# FROZEN CORE Vol. 1 – Forge

Audio Metadata Sheet [SOURCE]

| CatID | FXName | Description |
|---|---|---|
| CLOTHImpt | Cloth Punch Hard | Hard punch on a thick blanket. |
| CLOTHImpt | Cloth Punch Low | Punch on a thick blanket with a cupped hand, creating a slightly lower tone. |
| CLOTHImpt | Cloth Punch Soft | Soft punch on a thick blanket with a flat hand, creating a slightly sharper tone. |
| CLOTHImpt | Cloth Punch Sub | Punch on a thick blanket with a cupped hand, creating a low tone. |
| DSGNBass | Bass Dive Resonant Reverb | Synthetic bass dive with resonant pitch drop. |
| DSGNBass | Clean Bass Dive Short | Synthetic clean and minimal bass dive. short. |
| DSGNBass | Clean Bass Dive | Syntehtic clean and minimal bass dive. long. |
| DSGNBass | Dirty Bass Dive | Synthetic overdriven bass dive with starting kick. |
| DSGNBass | Gritty Bass | Syntehtic gritty bass with starting kick. |
| DSGNBass | High Bass Kick | Low synthetic kick. |
| DSGNBass | Low Bass Kick | Low synthetic bass. soft kick. |
| DSGNBoom | Bass Dive Metallic Horror | Low boom with metallic ambient textures. |
| DSGNBoom | Clean Deep Boom | Low clean boom. |
| DSGNBoom | Reverb Boom | Low boom with ambient reverb. |
| DSGNMisc | Shimmering Chirps and Bubbles | Shimmer with bird like chirps and bubbles. |
| FEETHmn | Footstep Plastic Wet | Short footstep impact on a generic, slightly wet surface. |
| FEETHmn | Footsteps Glass Land | Landing on glass shards after a jump. |
| FEETHmn | Footsteps Glass Run | Running on glass shards. |
| FEETHmn | Footsteps Glass Skid | Skid on glass shards. |
| FEETHmn | Footsteps Glass Slide | Sliding on glass shards. |
| FEETHmn | Footsteps Glass Sneak | Sneaking on glass shards. |
| FEETHmn | Footsteps Glass Walk | Walking on glass shards. |
| FEETHmn | Footsteps Ice Crust Sneak | Sneaking on ice crust on frozen grass. |
| FEETHmn | Footsteps Ice Crust Stomp | Stomping on ice crust on frozen grass. |
| FEETHmn | Footsteps Ice Crust Walk Sequence | Walking on ice crust on frozen grass. |
| FEETHmn | Footsteps Ice Crust Walk | Walking on ice crust on frozen grass. |
| FEETHmn | Footsteps Ice Heavy | Stepping on ice blocks. |
| FEETHmn | Footsteps Ice Skid | Skid on ice block. |
| FEETHmn | Footsteps Ice Slide Thick | Sliding on ice. |

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Audio Metadata Sheet [SOURCE]

| CatID | FXName | Description |
|---|---|---|
| FEETHmn | Footsteps Ice Slide Thin | Sliding on ice. |
| FEETHmn | Footsteps Mosaik Land | Landing on a broken glass and concrete mosaik after a jump. |
| FEETHmn | Footsteps Mosaik Run | Running on a broken glass and concrete mosaik. |
| FEETHmn | Footsteps Mosaik Skid | Skid on a broken glass and concrete mosaik. |
| FEETHmn | Footsteps Mosaik Slide | Sliding on a broken glass and concrete mosaik. |
| FEETHmn | Footsteps Mosaik Sneak | Sneaking on a broken glass and concrete mosaik. |
| FEETHmn | Footsteps Mosaik Walk | Walking on a broken glass and concrete mosaik. |
| FEETHmn | Footsteps Snow Sneak | Sneaking on fresh snow. |
| FEETHmn | Footsteps Snow Stomp | Stomping on fresh snow. |
| FEETHmn | Footsteps Snow Walk | Walking on fresh snow. |
| FEETHmn | Footsteps Wet Ice Complex Heavy | Walking on wet ice blocks. complex ice block behaviour. |
| FEETHmn | Footsteps Wet Ice Complex | Walking on wet ice blocks. complex ice block behaviour. |
| FEETHmn | Footsteps Wet Ice Run | Running on wet ice blocks. |
| FEETHmn | Footsteps Wet Ice Skid | Skid on wet ice blocks. |
| FEETHmn | Footsteps Wet Ice Sneak Sharp | Sneaking on wet ice blocks. sharp character. |
| FEETHmn | Footsteps Wet Ice Sneak | Sneaking on wet ice blocks. |
| FEETHmn | Footsteps Wet Ice Walk | Walking on wet ice blocks. |
| FEETHmn | Walking on Snow Sequence | Walking on fresh snow. |
| GLASCrsh | Glass Shatter Medium | Breaking a glass pane on the ground. |
| GLASCrsh | Glass Shatter Small | Breaking a small glass pane on the ground. |
| GLASCrsh | Glass Shatter Tiny | Breaking a glass shard on the ground. |
| GLASFric | Glass Scrape | Scraping a glass surface with an axe. |
| GLASFric | Glasses Touching Scrape | Two glasses scraping against each other. |
| GLASHndl | Glass Shards Handling | Dropping glass shards onto each other while stacking them. |
| GLASHndl | Glass Shards Shuffle Soft | Soft movement of glass shards creating a shuffle sound. |
| GLASMisc | Glass Shards Shuffle Hard | Strong movement of glass shards creating a shuffle sound. |
| GLASMisc | Glass Shards Trickle Hard | Dropping glass shards onto each other. |
| GLASMisc | Glass Shards Trickle Soft | Dropping glass shards onto each other. |
| GLASMvmt | Glass Shards Move | Sliding an axe across glass shards, creating a scraping sound. |

