

Filename

CREAEarth_Worm_Medium_Growls_LAYERS-02.wav
CREAEarth_Worm_Medium_Birth_Body_LAYERS-04.wav
Tentacles-CREAEarth_Worm_Deploy_Tentacles_LAYERS-01.wav
CREAEarth_Worm_Medium_Birth_Gore-Crush_LAYERS-04.wav
CREAEarth_Worm_Medium_Birth_Gore-Crush_LAYERS-05.wav
CREAEarth_Worm_Medium_Birth_Body_LAYERS-05.wav
CREAEarth_Worm_Medium_Growls_LAYERS-03.wav
CREAEarth_Worm_Medium_Growls_LAYERS-01.wav
Tentacles-CREAEarth_Worm_Medium_Tentacles_LAYERS-04.wav
Tentacles-CREAEarth_Worm_Deploy_Tentacles_LAYERS-02.wav
Tentacles-CREAEarth_Worm_Deploy_Tentacles_LAYERS-03.wav
CREAEarth_Worm_Medium_Growls_LAYERS-04.wav
CREAEarth_Worm_Medium_Birth_Body_LAYERS-02.wav
Tentacles-CREAEarth_Worm_Medium_Tentacles_LAYERS-01.wav
CREAEarth_Worm_Medium_Birth_Gore-Crush_LAYERS-02.wav
Tentacles-CREAEarth_Worm_Deploy_Tentacles_LAYERS-06.wav
CREAEarth_Worm_Medium_Birth_Gore-Crush_LAYERS-03.wav
CREAEarth_Worm_Quiet_Motion-02.wav
CREAEarth_Worm_Medium_Birth_Body_LAYERS-03.wav
CREAEarth_Worm_Medium_Birth_Body_LAYERS-01.wav
Tentacles-CREAEarth_Worm_Medium_Tentacles_LAYERS-02.wav
CREAEarth_Worm_Medium_Birth_Gore-Crush_LAYERS-01.wav
Tentacles-CREAEarth_Worm_Deploy_Tentacles_LAYERS-04.wav
Tentacles-CREAEarth_Worm_Deploy_Tentacles_LAYERS-05.wav
CREAEarth_Worm_Quiet_Motion-01.wav
Tentacles-CREAEarth_Worm_Medium_Tentacles_LAYERS-03.wav
CREAEarth_Worm_Medium_Birth_Growls_LAYERS-05.wav
CREAEarth_Worm_Slow_Idle_HeartBeat_Body_LAYERS-03.wav
CREAEarth_Worm_Slow_Idle_HeartBeat_Body_LAYERS-02.wav
CREAEarth_Worm_Medium_Birth_Growls_LAYERS-04.wav
CREAEarth_Worm_Quiet_Growls_LAYERS-02.wav
CREAEarth_Worm_Slow_Idle_HeartBeat_Body_LAYERS-01.wav
CREAEarth_Worm_Quiet_Growls_LAYERS-01.wav
CREAEarth_Worm_Medium_Birth_Growls_LAYERS-03.wav
CREAEarth_Worm_Quiet_Gore-Crush_LAYERS-02.wav
CREAEarth_Worm_Slow_Idle_HeartBeat_Gore-Crush_LAYERS-01.wav
CREAEarth_Worm_Medium_Birth_Growls_LAYERS-02.wav
CREAEarth_Worm_Quiet_Gore-Crush_LAYERS-01.wav
CREAEarth_Worm_Slow_Idle_HeartBeat_Gore-Crush_LAYERS-03.wav
CREAEarth_Worm_Slow_Idle_HeartBeat_Gore-Crush_LAYERS-02.wav
CREAEarth_Worm_Medium_Birth_Growls_LAYERS-01.wav
CREAEarth_Worm_Deploy_Growls_LAYERS-04.wav
CREAEarth_Worm_Deploy_Motion-04.wav
CREAEarth_Worm_Deploy_Motion-05.wav
CREAEarth_Worm_Deploy_Body_LAYERS-06.wav

CREAEarth_Worm_Deploy_Growls_LAYERS-05.wav
CREAEarth_Worm_Deploy_Body_LAYERS-04.wav
CREAEarth_Worm_Deploy_Motion-06.wav
CREAEarth_Worm_Deploy_Body_LAYERS-05.wav
CREAEarth_Worm_Deploy_Growls_LAYERS-06.wav
CREAEarth_Worm_Deploy_Growls_LAYERS-02.wav
CREAEarth_Worm_Slow_Idle_HeartBeat_Motion-02.wav
CREAEarth_Worm_Deploy_Body_LAYERS-01.wav
CREAEarth_Worm_Deploy_Motion-02.wav
CREAEarth_Worm_Deploy_Motion-03.wav
CREAEarth_Worm_Slow_Idle_HeartBeat_Motion-03.wav
CREAEarth_Worm_Deploy_Growls_LAYERS-03.wav
CREAEarth_Worm_Deploy_Growls_LAYERS-01.wav
CREAEarth_Worm_Slow_Idle_HeartBeat_Motion-01.wav
CREAEarth_Worm_Deploy_Body_LAYERS-02.wav
CREAEarth_Worm_Deploy_Motion-01.wav
CREAEarth_Worm_Deploy_Body_LAYERS-03.wav
Tentacles-CREAEarth_Worm_Medium_Birth_Tentacles_LAYERS-05.wav
CREAEarth_Worm_Medium_Motion-01.wav
Tentacles-CREAEarth_Worm_Slow_Idle_HeartBeat_Tentacles_LAYERS-02.wav
CREAEarth_Worm_Medium_Birth_Motion-05.wav
CREAEarth_Worm_Medium_Birth_Motion-04.wav
Tentacles-CREAEarth_Worm_Slow_Idle_HeartBeat_Tentacles_LAYERS-03.wav
CREAEarth_Worm_Medium_Body_LAYERS-04.wav
CREAEarth_Worm_Quiet_Body_LAYERS-02.wav
Tentacles-CREAEarth_Worm_Medium_Birth_Tentacles_LAYERS-04.wav
CREAEarth_Worm_Medium_Motion-02.wav
Tentacles-CREAEarth_Worm_Slow_Idle_HeartBeat_Tentacles_LAYERS-01.wav
CREAEarth_Worm_Quiet_Body_LAYERS-01.wav
CREAEarth_Worm_Medium_Motion-03.wav
Tentacles-CREAEarth_Worm_Medium_Birth_Tentacles_LAYERS-03.wav
CREAEarth_Worm_Medium_Body_LAYERS-03.wav
CREAEarth_Worm_Medium_Birth_Motion-03.wav
CREAEarth_Worm_Medium_Birth_Motion-02.wav
CREAEarth_Worm_Medium_Body_LAYERS-02.wav
Tentacles-CREAEarth_Worm_Medium_Birth_Tentacles_LAYERS-02.wav
CREAEarth_Worm_Medium_Motion-04.wav
CREAEarth_Worm_Medium_Birth_Motion-01.wav
CREAEarth_Worm_Medium_Body_LAYERS-01.wav
Tentacles-CREAEarth_Worm_Medium_Birth_Tentacles_LAYERS-01.wav
COALBrk_Worm, Coal Crush, Quiet x2.wav
PLASImpt_Worm_Gloves_Double Flap.wav
METLFlap_Worm, Fast Flaps, Metallic Resonance x4.wav
BONEBrk_Worm, Potatoes Crunchy.wav
WOODBrk_Worm, Wood Creak x11.wav
WOODBrk_Worm, Wood Creak x04.wav

