

# Gregor Quendel - Modular Explorations: Bristol

Name	Description	Duration	Format	Channels
AchingRust.wav	ACHINGRUST - Low-Mid Pitched Drone, Slight Tonal Swell (x1)	0:09	24bit / 96kHz	2
Algernon_01.wav	ALGERNON_01 - Speed Ramping Texture, Pulses and Sparks, Reversing Ramping Texture at End, Mid Pitched (x1)	0:02	24bit / 96kHz	2
Algernon_02.wav	ALGERNON_02 - Powerdown with Percussive Clicks (x1)	0:01	24bit / 96kHz	2
Algernon_03.wav	ALGERNON_03 - Reversing Power Rise, Lascary Chirps (x1)	0:02	24bit / 96kHz	2
Algernon_04.wav	ALGERNON_04 - Laser Chirps with Farty and Bassy Power Down (x1)	0:02	24bit / 96kHz	2
Algernon_05.wav	ALGERNON_05 - Fluctuating Pitch with Wacky Punctuations at End (x1)	0:06	24bit / 96kHz	2
Algernon_06.wav	ALGERNON_06 - Crunchy Buzz Reverse Buildup, Weird Bloops and Chirps (x1)	0:02	24bit / 96kHz	2
Algernon_07.wav	ALGERNON_07 - Grity Reversing Riser with Intermittent Pulses (x1)	0:02	24bit / 96kHz	2
Algernon_08.wav	ALGERNON_08 - Airy Rise into Wacky High Pitched Shuffling Texture (x1)	0:03	24bit / 96kHz	2
Algernon_Timelazer_01.wav	ALGERNON_TIMELAZER_01 - Delay Feedback Laser Chirps with Speed Ramping (x1)	0:07	24bit / 96kHz	2
Algernon_Timelazer_02.wav	ALGERNON_TIMELAZER_02 - Shuffling Followed by Drop, Rise, and Digital Chirping (x1)	0:06	24bit / 96kHz	2
Algernon_Timelazer_03.wav	ALGERNON_TIMELAZER_03 - Laser Like Burst with Arpeggiating Chirps with Reverse at End (x1)	0:04	24bit / 96kHz	2
Algernon_Timelazer_04.wav	ALGERNON_TIMELAZER_04 - Laser Like Chirp with Stuttering Clicks (x1)	0:01	24bit / 96kHz	2
Algernon_Timelazer_05.wav	ALGERNON_TIMELAZER_05 - Laser Ricochet, Digital Bubbling Pulse, High Pitched (x1)	0:01	24bit / 96kHz	2
Algernon_Timelazer_06.wav	ALGERNON_TIMELAZER_06 - Chirpy Arpeggiating Pulse Followed by Distorted Laser Cannon with Decending Pitch (x1)	0:02	24bit / 96kHz	2
Algernon_Transition_Sequence.wav	ALGERNON_TRANSITION_SEQUENCE - Various Crunching Shuffling Bursts, Various Pitch Modulations (x7)	0:15	24bit / 96kHz	2
Algernon_Transition_Short.wav	ALGERNON_TRANSITION_SHORT - Buzzy Swell with Punchy Low Pulses (x1)	0:02	24bit / 96kHz	2
Alien_GoblinPlanet.wav	ALIEN_GOBLINPLANET - Digital Arpeggiation, Shuffling, Glitching, Processing, Mid Pitched (x1)	0:08	24bit / 96kHz	2
AlienChime.wav	ALIENCHIME - Harmonic, Chaotic Glitch, Bells, Static Noise, Mid-Low Pitched (x1)	0:33	24bit / 96kHz	2
AlienChime_LightCrystals.wav	ALIENCHIME_LIGHTCRYSTALS - Harmonic Glitch, Abstract Bells, Granular, Mid Pitched (x1)	0:52	24bit / 96kHz	2