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Audio Metadata Sheet [SOURCE]

| CatID | FXName | Description |
|---|---|---|
| GLASTonl | Glass Harmonics Harsh | Playing a rim of a glass. |
| GLASTonl | Glass Harmonics Soft | Playing a rim of a glass. |
| GLASTonl | Glass Harmonics Vibrato | Playing a rim of a glass filled with water while shaking it. |
| GLASTonl | Glass Ping Multiple | Tapping multiple glasses at once. |
| GLASTonl | Glass Ping Pitch Drop | Tapping a glass filled with water while pouring. |
| GLASTonl | Glass Ping Pitch Rise | Tapping a glass filled with water while tilting it upright. |
| GLASTonl | Glass Ping Simple | Tapping a glass. |
| GLASTonl | Glass Ping Vibrato | Tapping a glass filled with water while tilting it back and forth. |
| ICEBrk | Ice Block Break Solid | Smashing an ice block into pieces by striking it with a hammer. |
| ICEBrk | Ice Block Crush | Applying pressure on an ice block with a metal tool, crushing it. |
| ICEBrk | Ice Block Hit Debris | Hitting an ice block with enough force to break chunks of ice from it. |
| ICEBrk | Ice Block Hit Solid | Hitting an ice block with a hammer without breaking it. |
| ICEBrk | Ice Block Hit Wet | Hitting an ice block with a hammer, breaking it. |
| ICEBrk | Ice Block Hit | Hitting an ice block with moderate force. |
| ICEBrk | Ice Block Smash with Debris | Throwing an ice block on a stone plate with strong force, shattering it. |
| ICEBrk | Ice Cube Crush | Crushing an ice cube with tongs. |
| ICEBrk | Ice Cube Shatter | Breaking an ice cube into pieces by forcefully throwing it. |
| ICEBrk | Ice Shard Shatter | Throwing an ice cube into a pile of ice cubes to shatter it. |
| ICEBrk | Salt Crust Crack Hard | Applying pressure on a hardened salt layer. |
| ICEBrk | Salt Crust Crack | Applying pressure on a hardened salt layer. |
| ICECrsh | Ice Impact Sweetener Sharp | Stepping on a mix of salt crust and ice. |
| ICEFric | Ice Crust Pressure | Applying pressure on a hardened salt layer. |
| ICEFric | Ice Cubes Melt | Squeezing multiple ice cubes by hand. |
| ICEFric | Ice Melt Crackle | Dipping and ice block into water. recorded with a hydrophone under water. |
| ICEFric | Ice Melt | Sizzling of a submerged ice block. recorded with a hydrophone under water. |
| ICEFric | Ice Scratch | Scraping the surface of an ice block with a sharp metal tool. |
| ICEHndl | Ice Cubes Drop into Water | Dropping multiple ice cubes into a bowl filled with water. |
| ICEHndl | Ice Cubes Handling Complex | Shuffling a pile of ice cubes on the floor. |
| ICEHndl | Ice Cubes Handling Simple | Shuffling multiple ice cubes in a hand. |

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# FROZEN CORE Vol. 1 – Forge

Audio Metadata Sheet [SOURCE]