PLASImpt_Worm_Gloves_Hit.wav
PLASImpt_Worm_Gloves_Rubbing.wav
OBJImpt_Worm, Hand, Fingers, Crunchy x6.wav
PLASImpt_Worm_Gloves_Flap.wav
GOREBone_Real Bone Snapping, Cracking, Violent Rupture, Crushing, Punch, Breaking, Distorted x7
GOREFISH_Sponge on Cabbage, Skin, Friction, Rub, SEQ, CU, 2 Oct Down.wav
CREAAqua_Octopus, Tentacles, Whoosh, Movement, Bubble, Erratic, SEQ x5.wav
VEGETree_Leaving Tree, Ent, Stand-Up, Wood Creak, Foliage x6.wav
GOREBone_Celery, Breaking Bones, Bloody, Crush, Crisp, Close x6.wav
GOREFISH_Sponge on Cabbage, Skin, Friction, Rub, SEQ, CU.wav
GOREOoze_Complex Mixture, Dense, Alien, Tentacles, Long, Constant, CU, 2 Oct Down.wav
GOREFISH_Foil, Handling, Rustle, Cracks, Crisp, Insect, CU x2.wav
GOREFISH_Grapefruit, Texture, Squeeze, Torn Apart, CU.wav
CREAAqua_Octopus, Tentacles, Suction, Medium, Complex x6.wav
WOODBrk Rottent Log Breaking, Shattering, Crisp, Crunch, Soft CU x10.wav
CREAAqua_Octopus, Tentacles Movement, Large, Wet, Short x4.wav
LIQMvmt_Tentacles, Dense Liquid, Mop, Hard, 2 Oct Down x5.wav
GOREOoze_Complex Mixture, Dense, Alien, Tentacles, Long, Constant, CU.wav
LIQMvmt_Tentacles, Dense Liquid, Mop, Hard x5.wav
VEGEMisc_Leaves, Foliage, Growing-up, Magic, Pleasant, Long.wav
WOODBrk Rottent Log Breaking, Shattering, Crisp, Crunch, Soft CU x18.wav
LIQMvmt_Tentacles, Dense Liquid, Mop, Soft, 2 Oct Down x4.wav
GOREFISH_Cabbage, Creak, Stretch, Tear Off, Short, CU, 2 Oct Down x10.wav
GOREBone_Celery, Breaking Bones, Dry, Crush, Crisp, Close x4.wav
MOVECrea_Organic, Crack, Alien, Strange Tree, Mutation, Long.wav
LIQMvmt_Tentacles, Dense Liquid, Mop, Soft x4.wav
GOREFISH_Grapefruit, Texture, Squeeze, Torn Apart, CU, 2 Oct Down.wav
WHSH_Vines Whoosh, Slow, Organic, Large, Multiple x5.wav
GOREFISH_Foliage, Growing Hair, Rustle, Constant.wav
GOREBone_Crush, Form, Flesh, Elemental, Dry, Long, Constant, LOOP.wav
GOREFISH_Cabbage, Creak, Stretch, Tear Off, Short, CU x10.wav
CREAAqua_Octopus, Tentacles, Texture, Sticky, Long, Constant, Hard, CU.wav
WOODBrk Rotten Log, Shatters, Crunchy, indoor CU x13.wav
GOREBone_Sequence, Resonant, Hard, Spine, Mutation x2.wav
GOREBone_Under the Skin, Breaking, Moving, Mutation, Long.wav
CREAElem_Nature Leaving Tree Medium_LAYERS_Roots.wav
CREAElem_Nature Leaving Tree Small_LAYERS_Roots.wav
CREAElem_Nature Leaving Tree Small.wav
CREAElem_Nature Leaving Tree Small_LAYERS_Tree.wav
CREAElem_Nature Leaving Tree Large.wav
CREAElem_Nature Leaving Tree Large_LAYERS_Tree.wav
CREAElem_Nature Leaving Tree Large_LAYERS_Leaves.wav
CREAElem_Nature Leaving Tree Small_LAYERS_Leaves.wav
CREAElem_Nature Leaving Tree Medium.wav
CREAElem_Nature Leaving Tree Medium_LAYERS_Tree.wav
CREAElem_Nature Leaving Tree Medium_LAYERS_Leaves.wav

