ANIME
ESSENTIALS

FILENAME	DESCRIPTION
DSGNImpt_IMPACT WHITE NOISE-Ascending Flutter_BOOM_ANIME.wav	Crisp, quivering impact noise with a rising white noise effect.
DSGNImpt_IMPACT WHITE NOISE-Bass Thud_BOOM_ANIME.wav	Deep, resonant thump combined with a burst of static noise.
DSGNImpt_IMPACT WHITE NOISE-Burst Bounce_BOOM_ANIME.wav	Abrupt burst of white noise followed by a bouncing effect.
DSGNImpt_IMPACT WHITE NOISE-Crunchy Grit Grind_BOOM_ANIME.wav	Gritty, crunching impact sound paired with a sharp burst of static.
DSGNImpt_IMPACT WHITE NOISE-Crunchy Thud Small_BOOM_ANIME.wav	Small, crunchy impact noise accompanied by a brief burst of static.
DSGNImpt_IMPACT WHITE NOISE-Denoised Reverb Burst_BOOM_ANIME.wav	Crisp burst of white noise with a reverberating echo.
DSGNImpt_IMPACT WHITE NOISE-Descending Shift_BOOM_ANIME.wav	Crisp impact noise that descends in pitch.
DSGNImpt_IMPACT WHITE NOISE-Distorted Noise Gritty Small Zap_BOOM_ANIME.wav	Small, distorted jolt with a gritty, crackling noise and a sharp impact.
DSGNImpt_IMPACT WHITE NOISE-Filtered Noise Simple Zappy Fast_BOOM_ANIME.wav	Quick, simple jolt combined with a filtered burst of noise.
DSGNImpt_IMPACT WHITE NOISE-Filtered Noise Simple Zappy_BOOM_ANIME.wav	Straightforward jolt accompanied by a filtered burst of static noise.
DSGNImpt_IMPACT WHITE NOISE-Gritty Crunch_BOOM_ANIME.wav	Gritty impact with a pronounced crunch sound.
DSGNImpt_IMPACT WHITE NOISE-High Pass Freq Shift Delay_BOOM_ANIME.wav	White noise impact filtered through a high-pass frequency.
DSGNImpt_IMPACT WHITE NOISE-Low End Burst_BOOM_ANIME.wav	Resonant burst of white noise with deep low-end frequencies.
DSGNImpt_IMPACT WHITE NOISE-Noisy Crunchy Thud_BOOM_ANIME.wav	Noisy, thudding impact combined with a distinct crunch.
DSGNImpt_IMPACT WHITE NOISE-Noisy Crunch_BOOM_ANIME.wav	Noisy impact featuring a pronounced crunch sound.
DSGNImpt_IMPACT WHITE NOISE-Old School Punch_BOOM_ANIME.wav	Impactful burst of white noise characterized by a vintage, old-school punch.
DSGNImpt_IMPACT WHITE NOISE-Power Explosion_BOOM_ANIME.wav	Theatrical burst of white noise with explosive force.

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FILENAME	DESCRIPTION
DSGNImpt_IMPACT WHITE NOISE-Power Punch_B00M_ANIME.wav	Potent burst of white noise reminiscent of a strong punch.
DSGNImpt_IMPACT WHITE NOISE-Punchy Room Reverb_B00M_ANIME.wav	Dynamic burst of white noise immersed in room reverberation.
DSGNImpt_IMPACT WHITE NOISE-Short Snap_B00M_ANIME.wav	Brief, sharp snapping impact with a burst of static.
DSGNImpt_IMPACT WHITE NOISE-Small Bouncer_B00M_ANIME.wav	Short yet potent burst of white noise reminiscent of a small object bouncing.
DSGNImpt_STINGER-Tail Snap_B00M_ANIME.wav	Snapping impact followed by a trailing burst of static.
DSGNImpt_IMPACT WHITE NOISE-Tonal Delay_B00M_ANIME.wav	Blast of white noise distinguished by a tonal delay effect.
DSGNMisc_BLING-Bell Ascending_B00M_ANIME.wav	Delightful sound of a bell ascending in pitch.
DSGNMisc_BLING-Bell Delay_B00M_ANIME.wav	Charming sound of a bell with a delay effect.
DSGNMisc_BLING-Bell Descending_B00M_ANIME.wav	Bell gracefully descending in pitch.
DSGNMisc_BLING-Bell Dreamy_B00M_ANIME.wav	Dreamy sound of a bell with a soft, ethereal quality.
DSGNMisc_BLING-Bell Modulation_B00M_ANIME.wav	Bell sound with a modulation effect.
DSGNMisc_BLING-Bell Tree Freq Shift_B00M_ANIME.wav	Belltree sound with frequency shifting effects.
DSGNMisc_BLING-Chimes Reverb Freq Shift_B00M_ANIME.wav	Chimes with reverberation and a shifting frequency effect.
DSGNMisc_BLING-Classic Style Shing_B00M_ANIME.wav	Classic, shimmering sound with a sharp, clear tone.
DSGNMisc_BLING-Delay Pitch Ascending_B00M_ANIME.wav	Ascending pitch of a sound with delay effect.
DSGNMisc_BLING-Filtered Metal Pitch Delay_B00M_ANIME.wav	Metal sound with filtered pitch delay.
DSGNMisc_BLING-Glass Crystal Freq Shift_B00M_ANIME.wav	Glassy, crystalline sound with a shifting frequency effect.

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FILENAME	DESCRIPTION
DSGNMisc_BLING-Glass Shing Impact_BOOM_ANIME.wav	Sharp, glassy impact with a shimmering tone.
DSGNMisc_BLING-Harsh Freq Shift Delay_BOOM_ANIME.wav	Harsh sound with frequency shift delay.
DSGNMisc_BLING-High Glassy Shing Noisy_BOOM_ANIME.wav	High-pitched, glassy shimmer with a noisy undertone.
DSGNMisc_BLING-High Light Tonal Breeze_BOOM_ANIME.wav	Rubbery sizzling synthetic with fluctuating pitch modulation.
DSGNMisc_BLING-High Light Tonal Chord_BOOM_ANIME.wav	Gemstone-like sizzling with gleaming shimmering tails.
DSGNMisc_BLING-High Light Tonal Ping_BOOM_ANIME.wav	Tinkling and sizzling with bell-like jingling in the tail.
DSGNMisc_BLING-Light Ping Pitch Rise_BOOM_ANIME.wav	Light ping sound with rising pitch.
DSGNMisc_BLING-Metal Screw Light Vibrato_BOOM_ANIME.wav	Light metallic sound resembling a screw with a subtle vibrato effect.
DSGNMisc_BLING-Metal Shing Ping Clean_BOOM_ANIME.wav	Clean, metallic ping with a bright, shimmering tone.
DSGNMisc_BLING-Metal Shing Ping Distant_BOOM_ANIME.wav	Metallic sound with a sparkling quality and a subtle vibrato effect.
DSGNMisc_BLING-Metal Sparkle Vibrato_BOOM_ANIME.wav	Metallic glittering with a subtle vibrato.
DSGNMisc_BLING-Metal Synth Impact Warp Modulated_BOOM_ANIME.wav	Synthesized metal impact with a warped, modulated effect.
DSGNMisc_BLING-Metal Synth Impact Warp_BOOM_ANIME.wav	Warped impact with a metallic, synthesized tone.
DSGNMisc_STINGER-Noise Maker Down_BOOM_ANIME.wav	Descending noise effect, characterized by its descending pitch or volume.
DSGNMisc_BLING-Particle Rising_BOOM_ANIME.wav	Ascending movement of fragments.
DSGNMisc_BLING-Particles UI Select_BOOM_ANIME.wav	UI select element with a fragment-like quality.
DSGNMisc_BLING-Piano Metal LFO_BOOM_ANIME.wav	Metallic sound with a piano-like quality modulated by an LFO.

boom
LIBRARY

ANIME
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FILENAME	DESCRIPTION
DSGNMisc_BLING-Ping Pitch Rise_B00M_ANIME.wav	Ping sound with rising pitch.
DSGNMisc_BLING-Ping Tonal Wobble Light_B00M_ANIME.wav	Light tonal ping sound with a wobble effect.
DSGNMisc_BLING-Ping Tonal Wobble_B00M_ANIME.wav	Tonal ping sound with a wobble effect.
DSGNMisc_BLING-Pitch Delay Bell_B00M_ANIME.wav	Bell sound with pitch delay effect.
DSGNMisc_BLING-Pitch Delay Metal Shift_B00M_ANIME.wav	Metal sound with pitch delay shift.
DSGNMisc_BLING-Quick Shing_B00M_ANIME.wav	Swift, sharp shimmering sound.
DSGNMisc_BLING-Rising Frequency_B00M_ANIME.wav	Ascending shimmer with an increasing shift in frequency.
DSGNMisc_BLING-Shift Delay Wobble_B00M_ANIME.wav	Shifting sound with a delayed jiggling effect.
DSGNMisc_BLING-Shifted Metal Cup Ping_B00M_ANIME.wav	Metal cup ping sound with a shifted effect.
DSGNMisc_BLING-Sword Echo_B00M_ANIME.wav	Sword sound with an echobode effect.
DSGNMisc_BLING-Sword Filter Echo_B00M_ANIME.wav	Sword sound with filtered echobode effect.
DSGNMisc_BLING-Temple Bell Freq Shift_B00M_ANIME.wav	Temple bell sound with frequency shifting.
DSGNMisc_BLING-Tonal Color High_B00M_ANIME.wav	Processed Glockenspiel with wobbling tail.
DSGNMisc_BLING-Tonal Color Rise_B00M_ANIME.wav	Processed Glockenspiel rise up with shimmering effect.
DSGNMisc_MOVEMENT FAST-Aggressive Zip_B00M_ANIME.wav	Rapid, aggressive zip sound.
DSGNMisc_MOVEMENT FAST-Chaotic Wobble_B00M_ANIME.wav	Rapid motion with a chaotic wobble effect.
DSGNMisc_MOVEMENT FAST-Doppler Impact Bend_B00M_ANIME.wav	Rapid motion featuring a "Radar" effect and a warping impact.