| CatID | FXName | Description |
|---|---|---|
| ICEImpt | Ice Block Drop on Ice | Dropping in ice block on another, letting it slide off. |
| ICEImpt | Ice Cube Drop and Slide | Dropping a heavy ice block onto another ice block and sliding it afterwards. |
| ICEImpt | Ice Cube Drop Complex | Dropping in ice cube on another, letting it slide off. |
| ICEImpt | Ice Cube Drop Simple | Dropping a single ice cube on a stone surface. |
| ICEImpt | Ice Cube Drop Thud | Dropping a heavy ice block on another, creating a low thud. |
| ICEImpt | Ice Cube Throw into Ice Strong | Shattering a small ice cube by forcefully throwing it into a pile of ice cubes. |
| ICEImpt | Ice Cube Throw into Ice | Shattering a small ice cube by throwing it into a pile of ice cubes. |
| ICEImpt | Ice Cube Throw on Stone | Shattering an ice cube by throwing it on the ground. |
| ICEImpt | Ice Cubes Throw on Stone Strong | Shattering an ice cube by forcefully throwing it on the ground. |
| ICEImpt | Ice Shards Drop Trickle | Scattering ice shards on a stone surface. |
| ICEImpt | Salt Crust Impact | Stepping on a mix of salt crust and ice. |
| ICEMisc | Ice Brick Impact Sweetener | Generic ice brick impact sweetener. |
| ICEMvmt | Ice Block Slide Complex | Sliding an ice block across a stone surface. |
| ICEMvmt | Ice Block Slide High | Sliding an ice block across a stone surface. |
| ICEMvmt | Ice Block Slide Low | Sliding an ice block across a stone surface. |
| ICEMvmt | Ice Block Slide Medium | Sliding an ice block across a stone surface. |
| ICEMvmt | Ice Block Slide Simple | Sliding an ice block across a stone surface. |
| ICEMvmt | Ice Cube Slide Single | Sliding an ice cube across a stone surface. |
| ICEMvmt | Ice Cubes Slide Multiple | Sliding multiple ice cubes across a stone surface. |
| ICEMvmt | Wet Ice Cubes Slide Multiple Fast | Sliding multiple wet ice cubes across a stone surface. |
| ICEMvmt | Wet Ice Cubes Slide Multiple Slow | Sliding multiple wet ice cubes across a stone surface. |
| ICEMvmt | Wet Ice Cubes Slide Multiple Strong | Sliding multiple wet ice cubes across a stone surface. |
| MAGShim | Ethereal Chimes | Magical chimes with reverb. |
| MUSCMisc | Rainstick Cascade Medium | Cascading the contents of a rainstick. |
| MUSCMisc | Rainstick Cascade Soft | Cascading the contents of a rainstick. |
| MUSCMisc | Rainstick Cascade Strong | Cascading the contents of a rainstick. |
| PAPRRip | Fiberglass Rip | Ripping thick fiberglass. |
| PLASBrk | Styrofoam Break Complex | Breaking a piece of styrofoam apart. |
| PLASBrk | Styrofoam Break Hard | Breaking a piece of styrofoam apart. |

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| CatID | FXName | Description |
|---|---|---|
| PLASBrk | Styrofoam Break Medium | Breaking a piece of styrofoam apart. |
| PLASBrk | Styrofoam Snap Dry | Breaking a piece of styrofoam apart. |
| PLASBrk | Styrofoam Snap Wet | Breaking a piece of styrofoam apart. |
| PLASFric | Fiberglass Pressure | Stepping on fiberglass, applying stress on it. |
| PLASFric | Fiberglass Scrape | Scraping a piece of fiberglass with an axe. |
| PLASFric | Fiberglass Stress | Stepping on fiberglass, applying stress on it. |
| ROCKBrk | Mosaik Break | Hitting a glass and concrete mosaik with an axe with enough force to break it. |
| ROCKFric | Mosaik Scrape | Scraping the surface of a glass and concrete mosaik with an axe. |
| ROCKFric | Mosaik Stress | Applying stress on a glass and concrete mosaik, causing chunks to break off. |
| ROCKImpt | Mosaik Impact | Hitting a glass and concrete mosaik with an axe. |
| SNOWHndl | Corn Starch Crackle | Squeezing a leather pouch filled with corn starch. |
| SNOWHndl | Corn Starch Squeeze Crisp Fast | Squeezing a leather pouch filled with corn starch. |
| SNOWHndl | Corn Starch Squeeze Crisp Swift | Squeezing a leather pouch filled with corn starch. |
| SNOWHndl | Corn Starch Squeeze Fast | Squeezing a leather pouch filled with corn starch. |
| SNOWHndl | Corn Starch Squeeze Medium | Squeezing a leather pouch filled with corn starch. |
| SNOWHndl | Corn Starch Squeeze Rich Fast | Squeezing a leather pouch filled with corn starch. |
| SNOWHndl | Corn Starch Squeeze Slow | Squeezing a leather pouch filled with corn starch. |
| SNOWHndl | Corn Starch Squeeze Swift | Squeezing a leather pouch filled with corn starch. |
| SNOWHndl | Snowball Form | Forming a snowball with gloves. |
| SNOWImpt | Snow Clump Impact Floor | Dropping a large snow clump on the ground. |
| SNOWImpt | Snowball Impact Coat | Throwing a snowball on a coat. |
| SNOWImpt | Snowball Impact Floor | Throwing a snowball on the ground. |
| SNOWMisc | Trickling Snowflakes Close | Close up recording of snowflakes hitting a coat. |
| SNOWMisc | Trickling Snowflakes | Snowing weather. |
| SWSH | Underwater Swoosh Sharp | Moving a hydrophone through water. |
| UIClick | Glass Click | Isolated glass clicking sounds. |
| WATRSplsh | Ice Cubes Water Drop Small | Dropping multiple ice cubes into a bowl of water. |
| WATRUndwtr | Submerge Long | Submerging a hydrophone into water. |
| WATRUndwtr | Submerge Medium | Submerging a hydrophone into water. |

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| CatID | FXName | Description |
|---|---|---|
| WATRUndwtr | Submerge Short | Submerging a hydrophone into water. |
| WATRUndwtr | Water Gurgle | Taking a hydrophone out of the water. |
| WHSH | Cloth Whoosh Low | Flapping a thick blanket, creating a whoosh sound. |
| WHSH | Underwater Whoosh | Moving a hydrophone through water. |
| WIND | Evening Wind Ambience | European rural evening wind. |
| WOODBrk | Log Break Long | Breaking pieces off a wooden plank. roomy. |
| WOODBrk | Log Break Short | Breaking pieces off a wooden plank. roomy. |
| WOODBrk | Log Break | Breaking pieces off a wooden plank. roomy. |
| WOODBrk | Splinter Snap Medium | Snapping a wooden splinter. |
| WOODBrk | Splinter Snap Small | Snapping a small wooden splinter. |