CREAElem_Nature Leaving Tree Large_LAYERS_Roots.wav
CREAAqua_Octopus Large_LAYERS_Motion.wav
CREAAqua_Octopus Small_LAYERS_Texture.wav
CREAAqua_Octopus Small_LAYERS_Motion.wav
CREAAqua_Octopus Small_LAYERS_Extra.wav
CREAAqua_Octopus Medium_LAYERS_Motion.wav
CREAAqua_Octopus Medium_LAYERS_Extra.wav
CREAAqua_Octopus Medium.wav
CREAAqua_Octopus Medium_LAYERS_Texture.wav
CREAAqua_Octopus Large_LAYERS_Extra.wav
CREAAqua_Octopus Large_LAYERS_Texture.wav
CREAAqua_Octopus Small.wav
CREAAqua_Octopus Large.wav
CREABeast_Werewolf Small_LAYERS_Bones.wav
CREABeast_Werewolf Medium.wav
CREABeast_Werewolf Small_LAYERS_Growly Guts.wav
CREABeast_Werewolf Medium_LAYERS_Growly Guts.wav
CREABeast_Werewolf Small_LAYERS_Skin.wav
CREABeast_Werewolf Medium_LAYERS_Skin.wav
CREABeast_Werewolf Large_LAYERS_Bones.wav
CREABeast_Werewolf Medium_LAYERS_Bones.wav
CREABeast_Werewolf Large_LAYERS_Skin.wav
CREABeast_Werewolf Large_LAYERS_Growly Guts.wav
CREABeast_Werewolf Large.wav
CREABeast_Werewolf Small.wav
ROBTMvmt_Design Pneumatic Raspy, Air x11.wav
MECHGear_Design Transformer Gear, Sparse Raw, Clic, Mechanism, Basic A x7.wav
COMType_Typewriter, Mechanism, Random Sequence x4.wav
DSGNSynth_Transformer, Talk Vocoded, Reverse, Swoosh, Resonator, Energy, Vocal, Robot, Passby,
MECHGear_Design Transformer Gear, Stretch, Granular, Subtle, Small, Clic, Mechanism, Basic A x6.1
DSGNSynth_Growl Transformer, Passby, Whoosh, Vocoder, Granular, Cyborg, Tonal, Talky, Robot C
ROBTMvmt_Design Tiny, Driller x5.wav
MECHGear_Design Steampunk Lock, Articulation, Latch, Clanky x8.wav
METLImp_Design Transformer, Ringing Ping, Shield, Block, Anvil C x9.wav
MECHGear_Design Transformer Gear, Raw, Clic, Mechanism, Basic D x4.wav
MECHClik_Sankyo 1000-Single Metal Case Protection Open Close Click x14.wav
COMType_Typewriter, Mechanism, Sequence Metal Clip Rhythmic A.wav
METLImp_Design Transformer, Ringing Ping, Shield, Block, Anvil B x5.wav
CREAInsc_Design Digital Entity Stuttery Texture, Flap, Insect x9.wav
METLImp_Design Steampunk Clank, Lock, Heavy x18.wav
MECHGear_Design Steampunk, Powerful, Heavy, Gear Lock x3.wav
CREAInsc_Design Clicky Swarm Grain, Nano Particules, Insect, Tron, Transformer, Organic, Stutter, C
MECHLock_Design Impacts, Process and Grain Stretch, Thuds, Drop, Foley, Lock, Gear, Engage, Mec
MECHGear_Source Mechanism, Sequence Random Wheel Gear Rolling Clics Thin A x11.wav
MECHGear_Design Clic Long, Sequence x10.wav
MECHGear_Design Transformer Gear, Little Subtle Raw, Clic, Mechanism, Basic A x5.wav

METLImpt_Toolbox, Single Impact Drop Hit Metal Junk Box Hard Lock D x12.wav
AIRBrst_Sodastream_Mechanism_Plastic_Single Air Release Intense x8.wav
COMType_Typewriter, Mechanism, Sequence Carriage Slide Left Right Fast.wav
MECHGear_Design Steampunk, Gear Clic, Old, Sequence x2.wav
CREAInsc_Design Clic Nano Particuls, Form, Insect, Fast Stutter G x10.wav
METLImpt_Design Heavy Lock x8.wav
METLImpt_Design Steampunk Clank, Lock, Light x6.wav
MECHGear_Design Transformer Gear, Wrench, Sparse, Small, Clic, Mechanism, Basic B x13.wav
CREAInsc_Design Stretched Swarm Grain, Nano Particules, Insect, Tron, Transformer, Organic, Stutt
METLImpt_Design Light Sharp Articulation x6.wav
MECHGear_Design Gear Clic Short, Lock, Wrench x12.wav
PAPRFitr_Book, Flipping Pages, Handle, Stutter, Tron, Insect x16.wav
MECHLock_Design Impacts, No Process, Thuds, Drop, Foley, Lock, Gear, Engage, Mecha Robot x5.w:
ROBTMvmt_Design Slick Digital, Clean x7.wav
MECHLock_Design Impacts, No Process, Thuds, Drop, Foley, Lock, Gear, Engage, Mecha Robot x6.w:
METLImpt_Design Transformer, Ringing Ping, Shield, Block, Anvil A x7.wav
ROBTMisc_Steam Punk Build Up_LAYER_Sweetner.wav
ROBTMisc_Steam Punk Build Up_LAYER_Mechanical.wav
ROBTMisc_Steam Punk Intricate Detail Mechanism_LAYER_Locking.wav
ROBTMisc_Steam Punk Diving Suit Helmet Lock_LAYER_Mechanical.wav
ROBTMisc_Steam Punk Fast Put On & Exit.wav
ROBTMisc_Steam Punk Antenna Deploy_LAYER_Locking.wav
ROBTMisc_Steam Punk Fast Put On & Exit_LAYER_Sweetner.wav
ROBTMisc_Steam Punk Intricate Detail Mechanism.wav
ROBTMisc_Steam Punk Fast Put On & Exit_LAYER_Mechanical.wav
ROBTMisc_Steam Punk Diving Suit Helmet Lock_LAYER_Sweetner.wav
ROBTMisc_Steam Punk Antenna Deploy_LAYER_Mechanical.wav
ROBTMisc_Steam Punk Diving Suit Helmet Lock.wav
ROBTMisc_Steam Punk Antenna Deploy.wav
ROBTMisc_Steam Punk Intricate Detail Mechanism_LAYER_Sweetner.wav
ROBTMisc_Steam Punk Diving Suit Helmet Lock_LAYER_Locking.wav
ROBTMisc_Steam Punk Build Up_LAYER_Servo Pneumatic.wav
ROBTMisc_Steam Punk Antenna Deploy_LAYER_Servo Pneumatic.wav
ROBTMisc_Steam Punk Fast Put On & Exit_LAYER_Locking.wav
ROBTMisc_Steam Punk Fast Put On & Exit_LAYER_Servo Pneumatic.wav
ROBTMisc_Steam Punk Build Up_LAYER_Locking.wav
ROBTMisc_Steam Punk Intricate Detail Mechanism_LAYER_Mechanical.wav
ROBTMisc_Steam Punk Build Up.wav
ROBTMisc_Automaton Deploy Fast_LAYER_Lock.wav
ROBTMisc_Automaton Deploy Fast_LAYER_Synth.wav
ROBTMisc_Automaton Deploy Long_LAYER_Lock.wav
ROBTMisc_Automaton Deploy Long_LAYER_Mechanism.wav
ROBTMisc_Automaton Deploy Medium_LAYER_Mechanism.wav
ROBTMisc_Automaton Deploy Medium_LAYER_Synth.wav
ROBTMisc_Automaton Deploy Medium .wav
ROBTMisc_Automaton Deploy Medium_LAYER_Lock Sweetner.wav

