.4 s, natural stereo spread); ideal for interactive feedback, game menus and reward cues.	0:08.4
407	UIAlert_Grinding Invalid Code Error Bedrock 18_ToneLoom_OrganicSynthesisVol2.wav	Grinding Invalid Code Error Bedrock 18	Seismic grinding interface sound, bedrock-flavoured with creeping onset and natural stage tail. Tonal centre around F#1. Delivered as 5 distinct takes in one file (17.5 s, moderate stereo width); ideal for app interfaces, notifications and interactive feedback.	0:17.5
408	UIAlert_Gritty Critical Warning Alarm Vapor 19_ToneLoom_OrganicSynthesisVol2.wav	Gritty Critical Warning Alarm Vapor 19	Glassy gritty interface sound, vapor-flavoured with hard onset and mid-length reverberant fade. Tonal centre around D6. Delivered as 5 distinct takes in one file (16.9 s, room-filling stereo spread); ideal for notifications, game menus and HUD feedback.	0:16.9
409	UIAlert_Growling Proximity Alarm Loop Ice 10_ToneLoom_OrganicSynthesisVol2.wav	Growling Proximity Alarm Loop Ice 10	Lean growling interface sound, ice-flavoured with hard onset and long cavernous tail. Tonal centre around F6. Delivered as 5 distinct takes in one file (17.5 s, room-filling stereo spread); ideal for reward cues, game menus and notifications.	0:17.5
410	UIAlert_Growling Soft Popup Pop Anvil 20_ToneLoom_OrganicSynthesisVol2.wav	Growling Soft Popup Pop Anvil 20	Heavy growling interface sound, anvil-flavoured with slow bloom and close, dry finish. Tonal centre around F#5. Delivered as 5 distinct takes in one file (6.9 s, focused near-mono image); ideal for interactive feedback, HUD feedback and notifications.	0:06.9
411	UIAlert_Heavy Steel Soft Popup Pop 02_ToneLoom_OrganicSynthesisVol2.wav	Heavy Steel Soft Popup Pop 02	Heavy brazen interface sound, steel-flavoured with fast attack and short controlled release. Tonal centre around G6. Delivered as 5 distinct takes in one file (7.1 s, focused near-mono image); ideal for notifications, HUD feedback and game menus.	0:07.1
412	UIAlert_Iron-Hard Access Denied Buzz Steel 45_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Access Denied Buzz Steel 45	Dense iron-hard interface sound, steel-flavoured with creeping onset and quick ambient release. Tonal centre around D#3. Delivered as 5 distinct takes in one file (11.6 s, natural stereo spread); ideal for game menus, HUD feedback and interactive feedback.	0:11.6
413	UIAlert_Iron-Hard Incoming Notification Sheet Metal 15_ToneLoom_OrganicSynthesisVol2.wav	Iron-Hard Incoming Notification Sheet Metal 15	Full-Bodied iron-hard interface sound, sheet metal-flavoured with long build and quick ambient release. Tonal centre around F#6. Delivered as 5 distinct takes in one file (8.2 s, moderate stereo width); ideal for game menus, interactive feedback and HUD feedback.	0:08.2
414	UIAlert_Lean Ceramic Soft Popup Pop 38_ToneLoom_OrganicSynthesisVol2.wav	Lean Ceramic Soft Popup Pop 38	Lean churning interface sound, ceramic-flavoured with creeping onset and short controlled release. Tonal centre around F#5. Delivered as 5 distinct takes in one file (6.8 s, focused near-mono image); ideal for notifications, HUD feedback and app interfaces.	0:06.8
415	UIAlert_Metallic Bubble Popup Aluminium 47_ToneLoom_OrganicSynthesisVol2.wav	Metallic Bubble Popup Aluminium 47	Focused metallic interface sound, aluminium-flavoured with gentle entry and tight dry decay. Tonal centre around G#6. Delivered as 5 distinct takes in one file (6.8 s, centered, punchy image); ideal for app interfaces, notifications and HUD feedback.	0:06.8