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Audio Metadata Sheet [PROCESSED]

| CatID | FXName | Description |
|---|---|---|
| AIRBrst | Air Pressure Release Sharp | Air pressure release. sharp and harsh. |
| CLOTHFlp | Cloth Whoosh Flanged | Flanged whoosh created with soft cloth. |
| CLOTHFlp | Cloth Whoosh Long | Long whoosh created with soft cloth. |
| CLOTHFlp | Cloth Whoosh Short | Fast whoosh created with soft cloth. |
| CLOTHFlp | Cloth Whoosh | Whoosh created with soft cloth. |
| CLOTHFlp | Windy Cloth Flaps Long Sequence | Windy cloth flaps created with soft cloth. |
| CLOTHFlp | Windy Cloth Flaps | Windy cloth flaps created with soft cloth. |
| CLOTHImpt | Cloth Ice Punch | Sharp punching sound layered with tonal ice. |
| CLOTHImpt | Cloth Punch Hard | Hard punching sound created with soft cloth. |
| CLOTHImpt | Multiple Cloth Punches | Multiple cloth punches created with soft cloth. |
| DSGNBram | Talking Tundra | Robotic braam sequence. |
| EXPLDsgn | Cloth Explosion | Cloth explosion with a long tail. |
| EXPLDsgn | Explosion Cloth Flaps Sweetener | Designed explosion with cloth flaps and a long tail. |
| EXPLDsgn | Explosion Sweetener Powerful | Designed explosion with some debris and a long tail. |
| EXPLDsgn | Explosion Tail Sweetener | Soft cloth explosion tail. |
| EXPLDsgn | Explosion Transient | Designed explosion with a strong transient and a short tail. |
| EXPLDsgn | Ice Explosion Sweetener | Designed explosion with an ice cube debris layer. |
| EXPLDsgn | Snow Explosion | Designed explosion with snowy textures. |
| GLASCrsh | Glass Shatter Burst Long | Long burst of shattering glass. |
| GLASCrsh | Glass Shatter Burst | Burst of shattering glass. |
| GLASFric | Glass Glitch | Shattering glass grains. |
| GLASHndl | Digital Glass Handling Grains | Grainy glass handling. |
| GLASHndl | Digital Glass Handling | Long glass handling grains. |
| GLASHndl | Glass Handling Dense | Dense and light glass grains. short burst. |
| GLASHndl | Glass Handling Trickle | Glass handling and clicking. |
| GLASImpt | Glass Shard Impact Multiple | Sharp glass shard impact burst. |
| GLASImpt | Glass Shard Impact Sequence Long | Long glass shard impact rain sequence. |
| GLASImpt | Glass Shard Impact Single | Stilyzed glass shard impact. |
| GLASImpt | Glass Shard Shower | Repetitive glass impact sequence. |

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Audio Metadata Sheet [PROCESSED]

| CatID | FXName | Description |
|---|---|---|
| GLASImpt | Glass Shard Swoosh Sequence | Glass shards swooshes. |
| GLASImpt | Granular Glass Impact Multiple Dragging | Granular glass impacts. |
| GLASImpt | Granular Glass Impact Multiple Slow | Granular glass multi impact. |
| GLASImpt | Granular Glass Impact Multiple | Granular glass multi impact. |
| GLASImpt | Granular Glass Impact | Granular glass impacts with dragging tail. |
| GLASImpt | Granular Glass Impacts | Glass breaking bursts. |
| GLASMisc | Glass Trickle and Shuffle Constant | Trickling glass shard debris. |
| GLASMisc | Reversed Chaotic Glass Swell | Reversed glass impact burst swell with abrupt stop. |
| GLASMisc | Reversed Chaotic Glass | Reversed glass impact bursts. |
| GLASMisc | Reversed Glass Swell Harsh | Sharp and noisy reversed glass shard shuffling swell with abrupt stop. |
| GLASMisc | Sweeping Glass Pews | Sweeping little glass impacts. pew. |
| GLASTonl | Bowed Glass | Tonal bowed glass harmonics. |
| GLASTonl | Reversed Chaotic Glass Swell | Reversed tonal glass swell with radom pitch and an abrupt stop. |
| GLASTonl | Unsettling Glass Ambience | Chaotic and evil tonal glass sounds mix. |
| ICEBrk | Ice Bite | Biting a large ice chunk off. |
| ICEBrk | Ice Chunk Snap | Snapping a thick ice chunk. |
| ICEBrk | Ice Crunch Sequence | Crushing and crunching thick ice. |
| ICEBrk | Metallic Ice Impact Thick | Ice impact with metallic character. |
| ICEBrk | Rocky Ice Slice Thick | Ripping thick metallic ice. |
| ICEBrk | Rolling Ice Shatter Roomy | Roomy frost shattering impact. |
| ICEBrk | Sharp Ice Crunch | Biting an ice chunk off. |
| ICEBrk | Strong Styrofoam Freeze | Strong ice stress created with styrofoam. |
| ICECrsh | Dense Ice Debris | Strong ice stress layered with rolling ice blocks. |
| ICECrsh | Falling Ice Bricks | Multiple ice bricks rolling and shuffling. |
| ICECrsh | Heavy Ice Block Rumble with Debris | Rumbling ice roar with sharp and trickling ice shard debris. |
| ICECrsh | Heavy Ice Crash | Heavy freezing ice impact with tonal lead in. |
| ICECrsh | Ice Debris Impacts | Multiple ice impacts and shuffling. |
| ICECrsh | Ice Debris Shuffle Long | Multiple ice impacts and shuffling sequence. |
| ICECrsh | Ice Shatter Heavy | Strong ice impact shattering into debris. |