ROBTMisc_Automaton Deploy Fast_LAYER_Mechanism.wav
ROBTMisc_Automaton Deploy Medium_LAYER_Lock.wav
ROBTMisc_Automaton Deploy Long_LAYER_Synth.wav
ROBTMisc_Automaton Deploy Long_LAYER_Lock Sweetner.wav
ROBTMisc_Automaton Deploy Fast .wav
ROBTMisc_Automaton Deploy Fast_LAYER_Lock Sweetner.wav
ROBTMisc_Automaton Deploy Long .wav
ROBTMisc_Digital Entity Heavy Transform_LAYER_Lock.wav
ROBTMisc_Digital Entity Nano Particule Gear Suit Up.wav
ROBTMisc_Digital Entity Short Transform_LAYER_Lock.wav
ROBTMisc_Digital Entity Heavy Transform_LAYER_Mechanical.wav
ROBTMisc_Digital Entity Short Transform_LAYER_Digital UI.wav
ROBTMisc_Digital Entity Nano Particule Gear Suit Up_LAYER_Mechanical.wav
ROBTMisc_Digital Entity Short Transform_LAYER_Mechanical.wav
ROBTMisc_Digital Entity Nano Particule Gear Suit Up_LAYER_Digital UI.wav
ROBTMisc_Digital Entity Heavy Transform.wav
ROBTMisc_Digital Entity Heavy Transform_LAYER_Digital UI.wav
ROBTMisc_Digital Entity Nano Particule Gear Suit Up_LAYER_Lock.wav
ROBTMisc_Digital Entity Short Transform.wav
ROBTMisc_High-Tech Droid Helmet Closing_LAYER_Mechanical.wav
ROBTMisc_High-Tech Droid Torso Lock_LAYER_Servo Hydraulic.wav
ROBTMisc_High-Tech Droid Helmet Closing_LAYER_UI.wav
ROBTMisc_High-Tech Droid Torso Lock.wav
ROBTMisc_High-Tech Droid Helmet Closing_LAYER_Servo Hydraulic.wav
ROBTMisc_High-Tech Droid Short Enter Exit.wav
ROBTMisc_High-Tech Droid Long Self Deploy.wav
ROBTMisc_High-Tech Droid Short Enter Exit_LAYER_Servo Hydraulic.wav
ROBTMisc_High-Tech Droid Aerial Assembly.wav
ROBTMisc_High-Tech Droid Leg Arm Suit Up_LAYER_Servo Hydraulic.wav
ROBTMisc_High-Tech Droid Aerial Assembly_LAYER_Aerial Sweetner.wav
ROBTMisc_High-Tech Droid Aerial Assembly_LAYER_Mechanical.wav
ROBTMisc_High-Tech Droid Torso Lock_LAYER_Mechanical.wav
ROBTMisc_High-Tech Droid Short Enter Exit_LAYER_Mechanical.wav
ROBTMisc_High-Tech Droid Long Self Deploy_LAYER_Mechanical.wav
ROBTMisc_High-Tech Droid Leg Arm Suit Up.wav
ROBTMisc_High-Tech Droid Long Self Deploy_LAYER_Lock.wav
ROBTMisc_High-Tech Droid Short Enter Exit_LAYER_Lock.wav
ROBTMisc_High-Tech Droid Leg Arm Suit Up_LAYER_Mechanical.wav
ROBTMisc_High-Tech Droid Helmet Closing_LAYER_Lock.wav
ROBTMisc_High-Tech Droid Aerial Assembly_LAYER_Lock.wav
ROBTMisc_High-Tech Droid Torso Lock_LAYER_Lock.wav
ROBTMisc_High-Tech Droid Leg Arm Suit Up_LAYER_Lock.wav
ROBTMisc_High-Tech Droid Helmet Closing No UI.wav
ROBTMisc_High-Tech Droid Long Self Deploy_LAYER_Servo Hydraulic.wav
ROBTMisc_High-Tech Droid Aerial Assembly_LAYER_Servo Hydraulic.wav
ROBTMisc_High-Tech Droid Helmet Closing.wav