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FILENAME	DESCRIPTION
DSGNMisc_MOVEMENT FAST-Filter Slash_B00M_ANIME.wav	Rapid motion with a filter slash effect.
DSGNMisc_MOVEMENT FAST-Frequency Filtered Liquid_B00M_ANIME.wav	Rapid-moving sound with a frequency-filtered fluid effect.
DSGNMisc_MOVEMENT FAST-Grains Flutter Upfront_B00M_ANIME.wav	Quick motion sound with grains fluttering prominently.
DSGNMisc_MOVEMENT FAST-Lucky Bandpass Noise_B00M_ANIME.wav	Processed, squishy noise with ascending pitch and filter modulation.
DSGNMisc_MOVEMENT FAST-Metal Cup Shake Sparks_B00M_ANIME.wav	Rapid motion with metal cup shake and sparks.
DSGNMisc_MOVEMENT FAST-Molecule Flutter Fast_B00M_ANIME.wav	Particle quivering with quick and rapid motions.
DSGNMisc_MOVEMENT FAST-Molecule Flutter Screechy_B00M_ANIME.wav	Particle quiver with a sharp, high-pitched sound.
DSGNMisc_MOVEMENT FAST-Molecule Flutter_B00M_ANIME.wav	Particle quivering with rapid motion.
DSGNMisc_MOVEMENT FAST-Neutral Noise Bubble Flutter_B00M_ANIME.wav	Rapid motion with neutral noise bubble flutter.
DSGNMisc_MOVEMENT FAST-Random Filter Movement_B00M_ANIME.wav	Rapid motion with random filter effects.
DSGNMisc_MOVEMENT FAST-Resonant Bandpass Noise Shift_B00M_ANIME.wav	Rapid motion with resonant bandpass noise shift.
DSGNMisc_MOVEMENT FAST-Resonant Filter Zip_B00M_ANIME.wav	Rapid motion with resonant filter zip.
DSGNMisc_MOVEMENT FAST-Robotic Granules_B00M_ANIME.wav	Robotic motion with granular texture.
DSGNMisc_MOVEMENT FAST-Screaming Shifter_B00M_ANIME.wav	Quick-moving synthetic scream with a shifting, intense quality.
DSGNMisc_MOVEMENT FAST-Shaped Bandpass Noise Sweeps_B00M_ANIME.wav	Rapid motion with shaped bandpass noise sweeps.
DSGNMisc_MOVEMENT FAST-Squelch Flutter_B00M_ANIME.wav	Quenching sound with a rapid quivering.
DSGNMisc_MOVEMENT FAST-Stutter Tone_B00M_ANIME.wav	Faltering tone with rapid movement.

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ESSENTIALS

FILENAME	DESCRIPTION
DSGNMisc_MOVEMENT FAST-Sword Echo Filter Freak_B00M_ANIME.wav	Rapid motion with sword echobode and filterfreak effects.
DSGNMisc_MOVEMENT FAST-Sword Freq Shift_B00M_ANIME.wav	Rapid motion with sword frequency shift.
DSGNMisc_MOVEMENT FAST-Tone Bend Frequency_B00M_ANIME.wav	Frequency-warping tone with swift movement.
DSGNMisc_MOVEMENT FAST-Two Filters Delay Modulation_B00M_ANIME.wav	Rapid motion with dual filters and delay modulation.
DSGNMisc_MOVEMENT FAST-Two Filters_B00M_ANIME.wav	Rapid motion that incorporates dual filter effects.
DSGNMisc_MOVEMENT FAST-Upward Sine Wave Bubble_B00M_ANIME.wav	Rapid motion with an upward sine wave bubble.
DSGNMisc_MOVEMENT FAST-Warp Burst Shudder Double_B00M_ANIME.wav	Double deforming burst with rapid palpitations.
DSGNMisc_MOVEMENT FAST-Warp Burst Shudder High_B00M_ANIME.wav	High-speed deformed burst with pronounced palpitations.
DSGNMisc_MOVEMENT FAST-Warp Burst Shudder Long_B00M_ANIME.wav	Long-duration deformed burst with rapid palpitated effects.
DSGNMisc_MOVEMENT FAST-Warped Frequency Shift Movement_B00M_ANIME.wav	Motion characterized by deformed frequency shifts.
DSGNMisc_MOVEMENT FAST-Washed Out_B00M_ANIME.wav	Rapid motion with a washed-out effect.
DSGNMisc_MOVEMENT FAST-White Noise Modulated Tail_B00M_ANIME.wav	Rapid motion with a modulated white noise tail.
DSGNMisc_MOVEMENT FAST-White Noise Twinkle_B00M_ANIME.wav	Rapid motion with a white noise twinkle.
DSGNMisc_MOVEMENT FAST-Whoosh Modulation_B00M_ANIME.wav	Rapid motion with whoosh-like modulation.
DSGNMisc_MOVEMENT LONG-Frequency Modulated Madness_B00M_ANIME.wav	Extended movement with intense frequency modulation.
DSGNMisc_MOVEMENT LONG-Tone Bend Frequency_B00M_ANIME.wav	Frequency-warping tone with prolonged duration.
DSGNMisc_SHIMMER-Coins Freq Shift Delay_B00M_ANIME.wav	Coins glimmering with frequency alteration and delay.

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FILENAME	DESCRIPTION
DSGNMisc_SHIMMER-Crystal Air_B00M_ANIME.wav	Translucent-like air with a glimmering effect.
DSGNMisc_SHIMMER-Crystal Waves_B00M_ANIME.wav	Wave-like translucent, glimmer effect.
DSGNMisc_SHIMMER-Freq Shift Glass Scrape Pitch Delay_B00M_ANIME.wav	Gleaming effect characterised by a frequency shift, glass scrape, and pitch delay.
DSGNMisc_SHIMMER-Glint Movement Constant_B00M_ANIME.wav	Glimmering motion with a sparkling effect.
DSGNMisc_BLING-Granular Shing Constant_B00M_ANIME.wav	Constant glimmering with granular texture.
DSGNMisc_SHIMMER-High Tone Hit Release_B00M_ANIME.wav	Pressurised release of high-pitched tonal impact.
DSGNMisc_SHIMMER-Knife Scrape Stutter_B00M_ANIME.wav	Gleaming effect characterised by a knife scrape and stutter.
DSGNMisc_SHIMMER-Light Magic Sweep Up_B00M_ANIME.wav	Light flutter characterised by a magic sweep up.
DSGNMisc_SHIMMER-Light Tonal Dissolve_B00M_ANIME.wav	Light flutter characterised by a tonal dissolve.
DSGNMisc_SHIMMER-Metal Chain Delay Formant Shift_B00M_ANIME.wav	Gleaming effect characterised by a metal chain, delay, and formant shift.
DSGNMisc_SHIMMER-Metal Crystal Ascending_B00M_ANIME.wav	Ascending metallic translucent, glimmer tones.
DSGNMisc_SHIMMER-Mirrored Movement_B00M_ANIME.wav	Motion resembling a reflective glimmer.
DSGNMisc_SHIMMER-Noisy High Pitch Move_B00M_ANIME.wav	High-pitched, noisy glimmering motion.
DSGNMisc_SHIMMER-Reverse Bell Shake Shift Delay_B00M_ANIME.wav	Gleaming effect with reverse bell shake and shift delay.
DSGNMisc_SHIMMER-Synth Crystals Freq Shift Delay_B00M_ANIME.wav	Synthetic translucent glimmering with frequency-shifted delay.
DSGNMisc_SHIMMER-Synth Metal Phaser_B00M_ANIME.wav	Synthesized glimmering with metallic phaser effects.
DSGNMisc_ZAP-Ultra High Glisten_B00M_ANIME.wav	Intense glimmering with a high-frequency glistening.

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ESSENTIALS

FILENAME	DESCRIPTION
DSGNMisc_STINGER-Light Magic Downer_B00M_ANIME.wav	Light, sharp accent with a magical descending effect.
DSGNMisc_TONAL-Chirp Fall_B00M_ANIME.wav	Tonal chirp sound that descends in pitch.
DSGNMisc_TONAL-High Movement Warp Rise_B00M_ANIME.wav	Rapidly rising tonal noise that includes deformed motion.
DSGNMisc_TONAL-Negative_B00M_ANIME.wav	Tonal sound with a negative or reversing effect.
DSGNMisc_TONAL-Ping Wobble_B00M_ANIME.wav	Tonal ping sound with a wobble effect.
DSGNMisc_TONAL-Resonance Whiz_B00M_ANIME.wav	Tonal sound with resonance and a whizzing effect.
DSGNMisc_WOBBLE-Ascending Speed Up Delay_B00M_ANIME.wav	Ascending jiggle with a delayed acceleration.
DSGNMisc_WOBBLE-Gritty Delay_B00M_ANIME.wav	Rough, textured jiggle with a delayed effect.
DSGNMisc_WOBBLE-High Shimmer_B00M_ANIME.wav	An intense jiggling effect accompanied by a high-frequency glimmer.
DSGNMisc_WOBBLE-Knife Scrape Shift_B00M_ANIME.wav	Wobble effect with knife scrape and shift.
DSGNMisc_WOBBLE-Laser Pitch Shift Delay_B00M_ANIME.wav	Fluctuating jiggle with a laser-like quality, featuring a pitch shift and delay.
DSGNMisc_WOBBLE-Noise Spin Down_B00M_ANIME.wav	Noisy twist with a gradual decrease in torque.
DSGNMisc_WOBBLE-Shifted Wine Glass Resonance_B00M_ANIME.wav	Wobble effect with shifted resonance of a wine glass.
DSGNMisc_WOBBLE-Wet Bubble Sphere_B00M_ANIME.wav	Fluid, bubbling jiggle resembling the movement of a wet sphere.
DSGNMisc_ZAP-Burst Freq Shift Moves_B00M_ANIME.wav	Dynamic jolting burst with frequency-shifting movements.
DSGNMisc_ZAP-Complex Ping Low_B00M_ANIME.wav	Intricate jolt sound with a low-pitched ping.
DSGNMisc_ZAP-Complex Ping_B00M_ANIME.wav	Intricate jolt sound with a clear ping.