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| CatID | FXName | Description |
|---|---|---|
| ICECrsh | Low Freeze Impact Sweetener | Freezing after ice impact. |
| ICECrsh | Rolling Ice Bricks | Ice bricks and debris rolling and sliding. |
| ICEFric | Crackling Ice Freeze Sweetener | Freezing ice with a metallic character. |
| ICEFric | Crunching Ice Crust | Crunching ice and snow layer. |
| ICEFric | Deep Ice Ripping Long | Deep ripping fiberglass rumble. |
| ICEFric | Eerie Metallic Ice Scrapes Long | Metallic ice friction with low ambience. |
| ICEFric | Ice Crunch Debris Long | Long ice debris rubble. |
| ICEFric | Ice Crunch Debris Short | Freezing ice crunch with rocky character. |
| ICEFric | Ice Crunch Debris | Freezing ice crunch with rocky character. |
| ICEFric | Ice Freezing Rattle | Ice rattling freeze. |
| ICEFric | Ice Metal Slice | Slicing ice with a metallic weapon. |
| ICEFric | Metal Ice Slash Sequence | Slashing ice with a metallic weapon. |
| ICEFric | Metal Ice Slash | Slashing ice with a metallic weapon. |
| ICEFric | Rocky Ice Slash | Rocky ice slash. |
| ICEFric | Stress Dry Ice | Dry ice freeze. |
| ICEFric | Stress Snowy Ice | Snowy ice freeze. |
| ICEFric | Styrofoam Freeze Sweetener | Gritty freeze layer. |
| ICEFric | Thick Ice Scrape Fast | Thick metallic scrape on ice. |
| ICEFric | Thick Ice Scrape Medium | Thick metallic scrape on ice. |
| ICEFric | Thick Ice Scrape Slow | Thick metallic scrape on ice. |
| ICEFric | Trickling Ice Debris Whoosh | Trickling freezing ice building up. |
| ICEHndl | Metal Ice Armor Thud | Heavy ice metal armor handling. |
| ICEImpt | Drop Ice Cubes Multiple | Dropping multiple heavy ice cubes at once. |
| ICEImpt | Dull Ice Impact | Stong hit on solid ice. |
| ICEImpt | Heavy Ice Impact Burst | Strong ice impact debris burst. |
| ICEImpt | Heavy Ice Impact Complex | Heavy ice impacts with metallic and rocky character. |
| ICEImpt | Heavy Ice Impact Dense Multiple | Heavy ice debris rolls with metallic and rocky character. |
| ICEImpt | Heavy Ice Impact | Heavy ice impact with metallic and rocky character. |
| ICEImpt | Heavy Ice Shuffle Dense | Shuffling and moving a lot of snowy ice very quickly. |

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| CatID | FXName | Description |
|---|---|---|
| ICEImpt | Heavy Ice Shuffle Gritty Metal | Heavy ice debris impact burst with metallic and rocky character. |
| ICEImpt | Metallic Ice Impact Sequence Long | Hard metallic ice impact sequence. |
| ICEImpt | Metallic Ice Impact Sequence | Hard metallic ice impact burst. |
| ICEImpt | Metallic Ice Impact | Hard metallic ice impact. |
| ICEImpt | Multiple Frost Impacts Sweetener Wide | Wide ice crashing and freezing sequence. |
| ICEImpt | Multiple Frost Impacts Sweetener | Ice crashing and freezing sequence. |
| ICEImpt | Solid Ice Cube Impact Complex | Short ice cube impact burst. |
| ICEMisc | Aggressive Devour Ice Cubes Long Sequence | Smacking and crunching on multiple ice cubes. |
| ICEMisc | Constant Ice Crunching | Trickling and sizzling ice texture. |
| ICEMisc | Constant Ice Trickling | Trickling and sizzling ice texture. |
| ICEMisc | Devour Ice Cubes Sequence | Smacking and crunching on multiple ice cubes. |
| ICEMisc | Devour Ice Cubes | Smacking and crunching on multiple ice cubes. |
| ICEMisc | Quacking Ice | Quacking ice textures. |
| ICEMisc | Styrofoam Aggressive Break | Harsh styrofoam break. |
| ICEMisc | Styrofoam Aggressive Crunch Sequence | Harsh styrofoam crunch and break sequence. |
| ICEMisc | Styrofoam Aggressive Crunch | Harsh styrofoam crunch. |
| ICEMisc | Styrofoam Aggressive Snap | Harsh styrofoam snap. |
| ICEMvmt | Ice Block Complex Move Complex | Moving an ice block. |
| ICEMvmt | Ice Debris Hard Move Fast | Move some large ice debris aggressively. |
| ICEMvmt | Ice Debris Hard Move | Move some large ice debris aggressively. |
| ICEMvmt | Ice Debris Move Fast | Move some large ice debris. |
| ICEMvmt | Ice Debris Move Sharp Fast | Move a lot of ice debris. |
| ICEMvmt | Ice Debris Move Sharp | Move a lot of ice debris. |
| ICEMvmt | Ice Debris Move | Ice debris moving and dropping. |
| ICEMvmt | Ice Debris Slide | Sliding ice debris whoosh. |
| ICEMvmt | Large Ice Gate Move Low Short | Move a large ice gate. |
| ICEMvmt | Large Ice Gate Move Low | Move a large ice gate. |
| ICEMvmt | Large Ice Gate Move Sweetener | Move a large ice gate. |
| ICEMvmt | Large Ice Gate Move | Move a large ice wall. |