Description

CREAEarth_Worm_Medium_Growls_LAYER
CREAEarth_Worm_Medium_Birth_Body_LAYER
Tentacles-CREAEarth_Worm_Deploy_Tentacles_LAYER
CREAEarth_Worm_Medium_Birth_Gore-Crush_LAYER
CREAEarth_Worm_Medium_Birth_Gore-Crush_LAYER
CREAEarth_Worm_Medium_Birth_Body_LAYER
CREAEarth_Worm_Medium_Growls_LAYER
CREAEarth_Worm_Medium_Growls_LAYER
Tentacles-CREAEarth_Worm_Medium_Tentacles_LAYER
Tentacles-CREAEarth_Worm_Deploy_Tentacles_LAYER
Tentacles-CREAEarth_Worm_Deploy_Tentacles_LAYER
CREAEarth_Worm_Medium_Growls_LAYER
CREAEarth_Worm_Medium_Birth_Body_LAYER
Tentacles-CREAEarth_Worm_Medium_Tentacles_LAYER
CREAEarth_Worm_Medium_Birth_Gore-Crush_LAYER
Tentacles-CREAEarth_Worm_Deploy_Tentacles_LAYER
CREAEarth_Worm_Medium_Birth_Gore-Crush_LAYER
CREAEarth_Worm_Quiet_Motion-02
CREAEarth_Worm_Medium_Birth_Body_LAYER
CREAEarth_Worm_Medium_Birth_Body_LAYER
Tentacles-CREAEarth_Worm_Medium_Tentacles_LAYER
CREAEarth_Worm_Medium_Birth_Gore-Crush_LAYER
Tentacles-CREAEarth_Worm_Deploy_Tentacles_LAYER
Tentacles-CREAEarth_Worm_Deploy_Tentacles_LAYER
CREAEarth_Worm_Quiet_Motion-01
Tentacles-CREAEarth_Worm_Medium_Tentacles_LAYER
CREAEarth_Worm_Medium_Birth_Growls_LAYER
CREAEarth_Worm_Slow_Idle_HeartBeat_Body_LAYER
CREAEarth_Worm_Slow_Idle_HeartBeat_Body_LAYER
CREAEarth_Worm_Medium_Birth_Growls_LAYER
CREAEarth_Worm_Quiet_Growls_LAYER
CREAEarth_Worm_Slow_Idle_HeartBeat_Body_LAYER
CREAEarth_Worm_Quiet_Growls_LAYER
CREAEarth_Worm_Medium_Birth_Growls_LAYER
CREAEarth_Worm_Quiet_Gore-Crush_LAYER
CREAEarth_Worm_Slow_Idle_HeartBeat_Gore-Crush_LAYER
CREAEarth_Worm_Medium_Birth_Growls_LAYER
CREAEarth_Worm_Quiet_Gore-Crush_LAYER
CREAEarth_Worm_Slow_Idle_HeartBeat_Gore-Crush_LAYER
CREAEarth_Worm_Slow_Idle_HeartBeat_Gore-Crush_LAYER
CREAEarth_Worm_Medium_Birth_Growls_LAYER
CREAEarth_Worm_Deploy_Growls_LAYER
CREAEarth_Worm_Deploy_Motion-04
CREAEarth_Worm_Deploy_Motion-05
CREAEarth_Worm_Deploy_Body_LAYER

CREAEarth_Worm_Deploy_Growls_LAYER
CREAEarth_Worm_Deploy_Body_LAYER
CREAEarth_Worm_Deploy_Motion-06
CREAEarth_Worm_Deploy_Body_LAYERS-05
CREAEarth_Worm_Deploy_Growls_LAYER
CREAEarth_Worm_Deploy_Growls_LAYER
CREAEarth_Worm_Slow_Idle_HeartBeat_Motion-02
CREAEarth_Worm_Deploy_Body_LAYER
CREAEarth_Worm_Deploy_Motion-02
CREAEarth_Worm_Deploy_Motion-03
CREAEarth_Worm_Slow_Idle_HeartBeat_Motion-03
CREAEarth_Worm_Deploy_Growls_LAYER
CREAEarth_Worm_Deploy_Growls_LAYER
CREAEarth_Worm_Slow_Idle_HeartBeat_Motion-01
CREAEarth_Worm_Deploy_Body_LAYER
CREAEarth_Worm_Deploy_Motion-01
CREAEarth_Worm_Deploy_Body_LAYER
Tentacles-CREAEarth_Worm_Medium_Birth_Tentacles_LAYER
CREAEarth_Worm_Medium_Motion-01
Tentacles-CREAEarth_Worm_Slow_Idle_HeartBeat_Tentacles_LAYER
CREAEarth_Worm_Medium_Birth_Motion-05
CREAEarth_Worm_Medium_Birth_Motion-04
Tentacles-CREAEarth_Worm_Slow_Idle_HeartBeat_Tentacles_LAYER
CREAEarth_Worm_Medium_Body_LAYER
CREAEarth_Worm_Quiet_Body_LAYER
Tentacles-CREAEarth_Worm_Medium_Birth_Tentacles_LAYER
CREAEarth_Worm_Medium_Motion-02
Tentacles-CREAEarth_Worm_Slow_Idle_HeartBeat_Tentacles_LAYER
CREAEarth_Worm_Quiet_Body_LAYER
CREAEarth_Worm_Medium_Motion-03
Tentacles-CREAEarth_Worm_Medium_Birth_Tentacles_LAYER
CREAEarth_Worm_Medium_Body_LAYER
CREAEarth_Worm_Medium_Birth_Motion-03
CREAEarth_Worm_Medium_Birth_Motion-02
CREAEarth_Worm_Medium_Body_LAYER
Tentacles-CREAEarth_Worm_Medium_Birth_Tentacles_LAYER
CREAEarth_Worm_Medium_Motion-04
CREAEarth_Worm_Medium_Birth_Motion-01
CREAEarth_Worm_Medium_Body_LAYER
Tentacles-CREAEarth_Worm_Medium_Birth_Tentacles_LAYER
COALBrk_Worm, Coal Crush, Quiet x2
PLASImpt_Worm_Gloves_Double Flap
METLFlap_Worm, Fast Flaps, Metallic Resonance x4
BONEBrk_Worm, Potatoes Crunchy
WOODBrk_Worm, Wood Creak x11
WOODBrk_Worm, Wood Creak x04