#	File name	FX name	Description	Duration
416	UIAlert_Metallic Invalid Code Error Concrete 36_ToneLoom_OrganicSynthesisVol2.wav	Metallic Invalid Code Error Concrete 36	Colossal metallic interface sound, concrete-flavoured with soft onset and close, dry finish. Tonal centre around D#2. Delivered as 5 distinct takes in one file (17.5 s, natural stereo spread); ideal for reward cues, game menus and HUD feedback.	0:17.5
417	UIAlert_Metallic Unlock Confirm Tone Aluminium 53_ToneLoom_OrganicSynthesisVol2.wav	Metallic Unlock Confirm Tone Aluminium 53	Full-Bodied metallic interface sound, aluminium-flavoured with creeping onset and quick ambient release. Tonal centre around B5. Delivered as 5 distinct takes in one file (12.7 s, expansive stereo field); ideal for app interfaces, notifications and game menus.	0:12.7
418	UIAlert_Metallic Unlock Confirm Tone Leather 17_ToneLoom_OrganicSynthesisVol2.wav	Metallic Unlock Confirm Tone Leather 17	Full-Bodied metallic interface sound, leather-flavoured with long build and brief room tail. Tonal centre around G5. Delivered as 5 distinct takes in one file (12.4 s, broad, enveloping spread); ideal for app interfaces, reward cues and notifications.	0:12.4
419	UIAlert_Muscular Sheet Metal Access Granted Chime 08_ToneLoom_OrganicSynthesisVol2.wav	Muscular Sheet Metal Access Granted Chime 08	Muscular steely interface sound, sheet metal-flavoured with long build and mid-length reverberant fade. Tonal centre around F#2. Delivered as 5 distinct takes in one file (12.3 s, expansive stereo field); ideal for reward cues, interactive feedback and notifications.	0:12.3
420	UIAlert_Silvery Frost Critical Warning Alarm 55_ToneLoom_OrganicSynthesisVol2.wav	Silvery Frost Critical Warning Alarm 55	Silvery singing interface sound, frost-flavoured with snapping transient and long cavernous tail. Tonal centre around C#6. Delivered as 5 distinct takes in one file (17.5 s, ultra-wide immersive field); ideal for app interfaces, game menus and notifications.	0:17.5
421	UIAlert_Solid Leather Access Granted Chime 44_ToneLoom_OrganicSynthesisVol2.wav	Solid Leather Access Granted Chime 44	Solid steely interface sound, leather-flavoured with long build and quick ambient release. Tonal centre around F6. Delivered as 5 distinct takes in one file (12.8 s, broad, enveloping spread); ideal for game menus, reward cues and HUD feedback.	0:12.8
422	UIAlert_Steely Message Receive Ping Aluminium 42_ToneLoom_OrganicSynthesisVol2.wav	Steely Message Receive Ping Aluminium 42	Muscular steely interface sound, aluminium-flavoured with creeping onset and quick ambient release. Tonal centre around F#6. Delivered as 5 distinct takes in one file (8.5 s, natural stereo spread); ideal for game menus, reward cues and app interfaces.	0:08.5
423	UIAlert_Steely Message Receive Ping Rubber 06_ToneLoom_OrganicSynthesisVol2.wav	Steely Message Receive Ping Rubber 06	Solid steely interface sound, rubber-flavoured with slow bloom and short controlled release. Tonal centre around F6. Delivered as 5 distinct takes in one file (8.2 s, natural stereo spread); ideal for HUD feedback, interactive feedback and reward cues.	0:08.2
424	UIAlert_Thick Stone Bubble Popup 11_ToneLoom_OrganicSynthesisVol2.wav	Thick Stone Bubble Popup 11	Thick snarling interface sound, stone-flavoured with slow bloom and close, dry finish. Tonal centre around A6. Delivered as 5 distinct takes in one file (7.0 s, tightly focused stereo field); ideal for app interfaces, notifications and HUD feedback.	0:07.0