Alienfax_01.wav	ALIENFAX_01 - Low Pitched Arhythmic Pulses, Snappy, Muted, Random Digital Chirps (x1)	0:05	24bit / 96kHz	2
Alienfax_02.wav	ALIENFAX_02 - Distorted Arpeggiating Tone (x1)	0:01	24bit / 96kHz	2
Alienfax_03.wav	ALIENFAX_03 - Low Noise Hiss and Distorted Tonal Accent (x1)	0:01	24bit / 96kHz	2
Alienfax_04.wav	ALIENFAX_04 - Low Noise Hiss and Arpeggiating Distorted Tonal Accent (x1)	0:01	24bit / 96kHz	2
AlienFAX_BrokenTransponder.wav	ALIENFAX_BROKENTRANSPONDER - Chaotic Chirping, Bursts of Noise, Bassy Pops, High Pitched (x1)	0:09	24bit / 96kHz	2
AlienHarmonicTransfer.wav	ALIENHARMONICSTRANSFER - Atmospheric, Chaotic Distorted Bells, Static Noise, Mid-Low Pitched (x1)	0:07	24bit / 96kHz	2
AlienHarmony.wav	ALIENHARMONY - Harmonic, Distorted, Chaotic Glitch, Bells, Static Noise, Mid-Low Pitched (x1)	0:13	24bit / 96kHz	2
Aquaapur.wav	AQUAPUR - Clicking, Morphing, Fluttering, Evolving, Mid-Low Pitched (x1)	0:12	24bit / 96kHz	2
Aquaapur_01.wav	AQUAPUR_01 - Grumbly Lofi Pulse (x1)	0:02	24bit / 96kHz	2
Aquaapur_02.wav	AQUAPUR_02 - Digital Cracking into Echoing Bassy Pulse (x1)	0:03	24bit / 96kHz	2
Aquaapur_03.wav	AQUAPUR_03 - Digital Bubbling, Cracking with Bassy Swell at End (x1)	0:02	24bit / 96kHz	2
Aquaapur_04.wav	AQUAPUR_04 - Muted Electric-like Sparking, Cracking (x1)	0:02	24bit / 96kHz	2
Aquaapur_05.wav	AQUAPUR_05 - High Pitched Static Chaos, Digital Chirps (x1)	0:01	24bit / 96kHz	2
Aquaapur_06.wav	AQUAPUR_06 - Bubbling Cracking, Digital Insect, Mid-High Pitched (x1)	0:02	24bit / 96kHz	2
Aquaapur_07.wav	AQUAPUR_07 - Digital Bubbling and Cracking, Digital Insect, Fluctuating Pitch (x1)	0:02	24bit / 96kHz	2
Aquaapur_08.wav	AQUAPUR_08 - Cracking with Tonal Swell at End, Mid-Low Pitched (x1)	0:02	24bit / 96kHz	2
Aquaapur_09.wav	AQUAPUR_09 - Clicky Muted Digital Morph, Mid Pitched (x1)	0:02	24bit / 96kHz	2
Aquaapur_10.wav	AQUAPUR_10 - Stuttering Digital Grumbles and Static (x1)	0:03	24bit / 96kHz	2
Aquaapur_11.wav	AQUAPUR_11 - Digital Bubbling, Fluctuating Pitch (x1)	0:02	24bit / 96kHz	2
Aquaapur_12.wav	AQUAPUR_12 - Bubbling UI, Negative, Decending Pitch	0:01	24bit / 96kHz	2
Aquaapur_13.wav	AQUAPUR_13 - Muted Digital Bubbling UI, Sucking Reverse, Tonal Oneshot, Mid-Low Pitched (x1)	0:02	24bit / 96kHz	2
Aquaapur_14.wav	AQUAPUR_14 - Stuttery Clicky Processing UI, Mid-High Pitched (x1)	0:01	24bit / 96kHz	2
Aquaapur_15.wav	AQUAPUR_15 - Glassy Clicks with Buzzing Tail, Mid-Low Pitched (x1)	0:02	24bit / 96kHz	2
Aquaapur_16.wav	AQUAPUR_16 - Stuttering Bass Pulse (x1)	0:02	24bit / 96kHz	2