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FILENAME	DESCRIPTION
DSGNMisc_ZAP-Confirm Short_B00M_ANIME.wav	Short jolting confirmation sound.
DSGNMisc_ZAP-Delay Modulation_B00M_ANIME.wav	Jolt with delay modulation effects.
DSGNMisc_ZAP-Deny Short_B00M_ANIME.wav	Short jolt denying sound.
DSGNMisc_ZAP-Fluctuating Shing Echo_B00M_ANIME.wav	Fluctuating, jolting shing with an echoing effect.
DSGNMisc_ZAP-Frequency Shing_B00M_ANIME.wav	Sharp, high-frequency shing with a glimmering quality.
DSGNMisc_ZAP-High Tech_B00M_ANIME.wav	High tech jolt sound.
DSGNMisc_ZAP-Light Magic Sweep_B00M_ANIME.wav	Light jolt with a magic sweep.
DSGNMisc_ZAP-Light Ping Modulated Up_B00M_ANIME.wav	Light ping jolt modulated upwards.
DSGNMisc_ZAP-Light Ping Modulated_B00M_ANIME.wav	Light ping jolt with modulation.
DSGNMisc_ZAP-Metal Synth Impact High Fast_B00M_ANIME.wav	Piercing, high-pitched metallic impact fused with a synthesized effect.
DSGNMisc_ZAP-Metal Synth Impact Warp Fast_B00M_ANIME.wav	Sharp metallic impact sound combined with a synthesized warp effect.
DSGNMisc_ZAP-Neutral Modulation_B00M_ANIME.wav	Neutral jolt with modulation effect.
DSGNMisc_ZAP-Neutral Spectral _B00M_ANIME.wav	Neutral spectral jolt sound.
DSGNMisc_ZAP-Ping Rise Sweep_B00M_ANIME.wav	Jolt with ping rise and sweep effect.
DSGNMisc_ZAP-Ping Rise_B00M_ANIME.wav	Jolt with a rising ping sound.
DSGNMisc_ZAP-Power Up Short_B00M_ANIME.wav	Short jolt sound indicating a power up.
DSGNMisc_ZAP-Shifted Metal Cup_B00M_ANIME.wav	Jolt characterised by a shifted metal cup sound.

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FILENAME	DESCRIPTION
DSGNMisc_ZAP-Spectral Shifter_B00M_ANIME.wav	Jolt characterised by a spectral shifting effect.
DSGNMisc_ZAP-Toned Doppler Impact_B00M_ANIME.wav	Doppler effect jolt with a toned impact.
DSGNSynth_BLING-Shifted Metal Cup Sparkle_B00M_ANIME.wav	Bling sound with a shifted metal cup sparkle.
DSGNSynth_BLING-Tonal Sweep Rise_B00M_ANIME.wav	Bling sound with a rising tonal sweep.
DSGNSynth_LASER-Sine Freq Shift Sweep_B00M_ANIME.wav	Laser sound with sine frequency shift and sweep.
DSGNSynth_MOVEMENT FAST-Activate Power_B00M_ANIME.wav	Quick motion noise suggesting energy activation.
DSGNSynth_MOVEMENT FAST-Bowed Guitar Phase Shift_B00M_ANIME.wav	Rapid and dynamic phase-shifting synthesized movement characterised by a guitar with a bow.
DSGNSynth_MOVEMENT FAST-Bubble Up_B00M_ANIME.wav	Quick motion noise with a bubbling up sensation.
DSGNSynth_MOVEMENT FAST-Fast Slash_B00M_ANIME.wav	Quick motion noise with a slashing effect.
DSGNSynth_MOVEMENT FAST-Little Whistle_B00M_ANIME.wav	Quick motion noise with a little whistle effect.
DSGNSynth_MOVEMENT FAST-Modulated Bandpass Noise Flutter_B00M_ANIME.wav	Quick motion noise with modulated bandpass noise flutter.
DSGNSynth_MOVEMENT FAST-Noisy Slash_B00M_ANIME.wav	Quick motion noise with a noisy slashing effect.
DSGNSynth_MOVEMENT FAST-Power Aura_B00M_ANIME.wav	Quick motion noise with a power aura effect.
DSGNSynth_MOVEMENT FAST-Power Sweep_B00M_ANIME.wav	Quick motion noise with a power sweep effect.
DSGNSynth_MOVEMENT FAST-Power Up_B00M_ANIME.wav	Quick motion noise indicating power up.
DSGNSynth_MOVEMENT FAST-Scrape Filter Delay Modulation_B00M_ANIME.wav	Quick motion noise with scrape filter delay modulation.
DSGNSynth_MOVEMENT FAST-Scratchy Modulation_B00M_ANIME.wav	Quick motion noise with scratchy modulation.

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FILENAME	DESCRIPTION
DSGNSynth_MOVEMENT FAST-Sweep Up Down_B00M_ANIME.wav	Quick motion noise with a sweep up and down effect.
DSGNSynth_MOVEMENT FAST-Tonal Glitch_B00M_ANIME.wav	Swift, rhythmic synthesized movement characterized by a tonal disruption.
DSGNSynth_MOVEMENT FAST-Tonal Warp Filtered_B00M_ANIME.wav	Swift synthesized movement with tonal variations, featuring a warped effect and filtered texture.
DSGNSynth_MOVEMENT FAST-Wet Glitch_B00M_ANIME.wav	Rapid synthesized movement characterized by a moist, glitchy texture.
DSGNSynth_MOVEMENT FAST-Whistle Up_B00M_ANIME.wav	Quick motion noise with a whistling up effect.
DSGNSynth_MOVEMENT FAST-White Noise Bandpass Freq Shift High_B00M_ANIME.wav	Quick motion noise with high white noise bandpass frequency shift.
DSGNSynth_MOVEMENT FAST-White Noise Bandpass Low_B00M_ANIME.wav	Quick motion noise with low white noise bandpass.
DSGNSynth_MOVEMENT FAST-White Noise Bandpass_B00M_ANIME.wav	Quick motion noise with white noise bandpass.
DSGNSynth_MOVEMENT FAST-White Noise Delay_B00M_ANIME.wav	Quick motion noise with white noise delay.
DSGNSynth_MOVEMENT FAST-White Noise Saw Wave Dual Delay Shift_B00M_ANIME.wav	Quick motion noise sound with white noise saw wave and dual delay shift.
DSGNSynth_MOVEMENT LONG-Ascending Metal Shimmer_B00M_ANIME.wav	Prolonged synthesized movement with an ascending pitch, featuring a metallic glimmer.
DSGNSynth_MOVEMENT LONG-Ascending Mouth Phaser Rise_B00M_ANIME.wav	Sustained synthesized movement with a rising pitch, featuring a mouth-generated phaser effect.
DSGNSynth_MOVEMENT LONG-Bowed Guitar Flyby Freq Shift_B00M_ANIME.wav	Continuous synthesized movement created by bowing a guitar, featuring a flyby effect and frequency shift.
DSGNSynth_MOVEMENT LONG-Descending Mouth Phaser_B00M_ANIME.wav	Prolonged synthesized movement with a descending pitch, characterized by a mouth-generated phaser effect.
DSGNSynth_MOVEMENT LONG-Jet Noise Comb Filter_B00M_ANIME.wav	Continuous synthesized movement resembling jet noise, modified with a comb filter effect.
DSGNSynth_MOVEMENT LONG-LFO Freq Shift_B00M_ANIME.wav	Sustained synthesized movement with low-frequency oscillation, featuring a frequency shift.
DSGNSynth_MOVEMENT LONG-Noise Filter Riser_B00M_ANIME.wav	Prolonged synthesized movement characterized by filtered noise, with a rising pitch.

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FILENAME	DESCRIPTION
DSGNSynth_BLING-Noise Flutter Random Shing_BOOM_ANIME.wav	Extended synthesized movement featuring a fluttering noise with random shimmering elements.
DSGNSynth_MOVEMENT LONG-Soft Whoosh Filter Movement_BOOM_ANIME.wav	Extended motion noise with a gentle whoosh and filter modulation.
DSGNSynth_MOVEMENT LONG-Tonal Accelerator_BOOM_ANIME.wav	Extended motion noise with a pitch-increasing effect.
DSGNSynth_MOVEMENT LONG-Tonal Whoosh Fall_BOOM_ANIME.wav	Extended motion noise with a descending tonal whoosh.
DSGNSynth_MOVEMENT LONG-Tonal Whoosh Rise_BOOM_ANIME.wav	Extended motion noise with an ascending tonal whoosh.
DSGNSynth_SHIMMER-Bell White Noise Tail_BOOM_ANIME.wav	Glimmering bell sound with white noise tail.
DSGNSynth_SHIMMER-Dreamy Bell Stick Constant_BOOM_ANIME.wav	Glimmering dreamy bell sound with constant stick.
DSGNSynth_SHIMMER-Freq Shift Bell Tree Bell Tree_BOOM_ANIME.wav	Glimmering sound with frequency shifted belltree.
DSGNSynth_SHIMMER-Glass Friction Stretched_BOOM_ANIME.wav	Synthesized glimmering characterised by glass friction being time stretched.
DSGNSynth_SHIMMER-Knife Vibrato Freq Shift_BOOM_ANIME.wav	Synthesized glimmering characterised by a knife, enhanced with vibrato and frequency shift effects.
DSGNSynth_SHIMMER-Metal Screw Sustain_BOOM_ANIME.wav	Synthesized glimmering characterised by a metal screw and sustained to produce a continuous and resonant texture.
DSGNSynth_SHIMMER-Random Filter Resonance Pitch Delay_BOOM_ANIME.wav	Glimmering sound with random filter resonance and pitch delay.
DSGNSynth_SHIMMER-Scrape Freq Shift Delay_BOOM_ANIME.wav	Glimmering sound with a scrape, frequency shift, and delay effect.
DSGNSynth_SHIMMER-Sharp Ping_BOOM_ANIME.wav	Glimmering sound with a sharp ping.
DSGNSynth_BLING-Short Rise_BOOM_ANIME.wav	Glimmering sound with a brief rise.
DSGNSynth_SHIMMER-Short Shine_BOOM_ANIME.wav	Glimmering sound with a brief shine.
DSGNSynth_SHIMMER-Soft Accent_BOOM_ANIME.wav	Glimmering sound with a gentle accent.