PLASImpt_Worm_Gloves_Hit
PLASImpt_Worm_Gloves_Rubbing
OBJImpt_Worm, Hand, Fingers, Crunchy x6
PLASImpt_Worm_Gloves_Flap
gorebone real bone snapping cracking violent rupture crushing punch breaking distorted x 7
Sponge being rubbed against cabbage surface.
Octopus large tentacles whooshes.
Leaving Tree, Ent, Stand-Up, Wood Creak, Foliage x6
gorebone celery breaking bones bloody crush crisp close x 6
Sponge being rubbed against cabbage surface.
Mix of water, peanuts, flour, apple soup, cereals, rubber gloves, banana & grapefruit.
Foil paper being subtly manipulated.
Old grapefruit being squeezed.
Octopus tentacle suction designed with reversed mud sources.
woodbrk rottent log breaking shattering crisp crunch soft cu x 10
Sticky octopus tentacles and body movement.
Mop into dense liquid made of water and slime.
Mix of water, peanuts, flour, apple soup, cereals, rubber gloves, banana & grapefruit.
Mop into dense liquid made of water and slime.
Leaves, Foliage, Growing-up, Magic, Pleasant, Long
woodbrk rottent log breaking shattering crisp crunch soft cu x 18
Mop into dense liquid made of water and slime.
Cabbage being stretched, crushed & squeezed.
gorebone celery breaking bones dry crush crisp close x 4
Large strange cracking organic textures evoking leaving tree or alien made of extraterrestrial foliage.
Mop into dense liquid made of water and slime.
Old grapefruit being squeezed.
Leaving tree branches large whooshes. Airy organic movement.
Rustle activity made with hair brush on doormat.
Complex organic mutation texture made of bone crushing, flesh ripping and other strange things.
Cabbage being stretched, crushed & squeezed.
Sticky octopus tentacles and body constant movement.
woodbrk rotten log shatters crunchy indoor cu x 13
Heavily processed celery cracks. Resonant large bone break.
Squeezed plastic package wrapped in leather jacket. Processed.
Nature Leaving Tree Medium_LAYERS_Roots
Nature Leaving Tree Small_LAYERS_Roots
Nature Leaving Tree Small
Nature Leaving Tree Small_LAYERS_Tree
Nature Leaving Tree Large
Nature Leaving Tree Large_LAYERS_Tree
Nature Leaving Tree Large_LAYERS_Leaves
Nature Leaving Tree Small_LAYERS_Leaves
Nature Leaving Tree Medium
Nature Leaving Tree Medium_LAYERS_Tree
Nature Leaving Tree Medium_LAYERS_Leaves

Nature Leaving Tree Large_LAYERS_Roots
Octopus Large_LAYERS_Motion
Octopus Small_LAYERS_Texture
Octopus Small_LAYERS_Motion
Octopus Small_LAYERS_Extra
Octopus Medium_LAYERS_Motion
Octopus Medium_LAYERS_Extra
Octopus Medium
Octopus Medium_LAYERS_Texture
Octopus Large_LAYERS_Extra
Octopus Large_LAYERS_Texture
Octopus Small
Octopus Large
Werewolf Small_LAYERS_Bones
Werewolf Medium
Werewolf Small_LAYERS_Growly Guts
Werewolf Medium_LAYERS_Growly Guts
Werewolf Small_LAYERS_Skin
Werewolf Medium_LAYERS_Skin
Werewolf Large_LAYERS_Bones
Werewolf Medium_LAYERS_Bones
Werewolf Large_LAYERS_Skin
Werewolf Large_LAYERS_Growly Guts
Werewolf Large
Werewolf Small
ROBTMvmt_Design Pneumatic Raspy, Air x11
MECHGear_Design Transformer Gear, Sparse Raw, Clic, Mechanism, Basic A x7
COMType_Typewriter, Mechanism, Random Sequence x4
DSGNSynth_Transformer, Talk Vocoded, Reverse, Swoosh, Resonator, Energy, Vocal, Robot, Passby,
MECHGear_Design Transformer Gear, Stretch, Granular, Subtle, Small, Clic, Mechanism, Basic A x6
DSGNSynth_Growl Transformer, Passby, Whoosh, Vocoder, Granular, Cyborg, Tonal, Talky, Robot C
ROBTMvmt_Design Tiny, Driller x5
MECHGear_Design Steampunk Lock, Articulation, Latch, Clanky x8
METLImpt_Design Transformer, Ringing Ping, Shield, Block, Anvil C x9
MECHGear_Design Transformer Gear, Raw, Clic, Mechanism, Basic D x4
MECHClik_Sankyo 1000-Single Metal Case Protection Open Close Click x14
COMType_Typewriter, Mechanism, Sequence Metal Clip Rhythmic A
METLImpt_Design Transformer, Ringing Ping, Shield, Block, Anvil B x5
CREAInsc_Design Digital Entity Stuttery Texture, Flap, Insect x9
METLImpt_Design Steampunk Clank, Lock, Heavy x18
MECHGear_Design Steampunk, Powerful, Heavy, Gear Lock x3
CREAInsc_Design Clicky Swarm Grain, Nano Particules, Insect, Tron, Transformer, Organic, Stutter, C
MECHLock_Design Impacts, Process and Grain Stretch, Thuds, Drop, Foley, Lock, Gear, Engage, Mec
MECHGear_Source Mechanism, Sequence Random Wheel Gear Rolling Clics Thin A x11
MECHGear_Design Clic Long, Sequence x10
MECHGear_Design Transformer Gear, Little Subtle Raw, Clic, Mechanism, Basic A x5