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| CatID | FXName | Description |
|---|---|---|
| ICEMvmt | Magic Ice Block Move | Move a magical ice block. |
| ICEMvmt | Magic Ice Block Whoosh | Short ice block move swell. |
| ICEMvmt | Magic Ice Wall Move Hard | Move a magical ice wall. |
| ICEMvmt | Magic Ice Wall Move Large Long | Move a large magical icewall. |
| ICEMvmt | Magic Ice Wall Move Large | Move a large magical icewall. |
| ICEMvmt | Magic Ice Wall Move Short | Move a large magical icewall. |
| ICEMvmt | Magic Ice Wall Move | Move a magical ice wall. |
| ICEMvmt | Sliding Ice Granular Drone Heavy | Large sliding ice with a granular drone. |
| ICEMvmt | Sliding Ice Granular Drone Reverb | Large sliding ice with a granular drone. |
| LIQMvmt | Glurp Liquid Single | Liquid glurp swoosh. |
| LIQMvmt | Glurping Ice Cubes | Swallowing and glurping ice cubes. |
| LIQMvmt | Glurping Twisting Ice Cube Sequence | Twisting ice glurps with liquid texture. |
| LIQMvmt | Slurping Ice Cubes Long | Slurping and crunching on multiple ice cubes. |
| LIQMvmt | Slurping Ice Cubes | Slurping and crunching on multiple ice cubes. |
| LIQSuct | Glurp Liquid Crunch | Creature glurping on a thick liquid. |
| LIQSuct | Glurp Liquid Small Strong | Small creature glurping. |
| LIQSuct | Glurp Liquid Small | Small creature glurping. |
| LIQSuct | Gulp Liquid Small | Smacking glurp. |
| LIQSuct | Liquid Squelch Small | Small creature squelch. |
| MAGAngl | Divine Chime Phrases | Loud major chord chime changing in pitch. |
| MAGElem | Aggressive Liquid Blast Complex | Magical water blast. |
| MAGElem | Aggressive Liquid Blast Delayed | Magical water blast with delayed swell. |
| MAGElem | Aggressive Liquid Blast Weak | Magical water blast. |
| MAGElem | Aggressive Liquid Blast | Magical water blast. |
| MAGElem | Aggressive Liquid Bubbles | Magical bubbles. low. |
| MAGElem | Aggressive Liquid Explosion Complex | Submerged explosion with airy lead in. |
| MAGElem | Aggressive Liquid Explosion Constant Roar | Submerged water explosion roar. |
| MAGElem | Aggressive Liquid Explosion Sweetener | Short water explosion sweetener with bubble textures. |
| MAGElem | Aggressive Liquid Explosion | Submerged explosion with airy fade out. |

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Audio Metadata Sheet [PROCESSED]