ANIME
ESSENTIALS

FILENAME	DESCRIPTION
DSGNSynth_SHIMMER-Soft Chirp Fall_B00M_ANIME.wav	Glimmering sound with a gentle chirp descending.
DSGNSynth_SHIMMER-Soft Chirp_B00M_ANIME.wav	Glimmering sound with a gentle chirp.
DSGNSynth_SHIMMER-Soft Sand Rise_B00M_ANIME.wav	Glimmering sound with a gentle granular ascending effect.
DSGNSynth_SHIMMER-Spectral Sine Glitter_B00M_ANIME.wav	Glimmering sound with spectral sine glitter.
DSGNSynth_SHIMMER-Strong Accent Modulation_B00M_ANIME.wav	Glimmering sound with dominant accent modulation.
DSGNSynth_SHIMMER-Sword Resonance Freq Shift_B00M_ANIME.wav	Glimmering sound with sword resonance, frequency shift, and Ubermod effect.
DSGNSynth_SHIMMER-Tonal Resonance_B00M_ANIME.wav	Glimmering sound with tonal resonance.
DSGNSynth_SHIMMER-Tonal Rising_B00M_ANIME.wav	Glimmering sound with an ascending rising tone.
DSGNSynth_SHIMMER-Tonal Wobble_B00M_ANIME.wav	Glimmering sound with a tonal wobble.
DSGNSynth_SHIMMER-Wobble Chirp_B00M_ANIME.wav	Glimmering sound with a wobbling chirp.
DSGNSynth_STINGER-Accent Dry Medium Modulation_B00M_ANIME.wav	Sharp accent characterised by dry medium modulation.
DSGNSynth_STINGER-Accent Dry Short Modulation_B00M_ANIME.wav	Sharp accent characterised by dry short modulation.
DSGNSynth_STINGER-Accent High Short_B00M_ANIME.wav	Sharp accent characterised by a high, short accent.
DSGNSynth_STINGER-Accent Riser_B00M_ANIME.wav	Sharp accent characterised by a rising accent.
DSGNSynth_STINGER-Accent Wobble_B00M_ANIME.wav	Sharp accent characterised by a wobbling accent.
DSGNSynth_WOBBLE-Ascending LFO Power Up_B00M_ANIME.wav	Short, impactful stinger characterised by an ascending pitch with low-frequency oscillation.
DSGNSynth_STINGER-Ascending Synth Sweep Speed Up_B00M_ANIME.wav	Brief, impactful sharp accent characterised by an ascending synth sweep that accelerates.

ANIME
ESSENTIALS

FILENAME	DESCRIPTION
DSGNSynth_STINGER-Ascending White Noise_B00M_ANIME.wav	Sharp accent characterised by ascending white noise.
DSGNSynth_STINGER-Ascending Wobble Rise_B00M_ANIME.wav	Short, powerful sharp accent characterised by an ascending pitch and wobble effect.
DSGNSynth_STINGER-Big Tonal Ping Long_B00M_ANIME.wav	Prominent, resonant sharp accent characterised by a tonal quality, extended in duration.
DSGNSynth_STINGER-Bloop Bloop_B00M_ANIME.wav	Playful, repetitive sharp accent characterised by a bubbly character.
DSGNSynth_STINGER-Bubbling Saw Wave Dual Delay Sweep_B00M_ANIME.wav	Sharp accent characterised by bubbling saw wave and dual delay sweep.
DSGNSynth_STINGER-Classic Style Wet_B00M_ANIME.wav	Traditional, smooth sharp accent characterised by a wet texture.
DSGNSynth_STINGER-Classic Style Zappy_B00M_ANIME.wav	Traditional yet energetic sharp accent characterized by an electric quality.
DSGNSynth_STINGER-Delay Time Modulation Feedback_B00M_ANIME.wav	Sharp accent characterised by delay time modulation feedback.
DSGNSynth_STINGER-Delay Wobbler Short_B00M_ANIME.wav	Brief, oscillating sharp accent characterized by a delayed effect.
DSGNSynth_STINGER-Delay Wobbler_B00M_ANIME.wav	Rhythmic, oscillating sharp accent characterized by a delayed effect.
DSGNSynth_STINGER-Delayed Glassy Impact Bubble_B00M_ANIME.wav	Sharp, glass-like sharp accent characterized by a delayed, bubbly effect.
DSGNSynth_STINGER-Descending Filter Bubbles Hard_B00M_ANIME.wav	Sharp accent featuring descending filter bubbles with a hard, impactful effect.
DSGNSynth_STINGER-Descending Filter Bubbles Soft_B00M_ANIME.wav	Sharp accent featuring descending filter bubbles with a soft, impactful effect.
DSGNSynth_STINGER-Descending White Noise_B00M_ANIME.wav	Sharp accent characterised by descending white noise.
DSGNSynth_STINGER-Filter Bubble Random_B00M_ANIME.wav	Sharp accent characterised by random filter bubbles.
DSGNSynth_STINGER-Filter Pitch Delay Wobble_B00M_ANIME.wav	Sharp accent characterised by filter pitch delay and wobble.
DSGNSynth_STINGER-Filter Zap Tail Rising_B00M_ANIME.wav	Sharp accent characterised by filter zap tail rising.

ANIME
ESSENTIALS

FILENAME	DESCRIPTION
DSGNSynth_STINGER-Frequency Bending_BOOM_ANIME.wav	Short, dynamic sharp accent characterized by frequency modulation, producing a warping effect.
DSGNSynth_STINGER-Friendly Appear_BOOM_ANIME.wav	Warm, inviting sharp accent that signifies a friendly presence.
DSGNSynth_STINGER-Gnarly Driven Sine Drive By_BOOM_ANIME.wav	Sharp accent with a rugged, driven sine wave passing by.
DSGNSynth_STINGER-Grains Flutter_BOOM_ANIME.wav	Short, textured sharp accent characterized by quivering fragments.
DSGNSynth_STINGER-High Freq Resonance Delay_BOOM_ANIME.wav	Sharp accent characterised by a high-frequency resonance and delay.
DSGNSynth_STINGER-High Frequency Riser Harsh_BOOM_ANIME.wav	Sharp, high-pitched sharp accent that rises in frequency.
DSGNSynth_STINGER-High Harsh Noise_BOOM_ANIME.wav	Sharp accent characterised by a high, harsh noise.
DSGNSynth_STINGER-High Shifter Pitch Up Down_BOOM_ANIME.wav	High-pitched sharp accent with rapid shifts in pitch, moving up and down.
DSGNSynth_STINGER-High Soft Filter Bubbles_BOOM_ANIME.wav	Sharp accent characterised by high, soft filter bubbles.
DSGNSynth_STINGER-Isolated Sine Bubble_BOOM_ANIME.wav	Sharp accent characterised by an isolated sine bubble.
DSGNSynth_STINGER-LFO Ascending Delay_BOOM_ANIME.wav	Sharp accent featuring low-frequency oscillation with an ascending pitch and delayed effect.
DSGNSynth_STINGER-Low Mid Filter Bubbles_BOOM_ANIME.wav	Sharp accent characterised by a low mid-range filter of bubbles.
DSGNSynth_STINGER-Magic Appear_BOOM_ANIME.wav	Mystical, enchanting sharp accent that signifies the sudden appearance of sorcery.
DSGNSynth_STINGER-Modulated Saw Square Blend_BOOM_ANIME.wav	Sharp accent characterised by a modulated saw square blend.
DSGNSynth_STINGER-Noise Filter Resonate Ascending_BOOM_ANIME.wav	Sharp accent with filtered noise that resonates and ascends in pitch.
DSGNSynth_STINGER-Noise Flipper_BOOM_ANIME.wav	Quick, overturning sharp accent characterised by a noisy texture.
DSGNSynth_STINGER-Noise Tone Glitch_BOOM_ANIME.wav	Brief, glitchy sharp accent characterised by noise and tonal elements.

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FILENAME	DESCRIPTION
DSGNSynth_STINGER-Phase Modulation Burst Fast_B00M_ANIME.wav	Rapid, intense sharp accent featuring phase modulation.
DSGNSynth_STINGER-Phase Modulation Burst_B00M_ANIME.wav	Intense sharp accent featuring phase modulation.
DSGNSynth_STINGER-Random Filter Bubbles Hard_B00M_ANIME.wav	Sharp accent characterised by random filter bubbles, hard effect.
DSGNSynth_STINGER-Random Filter Bubbles Soft_B00M_ANIME.wav	Sharp accent characterised by random filter bubbles, soft effect.
DSGNSynth_STINGER-Rising White Noise_B00M_ANIME.wav	Sharp accent characterised by ascending white noise.
DSGNSynth_STINGER-Saw Wave White Noise Dual Delay Shot_B00M_ANIME.wav	Sharp accent characterised by a saw wave, white noise, and dual delay shot.
DSGNSynth_STINGER-Sine Shift High Ringing_B00M_ANIME.wav	Sharp accent characterised by a sine shift and high ringing.
DSGNSynth_STINGER-Sweeping Sine Siren_B00M_ANIME.wav	Sharp accent characterised by a sweeping sine siren effect.
DSGNSynth_STINGER-Synth Descending Scratching_B00M_ANIME.wav	Descending, scratching sharp accent produced by a synthesizer.
DSGNSynth_STINGER-Tonal Bubble Zap_B00M_ANIME.wav	Sharp accent characterised by a tonal bubble zap.
DSGNSynth_STINGER-Tonal Glitch High_B00M_ANIME.wav	High-pitched glitchy sharp accent with tonal elements.
DSGNSynth_STINGER-Tonal Swaying High_B00M_ANIME.wav	High-pitched sharp accent characterized by swaying tonal variations.
DSGNSynth_STINGER-Tonal Swaying_B00M_ANIME.wav	Sharp accent featuring swaying tonal variations.
DSGNSynth_STINGER-Tonal Teleport Long_B00M_ANIME.wav	Sharp accent characterised by a long tonal teleport effect.
DSGNSynth_STINGER-Tonal Teleport Short Modulated_B00M_ANIME.wav	Sharp accent characterised by a short, modulated tonal teleport.
DSGNSynth_STINGER-White Noise Bubble Ascending_B00M_ANIME.wav	Sharp accent characterised by a white noise bubble ascending.
DSGNSynth_STINGER-Spin_B00M_ANIME.wav	Sharp accent combining a jolting effect with a whirling motion.