Aquaapur_17.wav	AQUAPUR_17 - High Pitched Ping with Mid Pitched Fluttery Swell (x1)	0:01	24bit / 96kHz	2
Aquaapur_18.wav	AQUAPUR_18 - Digital Neutral Confirmation, Clicking, Tinny, Metallic (x1)	0:01	24bit / 96kHz	2
Aquaapur_19.wav	AQUAPUR_19 - Rising Phasey Clicks and Short Digital Neutral UI (x1)	0:01	24bit / 96kHz	2
Aquaapur_20.wav	AQUAPUR_20 - Muted, Stuttering Glitching Clicks (x1)	0:02	24bit / 96kHz	2
Aquaapur_21.wav	AQUAPUR_21 - Cracking, Warbling, Neutral UI Select (x1)	0:01	24bit / 96kHz	2
Aquaapur_Data.wav	AQUAPUR_DATA - Digital Clicking Rumble, Tonal Swell, Low Pitched (x1)	0:12	24bit / 96kHz	2
Aquaapur_Minipops_Sequence_01.wav	AQUAPUR_MINIPOPS_SEQUENCE_01 - Glitchy UI, Neutral, Confirmations, High Pitched (x11)	0:25	24bit / 96kHz	2
Aquaapur_Minipops_Sequence_02.wav	AQUAPUR_MINIPOPS_SEQUENCE_02 - Small Groovy UI Elements with High Pitched Staticy Popping (x3)	0:11	24bit / 96kHz	2
Aquaapur_Nano_01.wav	AQUAPUR_NANO_01 - UI Pulse, Select, Low Pitched (x1)	0:01	24bit / 96kHz	2
Aquaapur_Nano_02.wav	AQUAPUR_NANO_02 - UI Pulse, Confirm, Low Pitched (x1)	0:01	24bit / 96kHz	2
Aquaapur_Nano_03.wav	AQUAPUR_NANO_03 - Soft Digital Growly Bubbling, Mid-Low Pitched (x1)	0:02	24bit / 96kHz	2
Aquaapur_Nano_04.wav	AQUAPUR_NANO_04 - Warping Thwoomp, Low Pitched (x1)	0:01	24bit / 96kHz	2
Aquaapur_Nano_05.wav	AQUAPUR_NANO_05 - Fast Pulsing UI, Digital Bubbling, Confirm (x1)	0:01	24bit / 96kHz	2
Aquaapur_Nano_06.wav	AQUAPUR_NANO_06 - Dark Selection UI Pulse with Bubbling, Low Pitched (x1)	0:02	24bit / 96kHz	2
Aquaapur_Nano_07.wav	AQUAPUR_NANO_07 - Neutral Digital UI Confirm (x1)	0:01	24bit / 96kHz	2
Aquaapur_Nano_08.wav	AQUAPUR_NANO_08 - Dark Selection UI with Bubbling, Mid-High Pitched (x1)	0:01	24bit / 96kHz	2
Aquaapur_Nano_09.wav	AQUAPUR_NANO_09 - Airy Reversing Tone into High Energy Digital Bubbling (x1)	0:02	24bit / 96kHz	2
Aquaapur_Nano_10.wav	AQUAPUR_NANO_10 - Low Pitched Bass Oneshot with High Pitched Digital Bubbling	0:02	24bit / 96kHz	2
Aquaapur_Nano_11.wav	AQUAPUR_NANO_11 - Low Pitched Smooth Bass Pulse (x1)	0:02	24bit / 96kHz	2
Aquaapur_Nano_12.wav	AQUAPUR_NANO_12 - Muted Swelling Glitching Warble (x1)	0:01	24bit / 96kHz	2
Aquaapur_Transition.wav	AQUAPUR_TRANSITION - Clicking, Digital Insect, Mid-High Pitched (x1)	0:04	24bit / 96kHz	2
Aquaapur_ReadOnly_01.wav	AQUAPUR_READONLY_01 - Croaking Synth Bursts, Hissy Static, Mid Pitched (x1)	0:11	24bit / 96kHz	2
Aquaapur_ReadOnly_02.wav	AQUAPUR_READONLY_02 - Croaking Synth Bursts, Hissy Static, Mid Pitched (x1)	0:10	24bit / 96kHz	2