| CatID | FXName | Description |
|---|---|---|
| MAGElem | Aggressive Liquid | Frantic magical water bubbles, whooshes and blasts. |
| MAGElem | Dark Granular Talk | Granular water textures producing sounds reminiscent of surreal vocalizations. |
| MAGElem | Magical Water Blast | Soft compressed water blast. |
| MAGElem | Magical Water Bubble Burst | Rapid water whooshes and bubbles. |
| MAGElem | Magical Water Bubble Whoosh | Water whoosh with bubble thuds. |
| MAGElem | Magical Water Gulp Swell | Thick magical water bubble gulp swell. |
| MAGElem | Magical Water Gulp Tremolo | Thick magical water bubble gulp with tremolo effect. |
| MAGElem | Magical Water Gulp | Thick magical water bubble gulp. |
| MAGElem | Magical Water Storm | Magical twisting water storm. |
| MAGElem | Magical Water Swish Compressed | Compressed water swish swell. |
| MAGElem | Magical Water Whoosh Long | Long water whoosh. |
| MAGElem | Magical Water Whoosh Sequence Aggressive | Rapid water whooshes. |
| MAGElem | Magical Water Whoosh Sequence Low Long | Rapid water whooshes and bubbles. |
| MAGElem | Magical Water Whoosh Sequence | Rapid water whooshes. |
| MAGElem | Magical Water Whoosh Swift | Short water whoosh. |
| MAGElem | Magical Water Whoosh | Short water whoosh. |
| MAGElem | Ominous Water Textures Short | Weird water splashing and smacking sounds. |
| MAGElem | Ominous Water Textures | Mangled water bubbles. |
| MAGElem | Rapid Rock Blast | Strong lightning impact with rocky debris. |
| MAGElem | Ripping Lightning Dense | Lightning impact with glassy debris. soft lead in. |
| MAGElem | Ripping Lightning Short | Lightning impact with glassy debris. gritty lead in. |
| MAGElem | Ripping Lightning | Lightning impact with glassy debris. gritty lead in. |
| MAGElem | Swift Magical Water Swish Sequence | Rapid water whooshes. |
| MAGEvil | Cold Shimmer | Cold, static shimmer, creating an eerie ambience. |
| MAGEvil | Dark Metallic Chimes | Dark metallic shimmer with occasional sweeps. |
| MAGMisc | Tonal Movement | Resonant tone with subtle reverb, featuring slight tonal movement and a soft, atmospheric decay. |
| MAGMisc | Tonal Rise Clean | Resonant tone with subtle reverb, rising to and peaking on a high pitch. |
| MAGMisc | Tonal Tremolo Dive | Resonant magical tremolo pitch drop. |
| MAGShim | Claustrophobic Shimmer Negative | Unsettling magical shimmer with subtle reverb and moderate movement. |

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Audio Metadata Sheet [PROCESSED]

| CatID | FXName | Description |
|---|---|---|
| MAGShim | Dreaming Chirps | Magical chirping shimmer. |
| MAGShim | Flute Shimmer Neutral | Flute-like magical shimmer with slight reverb and alternating harmonics. |
| MAGShim | Shimmering Chimes | Static, dense neutral shimmer. |
| MAGShim | Talking Glass Eerie | Low, eerie glass drone shimmer. |
| MAGShim | Talking Glass Haunting | Haunting resonant tones with long reverb. |
| MAGShim | Talking Glass Hunting | Suspenseful resonant tone with long reverb. |
| MAGShim | Talking Glass Long | Resonant tones with long reverb. |
| MAGShim | Talking Glass Longing | Longing resonant tone with long reverb. |
| MAGShim | Talking Glass Phrases | Resonant tones with long reverb. |
| MAGShim | Talking Glass Trippy Long | Trippy resonant tones with long reverb. |
| MAGShim | Talking Glass Trippy Meow | Trippy resonant tones with long reverb. sometimes meowing. |
| MAGShim | Talking Glass | Resonant tones with long reverb. |
| MAGShim | Tonal Falling Shimmer Negative | Falling resonant tones, similar to a reversed shepard tone. |
| MAGShim | Tonal Mysterious Glass Neutral | Thin shimmering resonant tones with random pitch. |
| MAGShim | Tonal Playful Vibratos Neutral | Chaotic vibratos with random pitch. |
| MAGShim | Tonal Shimmer Negative Reverse Swell | Reversed glass pings with random pitch. |
| MAGShim | Tonal Shimmer Negative | Continuous swelling magical shimmer. negative. |
| MAGShim | Tonal Shimmer Neutral Constant | Continuous magical shimmer. neutral |
| MAGShim | Tonal Shimmer Neutral High | High pitched continuous swelling magical shimmer. neutral. |
| MAGShim | Tonal Shimmer Neutral | Continuous swelling magical shimmer. neutral. |
| MAGShim | Tonal Shimmer Positive | High pitched continuous swelling magical shimmer. positive. |
| MAGShim | Tonal Shimmer Swell Hollow | Hollow tonal swell. |
| MAGShim | Tonal Shimmer Swell | Tonal shimmer swell with abrupt stop. |
| PLASBrk | Styrofoam Ice Break Sweetener Long | Long sequence of breaking styrofoam. |
| PLASBrk | Styrofoam Ice Break Sweetener Short | Breaking a large chunk of styrofoam. |
| PLASBrk | Styrofoam Ice Break Sweetener | Stress and break of styrofoam. |
| PLASBrk | Styrofoam Snap Sequence | Styrofoam creaking and snapping under stress. |
| PLASBrk | Styrofoam Snap | Thick styrofoam snap. |
| PLASFric | Fiberglass Crunch Sequence | Multiple fiberglass crunches. |