425	UIAlert_Thick Timber Bubble Popup 29_ToneLoom_OrganicSynthesisVol2.wav	Thick Timber Bubble Popup 29	Thick fluttering interface sound, timber-flavoured with slow bloom and tight dry decay. Tonal centre around F6. Delivered as 5 distinct takes in one file (6.4 s, tightly focused stereo field); ideal for game menus, interactive feedback and HUD feedback.	0:06.4
426	UIAlert_Weighty Stone Access Denied Buzz 27_ToneLoom_OrganicSynthesisVol2.wav	Weighty Stone Access Denied Buzz 27	Weighty steely interface sound, stone-flavoured with long build and quick ambient release. Tonal centre around B1. Delivered as 5 distinct takes in one file (12.0 s, moderate stereo width); ideal for app interfaces, game menus and notifications.	0:12.0
UIBeep User Interface / Beep (6)				
427	UIBeep_Airy Silk Data Bleep Phrase 14_ToneLoom_OrganicSynthesisVol2.wav	Airy Silk Data Bleep Phrase 14	Airy fluttering interface sound, silk-flavoured with creeping onset and short controlled release. Tonal centre around E5. Delivered as 5 distinct takes in one file (4.5 s, tightly focused stereo field); ideal for reward cues, HUD feedback and game menus.	0:04.5
428	UIBeep_Buzzing Computer Bleep Sequence Silk 41_ToneLoom_OrganicSynthesisVol2.wav	Buzzing Computer Bleep Sequence Silk 41	Brilliant buzzing interface sound, silk-flavoured with soft onset and short controlled release. Tonal centre around D6. Delivered as 5 distinct takes in one file (4.4 s, centered, punchy image); ideal for HUD feedback, app interfaces and reward cues.	0:04.4
429	UIBeep_Grinding Computer Bleep Sequence Glass 05_ToneLoom_OrganicSynthesisVol2.wav	Grinding Computer Bleep Sequence Glass 05	Cutting grinding interface sound, glass-flavoured with rounded attack and tight dry decay. Tonal centre around D5. Delivered as 5 distinct takes in one file (4.4 s, focused near-mono image); ideal for reward cues, game menus and app interfaces.	0:04.4
430	UIBeep_Lean Ice Data Bleep Phrase 32_ToneLoom_OrganicSynthesisVol2.wav	Lean Ice Data Bleep Phrase 32	Lean fluttering interface sound, ice-flavoured with gradual swell-in and tight dry decay. Tonal centre around A#5. Delivered as 5 distinct takes in one file (4.3 s, tightly focused stereo field); ideal for game menus, HUD feedback and interactive feedback.	0:04.3

#	File name	FX name	Description	Duration
431	UIBeep_Lean Ice Data Bleep Phrase 50_ToneLoom_OrganicSynthesisVol2.wav	Lean Ice Data Bleep Phrase 50	Lean growling interface sound, ice-flavoured with slow bloom and close, dry finish. Tonal centre around D#5. Delivered as 5 distinct takes in one file (4.4 s, focused near-mono image); ideal for game menus, notifications and reward cues.	0:04.4
432	UIBeep_Snarling Computer Bleep Sequence Titanium 23_ToneLoom_OrganicSynthesisVol2.wav	Snarling Computer Bleep Sequence Titanium 23	Bright snarling interface sound, titanium-flavoured with gentle entry and close, dry finish. Tonal centre around F5. Delivered as 5 distinct takes in one file (4.4 s, centered, punchy image); ideal for HUD feedback, reward cues and game menus.	0:04.4
UIClick User Interface / Click (12)				
433	UIClick_Airy Filament Precision Interface Click 13_ToneLoom_OrganicSynthesisVol2.wav	Airy Filament Precision Interface Click 13	Airy churning interface sound, filament-flavoured with rising entry and close, dry finish. Tonal centre around C#6. Delivered as 5 distinct takes in one file (5.1 s, centered, punchy image); ideal for reward cues, interactive feedback and game menus.	0:05.1
