

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 Resonnance 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.wav  
GOREFlsh\_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  
GOREFlsh\_Sponge on Cabbage, Skin, Friction, Rub, SEQ, CU.wav  
GOREOoze\_Complex Mixture, Dense, Alien, Tentacles, Long, Constant, CU, 2 Oct Down.wav  
GOREFlsh\_Foil, Handling, Rustle, Cracks, Crisp, Insect, CU x2.wav  
GOREFlsh\_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  
GOREFlsh\_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  
GOREFlsh\_Grapefruit, Texture, Squeeze, Torn Apart, CU, 2 Oct Down.wav  
WHSH\_Vines Whoosh, Slow, Organic, Large, Multiple x5.wav  
GOREFlsh\_Foliage, Growing Hair, Rustle, Constant.wav  
GOREBone\_Crush, Form, Flesh, Elemental, Dry, Long, Constant, LOOP.wav  
GOREFlsh\_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, Tonal, G  
MECHGear\_Design Transformer Gear, Stretch, Granular, Subtle, Small, Clic, Mechanism, Basic A x6.wav  
DSGNSynth\_Growl Transformer, Passby, Whoosh, Vocoder, Granular, Cyborg, Tonal, Talky, Robot C x9.wav  
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, Grains B x  
MECHLock\_Design Impacts, Process and Grain Stretch, Thuds, Drop, Foley, Lock, Gear, Engage, Mecha Robot  
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  
CREALnsc\_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  
CREALnsc\_Design Stretched Swarm Grain, Nano Particules, Insect, Tron, Transformer, Organic, Stutter, Grain:  
METLImpt\_Design Light Sharp Articulation x6.wav  
MECHGear\_Design Gear Clic Short, Lock, Wrench x12.wav  
PAPRFtr\_Book, Flipping Pages, Handle, Stutter, Tron, Insect x16.wav  
MECHLock\_Design Impacts, No Process, Thuds, Drop, Foley, Lock, Gear, Engage, Mecha Robot x5.wav  
ROBTMvmt\_Design Slick Digital, Clean x7.wav  
MECHLock\_Design Impacts, No Process, Thuds, Drop, Foley, Lock, Gear, Engage, Mecha Robot x6.wav  
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 Resonnance 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, Tonal, G  
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 x9  
ROBTMvmt\_Design Tiny, Driller x5  
MECHGear\_Design Steampunk Lock, Articulation, Latch, Clanky x8  
METLlmpT\_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  
METLlmpT\_Design Transformer, Ringing Ping, Shield, Block, Anvil B x5  
CREAInsc\_Design Digital Entity Stuttery Texture, Flap, Insect x9  
METLlmpT\_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, Grains B x  
MECHLock\_Design Impacts, Process and Grain Stretch, Thuds, Drop, Foley, Lock, Gear, Engage, Mecha Robot  
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  
CREALnc\_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  
CREALnc\_Design Stretched Swarm Grain, Nano Particules, Insect, Tron, Transformer, Organic, Stutter, Grain:  
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

BWDescription

CREAEarth\_Worm\_Medium\_Growls\_LAYER  
CREAEarth\_Worm\_Medium\_Birth\_Body\_LAYER  
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  
CREAEarth\_Worm\_Medium\_Tentacles\_LAYER  
CREAEarth\_Worm\_Deploy\_Tentacles\_LAYER  
CREAEarth\_Worm\_Deploy\_Tentacles\_LAYER  
CREAEarth\_Worm\_Medium\_Growls\_LAYER  
CREAEarth\_Worm\_Medium\_Birth\_Body\_LAYER  
CREAEarth\_Worm\_Medium\_Tentacles\_LAYER  
CREAEarth\_Worm\_Medium\_Birth\_Gore-Crush\_LAYER  
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  
CREAEarth\_Worm\_Medium\_Tentacles\_LAYER  
CREAEarth\_Worm\_Medium\_Birth\_Gore-Crush\_LAYER  
CREAEarth\_Worm\_Deploy\_Tentacles\_LAYER  
CREAEarth\_Worm\_Deploy\_Tentacles\_LAYER  
CREAEarth\_Worm\_Quiet\_Motion-01  
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  
CREAEarth\_Worm\_Medium\_Birth\_Tentacles\_LAYER  
CREAEarth\_Worm\_Medium\_Motion-01  
CREAEarth\_Worm\_Slow\_Idle\_HeartBeat\_Tentacles\_LAYER  
CREAEarth\_Worm\_Medium\_Birth\_Motion-05  
CREAEarth\_Worm\_Medium\_Birth\_Motion-04  
CREAEarth\_Worm\_Slow\_Idle\_HeartBeat\_Tentacles\_LAYER  
CREAEarth\_Worm\_Medium\_Body\_LAYER  
CREAEarth\_Worm\_Quiet\_Body\_LAYER  
CREAEarth\_Worm\_Medium\_Birth\_Tentacles\_LAYER  
CREAEarth\_Worm\_Medium\_Motion-02  
CREAEarth\_Worm\_Slow\_Idle\_HeartBeat\_Tentacles\_LAYER  
CREAEarth\_Worm\_Quiet\_Body\_LAYER  
CREAEarth\_Worm\_Medium\_Motion-03  
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  
CREAEarth\_Worm\_Medium\_Birth\_Tentacles\_LAYER  
CREAEarth\_Worm\_Medium\_Motion-04  
CREAEarth\_Worm\_Medium\_Birth\_Motion-01  
CREAEarth\_Worm\_Medium\_Body\_LAYER  
CREAEarth\_Worm\_Medium\_Birth\_Tentacles\_LAYER  
COALBrk\_Worm, Coal Crush, Quiet x2  
PLASImpt\_Worm\_Gloves\_Double Flap  
METLFlap\_Worm, Fast Flaps, Metallic Resonnance 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, Tonal, G  
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 x9  
ROBTMvmt\_Design Tiny, Driller x5  
MECHGear\_Design Steampunk Lock, Articulation, Latch, Clanky x8  
METLlmpT\_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  
METLlmpT\_Design Transformer, Ringing Ping, Shield, Block, Anvil B x5  
CREAInsc\_Design Digital Entity Stuttery Texture, Flap, Insect x9  
METLlmpT\_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, Grains B x  
MECHLock\_Design Impacts, Process and Grain Stretch, Thuds, Drop, Foley, Lock, Gear, Engage, Mecha Robot  
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  
CREALnc\_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  
CREALnc\_Design Stretched Swarm Grain, Nano Particules, Insect, Tron, Transformer, Organic, Stutter, Grain:  
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        |

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|-----------|---|
| 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 |
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| 00:16.779 | 2 |
| 00:39.501 | 2 |
| 00:33.279 | 2 |
| 00:39.501 | 2 |
| 00:33.279 | 2 |
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| 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 |

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|-----------|---|
| 00:13.925 | 2 |
| 00:21.666 | 2 |
| 00:17.469 | 2 |
| 00:06.896 | 2 |
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| 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 |
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| 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 |

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|-----------|---|
| 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 |
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| 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 |