## **WATER**

lename	Description	BitDepth S	ampleRate	Channel	s Duration	AudioFileTy
04 Water_01_Cave, Ambience, Water Drops, rive	er_sFILENAME=W 04 Water_01_Cave, Ambience, Water Drops, river_T01.wav sSCENE=W 04 Water_01_Cave, Ambience, Water Drops, river_ sTAPE=ORTF sTAKE=01 sNOTE=water, cave, ambience, water drops, river, stereo, ortf sTRK1=L sTRK2=R	24	48000	2	01:04.149	WAVE
04 Water_02_Cave, Ambience, Water Drops, Riv	er sFILENAME=W 04 Water_02_cave, Ambience, Water Drops, River_T02.wav sSCENE=W 04 Water_02_cave, Ambience, Water Drops, River_ sTAPE=ORTF sTAKE=02 sTRK1=L sTRK2=R sNOTE=water, cave, ambience, water drops, river, stereo, ortf,	24	48000	2	01:01.520	WAVE
04 Water_03_Cave, Ambience, Water Drops, Riv	er sFILENAME=W 04 Water_03_Cave, Ambience, Water Drops, River_T03.wav sSCENE=W 04 Water_03_Cave, Ambience, Water Drops, River_ sTAPE=ORTF sTAKE=03 sTRK1=L sTRK2=R sNOTE=water, cave, ambience, water drops, river, stereo, ortf	24	48000	2	00:56.281	WAVE
04 Water_04_Cave, Ambience, Water Drops, Riv	er sFILENAME=W 04 Water_04_Cave, Ambience, Water Drops, River_T04.wav sSCENE=W 04 Water_04_Cave, Ambience, Water Drops, River_ sTAPE=ORTF sTAKE=04 sTRK1=L sTRK2=R sNOTE=water, cave, ambience, water drops, river, stereo, ortf	24	48000	2	00:54.222	WAVE
04 Water_05_Cave, Ambience, Water Drops, Riv	rer sFILENAME=W 04 Water_05_Cave, Ambience, Water Drops, River_T05.wav sTRK1=L sTRK2=R sNOTE=water, cave, ambience, water drops, river, stereo, ortf sPROJECT=WATER sSCENE=W 04 Water_05_Cave, Ambience, Water Drops, River_ sTAPE=ORTF sTAKE=05	24	48000	2	00:42.623	WAVE
04 Water_06_Cave, Ambience, Waterfall, Water	Dn sFILENAME=W 04 Water_06_Cave, Ambience, Waterfall, Water Drops_T06.wav sTRK1=L sTRK2=R sNOTE=water, cave, ambience, water drops, river, waterfall, stereo, orff sPROJECT=WATER sSCENE=W 04 Water_06_Cave, Ambience, Waterfall, Water Drops_ sTAPE=ORTF	24	48000	2	00:54.180	WAVE
04 Water_07_City, Rain, Night_T01.wav	sFILENAME=W 04 Water_07_City, Rain, Night_T01.wav sPROJECT=WATER sSCENE=W 04 Water_07_City, Rain, Night_ sTAPE=XY sTAKE=01 sNOTE=water, city, rain, medium, raindrops, diferent surfaces, stereo, xy, sTRK1=L sTRK2=R	24	96000	2	02:35.000	WAVE
04 Water_08_City, Rain, close_T02.wav	sFILENAME=W 04 Water_08_City, Rain, close_T02.wav sSCENE=W 04 Water_08_City, Rain, close_ sTAPE=XY sTAKE=02 sTRK1=L sTRK2=R sNOTE=water, city, rain,close, raindrops, diferent surfaces, stereo, xy,	24	96000	2	02:48.000	WAVE
04 Water_09_City, Rain, Relax_T03.wav	sFILENAME=W 04 Water_09_city, Rain, Relax_T03.wav_sPROJECT=WATER_sSCENE=W 04 Water_09_city, Rain, Relax_sTAPE=XY_sTAKE=03_sNOTE=water, city, rain,close, relax_raindrops, diferent surfaces, stereo, xy, sTRK1=L sTRK2=R	24	96000	2	03:01.000	WAVE