434	UIClick_Churning Precision Interface Click Sheet Metal 49_ToneLoom_OrganicSynthesisVol2.wav	Churning Precision Interface Click Sheet Metal 49	Solid churning interface sound, sheet metal-flavoured with rising entry and short controlled release. Tonal centre around A5. Delivered as 5 distinct takes in one file (4.8 s, focused near-mono image); ideal for game menus, reward cues and HUD feedback.	0:04.8
435	UIClick_Fluttering Tonal Tap Click Titanium 40_ToneLoom_OrganicSynthesisVol2.wav	Fluttering Tonal Tap Click Titanium 40	Lean fluttering interface sound, titanium-flavoured with instant attack and short controlled release. Tonal centre around C#6. Delivered as 5 distinct takes in one file (4.8 s, centered, punchy image); ideal for notifications, reward cues and HUD feedback.	0:04.8
436	UIClick_Focused Brass Digital Typing Burst 12_ToneLoom_OrganicSynthesisVol2.wav	Focused Brass Digital Typing Burst 12	Focused buzzing interface sound, brass-flavoured with creeping onset and medium hall decay. Tonal centre around A2. Delivered as 5 distinct takes in one file (21.1 s, focused near-mono image); ideal for app interfaces, notifications and HUD feedback.	0:21.1
437	UIClick_Full-Bodied Aluminium Tonal Tap Click 22_ToneLoom_OrganicSynthesisVol2.wav	Full-Bodied Aluminium Tonal Tap Click 22	Full-Bodied snarling interface sound, aluminium-flavoured with rising entry and tight dry decay. Tonal centre around A6. Delivered as 5 distinct takes in one file (5.8 s, focused near-mono image); ideal for game menus, HUD feedback and interactive feedback.	0:05.8
438	UIClick_Grinding Terminal Keystroke Run Leather 21_ToneLoom_OrganicSynthesisVol2.wav	Grinding Terminal Keystroke Run Leather 21	Muscular grinding interface sound, leather-flavoured with creeping onset and short controlled release. Tonal centre around C#6. Delivered as 5 distinct takes in one file (24.4 s, focused near-mono image); ideal for interactive feedback, notifications and reward cues.	0:24.4
439	UIClick_Growling Digital Typing Burst Sheet Metal 48_ToneLoom_OrganicSynthesisVol2.wav	Growling Digital Typing Burst Sheet Metal 48	Full-Bodied growling interface sound, sheet metal-flavoured with long build and close, dry finish. Tonal centre around G3. Delivered as 5 distinct takes in one file (22.5 s, tightly focused stereo field); ideal for app interfaces, reward cues and notifications.	0:22.5
440	UIClick_Growling Tonal Tap Click Titanium 04_ToneLoom_OrganicSynthesisVol2.wav	Growling Tonal Tap Click Titanium 04	Lean growling interface sound, titanium-flavoured with snapping transient and short controlled release. Tonal centre around C#6. Delivered as 5 distinct takes in one file (5.5 s, focused near-mono image); ideal for game menus, app interfaces and interactive feedback.	0:05.5
441	UIClick_Meaty Timber Precision Interface Click 31_ToneLoom_OrganicSynthesisVol2.wav	Meaty Timber Precision Interface Click 31	Meaty buzzing interface sound, timber-flavoured with gentle entry and close, dry finish. Tonal centre around E3. Delivered as 5 distinct takes in one file (5.4 s, focused near-mono image); ideal for game menus, interactive feedback and HUD feedback.	0:05.4