METLImpt_Toolbox, Single Impact Drop Hit Metal Junk Box Hard Lock D x12
AIRBrst_Sodastream_Mechanism_Plastic_Single Air Release Intense x8
COMType_Typewriter, Mechanism, Sequence Carriage Slide Left Right Fast
MECHGear_Design Steampunk, Gear Clic, Old, Sequence x2
CREAInsc_Design Clic Nano Particuls, Form, Insect, Fast Stutter G x10
METLImpt_Design Heavy Lock x8
METLImpt_Design Steampunk Clank, Lock, Light x6
MECHGear_Design Transformer Gear, Wrench, Sparse, Small, Clic, Mechanism, Basic B x13
CREAInsc_Design Stretched Swarm Grain, Nano Particules, Insect, Tron, Transformer, Organic, Stutt
METLImpt_Design Light Sharp Articulation x6
MECHGear_Design Gear Clic Short, Lock, Wrench x12
PAPRFltr_Book, Flipping Pages, Handle, Stutter, Tron, Insect x16
MECHLock_Design Impacts, No Process, Thuds, Drop, Foley, Lock, Gear, Engage, Mecha Robot x5
ROBTMvmt_Design Slick Digital, Clean x7
MECHLock_Design Impacts, No Process, Thuds, Drop, Foley, Lock, Gear, Engage, Mecha Robot x6
METLImpt_Design Transformer, Ringing Ping, Shield, Block, Anvil A x7
Steam Punk Build Up_LAYER_Sweetner
Steam Punk Build Up_LAYER_Mechanical
Steam Punk Intricate Detail Mechanism_LAYER_Locking
Steam Punk Diving Suit Helmet Lock_LAYER_Mechanical
Steam Punk Fast Put On & Exit
Steam Punk Antenna Deploy_LAYER_Locking
Steam Punk Fast Put On & Exit_LAYER_Sweetner
Steam Punk Intricate Detail Mechanism
Steam Punk Fast Put On & Exit_LAYER_Mechanical
Steam Punk Diving Suit Helmet Lock_LAYER_Sweetner
Steam Punk Antenna Deploy_LAYER_Mechanical
Steam Punk Diving Suit Helmet Lock
Steam Punk Antenna Deploy
Steam Punk Intricate Detail Mechanism_LAYER_Sweetner
Steam Punk Diving Suit Helmet Lock_LAYER_Locking
Steam Punk Build Up_LAYER_Servo Pneumatic
Steam Punk Antenna Deploy_LAYER_Servo Pneumatic
Steam Punk Fast Put On & Exit_LAYER_Locking
Steam Punk Fast Put On & Exit_LAYER_Servo Pneumatic
Steam Punk Build Up_LAYER_Locking
Steam Punk Intricate Detail Mechanism_LAYER_Mechanical
Steam Punk Build Up
Automaton Deploy Fast_LAYER_Lock
Automaton Deploy Fast_LAYER_Synth
Automaton Deploy Long_LAYER_Lock
Automaton Deploy Long_LAYER_Mechanism
Automaton Deploy Medium_LAYER_Mechanism
Automaton Deploy Medium_LAYER_Synth
Automaton Deploy Medium
Automaton Deploy Medium_LAYER_Lock Sweetner

Automaton Deploy Fast_LAYER_Mechanism
Automaton Deploy Medium_LAYER_Lock
Automaton Deploy Long_LAYER_Synth
Automaton Deploy Long_LAYER_Lock Sweetner
Automaton Deploy Fast
Automaton Deploy Fast_LAYER_Lock Sweetner
Automaton Deploy Long
Digital Entity Heavy Transform_LAYER_Lock
Digital Entity Nano Particule Gear Suit Up
Digital Entity Short Transform_LAYER_Lock
Digital Entity Heavy Transform_LAYER_Mechanical
Digital Entity Short Transform_LAYER_Digital UI
Digital Entity Nano Particule Gear Suit Up_LAYER_Mechanical
Digital Entity Short Transform_LAYER_Mechanical
Digital Entity Nano Particule Gear Suit Up_LAYER_Digital UI
Digital Entity Heavy Transform
Digital Entity Heavy Transform_LAYER_Digital UI
Digital Entity Nano Particule Gear Suit Up_LAYER_Lock
Digital Entity Short Transform
High-Tech Droid Helmet Closing_LAYER_Mechanical
High-Tech Droid Torso Lock_LAYER_Servo Hydraulic
High-Tech Droid Helmet Closing_LAYER_UI
High-Tech Droid Torso Lock
High-Tech Droid Helmet Closing_LAYER_Servo Hydraulic
High-Tech Droid Short Enter Exit
High-Tech Droid Long Self Deploy
High-Tech Droid Short Enter Exit_LAYER_Servo Hydraulic
High-Tech Droid Aerial Assembly
High-Tech Droid Leg Arm Suit Up_LAYER_Servo Hydraulic
High-Tech Droid Aerial Assembly_LAYER_Aerial Sweetner
High-Tech Droid Aerial Assembly_LAYER_Mechanical
High-Tech Droid Torso Lock_LAYER_Mechanical
High-Tech Droid Short Enter Exit_LAYER_Mechanical
High-Tech Droid Long Self Deploy_LAYER_Mechanical
High-Tech Droid Leg Arm Suit Up
High-Tech Droid Long Self Deploy_LAYER_Lock
High-Tech Droid Short Enter Exit_LAYER_Lock
High-Tech Droid Leg Arm Suit Up_LAYER_Mechanical
High-Tech Droid Helmet Closing_LAYER_Lock
High-Tech Droid Aerial Assembly_LAYER_Lock
High-Tech Droid Torso Lock_LAYER_Lock
High-Tech Droid Leg Arm Suit Up_LAYER_Lock
High-Tech Droid Helmet Closing No UI
High-Tech Droid Long Self Deploy_LAYER_Servo Hydraulic
High-Tech Droid Aerial Assembly_LAYER_Servo Hydraulic
High-Tech Droid Helmet Closing