Aquaapur_ReadOnly_03.wav	AQUAPUR_READONLY_03 - Croaking Synth Bursts, Digital Bubbling Warble, Glitchy Static Accents, Slow, Abstract Texture, Mid Pitched (x1)	0:23	24bit / 96kHz	2
Aquaapur_ReadOnly_04.wav	AQUAPUR_READONLY_04 - Croaking Synth Bursts, Digital Grumble with High Pitched Static Bursts (x1)	0:09	24bit / 96kHz	2
Baron_Transition_01.wav	BARON_TRANSITION_01 - Bit Crushed Metallic Tone with Pitch Rise (x1)	0:02	24bit / 96kHz	2
Baron_Transition_02.wav	BARON_TRANSITION_02 - Metallic Twangy Texture with Low Pitched Swell (x1)	0:01	24bit / 96kHz	2
Bogcritter.wav	BOGCRIITTER - Distorted Mallet Weird Hit and Hold, Mid Pitched (x1)	0:03	24bit / 96kHz	2
Bogcritter_Sequence.wav	BOGCRIITTER_SEQUENCE - Low Mid Bassy Tone with Crunchy Static and Resonant Tube-like Thumps (x5)	0:12	24bit / 96kHz	2
Bowl_AlienChatter.wav	BOWL_ALIENCHATTER - Reverberent Digital Bell-like Tones, Two Tones up and one Down (x1)	0:04	24bit / 96kHz	2
Bowl_Badbot.wav	BOWL_BADBOT - Low-Mid Pitched Drone Element with High Percussive Accents and Musical Accent (x1)	0:11	24bit / 96kHz	2
Bowl_Chakra.wav	BOWL_CHAKRA - Phasey Airy Flutters, Resonant, Swells, Mid Pitched (x1)	0:12	24bit / 96kHz	2
Bowl_Crackle_01.wav	BOWL_CRACKLE_01 - Bass String Two Tone Texture, Low Pitched (x1)	0:01	24bit / 96kHz	2
Bowl_Crackle_02.wav	BOWL_CRACKLE_02 - UI Negative Confirmation, Low-Mid Pitched with Airy Tail (x1)	0:01	24bit / 96kHz	2
Bowl_Crackle_03.wav	BOWL_CRACKLE_03 - Wobbly Bass Pluck, Rumble, Low Pitched (x1)	0:03	24bit / 96kHz	2
Bowl_Crackle_Sequence.wav	BOWL_CRACKLE_SEQUENCE - Resonant, Woody Bassy Digital Scrapes (x6)	0:15	24bit / 96kHz	2
Bowl_Cybin_01.wav	BOWL_CYBIN_01 - Atmospheric Texture, Evil, Tonal, Airy Warbling, Mid-Low Pitched (x1)	0:20	24bit / 96kHz	2
Bowl_Cybin_02.wav	BOWL_CYBIN_02 - Shimmery Reverberent Pad with Bassy Swells, Mid-Low Pitched (x1)	0:35	24bit / 96kHz	2
Bowl_Cybin_03.wav	BOWL_CYBIN_03 - Atmospheric Texture, Evil, Tonal, Airy Warbling, Mid-Low Pitched (x1)	0:11	24bit / 96kHz	2
Bowl_Cybin_Optical.wav	BOWL_CYBIN_OPTICAL - Low Bassy Pulses with Airy Hissy Accents, Mid-Low Pitched (x1)	0:28	24bit / 96kHz	2
Bowl_DistantMovement.wav	BOWL_DISTANTMOVEMENT - Slow Bubbling Fluttering Tone, Echoing, Reverberent, Low Pitched (x1)	1:16	24bit / 96kHz	2
Bowl_Dooowah.wav	BOWL_DOOWAH - Quiet Metallic Noise Burst into Tonal Sweep, Bouncy (x1)	0:01	24bit / 96kHz	2
Bowl_Dronescape_01.wav	BOWL_DRONESCAPE_01 - Metallic Buzzing Riser, Mid-High Pitched (x1)	0:04	24bit / 96kHz	2