ANIME
ESSENTIALS

FILENAME	DESCRIPTION
DSGNSynth_TONAL-High Synth Small_B00M_ANIME.wav	Small, high-pitched tonal synthesized sound.
DSGNSynth_TONAL-Sweep High_B00M_ANIME.wav	Tonal noise with an elevated sweep.
DSGNSynth_TONAL-Sweep Long Downer_B00M_ANIME.wav	Tonal noise with an extended descending sweep.
DSGNSynth_WOBBLE-Ascending Long_B00M_ANIME.wav	Wobble noise with an extended rising effect.
DSGNSynth_WOBBLE-Ascending Short_B00M_ANIME.wav	Wobble noise with a brief rising effect.
DSGNSynth_WOBBLE-Ascending Whistle_B00M_ANIME.wav	Synthesized jiggle resembling an ascending whistle, characterized by its dynamic and rising pitch.
DSGNSynth_WOBBLE-Atonal Freq Shift_B00M_ANIME.wav	Synthesized jiggle with atonal characteristics and frequency shifting.
DSGNSynth_WOBBLE-Bubble Swoosh Rising_B00M_ANIME.wav	Wobble noise with a bubbling whoosh rising.
DSGNSynth_WOBBLE-Cartoon Clean Shudder_B00M_ANIME.wav	Clean, cartoon-like trembling synthesized jiggle.
DSGNSynth_WOBBLE-Cartoon Movement_B00M_ANIME.wav	Synthesized jiggle resembling cartoon movement, characterized by its dynamic and whimsical tone.
DSGNSynth_WOBBLE-Descending Long_B00M_ANIME.wav	Wobble noise with an extended descending effect.
DSGNSynth_WOBBLE-Descending Mouth Whistle_B00M_ANIME.wav	Descending whistle-like synthesized jiggle, crafted through mouth manipulation.
DSGNSynth_WOBBLE-Descending Short_B00M_ANIME.wav	Wobble noise with a brief descending effect.
DSGNSynth_WOBBLE-Descending Whistle_B00M_ANIME.wav	Descending whistle-like synthesized jiggle.
DSGNSynth_WOBBLE-Dual Oscillator Complex Modulation Long_B00M_ANIME.wav	Wobble noise with dual oscillator complex modulation, extended effect
DSGNSynth_WOBBLE-Dual Oscillator Modulation_B00M_ANIME.wav	Wobble noise with dual oscillator modulation.
DSGNSynth_WOBBLE-Fast Delay Modulation _B00M_ANIME.wav	Wobble noise with rapid delay modulation.

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FILENAME	DESCRIPTION
DSGNSynth_WOBBLE-Fast Modulation_B00M_ANIME.wav	Wobble noise with rapid modulation.
DSGNSynth_WOBBLE-Fluctuating Shivers_B00M_ANIME.wav	Synthesized jiggle characterized by alternating shudders.
DSGNSynth_WOBBLE-High Bling Soft_B00M_ANIME.wav	Wobble noise with high bling, gentle effect.
DSGNSynth_WOBBLE-Liquid Riser_B00M_ANIME.wav	Ascending synthesized jiggle resembling liquid movement.
DSGNSynth_WOBBLE-Low Pass Filter Slow Modulation_B00M_ANIME.wav	Wobble noise with low pass filter slow modulation.
DSGNSynth_WOBBLE-Medium Modulation_B00M_ANIME.wav	Wobble noise with medium modulation.
DSGNSynth_WOBBLE-Metal Impact Delay Modulation_B00M_ANIME.wav	Wobble noise with metal impact and delay modulation.
DSGNSynth_WOBBLE-Mid Range Filter Short_B00M_ANIME.wav	Wobble noise with mid-range filter, short effect.
DSGNSynth_WOBBLE-Midrange_B00M_ANIME.wav	Wobble noise with mid-range effect.
DSGNSynth_WOBBLE-Modulated Delay_B00M_ANIME.wav	Wobble noise with modulated delay.
DSGNSynth_WOBBLE-Parallel Filter Sweep_B00M_ANIME.wav	Wobble noise with parallel filter sweep.
DSGNSynth_WOBBLE-Random Tonal Whistler_B00M_ANIME.wav	Wobble noise with random tonal whistler.
DSGNSynth_WOBBLE-Shifted Noise Triangle Wave Pitch Delay_B00M_ANIME.wav	Wobble noise with shifted noise, triangle wave, and pitch delay.
DSGNSynth_WOBBLE-Soft Accelerate_B00M_ANIME.wav	Wobble noise with gentle acceleration.
DSGNSynth_WOBBLE-Soft Decelerate_B00M_ANIME.wav	Wobble noise with gentle deceleration.
DSGNSynth_WOBBLE-Solid Straight_B00M_ANIME.wav	Wobble noise with a firm, linear effect.
DSGNSynth_WOBBLE-Synth LFO Ascending_B00M_ANIME.wav	Synthesized jiggle featuring a low-frequency oscillator with an ascending modulation.

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ESSENTIALS

FILENAME	DESCRIPTION
DSGNSynth_WOBBLE-Talking Robot_B00M_ANIME.wav	Synthesized jiggle resembling a talking robot.
DSGNSynth_WOBBLE-Wet Bubble Sphere Movement Long_B00M_ANIME.wav	Prolonged synthesized jiggle resembling the movement of a wet bubble sphere.
DSGNSynth_WOBBLE-Whistle Accelerate Long_B00M_ANIME.wav	Wobble noise with an extended whistling acceleration.
DSGNSynth_WOBBLE-Whistle Accelerate Short_B00M_ANIME.wav	Wobble noise with a brief whistling acceleration.
DSGNSynth_WOBBLE-Whistle Decelerate Long_B00M_ANIME.wav	Wobble noise with an extended whistling deceleration.
DSGNSynth_WOBBLE-Whistle Decelerate Short_B00M_ANIME.wav	Wobble noise with a brief whistling deceleration.
DSGNSynth_WOBBLE-White Noise Bandpass Formant_B00M_ANIME.wav	Wobble noise with a white noise bandpass and formant shift.
DSGNSynth_ZAP-Accent High Short Coin_B00M_ANIME.wav	Jolt with a high, short coin accent.
DSGNSynth_ZAP-Accent Medium_B00M_ANIME.wav	Jolt with medium accent.
DSGNSynth_ZAP-Classic Filter Pew Pre Life_B00M_ANIME.wav	Traditional "pew" zap with a filtered effect.
DSGNSynth_ZAP-Doppler Impact Noisy_B00M_ANIME.wav	Noisy, electrified surge with a Doppler effect.
DSGNSynth_ZAP-Driven Saw Wave Dual Delay Shift_B00M_ANIME.wav	Jolt with driven saw wave and dual delay shift.
DSGNSynth_ZAP-Energy Spark Fizzle High_B00M_ANIME.wav	High-pitched electrified surge resembling energy sparks fizzling out.
DSGNSynth_ZAP-Filter Bubbles Random_B00M_ANIME.wav	Jolt with random filter bubbles.
DSGNSynth_ZAP-Filter Bubbles Wide_B00M_ANIME.wav	Jolt with wide filter bubbles.
DSGNSynth_ZAP-Filter Delay Modulation_B00M_ANIME.wav	Jolt with filter delay modulation.
DSGNSynth_ZAP-Filter Delay Rising_B00M_ANIME.wav	Jolt with filter delay rising.

ANIME
ESSENTIALS

FILENAME	DESCRIPTION
DSGNSynth_ZAP-Filtered Laser Low Crunch_B00M_ANIME.wav	Low crunch jolting surge resembling a filtered laser impact.
DSGNSynth_ZAP-FM High_B00M_ANIME.wav	Jolt with high freq FM modulation.
DSGNSynth_ZAP-FM Low_B00M_ANIME.wav	Jolt with low freq FM modulation.
DSGNSynth_ZAP-Freq Delay Pitch Shing_B00M_ANIME.wav	Jolting characterised by frequency delay and pitch shifting.
DSGNSynth_ZAP-Glitch Radio Malfunction_B00M_ANIME.wav	Glitchy energy surge characterized by its erratic distortion.
DSGNSynth_ZAP-High Falling_B00M_ANIME.wav	Jolt with high freq falling effect.
DSGNSynth_ZAP-High Filter Modulation_B00M_ANIME.wav	Jolt with high freq filter modulation.
DSGNSynth_ZAP-High Freq Shift_B00M_ANIME.wav	Jolt with high-frequency shift.
DSGNSynth_ZAP-High Incoming Filter Modulation_B00M_ANIME.wav	Jolt with high freq incoming filter modulation.
DSGNSynth_ZAP-High Long Feedback Filter Modulation_B00M_ANIME.wav	Jolt with high freq long feedback filter modulation.
DSGNSynth_ZAP-High Long Feedback Wide_B00M_ANIME.wav	Jolt with high freq long feedback, wide effect.
DSGNSynth_ZAP-High Tonal_B00M_ANIME.wav	A high-pitched jolt characterized by its tonal clarity.
DSGNSynth_ZAP-Highlight High Zappy_B00M_ANIME.wav	A zappy, high-pitched jolt crafted to accentuate or highlight a moment.
DSGNSynth_ZAP-Incoming Harsh Filter_B00M_ANIME.wav	Jolt with incoming harsh filter.
DSGNSynth_ZAP-Liquid Echoes_B00M_ANIME.wav	Jolting evoking liquid-like movements with reverberations.
DSGNSynth_ZAP-Low Rising_B00M_ANIME.wav	Jolt with low rising effect.
DSGNSynth_ZAP-Metal Strainer Bubble_B00M_ANIME.wav	Jolt with metal strainer bubble effect.

ANIME
ESSENTIALS

FILENAME	DESCRIPTION
DSGNSynth_ZAP-Metallic Rising Feedback_BOOM_ANIME.wav	Jolt with metallic rising feedback.
DSGNSynth_ZAP-Noise Down Tone_BOOM_ANIME.wav	Jolting featuring a downward tonal shift accompanied by noise.
DSGNSynth_ZAP-Noisy Wet Tail_BOOM_ANIME.wav	Jolting characterised by a noisy, wet tail effect.
DSGNSynth_ZAP-Pew Shifter_BOOM_ANIME.wav	Jolting reminiscent of a "pew" with dynamic shifting characteristics.
DSGNSynth_ZAP-Short Noise Wobble_BOOM_ANIME.wav	Brief jolt characterised by noise and a jiggling effect.
DSGNSynth_ZAP-Shot Freq Shift Modulation_BOOM_ANIME.wav	Jolt with shot frequency shift modulation.
DSGNSynth_ZAP-Sine Freq Shift Delay Sweep_BOOM_ANIME.wav	Jolt with sine frequency shift and delay sweep.
DSGNSynth_ZAP-Smoothed Triangle Wave Delay_BOOM_ANIME.wav	Jolt with smoothed triangle wave delay.
DSGNSynth_ZAP-Soft Ping Sand Rise_BOOM_ANIME.wav	Jolt with soft ping and sand rise effect.
DSGNSynth_ZAP-Sweep Medium Delay_BOOM_ANIME.wav	Jolt with medium delay sweep.
DSGNSynth_ZAP-Sweep Short Delay_BOOM_ANIME.wav	Jolt with short delay sweep.
DSGNSynth_ZAP-Sword Freq Shift_BOOM_ANIME.wav	Jolt with sword frequency shift.
DSGNSynth_ZAP-Synth Ascending Power Up_BOOM_ANIME.wav	Synthesized jolt with an ascending pitch, reminiscent of a power-up effect.
DSGNSynth_ZAP-Synth Ascending_BOOM_ANIME.wav	Synthesized jolt characterised by an ascending pitch.
DSGNSynth_ZAP-Synth Descending_BOOM_ANIME.wav	Synthesized jolt characterised by a descending pitch.
DSGNSynth_ZAP-Synth Noise Delay_BOOM_ANIME.wav	Synthesized jolt characterised by noise and a delayed effect.
DSGNSynth_ZAP-Synth Noise Movement_BOOM_ANIME.wav	Synthesized jolt characterised by noise and dynamic movement.