04 Water_10_City, Rain, Roof_T04.wav	sFILENAME=W 04 Water_10_city, Rain, Roof_T04.wav_sSCENE=W 04 Water_10_city, Rain, Roof_stAPE=XY_sTAKE=04_sTRK1=L_sTRK2=R_sNOTE=water, city, rain, roof, raindrops, diferent surfaces, stereo, xy,	24	48000	2	00:59.000	WAVE
04 Water_11_City, Rain, Roof_T05.wav	sFILENAME=W 04 Water_11_City, Rain, Roof_T05.wav_sPROJECT=WATER_sSCENE=W 04 Water_11_City, Rain, Roof_ sTAPE=XY_sTAKE=05_sTRK1=L_sTRK2=R_sNOTE=water, city, rain, roof, raindrops, diferent surfaces, stereo, xy,	24	48000	2	01:24.000	WAVE
04 Water_12_Foest, River, Calm_T01.wav	sFILENAME=W 04 Water_12_Foest, River, Calm_T01.wav sPROJECT=WATER sSCENE=W 04 Water_12_Foest, River, Calm_ sTAPE=XY sTAKE=01 sNOTE=water, nature, forest, river, calm, stereo, xy sTRK1=L sTRK2=R	24	48000	2	01:15.600	WAVE
04 Water_13_Forest, River, Small_T02.wav	sFILENAME=W 04 Water_13_Forest, River, Small_T02.wav_sSCENE=W 04 Water_13_Forest, River, Small_ stAPE=XY_sTAKE=02_sNOTE=water, nature, forest, river, small, stereo, xy_sTRK1=L_sTRK2=R	24	48000	2	02:20.000	WAVE
4 Water_14_Forest, River, Medium_T03.wav	sFILENAME=W 04 Water_14_Forest, River, Medium_T03.wav sSCENE=W 04 Water_14_Forest, River, Medium_ sTAPE=XY sTAKE=03 sTRK1=L sTRK2=R sNOTE=water, nature, river, forest, medium, stereo, xy,	24	48000	2	02:03.000	WAV
4 Water_15_Beach, Ambience, Waves, People	TISFILENAME=W 04 Water_15_Beach, Ambience, Waves, People_T01.wav sSCENE=W 04 Water_15_Beach, Ambience, Waves, People_ sTAPE=XY sTAKE=01 sNOTE=water, beach, ambience, waves, people, voices, stereo, sTRK1=L sTRK2=R	24	48000	2	01:50.000	WAVE
04 Water_16_Splashing, Big, Fishing, Boat_T01	wsFilENAME=W 04 Water_16_Splashing, Big, Fishing, Boat_T01.wav_sSCENE=W 04 Water_16_Splashing, Big, Fishing, Boat_sTAPE=ORTF_STAKE=01_sNOTE=water, splashing, sailing, big, fishing, boat, stereo, sTRK1=L_sTRK2=R	24	48000	2	01:05.000	WAVE
4 Water_17_Splashing, Sailing, Ship_T01.wav	sPROJECT=WATER sSCENE=W 04 Water 17_Splashing, Sailing, Ship_sTAPE=ORTF_sTAKE=01_sNOTE=water, splashing, ship, stereo, sTRK1=L_sTRK2=R_sFILENAME=W 04 Water 17_Splashing, Sailing, Ship_T01.wav	24	48000	2	01:50.000	WAVE
4 Water_18_Splashing, Sailing, ship_T02.wav	sPROJECT=WATER sSCENE=W 04 Water 18 Splashing, Sailing, ship_sTAPE=ORTF_STAKE=02 sNOTE=water, splashing, ship, stereo, sTRK1=L sTRK2=R sFILENAME=W 04 Water 18 Splashing, Sailing, ship_T02.wav	24	48000	2	01:48.000	WAV
4 Water_19_Splashing, Sailing, Ship_T03.wav	sPROJECT=WATER sSCENE=W 04 Water 19 Splashing, Sailing, Ship sTAPE=ORTF sTAKE=03 sNOTE=water, splashing, ship, stereo, sTRK1=L sTRK2=R sFILENAME=W 04 Water 19 Splashing, Sailing, Ship 103 wav	24	48000	2	02:06.799	WAVE