Bowl_Dronescape_02.wav	BOWL_DRONESCAPE_02 - Metallic Buzzing Riser, Mid-High Pitched (x1)	0:05	24bit / 96kHz	2
Bowl_Eastern.wav	BOWL_EASTERN - Low Drone with Resonant Metallic Plinks, Low Pitched (x1)	0:15	24bit / 96kHz	2
Bowl_Gravity_Bell_Sequence.wav	BOWL_GRAVITY_BELL_SEQUENCE - Metallic String Strike with Tonal Drone (x3)	0:29	24bit / 96kHz	2
Bowl_Graze.wav	BOWL_GRAZE - Chaotic Stuttering FM Bell Chime, Pitch Ramping Down, Clanging, Buzzing Noise, Mid-Low Pitched (x1)	0:20	24bit / 96kHz	2
Bowl_Grumbler.wav	BOWL_GRUMBLER - Metallic Pulsing, Distorted, Bassy Pulses, Atmospheric, Low Pitched (x1)	0:14	24bit / 96kHz	2
Bowl_Hangar_01.wav	BOWL_HANGAR_01 - Metallic Pulsing, Airy Flutters, Bassy Pulses, Atmospheric, Low Pitched (x1)	0:31	24bit / 96kHz	2
Bowl_Hangar_02.wav	BOWL_HANGAR_02 - Two Alternating Notes, Metallic Clinking and Clanking, High Pitched (x2)	0:08	24bit / 96kHz	2
Bowl_Jitters.wav	BOWL_JITTERS - Tonal, Bell, Slow Metallic, Stretched, Mid Low Pitched (x1)	0:26	24bit / 96kHz	2
Bowl_Lockerspace_01.wav	BOWL_LOCKERSPACE_01 - Atmospheric, Evil, Metallic, Shuddering, Drone, Texture, Mid-Low Pitched (x1)	0:25	24bit / 96kHz	2
Bowl_Lockerspace_02.wav	BOWL_LOCKERSPACE_02 - Atmospheric, Evil, Metallic, Shuddering, Drone, Texture, Mid-Low Pitched (x1)	0:13	24bit / 96kHz	2
Bowl_Metalscape.wav	BOWL_METALSCAPE - Low Drone with Reverberent Airy Dull Knocks, Low Pitched (x1)	0:19	24bit / 96kHz	2
Bowl_MoonDragon_01.wav	BOWL_MOONDRAGON_01 - Atmospheric, Metallic, Drone, Texture, Mid Pitched (x1)	0:36	24bit / 96kHz	2
Bowl_MoonDragon_02.wav	BOWL_MOONDRAGON_02 - Arhythmic Pulsing Hissy Metallic Accents, High Pitched (x1)	0:05	24bit / 96kHz	2
Bowl_Polop_Sequence.wav	BOWL_POLOP_SEQUENCE - Round Tone Swells, Buzzy Cello-like Swell (x6)	0:21	24bit / 96kHz	2
Bowl_SolarChime.wav	BOWL_SOLARCHIME - Dischordant Clock Chime with Metallic Shimmers at End (x1)	0:03	24bit / 96kHz	2
Bowl_Spiral_01.wav	BOWL_SPIRAL_01 - Arhythmic Metallic Clangs and Slow Arpeggiating Buzzy Tones, Low Grity Buzzes, Low Pitched (x1)	0:17	24bit / 96kHz	2
Bowl_Spiral_02.wav	BOWL_SPIRAL_02 - Arpeggiating Buzzy Tones with Metallic Clattering, Mid Pitched (x1)	0:10	24bit / 96kHz	2
Bowl_Tinscape.wav	BOWL_TINSCAPE - Tonal Sting, Swelling Pitch, Metallic (x1)	0:03	24bit / 96kHz	2
Brasswires_Counter_Transition.wav	BRASSWIRES_COUNTER_TRANSITION - Bubbly Arpeggiating Feedback Texture, Mid-High Pitched (x1)	0:13	24bit / 96kHz	2
Brasswires_Galacticorn.wav	BRASSWIRES_GALACTICORN - Atmospheric, Swelling, Musical, Harmonic Burst, Bubbly, Glitched, Mid-Pitched (x1)	0:15	24bit / 96kHz	2