ANIME
ESSENTIALS

FILENAME	DESCRIPTION
DSGNSynth_ZAP-Synth Squelch Impact_B00M_ANIME.wav	Synthesized jolt characterised by its sharp, textured, and muffled impact.
DSGNSynth_ZAP-Tonal Cartoon Flutter_B00M_ANIME.wav	Tonal jolt with wavering and cartoon-like characteristics.
DSGNSynth_ZAP-Tonal Downer Low_B00M_ANIME.wav	Deep-toned jolt characterised by a descending pitch.
DSGNSynth_ZAP-Tonal Downer_B00M_ANIME.wav	Tonal jolt characterised by a descending pitch.
DSGNSynth_ZAP-Wet Bubble Sphere_B00M_ANIME.wav	Jolting akin to a fluid, textured wet bubble sphere.
DSGNSynth_ZAP-White Noise Ladder Filter Shift_B00M_ANIME.wav	Jolt with white noise ladder filter shift.
DSGNSynth_ZAP-White Noise Triangle Wave Ladder Filter_B00M_ANIME.wav	Jolt with white noise triangle wave ladder filter.
DSGNTonl_LASER-Oscillator and Noise Zap Freq Modulation_B00M_ANIME.wav	Tonal laser-like noise with oscillator and noisy jolt frequency modulation.
DSGNTonl_MOVEMENT FAST-Filter Resonance Delay Modulation Pitch Ascending_B00M_ANIME.wav	Rapid motion with filter resonance, delay modulation, and ascending pitch.
DSGNTonl_TONAL-Accent Bird Chirp Long_B00M_ANIME.wav	Tonal sound with a long bird chirp accent.
DSGNTonl_TONAL-Accent Bird Chirp_B00M_ANIME.wav	Tonal sound with a bird chirp accent.
DSGNTonl_TONAL-Bubble Burst_B00M_ANIME.wav	Tonal sound with a bubble burst effect.
DSGNTonl_TONAL-Button Bubble_B00M_ANIME.wav	Tonal sound with a button bubble effect.
DSGNTonl_TONAL-Chirping Fuzzy Freeze_B00M_ANIME.wav	Tonal sound with chirping and fuzzy freeze effect.
DSGNTonl_SHIMMER-Cloud Appear High_B00M_ANIME.wav	Tonal essence resembling the appearance of clouds at a high altitude.
DSGNTonl_TONAL-Cloud Appear_B00M_ANIME.wav	Tonal essence of clouds forming.
DSGNTonl_TONAL-Cute Hello Long_B00M_ANIME.wav	Charming and prolonged tonal essence reminiscent of a friendly greeting.

ANIME
ESSENTIALS

FILENAME	DESCRIPTION
DSGNTonl_TONAL-Delayed Appear_BOOM_ANIME.wav	Tonal essence that gradually emerges with a delayed onset.
DSGNTonl_TONAL-Filter Creature Vocal Long_BOOM_ANIME.wav	Tonal sound with long filter creature vocal.
DSGNTonl_TONAL-Filter Creature Vocal Short_BOOM_ANIME.wav	Tonal sound with short filter creature vocal.
DSGNTonl_TONAL-Filter Delay Modulation_BOOM_ANIME.wav	Tonal sound with filter delay modulation.
DSGNTonl_TONAL-Filter Lowpass Modulation_BOOM_ANIME.wav	Tonal sound with low pass filter modulation.
DSGNTonl_TONAL-Fizzy Squelch_BOOM_ANIME.wav	Bubbly and muffled tonal essence, reminiscent of fizzing bubbles or effervescent liquids.
DSGNTonl_TONAL-Flutter Sparkle_BOOM_ANIME.wav	Delightful tonal essence that twinkles and quivers.
DSGNTonl_TONAL-Friendly Android_BOOM_ANIME.wav	Futuristic and friendly tonal essence reminiscent of sounds associated with androids or advanced technology.
DSGNTonl_TONAL-Friendly Ascent Down_BOOM_ANIME.wav	Tonal essence that descends in a friendly and uplifting manner.
DSGNTonl_TONAL-Friendly Ascent Up_BOOM_ANIME.wav	Tonal essence that ascends in a friendly and uplifting manner.
DSGNTonl_TONAL-Friendly Filter Blob_BOOM_ANIME.wav	Tonal sound with friendly filter blob.
DSGNTonl_TONAL-Friendly Goodbye_BOOM_ANIME.wav	Warm and inviting tonal essence reminiscent of a friendly farewell.
DSGNTonl_TONAL-Friendly Hello_BOOM_ANIME.wav	Tonal sound with a friendly "hello" effect.
DSGNTonl_TONAL-Friendly Robot_BOOM_ANIME.wav	Charming and futuristic tonal essence that embodies the personality of a friendly robot.
DSGNTonl_TONAL-Friendly Welcome_BOOM_ANIME.wav	Warm and inviting tonal essence reminiscent of a friendly greeting.
DSGNTonl_TONAL-Granular Playful_BOOM_ANIME.wav	Playful and granular tonal essence.
DSGNTonl_TONAL-Large Jump_BOOM_ANIME.wav	Tonal sound with a large jump effect.

ANIME
ESSENTIALS

FILENAME	DESCRIPTION
DSGNTonl_TONAL-Magic Clouds_B00M_ANIME.wav	Mystical and ethereal tonal essence reminiscent of clouds forming or dissipating with a magical effect.
DSGNTonl_TONAL-Metal Modulation_B00M_ANIME.wav	Tonal sound with metal modulation.
DSGNTonl_TONAL-Modulated Chirp_B00M_ANIME.wav	Tonal sound with modulated chirp.
DSGNTonl_TONAL-Modulated Sine Rise_B00M_ANIME.wav	Tonal sound with modulated sine rise.
DSGNTonl_TONAL-Modulated Sine_B00M_ANIME.wav	Tonal sound with modulated sine.
DSGNTonl_TONAL-Neutral Sine Shift Dual Delay_B00M_ANIME.wav	Tonal sound with neutral sine shift and dual delay.
DSGNTonl_TONAL-Noise Filter Resonance Modulation High_B00M_ANIME.wav	Tonal sound with high noise filter resonance modulation.
DSGNTonl_TONAL-Noise Filter Resonance Modulation Low_B00M_ANIME.wav	Tonal sound with low noise filter resonance modulation.
DSGNTonl_TONAL-Oscillator and Noise Ascending Descending_B00M_ANIME.wav	Tonal sound with oscillator and noise ascending and descending.
DSGNTonl_TONAL-Oscillator and Noise Ascending_B00M_ANIME.wav	Tonal sound with oscillator and noise ascending.
DSGNTonl_TONAL-Oscillator and Noise Descending_B00M_ANIME.wav	Tonal sound with oscillator and noise descending.
DSGNTonl_TONAL-Power Fly By_B00M_ANIME.wav	Tonal sound with a power flyby effect.
DSGNTonl_TONAL-Resonant Feedback Ringer_B00M_ANIME.wav	Resonant and feedback-laden tonal essence.
DSGNTonl_TONAL-Resonant Feedback_B00M_ANIME.wav	Resonant tonal essence characterised by feedback.
DSGNTonl_TONAL-Reverse Power Up_B00M_ANIME.wav	Tonal sound with reverse power up.
DSGNTonl_TONAL-Reverser Sine Saw Shift_B00M_ANIME.wav	Tonal sound with reverser sine and saw shift.
DSGNTonl_TONAL-Reverser Snappy Sine_B00M_ANIME.wav	Tonal sound with snappy sine reverser.

ANIME
ESSENTIALS

FILENAME	DESCRIPTION
DSGNTonl_TONAL-Rising Freq Shifter_BOOM_ANIME.wav	Tonal sound with rising frequency shifter.
DSGNTonl_TONAL-Rising Turbo_BOOM_ANIME.wav	Tonal essence that rises with the intensity and energy of a turbocharger.
DSGNTonl_TONAL-Shifted Saw Delay_BOOM_ANIME.wav	Tonal sound with shifted saw delay.
DSGNTonl_TONAL-Shifted Saw Sine Dual Sweep_BOOM_ANIME.wav	Tonal sound with shifted saw and sine dual sweep.
DSGNTonl_TONAL-Shing Emote_BOOM_ANIME.wav	Distinctive tonal essence reminiscent of a sharp and glimmering emote.
DSGNTonl_TONAL-Sine Sweep_BOOM_ANIME.wav	Tonal sound with a sine sweep.
DSGNTonl_TONAL-Sine_BOOM_ANIME.wav	Pure sine wave tonal sound.
DSGNTonl_TONAL-Small Riser_BOOM_ANIME.wav	Subtle and gradual tonal essence that rises gently.
DSGNTonl_TONAL-Smooth Oscillator Sweep Bubble_BOOM_ANIME.wav	Tonal sound with smooth oscillator sweep and bubble effect.
DSGNTonl_TONAL-Spectral Voice Fall_BOOM_ANIME.wav	Ethereal spectral tones reminiscent of a ghostly descension.
DSGNTonl_TONAL-Spectral Voice Rise_BOOM_ANIME.wav	Ethereal spectral tones reminiscent of a ghostly ascension.
DSGNTonl_TONAL-Squelch Arrival_BOOM_ANIME.wav	Unique and muffled tonal essence that signifies an arrival or emergence.
DSGNTonl_TONAL-Static Tone Blip_BOOM_ANIME.wav	Brief and static-filled tonal essence resembling a blip.
DSGNTonl_TONAL-Tail Pitch Movement_BOOM_ANIME.wav	Tonal essence characterised by gradual pitch movement.
DSGNTonl_TONAL-Talking Long_BOOM_ANIME.wav	Prolonged, tonal effect reminiscent of a talking Gameboy.
DSGNTonl_TONAL-Talking_BOOM_ANIME.wav	Tonal essence reminiscent of a talking Gameboy.
DSGNTonl_TONAL-Two Oscillator Frequency Modulation Bubbly Long_BOOM_ANIME.wav	Tonal sound with two oscillators, frequency modulation, and long bubbly effect.