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| CatID | FXName | Description |
|---|---|---|
| PLASFric | Fiberglass Crunch | Single fiberglass crunch. |
| PLASFric | Fiberglass Rumbling | Low rumbling of fiberglass under stress. |
| PLASMisc | Fiberglass Freeze Sweetener Swell | Fiberglass stress. harsh. |
| PLASMisc | Fiberglass Freeze Sweetener | Fiberglass stress and crackling. high. |
| ROCKMisc | Rock Eruption Fast | Rapid burst of rocky textures. |
| ROCKMisc | Rock Eruption | Rapid burst of rocky textures. debris. |
| SNOWFric | Snow Shoveling | Snowy swoosh. |
| SNOWImpt | Snowball Shower | Repetitive snowball impact sequence |
| SNOWMvmt | Crispy Frozen Landslide | Constant runbling and shuffling of snow and ice. |
| SNOWMvmt | Snow Avalanche | Large snow rubble and debris moving. |
| SNOWMvmt | Snow Boulder Roll | Long and low snow crunch. |
| SNOWMvmt | Snow Dig Crisp | Single dig through an icy snow pile. |
| SNOWMvmt | Snow Dig Long | Single dig through a snow pile. |
| SNOWMvmt | Snow Dig | Single dig through a snow pile. |
| SNOWMvmt | Snow Whoosh | Snow movement whoosh. |
| UIAlert | Rain Stick Chime | Granular ui chime. wooden textures. |
| UIAlert | Rain Stick Deny Airy | Airy friction ui burst with repetitive, negative feedback. |
| UIAlert | Rain Stick Deny Complex | Grainy friction ui burst with repetitive, negative tonal feedback. |
| UIAlert | Rain Stick Deny | Grainy, repetitive ui burst with a negative tonal cue. |
| UIClick | Dense Glass Swish | Dense ui glass swish click. |
| UIClick | Digital Glass Click | Grainy, repetitive ui glass click burst. |
| UIClick | Glass Click Simple | Simple glass ui click. |
| UIClick | Glass Glitch Small | Grainy glass ui click glitch. |
| UIClick | Rain Stick Click Long | Wooden ui click with grainy tail. |
| UIClick | Rain Stick Click | Wooden ui snap. |
| UIClick | Rain Stick Granular Click | Wooden ui snap grains. |
| UIClick | Rain Stick Multi Click | Multiple wooden ui clicks. |
| UIData | Glass Counter | Granular glass clang repetitions. |
| UIData | Glass Scan Granular | Granular glass fizzles. |

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| CatID | FXName | Description |
|---|---|---|
| UIData | Glass Text Granular | Granular glass repetitions. |
| UIData | Granular Glass Dragging | Dragging glass grain repetitions. |
| UIMvmt | Glass Shard Jingle | Clanging glass jingle. |
| UIMvmt | Glass Shard Swipe Dense | Swift and dense glass scrape. |
| UIMvmt | Glass Shard Swipe | Swift glass scrape. |
| UIMvmt | Grainy Glass Shard Impacts | Short glass grain repetitions. |
| UIMvmt | Grainy Glass Shards Dense | Swift glass shards movement. |
| UIMvmt | Grainy Glass Shards Reversed | Reversed glass shard impacts. |
| UIMvmt | Hollow Chime Swell | Tonal hollow swell. |
| UIMvmt | Rain Stick Grains | Short rain stick grains. |
| UIMvmt | Tonal Hollow Chime Tremolo | Tonal tremolo chime. |
| UIMvmt | Tonal Swell Pitch Drop | Tonal resonant swell with dropping pitch. |
| UIMvmt | Tonal Swell | Tonal resonant swell. |
| WATRFizz | Airy Rain Stick Pressure Release Soft | Rain stick impact with airy pressure release effect. |
| WATRFizz | Airy Rain Stick Pressure Release | Rain stick impact with airy pressure release effect. |
| WATRFizz | Sizzling Melt Random Panorama | Sizzling ice melting textures, alternating in random panorama. |
| WATRFizz | Sizzling Melt | Sizzling ice melting textures. |
| WATRMvmt | Rain Stick Swipe Fast | Harsh rain stick tilt burst. |
| WATRMvmt | Rain Stick Swipe | Rain stick tilt burst. |
| WATRTurb | Submerged Turbulence | Underwater turbulence, movement and whooshes. |
| WATRTurb | Submerged Whoosh Fast | Underwater whoosh. |
| WATRTurb | Submerged Whoosh | Underwater whoosh. |
| WATRTurb | Turbulent Ice Cubes in Water | Turbulent flow of large ice cubes under water. |
| WATRUndwtr | Submerged Water Flow | Submerged, strong waterflow with bubbles. |
| WATRWave | Strong Rain Stick Waves | Stormy, rushing ambience with a turbulent wave-like flow. |
| WHSH | Cloth Whoosh Flap | Low warm cloth whoosh with a strong impact. |
| WHSH | Cloth Whoosh Gritty | Gritty cloth whoosh with impact. |
| WHSH | Cloth Whoosh Sweep | Cloth whoosh with a sharp upward pitch sweep, quickly dropping off. |
| WIND | Supernatural Winds | Supernatural winds. |

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| CatID | FXName | Description |
|---|---|---|
| WINDGust | Cloth Explosion Sweetener Soft | Warm cloth rumble and flaps in the distance. |
| WINDGust | Cloth Lightning Sweetener | Cloth whoosh with a sharp peak and a long and soft tail. |
| WOODBrk | Wood Ice Break Sweetener Strong | Breaking heavy wooden plank. |
| WOODBrk | Wooden Bite | Stilyzed biting on wood. |
| WOODMisc | Rain Stick Grains High Short | Reversed rain stick texture swell. |
| WOODMisc | Rain Stick Grains High | Rain stick texture swell. |
| WOODMisc | Rain Stick Grains Low Short | Mangled rain stick textures. low. |
| WOODMisc | Rain Stick Grains Low | Mangled rain stick textures. low. |
| WOODMisc | Rain Stick Grains Sequence | Mangled rain stick texture sequence. |

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