

OS 06 BASEMENT CORRIDOR

Filename	Description	BitDepth	SampleRate	Channels	Duration	AudioFileType
01 BASEMENT Corridor Low Hum Room Tone with distant external human activity SUR.wav	Low Hum Room Tone with distant external human activity	24	48000	6	02:10.462	WAVE
02 BASEMENT Corridor Big Blower or Fan Motor Engine with Extinction and Activation at distance SUR.wav	Big Blower or Fan Motor Engine with Extinction at 01:09 and Activation at 02:50 at distance	24	48000	6	03:55.158	WAVE
03 BASEMENT Corridor Big Blower or Fan Motor Engine with Buzz in Close Up SUR.wav	Big Blower or Fan Motor Engine buzzing in Close Up with activation of ventilation at 01:17	24	48000	6	04:36.843	WAVE
04 BASEMENT Corridor Big Doors Slamed with huge reverb SUR.wav	Big Doors opened and closed and slamed with huge reverb	24	48000	6	00:14.800	WAVE
05 BASEMENT Corridor Big Fan Motor Engine in Close up SUR.wav	Big Fan Motor Engine in Close up	24	48000	6	01:48.671	WAVE
06 BASEMENT Corridor Big Fan Room Tone with slight flows of Pipe Water at distance SUR.wav	Big Fan Room Tone with slight flows of Pipe Water at distance	24	48000	6	04:20.586	WAVE
07 BASEMENT Corridor Room Tone with Fan Motor Engine at distance SUR.wav	Room Tone with Fan Motor Engine at distance. Extinction at 01:46 and activation at 03:26	24	48000	6	04:19.252	WAVE
08 BASEMENT Corridor Room Tone with Fan Motor Engine buzzing at medium distance SUR.wav	Room Tone with Fan Motor Engine buzzing at medium distance. Activation at 00:42	24	48000	6	03:24.742	WAVE
09 BASEMENT Corridor Fan Motor Engine with buzz in Close up SUR.wav	Fan Motor Engine with continuous buzz in Close up	24	48000	6	01:34.810	WAVE
10 BASEMENT Corridor Fan Motor Engine with buzz Extinction in Close Up SUR.wav	Fan Motor Engine with buzz Extinction in Close Up at 00:29	24	48000	6	00:47.449	WAVE
11 BASEMENT Corridor Museum Room Tone with Human voices and doors slamed at distance with reverb SUR.wav	Museum Room Tone with Human voices and doors slamed at distance with reverb at 01:21 and 01:35 and 03:45	24	48000	6	04:01.458	WAVE
12 BASEMENT Corridor Room Tone with big Blower or Fan SUR.wav	Room Tone with Low hum of big Blower or Fan	24	48000	6	03:57.243	WAVE
13 BASEMENT Corridor Room Tone with Electrical buzz and Metal Vibrations SUR.wav	Room Tone with Electrical buzz and Metal Vibrations at distance	24	48000	6	02:58.201	WAVE
14 BASEMENT Corridor Room Tone with High Electric Buzz and low hum at distance SUR.wav	Room Tone with High Electric Buzz and low hum at distance	24	48000	6	02:05.453	WAVE
15 BASEMENT Corridor Room Tone with High Electric Buzz and low hum SUR.wav	Room Tone with High Electric Buzz and low hum	24	48000	6	02:13.501	WAVE
16 BASEMENT Corridor Room Tone with High Electric Buzz in Close Up SUR.wav	Room Tone with very High Electric Buzz in Close Up	24	48000	6	02:23.049	WAVE
17 BASEMENT Corridor Room Tone with High Electric Buzz in Very Big Close Up SUR.wav	Room Tone with High Electric Buzz in Very Big Close Up	24	48000	6	01:54.349	WAVE
18 BASEMENT Corridor Room Tone with Low Hum and Metal Rattle in Close Up SUR.wav	Room Tone with Low Hum and Metal Rattle in Close Up. A door is slamed at distance at 01:58	24	48000	6	02:54.562	WAVE
19 BASEMENT Corridor Room Tone with traffic far away and flows in pipe water in medium distance SUR.wav	Room Tone with traffic far away and flows in pipe water in medium distance. A compressor is activated at 01:46 and off at 02:46	24	48000	6	03:06.755	WAVE
20 BASEMENT Corridor Travelling with Fans, Buzz and slamming doors SUR.wav	Travelling with Fans, Buzz and slamming doors	24	48000	6	02:12.807	WAVE
21 BASEMENT Corridor Room Tone with PipeWater Flows in Close Up and Fan Motor buzzing at distance SUR.wav	Room Tone with PipeWater Flows in Close Up and Fan Motor buzzing at distance	24	48000	6	02:28.263	WAVE