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FILENAME	DESCRIPTION
DSGNTonl_TONAL-Two Oscillator Frequency Modulation Bubbly Short_B00M_ANIME.wav	Tonal sound with two oscillators, frequency modulation, and short bubbly effect.
DSGNTonl_TONAL-Two Oscillator Frequency Modulation Long_B00M_ANIME.wav	Tonal sound with two oscillators and long frequency modulation.
DSGNTonl_ZAP-Accent Neutral Delay_B00M_ANIME.wav	Electrical jolt with neutral accent and delay.
DSGNTonl_ZAP-Shimmer Wobble_B00M_ANIME.wav	Electrical jolt with shimmering wobble effect.
DSGNTonl_ZAP-Tiny Rise Up_B00M_ANIME.wav	Electrical jolt with tiny rise up effect.
DSGNWhsh_MOVEMENT FAST-Modulated White Noise Shift_B00M_ANIME.wav	Rapid motioned whoosh with modulated white noise shift.
DSGNWhsh_MOVEMENT FAST-White Noise Shift Filter Resonance_B00M_ANIME.wav	Rapid motioned whoosh with white noise shift and filter resonance.
DSGNWhsh_MOVEMENT LONG-Artificial Wind Gust Parallel Filter Modulation_B00M_ANIME.wav	Extended motioned whoosh with artificial wind gust and parallel filter modulation.
DSGNWhsh_MOVEMENT LONG-Artificial Wind Gust_B00M_ANIME.wav	Extended motioned whoosh with artificial wind gust.
DSGNWhsh_MOVEMENT LONG-Descending Power Sweeps_B00M_ANIME.wav	Long, energetic descending whooshing sweeps.
DSGNWhsh_MOVEMENT LONG-Filter White Noise Resonance_B00M_ANIME.wav	Extended motioned whoosh with filtered white noise resonance.
DSGNWhsh_MOVEMENT LONG-Filter White Noise_B00M_ANIME.wav	Extended motioned whoosh with filtered white noise.
DSGNWhsh_MOVEMENT LONG-Robot Power Up_B00M_ANIME.wav	Long, sweeping whoosh that simulates the powering up of a robot.
DSGNWhsh_MOVEMENT LONG-White Noise Medium Plain_B00M_ANIME.wav	Extended motioned whoosh with medium plain white noise.
DSGNWhsh_MOVEMENT LONG-White Noise Plain_B00M_ANIME.wav	Extended motioned whoosh with plain white noise.
DSGNWhsh_MOVEMENT LONG-White Noise Sine Wave Spin_B00M_ANIME.wav	Extended motioned whoosh with white noise and sine wave spin.
DSGNWhsh_MOVEMENT LONG-White Noise Spin Whirlwind_B00M_ANIME.wav	Extended motioned whoosh with white noise and whirlwind spin.

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FILENAME	DESCRIPTION
DSGNWhsh_STINGER-Tonal Zappy Cartoon Wobble_B00M_ANIME.wav	Jolting and tonal stinger with a cartoonish jiggle.
DSGNWhsh_WHOOSH-Anime Rise High_B00M_ANIME.wav	Traditional high-rising anime whoosh.
DSGNWhsh_WHOOSH-Classic Noise Cutoff Resonance_B00M_ANIME.wav	Traditional whoosh characterised by a noise cutoff and tonal resonance.
DSGNWhsh_WHOOSH-Comb Filter Noise Sweep_B00M_ANIME.wav	Whoosh characterised by a comb filter noise sweep.
DSGNWhsh_WHOOSH-Fast Wobble Noise Echo_B00M_ANIME.wav	Whoosh characterised by a rapid wobble noise echo.
DSGNWhsh_WHOOSH-Filtered Noise Distorted_B00M_ANIME.wav	Whoosh characterised by filtered noise and distortion.
DSGNWhsh_WHOOSH-Frequency Shift Noise Bubble_B00M_ANIME.wav	Whoosh characterised by a frequency shift and a noise bubble.
DSGNWhsh_WHOOSH-Gritty Pew Delay_B00M_ANIME.wav	Gritty whoosh characterised by a delay and "pew-like" resonance.
DSGNWhsh_WHOOSH-LoFi Bubbles_B00M_ANIME.wav	Low-frequency whoosh characterised by bubbling or swirling textures.
DSGNWhsh_WHOOSH-Modulated Noise Delay_B00M_ANIME.wav	Whoosh characterised by a modulated noise and delay.
DSGNWhsh_WHOOSH-Noise Bubble Down_B00M_ANIME.wav	Whoosh characterised by a noise bubble descending.
DSGNWhsh_WHOOSH-Noise Bubble Up_B00M_ANIME.wav	Whoosh characterised by a noise bubble ascending.
DSGNWhsh_WHOOSH-Noise Double Filter Short_B00M_ANIME.wav	Brief whoosh characterised by a double filtering of noise.
DSGNWhsh_WHOOSH-Noise Filter Basic Dull_B00M_ANIME.wav	Whoosh characterised by a basic dull noise filter.
DSGNWhsh_WHOOSH-Noise Filter Bubble Soft_B00M_ANIME.wav	Whoosh characterised by a gentle noise filter bubble.
DSGNWhsh_WHOOSH-Noise Filter Bubble_B00M_ANIME.wav	Whoosh characterised by a noise filter bubble.
DSGNWhsh_WHOOSH-Noise Filter Chorus Short_B00M_ANIME.wav	Brief whoosh characterised by an ensemble of filtered noise.

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FILENAME	DESCRIPTION
DSGNWhsh_WHOOSH-Noise Filter Delay_B00M_ANIME.wav	Whoosh characterised by filtered noise and delay.
DSGNWhsh_WHOOSH-Noise Filter Gust_B00M_ANIME.wav	Whoosh characterised by a noise filter gust.
DSGNWhsh_WHOOSH-Noise Filter Heavy Modulation_B00M_ANIME.wav	Whoosh characterised by a heavy noise filter modulation.
DSGNWhsh_WHOOSH-Noise Filter Sweep Short Modulated_B00M_ANIME.wav	Whoosh characterised by a brief, modulated noise filter sweep.
DSGNWhsh_WHOOSH-Noise Filter Sweep Short Sharp_B00M_ANIME.wav	Whoosh characterised by a brief and crisp noise filter sweep.
DSGNWhsh_WHOOSH-Noise Filter Sweep Short_B00M_ANIME.wav	Whoosh characterised by a brief noise filter sweep.
DSGNWhsh_WHOOSH-Noise Formant Filter_B00M_ANIME.wav	Whoosh characterized by noise with a formant filter applied.
DSGNWhsh_WHOOSH-Noise Gritty Distorted_B00M_ANIME.wav	Gritty and distorted whoosh characterised by noise.
DSGNWhsh_WHOOSH-Noisy Air Hit_B00M_ANIME.wav	Whoosh with characteristics reminiscent of a turbulent air hit.
DSGNWhsh_WHOOSH-Noisy Air Rocket_B00M_ANIME.wav	Whoosh with characteristics reminiscent of a noisy air rocket.
DSGNWhsh_WHOOSH-Noisy Air Whoosh_B00M_ANIME.wav	Whoosh with characteristics reminiscent of a noisy rush of air.
DSGNWhsh_WHOOSH-Noisy Glitter Shing_B00M_ANIME.wav	Whoosh with characteristics reminiscent of noisy glimmering.
DSGNWhsh_WHOOSH-Pink Noise Flutter Filter_B00M_ANIME.wav	Whoosh characterized by pink noise with a quivering filter.
DSGNWhsh_WHOOSH-Rising Flanger Noise Sweep_B00M_ANIME.wav	Whoosh characterised by an ascending flanger noise sweep.
DSGNWhsh_WHOOSH-Small Noise Pass By_B00M_ANIME.wav	Small, swift whoosh characterised by noise.
DSGNWhsh_WHOOSH-Static White Noise Swoosh_B00M_ANIME.wav	Whoosh characterized by static white noise.
DSGNWhsh_WHOOSH-Tonal Excitement Pass By_B00M_ANIME.wav	Energetic and dynamic whoosh passby.

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FILENAME	DESCRIPTION
DSGNWhsh_WHOOSH-White Noise Aggressive Fast_B00M_ANIME.wav	Whoosh characterised by a brisk, assertive white noise filter.
DSGNWhsh_WHOOSH-White Noise Hard Long Fade Out_B00M_ANIME.wav	Whoosh characterised by a prolonged, intense white noise fade-out.
DSGNWhsh_WHOOSH-White Noise Medium_B00M_ANIME.wav	Whoosh characterised by a moderately long white noise filter.
DSGNWhsh_WHOOSH-White Noise Short Plain_B00M_ANIME.wav	Whoosh characterised by a brief white noise filter.
DSGNWhsh_WHOOSH-White Noise Short Resonance Ascending_B00M_ANIME.wav	Whoosh characterised by a brief, rising resonance white noise.
DSGNWhsh_WHOOSH-White Noise Short Resonance Descending_B00M_ANIME.wav	Whoosh characterized by a brief, falling resonance white noise.
DSGNWhsh_WHOOSH-White Noise Short_B00M_ANIME.wav	Whoosh characterised by white noise.
DSGNWhsh_WHOOSH-White Noise Two Filters Freq Shift Short_B00M_ANIME.wav	Whoosh characterized by brief white noise and two filter frequency shifts.
EXPLDsgn_EXPLOSION LONG-Cannon Shot_B00M_ANIME.wav	Extended explosion noise reminiscent of a cannon blast.
EXPLDsgn_EXPLOSION LONG-Car Crusher_B00M_ANIME.wav	Extended explosion noise imitating a car being crushed.
EXPLDsgn_EXPLOSION LONG-Clean and Soft_B00M_ANIME.wav	Extended explosion noise that is crisp and gentle.
EXPLDsgn_EXPLOSION LONG-Clean Breath Descending_B00M_ANIME.wav	Extended, crisp and descending breath-like detonation.
EXPLDsgn_EXPLOSION LONG-Creature Growl Breath_B00M_ANIME.wav	Extended and powerful detonation combined with a menacing creature growl.
EXPLDsgn_EXPLOSION LONG-Distortion White Noise Medium_B00M_ANIME.wav	Extended explosion noise with moderate distortion and white noise.
EXPLDsgn_EXPLOSION LONG-Distortion White Noise_B00M_ANIME.wav	Extended explosion noise with warped white noise.
EXPLDsgn_EXPLOSION LONG-Earth Crumble_B00M_ANIME.wav	Extended explosion noise reminiscent of earth crumbling.
EXPLDsgn_EXPLOSION LONG-Gnarly White Noise Sine_B00M_ANIME.wav	Extended explosion noise with rough white noise and sine wave.