4 Water 20 Splashing, Sailing, Ship T04.wav	sproject=water scene=w 04 Water 20 Splashing, Sailing, Ship stApe=ORTF stAke=04 snote=water, splashing, sailing, ship, stereo stRk1=L strk2=R sfileName=w 04 Water 20 Splashing, Sailing, Ship T04.wav	24	48000	2	01:57.640	WAV
4 Water_21_Splashing, Sailing, Ship_T05.wav	sPROJECT=WATER sSCENE=W 04 Water 21 Splashing, Sailing, Ship sTAPE=ORTF sTAKE=05 sNOTE=water, splashing, sailing, ship, stereo, sTRK1=L sTRK2=R sFILENAME=W 04 Water 21 Splashing, Sailing, Ship 705.way	24	48000	2	03:37.479	WAV
	S SPROJECT=WATER SCENE=W 04 Water 22 Splashing, Sailing, Small, Fishing, Ship sTAPE=ORTF sTAKE=01 sNOTE=water, splashing, sailing, small, fishing, ship, stereo, sTRK1=L sTRK2=R	24	48000	2	02:32.000	WAV
4 Water 23 Splashing, Sailing, Small, Fishing,	St sFILENAME=W 04 Water 23 Splashing, Sailing, Small, Fishing, Ship T02 wav sSCENE=W 04 Water 23 Splashing, Sailing, Small, Fishing, Ship sTAPE=ORTF sTAKE=02 sNOTE=water, splashing, sailing, small, Fishing, Ship, stereo, sTRK1=L sTRK2=R	24	48000	2	01:15.000	WAV
4 Water 24 Splashing, Sailing, Small, Fishing,	St sFILENAME=W 04 Water 24 Splashing, Sailing, Small, Fishing, Ship_T03.wav_sSCENE=W 04 Water 24 Splashing, Sailing, Small, Fishing, Ship_STAPE=ORTF_STAKE=03_SNOTE=water, splashing, sailing, small, fishing, ship, stereo, sTRK1=L sTRK2=R	24	48000	2	01:49.000	WAV
	St sPROJECT=WATER sSCENE=W 04 Water 25 Splashing, Sailing, Small, Fishing, Ship sTAPE=ORTF sTAKE=01 sNOTE=water, splashing, small, waves, stereo, sTRK(1=L sTRK2=R sFILENAME=W 04 Water 25 Splashing, Sailing, Small, Fishing, Ship 101.wav	24	48000	2	01:27.400	WAV
	av sFILENAME=W 04 Water 26 Sea, Ocean, Waves, Close T01.wav sSCENE=W 04 Water 26 Sea, Ocean, Waves, Close sTAPE=XY sTAKE=01 sNOTE=water, sea, ocean, waves, seaside, exterior, stereo sTRK1=L STRK2=R	24	96000	2	01:43.000	WAV
	av sFILENAME=W 04 Water_27 Sea, Ocean, Waves, Close_T02.wav_sSCENE=W 04 Water_27 Sea, Ocean, Waves, Close_sTAPE=XY_sTAKE=02_sTRK(1=L_sTRK2=R_sNOTE=water, sea, ocean, waves, close, exterior, stereo	24	96000	2	02:42.000	WAV
	var sFILENAME=W 04 Water 28 Sea, Ocean, Waves, Middle T03.wav sSCENE=W 04 Water 28 Sea, Ocean, Waves, Middle sTAPE=XY sTAKE=03 sNOTE=water, sea, ocean, waves, middle, exterior, stereo sTRK1=L sTRK2=R	24	96000	2	01:34.000	WAV
	wasFILENAME=W 04 Water 29 Sea, Ocean, Waves, Close, Breakwater T04.wav sSCENE=W 04 Water 29 Sea, Ocean, Waves, Close, Breakwater sTAPE=XY sTAKE=04 sNOTE=water, sea, ocean, waves, breakwater, exterior, stereo sTRK1=L sTRK2=R	24	96000	2	01:30.000	WAV
04 Water 30 Shower T01.wav	SFILENAME=W 04 Water 30 Shower T01 way sSCENE=W 04 Water 30 Shower sTAPE=mone sTAKE=01 sNOTE=water, shower, house, domestic, sTRK1= sTRK2=	24	48000	2	00:48.000	WAVE