Brasswires_Glassphere_01.wav	BRASSWIRES_GLASSPHERE_01 - Atmospheric, Texture, Light Static, Mid-High Pitched (x1)	0:15	24bit / 96kHz	2
Brasswires_Glassphere_02.wav	BRASSWIRES_GLASSPHERE_02 - Atmospheric, Metallic Bells, Glitching, High Pitched (x1)	0:12	24bit / 96kHz	2
Brasswires_Glassphere_03.wav	BRASSWIRES_GLASSPHERE_03 - Low Reverberent Swell with Digital Twinkling (x1)	0:04	24bit / 96kHz	2
Brasswires_Glassphere_04.wav	BRASSWIRES_GLASSPHERE_04 - Atmospheric, Harmonic, Musical, Metallic Bells, Glitching, Mid Pitched (x1)	0:03	24bit / 96kHz	2





# Gregor Quendel - Modular Explorations: Bristol

Neptune_Marimba_04.wav	NEPTUNE_MARIMBA_04 - Digital Processing with Wood Marimba, Cartoony [x1]	0:03	24bit / 96kHz	2
Neptune_Marimba_05.wav	NEPTUNE_MARIMBA_05 - High Pitched Pitch Drop with Low Pitched Resonant Static Bursts [x1]	0:03	24bit / 96kHz	2
Neptune_Scanners.wav	NEPTUNE_SCANNERS - Chaotic Harmonic, Musical, Metallic Transient, Mid-High Pitched [x1]	0:10	24bit / 96kHz	2
Neptune_Scanners.wav	NEPTUNE_SCANNERS - Echoing Woody and Glassy Plinks [x1]	0:10	24bit / 96kHz	2
Neptune_Scraped.wav	NEPTUNE_SCRAPED - Quacky Stereo Wobble, Pitch Rise [x1]	0:04	24bit / 96kHz	2
Neptune_Squeeze.wav	NEPTUNE_SQUEEZE - Digital Laughing Creature, Delay Feedback, Squeaky [x1]	0:04	24bit / 96kHz	2
Neptune_Squeeze_fast.wav	NEPTUNE_SQUEEZE_FAST - Echoing Rubber Duck-Like Sound with Bassy Pulses [x1]	0:01	24bit / 96kHz	2
Neptune_Squeeze_Spring.wav	NEPTUNE_SQUEEZE_SPRING - Digital Quack, Mid-High Pitched [x1]	0:01	24bit / 96kHz	2
Noids_01.wav	NOIDS_01 - Laughing Digital Bird, Shuttering Airy Reverb [x1]	0:03	24bit / 96kHz	2
Noids_02.wav	NOIDS_02 - Laughing Digital Bird, Shuttering Airy Reverb [x1]	0:03	24bit / 96kHz	2
Noids_03.wav	NOIDS_03 - Crackle and Hiss, Airy, Mid Pitched [x1]	0:02	24bit / 96kHz	2
Noids_04.wav	NOIDS_04 - Puncty Digital Bubble, Double Hit, Hissy Tail, Reverberent, Mid Pitched [x1]	0:02	24bit / 96kHz	2
Noids_05.wav	NOIDS_05 - Pulse, Airy Tail, Mid Pitched [x1]	0:02	24bit / 96kHz	2
Noids_Korvax.wav	NOIDS_KORVAX - Fluttering Airy Synth, Wind Like, Occasional Clicks, Ghost, Mid-High Pitched [x3]	0:24	24bit / 96kHz	2
Noids_Korvax_01.wav	NOIDS_KORVAX_01 - Airy, Hissing Texture, with Soft Bassy Plinks, Mid-High Pitched [x1]	0:02	24bit / 96kHz	2
Noids_Korvax_02.wav	NOIDS_KORVAX_02 - Double Tinny Noise Burst, Airy Undertone, Mid-High Pitched [x1]	0:01	24bit / 96kHz	2