Duration	Channels
00:07.864	2
00:10.083	2
00:05.348	2
00:10.083	2
00:09.063	2
00:09.063	2
00:07.542	2
00:07.079	2
00:07.950	2
00:06.874	2
00:07.316	2
00:07.950	2
00:07.156	2
00:07.079	2
00:07.156	2
00:06.224	2
00:13.029	2
00:29.925	2
00:13.029	2
00:07.223	2
00:07.864	2
00:07.223	2
00:05.175	2
00:05.447	2
00:27.511	2
00:07.542	2
00:09.063	2
00:12.042	2
00:08.915	2
00:10.083	2
00:29.925	2
00:09.331	2
00:27.511	2
00:13.029	2
00:29.925	2
00:09.331	2
00:07.156	2
00:27.511	2
00:12.042	2
00:08.915	2
00:07.223	2
00:05.175	2
00:05.175	2
00:05.447	2
00:06.224	2

00:05.447	2
00:05.175	2
00:06.224	2
00:05.447	2
00:06.224	2
00:06.874	2
00:08.915	2
00:05.348	2
00:06.874	2
00:07.316	2
00:12.042	2
00:07.316	2
00:05.348	2
00:09.331	2
00:06.874	2
00:05.348	2
00:07.316	2
00:09.063	2
00:07.079	2
00:08.915	2
00:09.063	2
00:10.083	2
00:12.042	2
00:07.950	2
00:29.925	2
00:10.083	2
00:07.864	2
00:09.331	2
00:27.511	2
00:07.542	2
00:13.029	2
00:07.542	2
00:13.029	2
00:07.156	2
00:07.864	2
00:07.156	2
00:07.950	2
00:07.223	2
00:07.079	2
00:07.223	2
01:28.295	2
00:31.969	2
00:21.717	2
00:07.461	2
00:40.752	2
00:28.830	2

00:34.003	2
01:01.745	2
00:54.995	2
00:34.513	2
00:08.224	2
01:24.952	2
01:13.232	2
01:22.963	2
00:14.496	2
00:21.246	2
03:24.932	2
01:06.549	2
00:32.886	2
00:12.529	2
00:25.152	2
00:13.742	2
01:16.598	2
00:50.485	2
00:22.939	2
01:13.558	2
00:45.796	2
01:12.291	2
01:42.376	2
00:10.619	2
01:02.677	2
00:21.104	2
02:09.932	2
00:24.504	2
00:30.300	2
00:34.625	2
00:34.628	2
00:56.051	2
00:37.267	2
00:10.407	2
01:25.229	2
00:24.998	2
00:17.785	2
00:17.785	2
00:17.785	2
00:49.852	2
00:49.852	2
00:49.754	2
00:17.785	2
00:24.998	2
00:24.998	2
00:24.998	2

00:49.852	2
00:36.590	2
00:12.731	2
00:12.731	2
00:12.731	2
00:30.655	2
00:30.655	2
00:30.655	2
00:30.655	2
00:36.590	2
00:36.590	2
00:12.731	2
00:36.590	2
00:16.779	2
00:39.501	2
00:16.779	2
00:39.501	2
00:16.779	2
00:39.501	2
00:33.279	2
00:39.501	2
00:33.279	2
00:33.279	2
00:33.279	2
00:16.779	2
00:15.031	2
00:45.671	2
00:12.056	2
00:25.143	2
00:33.768	2
00:47.820	2
00:06.344	2
00:10.399	2
00:24.525	2
00:08.994	2
00:20.339	2
00:08.932	2
00:15.620	2
00:27.745	2
00:25.098	2
00:06.402	2
01:49.969	2
00:16.116	2
00:34.120	2
00:25.392	2
00:51.932	2

00:13.925	2
00:21.666	2
00:17.469	2
00:06.896	2
00:57.382	2
00:08.207	2
00:07.433	2
01:15.712	2
02:03.951	2
00:05.721	2
00:22.428	2
01:31.390	2
00:05.034	2
00:10.997	2
00:07.110	2
00:09.610	2
00:25.141	2
00:25.141	2
00:20.406	2
00:17.621	2
00:21.367	2
00:20.815	2
00:21.367	2
00:20.406	2
00:21.367	2
00:17.621	2
00:20.815	2
00:17.621	2
00:20.815	2
00:20.406	2
00:17.621	2
00:25.141	2
00:20.815	2
00:21.367	2
00:21.367	2
00:25.141	2
00:20.406	2
00:25.141	2
00:11.926	2
00:11.926	2
00:25.854	2
00:25.854	2
00:11.967	2
00:11.967	2
00:11.967	2
00:11.967	2

00:11.926	2
00:11.967	2
00:25.854	2
00:25.854	2
00:11.926	2
00:11.926	2
00:25.854	2
00:16.266	2
00:26.416	2
00:10.251	2
00:16.266	2
00:10.251	2
00:26.416	2
00:10.251	2
00:26.416	2
00:16.266	2
00:16.266	2
00:26.416	2
00:10.251	2
00:09.974	2
00:14.174	2
00:09.974	2
00:14.174	2
00:09.974	2
00:15.188	2
00:17.840	2
00:15.188	2
00:14.325	2
00:17.006	2
00:14.325	2
00:14.325	2
00:14.174	2
00:15.188	2
00:17.840	2
00:17.006	2
00:17.840	2
00:15.188	2
00:17.006	2
00:09.974	2
00:14.325	2
00:14.174	2
00:17.006	2
00:09.974	2
00:17.840	2
00:14.325	2
00:09.974	2