442	UIClick_Present Aluminium Terminal Keystroke Run 03_ToneLoom_OrganicSynthesisVol2.wav	Present Aluminium Terminal Keystroke Run 03	Present grinding interface sound, aluminium-flavoured with long build and short controlled release. Tonal centre around D#6. Delivered as 5 distinct takes in one file (24.1 s, centered, punchy image); ideal for reward cues, HUD feedback and game menus.	0:24.1
443	UIClick_Sharp Ceramic Terminal Keystroke Run 39_ToneLoom_OrganicSynthesisVol2.wav	Sharp Ceramic Terminal Keystroke Run 39	Sharp churning interface sound, ceramic-flavoured with long build and deep, lingering decay. Tonal centre around D#5. Delivered as 5 distinct takes in one file (23.2 s, focused near-mono image); ideal for game menus, notifications and HUD feedback.	0:23.2
444	UIClick_Snarling Digital Typing Burst Rubber 30_ToneLoom_OrganicSynthesisVol2.wav	Snarling Digital Typing Burst Rubber 30	Solid snarling interface sound, rubber-flavoured with rising entry and tight dry decay. Tonal centre around F#3. Delivered as 5 distinct takes in one file (23.0 s, tightly focused stereo field); ideal for reward cues, game menus and HUD feedback.	0:23.0
UIData User Interface / Data (6)				

#	File name	FX name	Description	Duration
445	UIData_Brazen Holographic Scan Data Anvil 43_ToneLoom_OrganicSynthesisVol2.wav	Brazen Holographic Scan Data Anvil 43	Dark brazen interface sound, anvil-flavoured with rising entry and extended reverberant bloom. Tonal centre around E6. Delivered as 5 distinct takes in one file (20.6 s, natural stereo spread); ideal for game menus, HUD feedback and interactive feedback.	0:20.6
446	UIData_Brazen Holographic Scan Data Hull Plate 07_ToneLoom_OrganicSynthesisVol2.wav	Brazen Holographic Scan Data Hull Plate 07	Meaty brazen interface sound, hull plate-flavoured with creeping onset and medium hall decay. Tonal centre around A6. Delivered as 5 distinct takes in one file (19.1 s, moderate stereo width); ideal for game menus, reward cues and HUD feedback.	0:19.1
447	UIData_Brazen Holographic Scan Data Hull Plate 25_ToneLoom_OrganicSynthesisVol2.wav	Brazen Holographic Scan Data Hull Plate 25	Dark brazen interface sound, hull plate-flavoured with rising entry and deep, lingering decay. Tonal centre around D4. Delivered as 5 distinct takes in one file (20.6 s, natural stereo spread); ideal for notifications, game menus and app interfaces.	0:20.6
448	UIData_Brazen HUD Telemetry Readout Leather 52_ToneLoom_OrganicSynthesisVol2.wav	Brazen HUD Telemetry Readout Leather 52	Muscular brazen interface sound, leather-flavoured with punchy front-end and natural stage tail. Tonal centre around C6. Delivered as 5 distinct takes in one file (10.7 s, natural stereo spread); ideal for reward cues, game menus and app interfaces.	0:10.7
449	UIData_Bright Ceramic HUD Telemetry Readout 16_ToneLoom_OrganicSynthesisVol2.wav	Bright Ceramic HUD Telemetry Readout 16	Bright growling interface sound, ceramic-flavoured with creeping onset and close, dry finish. Tonal centre around B6. Delivered as 5 distinct takes in one file (10.4 s, balanced stereo image); ideal for game menus, app interfaces and reward cues.	0:10.4
450	UIData_Cutting Crystal HUD Telemetry Readout 34_ToneLoom_OrganicSynthesisVol2.wav	Cutting Crystal HUD Telemetry Readout 34	Cutting churning interface sound, crystal-flavoured with soft onset and medium hall decay. Tonal centre around G#6. Delivered as 5 distinct takes in one file (10.6 s, balanced stereo image); ideal for HUD feedback, game menus and notifications.	0:10.6