Noids_Korvax_03.wav	NOIDS_KORVAX_03 - Grity Click with Crunchy Atmospheric Tail, Airy, High Pitched [x1]	0:01	24bit / 96kHz	2
Noids_Korvax_Scrape.wav	NOIDS_KORVAX_SCRAPE - Shuffling Clicking Shuttering Reverberent Scrapes, Mid Pitched [x1]	0:16	24bit / 96kHz	2
Noids_Korvax_Scraper.wav	NOIDS_KORVAX_SCRAPER - Chaotic Reverberent Clattering Synth, Mid Pitched [x1]	0:07	24bit / 96kHz	2
Noids_Korvax_Sequence.wav	NOIDS_KORVAX_SEQUENCE - Airy Plastic Croak Bursts, Mid-Low Pitched [x9]	0:32	24bit / 96kHz	2
Noids_Korvax_Verbnat_Sequence.wav	NOIDS_KORVAX_VERBNAT_SEQUENCE - Metallic Thunks, Muted, Mid-Low Pitched [x5]	0:15	24bit / 96kHz	2
Noids_Scraper.wav	NOIDS_SCRAPPER - Reverberent Multiple High Pitched Metallic Clinks, Low Bassy Accents, and Strange Quacky Texture, Mid-High Pitched [x1]	0:02	24bit / 96kHz	2
Noids_Sequence_01.wav	NOIDS_SEQUENCE_01 - Shuffling Suttering Resonant Verby Clicks [x4]	0:10	24bit / 96kHz	2
Noids_Sequence_02.wav	NOIDS_SEQUENCE_02 - Clunks with Airy Shimmering, Mid Pitched [x4]	0:12	24bit / 96kHz	2
Noised_01.wav	NOISED_01 - Snappy Kick with Airy Digital Tail, Mid-High Pitched [x1]	0:01	24bit / 96kHz	2
Noised_02.wav	NOISED_02 - Knocking Noise Pulse [x1]	0:01	24bit / 96kHz	2
Noised_03.wav	NOISED_03 - Chunky Noise Burst, Mid High Pitched [x1]	0:01	24bit / 96kHz	2
Noised_04.wav	NOISED_04 - Airy Knock, Mid-Low Pitched [x1]	0:01	24bit / 96kHz	2
Noised_05.wav	NOISED_05 - Lofi Digital Grumble [x1]	0:01	24bit / 96kHz	2
Noised_06.wav	NOISED_06 - UI, Cancel, Negitive, Bassy, Low Pitched [x1]	0:01	24bit / 96kHz	2
Noised_07.wav	NOISED_07 - Grumbly Texture with Fluttering Soft Clicks, Low-Mid Pitched [x1]	0:01	24bit / 96kHz	2
Noised_08.wav	NOISED_08 - Airy Pulse with Telemetric Processing, Mid-Low Pitched [x1]	0:01	24bit / 96kHz	2
Noised_09.wav	NOISED_09 - Bassy Dull Hit with High Reverberent Noise Burst [x1]	0:01	24bit / 96kHz	2
Noised_10.wav	NOISED_10 - Shuttering Ripping Swell, Crispy, Gritty, Mid-Low Pitched [x1]	0:01	24bit / 96kHz	2
Noised_11.wav	NOISED_11 - Metallic Washy Burst of Noise [x1]	0:01	24bit / 96kHz	2
Opeath.wav	OPEATH - Dark Resonant Verby Airy Builds with Shuffling Digital Artifacts [x1]	0:20	24bit / 96kHz	2
Optical_DecayState.wav	OPTICAL_DECAYSTATE - Low Resonant Drone, Resonant Mid-High Swells with Staticy Edge, Low Pitched [x1]	0:23	24bit / 96kHz	2
Optical_Grimmajesty.wav	OPTICAL_GRIMMAJESTY - Metallic Buzzing Fluctuating Swell, High Pitched Strill Overture, Low-Mid Pitched [x1]	0:15	24bit / 96kHz	2
Optical_IncreasePressure.wav	OPTICAL_INCREASEPRESSURE - Low Rumbling Drone with High Airy Overtones and Rushing Static, Low Pitched [x1]	0:29	24bit / 96kHz	2