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FILENAME	DESCRIPTION
EXPLDsgn_EXPLOSION LONG-Heavy White Noise Sine_B00M_ANIME.wav	Extended explosion noise with intense white noise and sine wave.
EXPLDsgn_EXPLOSION LONG-Lead In Noise Distortion Tail_B00M_ANIME.wav	Extended detonation characterised by a lead-in noise distortion tail.
EXPLDsgn_EXPLOSION LONG-Lead In Noise Sweep Tail_B00M_ANIME.wav	Extended detonation characterised by a lead-in noise sweep tail.
EXPLDsgn_EXPLOSION LONG-LONG Shatter Warp Descending_B00M_ANIME.wav	Extended, descending detonation characterized by a breaking bending effect.
EXPLDsgn_EXPLOSION LONG-Low Rough Distorted Tail_B00M_ANIME.wav	Extended detonation characterised by a deep, rugged, and distorted tail.
EXPLDsgn_IMPACT WHITE NOISE-Noise Storm_B00M_ANIME.wav	Extended detonation characterised by a high frequency hiss of noise.
EXPLDsgn_EXPLOSION LONG-Planet Smasher_B00M_ANIME.wav	Extended explosion noise resembling a planetary impact.
EXPLDsgn_EXPLOSION LONG-Rumble Crumble Distortion_B00M_ANIME.wav	Extended detonation characterised by distortive grumbling and decay.
EXPLDsgn_EXPLOSION LONG-Soft Tail Pitch Descending_B00M_ANIME.wav	Extended detonation characterised by a soft, descending pitch tail.
EXPLDsgn_EXPLOSION LONG-Tail Pitch Ascending_B00M_ANIME.wav	Extended detonation characterised by a tail that ascends in pitch.
EXPLDsgn_EXPLOSION SHORT-Bang_B00M_ANIME.wav	Brief explosion noise reminiscent of a bang.
EXPLDsgn_EXPLOSION SHORT-Booming White Noise Sine_B00M_ANIME.wav	Brief explosion noise with booming white noise and sine wave.
EXPLDsgn_EXPLOSION SHORT-Breath Tail_B00M_ANIME.wav	Brief detonation characterised by a breath-like tail.
EXPLDsgn_EXPLOSION SHORT-Cannon Shot_B00M_ANIME.wav	Brief explosion noise reminiscent of a cannon blast.
EXPLDsgn_EXPLOSION SHORT-Crunchy White Noise Sine_B00M_ANIME.wav	Brief explosion noise with crisp white noise and sine wave.
EXPLDsgn_EXPLOSION SHORT-Distant Blow_B00M_ANIME.wav	Brief explosion noise resembling a distant impact.
EXPLDsgn_EXPLOSION SHORT-Distant Hit_B00M_ANIME.wav	Brief explosion noise reminiscent of a distant strike.

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FILENAME	DESCRIPTION
EXPLDsgn_EXPLOSION SHORT-Distorted Clean Tail_BOOM_ANIME.wav	Brief and intense detonation characterised by a clean yet distorted tail.
EXPLDsgn_EXPLOSION SHORT-Feedback Noise_BOOM_ANIME.wav	Brief detonation characterised by feedback noise.
EXPLDsgn_EXPLOSION SHORT-Punchy Thud_BOOM_ANIME.wav	Brief detonation characterised by a punchy and impactful thump.
EXPLDsgn_EXPLOSION SHORT-Shot Ascending_BOOM_ANIME.wav	Brief detonation characterised by an ascending pitch.
EXPLDsgn_EXPLOSION SHORT-Smoke Bomb_BOOM_ANIME.wav	Brief explosion noise resembling a smoke bomb detonation.
EXPLReal_EXPLOSION LONG-Bright Impact_BOOM_ANIME.wav	Extended explosion noise with a vivid impact.
EXPLReal_EXPLOSION LONG-Snappy Thunder_BOOM_ANIME.wav	Extended explosion noise reminiscent of crackling thunder.
EXPLReal_EXPLOSION LONG-Super Massive_BOOM_ANIME.wav	Extended explosion noise that is incredibly massive.
EXPLReal_EXPLOSION LONG-Sustained Low End_BOOM_ANIME.wav	Extended explosion noise with continuous low-end frequencies.
EXPLReal_EXPLOSION SHORT-Bright Burst_BOOM_ANIME.wav	Brief explosion noise with a vibrant burst.
EXPLReal_EXPLOSION SHORT-Dull Poof_BOOM_ANIME.wav	Brief explosion noise reminiscent of a muted poof.
EXPLReal_EXPLOSION SHORT-Midrange Bang_BOOM_ANIME.wav	Brief explosion noise with a midrange bang.
EXPLReal_EXPLOSION SHORT-Nice And Round_BOOM_ANIME.wav	Brief explosion noise that is smooth and rounded.
EXPLReal_EXPLOSION SHORT-Skyquake_BOOM_ANIME.wav	Brief explosion noise resembling a skyquake.
EXPLReal_EXPLOSION SHORT-Tight Crack_BOOM_ANIME.wav	Brief explosion noise reminiscent of a sharp crack.
FGHTImpt_PUNCH-Basic Hit Old School_BOOM_ANIME.wav	Traditional punch sound with a vintage feel.
FGHTImpt_PUNCH-Distortion Crunch_BOOM_ANIME.wav	Impactful punch characterised by a distorted crunch.

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FILENAME	DESCRIPTION
FGHTImpt_PUNCH-Facelift_B00M_ANIME.wav	Potent punch sound resembling a dramatic anime face strike.
FGHTImpt_PUNCH-Fast Strike_B00M_ANIME.wav	Punch noise reminiscent of a swift strike.
FGHTImpt_PUNCH-High Fast Face Slap Clean_B00M_ANIME.wav	High-speed and crisp facial slap.
FGHTImpt_PUNCH-Lead In High Punch Distortion_B00M_ANIME.wav	Impactful punch characterised by a lead-in of high-pitched distortion.
FGHTImpt_PUNCH-Lead In High Punch Slap_B00M_ANIME.wav	Impactful punch characterised by a lead-in of high-pitched slap-like tones.
FGHTImpt_PUNCH-Low Ending_B00M_ANIME.wav	Punch noise emphasizing a deep, bass-heavy impact.
FGHTImpt_PUNCH-Power Punch_B00M_ANIME.wav	Dynamic, powerful punch noise with a robust impact.
FGHTImpt_PUNCH-Roundhouse_B00M_ANIME.wav	Punch noise emulating the sweeping force of a roundhouse kick.
FGHTImpt_PUNCH-Short And Tight_B00M_ANIME.wav	Punch noise that is brief and compact.
FGHTImpt_PUNCH-Slap Dat_B00M_ANIME.wav	Punch noise reminiscent of a slap.
FGHTImpt_PUNCH-Slap Hit _B00M_ANIME.wav	Punch noise reminiscent of a slap impact.
FGHTImpt_PUNCH-Smack Back_B00M_ANIME.wav	Punch noise emulating a back smack.
FGHTImpt_PUNCH-Soft_B00M_ANIME.wav	Soft, delicate punch noise with minimal impact.
FGHTImpt_PUNCH-Spacious White Noise_B00M_ANIME.wav	Punch noise with airy white noise.
LASRMisc_LASER-Ascending Action Movement_B00M_ANIME.wav	Beam characterised by an ascending action movement.
LASRMisc_LASER-Ascending Action Rise_B00M_ANIME.wav	Beam characterised by an ascending action rise.
LASRMisc_LASER-Basic Sweep_B00M_ANIME.wav	Simple laser noise with a sweeping effect.

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FILENAME	DESCRIPTION
LASRMisc_LASER-Bubbling White Noise_B00M_ANIME.wav	Laser noise with bubbling white noise.
LASRMisc_LASER-Classic Filter Pew_B00M_ANIME.wav	Traditional beam characterised by a filtered "pew" sound.
LASRMisc_LASER-Classic Filtered Zap_B00M_ANIME.wav	Traditional beam characterised by a filtered jolt.
LASRMisc_LASER-Delay Slow Down_B00M_ANIME.wav	Beam characterised by a delayed slowing down effect.
LASRMisc_LASER-Delay_B00M_ANIME.wav	Laser noise with a delayed effect.
LASRMisc_LASER-Descending Delay Warp_B00M_ANIME.wav	Beam characterised by a descending delay warp.
LASRMisc_LASER-Friendly Zip High_B00M_ANIME.wav	High-pitched laser noise with a cheerful zip.
LASRMisc_LASER-High Freq Shift Modulation_B00M_ANIME.wav	Laser noise with high-frequency shift modulation.
LASRMisc_LASER-Rapid Shot_B00M_ANIME.wav	Swift, crisp laser shot noise.
LASRMisc_LASER-Short Punch_B00M_ANIME.wav	Short, powerful laser punch noise.
LASRMisc_LASER-Shot Delay_B00M_ANIME.wav	Beam characterised by a delayed ray shot.
LASRMisc_LASER-Shot Fast Tremor_B00M_ANIME.wav	Beam characterised by a rapid quake.
LASRMisc_LASER-Shot Short_B00M_ANIME.wav	Beam characterised by a brief and impactful shot.
LASRMisc_LASER-Sinus Sweep_B00M_ANIME.wav	Laser noise with a fluid, wave-like sweep.
LASRMisc_LASER-Sweep Bubble Up Large_B00M_ANIME.wav	Laser noise with a large sweeping bubble-up effect.
LASRMisc_LASER-Sweep Bubble Up Small_B00M_ANIME.wav	Laser noise with a slight sweeping bubble-up effect.
LASRMisc_LASER-Sweep Delay Clean_B00M_ANIME.wav	Laser noise with a clear sweep delay.

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FILENAME	DESCRIPTION
LASRMisc_LASER-Various Lengths Double Filter_B00M_ANIME.wav	Laser noise with diverse durations and double filter effect.
MAGShim_SHIMMER-Ascending Chimes Sparkle Freq Shift_B00M_ANIME.wav	Glimmering chimes characterised by an ascending sparkle and frequency shift.
MAGShim_SHIMMER-Ascending Metal Delay Sparkle_B00M_ANIME.wav	Glimmering metal sounds characterised by an ascending delay sparkle.
MAGShim_SHIMMER-Chimes Steady Light Freq Shift_B00M_ANIME.wav	Steady glimmering chimes characterised by a light frequency shift.
MUSCTnprc_SHIMMER-Xylophone Delay Sparkle Vibrato_B00M_ANIME.wav	Marimba characterised by a delayed sparkle and vibrato effect.