Optical_Minoid.wav	OPTICAL_MINOID - Airy Swelling, Reversing, Low Pitched [x1]	0:13	24bit / 96kHz	2
Optical_Paranoind.wav	OPTICAL_PARANOIND - Artifacating Swelling Tones, Low Reverberent Rumbling, Mid-High Pitched [x1]	0:37	24bit / 96kHz	2
Ozone.wav	OZONE - Atmospheric, Pulsating Metallic Bells, Slow, Mid-Low Pitched [x1]	0:42	24bit / 96kHz	2
Ozone_Gloops.wav	OZONE_GLOOPS - Metallic Texture, Swelling, Atonal, Bells, Glitching, Mid Pitched [x1]	0:08	24bit / 96kHz	2
Pipe.wav	PIPE - Synth Muted Ppp, with Long Woody Reverb, Atmospheric, Low Pitched [x1]	0:04	24bit / 96kHz	2
Pitcher.wav	PITCHER - Plunk, Pitch Ramping Down and back Up, Reverse [x1]	0:03	24bit / 96kHz	2
Plung.wav	PLUNG - Bassy Airy Hit, Low Pitched [x1]	0:04	24bit / 96kHz	2
Plung_Sequence.wav	PLUNG_SEQUENCE - Airy Digital Hissing with Artifacating Warbles [x4]	0:20	24bit / 96kHz	2
Puncher_01.wav	PUNCHER_01 - Woody Clunks, Strange Fluttering Tones, Bursts of Sounds, Mid Pitched [x1]	0:05	24bit / 96kHz	2
Puncher_02.wav	PUNCHER_02 - Chaotic Shuttering Sequence of Noises, Texture, Various Plinks [x1]	0:10	24bit / 96kHz	2
Puncher_03.wav	PUNCHER_03 - Percussive Glitching Texture, Mid-Low Pitched [x1]	0:04	24bit / 96kHz	2
Puncher_04.wav	PUNCHER_04 - Bizarre Metallic Wobble with Percussive Hits [x1]	0:03	24bit / 96kHz	2
Puncher_05.wav	PUNCHER_05 - Rising Winding Tones with Static Glitching Bursts and Soft Telemetric Tail, Mid-High Pitched [x1]	0:06	24bit / 96kHz	2
Puncher_06.wav	PUNCHER_06 - Synth Bit Powerup with Glitching Out and Echo [x1]	0:04	24bit / 96kHz	2
Puncher_07.wav	PUNCHER_07 - Static Shuffling, High Pitched Whining, Glitching Series of Sounds with Telemetric Qualities at End, Mid-High Pitched [x1]	0:07	24bit / 96kHz	2
Puncher_08.wav	SHUDDER - Explosive Hit with Slurring Tail [x1]	0:01	24bit / 96kHz	2
Puncher_Foundry.wav	PUNCHER_FOUNDRY - Random Arithmetic Beat, Bassy Plinks, Metallic Clongs, Snappy Reverberent Bursts of Noise, Mid-High Pitched [x1]	0:34	24bit / 96kHz	2
Puncher_Harmony_01.wav	PUNCHER_HARMONY_01 - Synthetic Woody Plinks, Arithmetic, Soft Low Droning Tone, Mid Pitched [x1]	0:28	24bit / 96kHz	2
Puncher_Harmony_02.wav	PUNCHER_HARMONY_02 - Arithmetic Reverberent Plastic Plinks, Mid Pitched [x1]	0:36	24bit / 96kHz	2
Puncher_Nano_01.wav	PUNCHER_NANO_01 - Airy Percussive Hit with Groany Undertone [x1]	0:01	24bit / 96kHz	2
Puncher_Nano_02.wav	PUNCHER_NANO_02 - Airy Snappy Hit, Atmospheric, Mid-High Pitched [x1]	0:01	24bit / 96kHz	2
Puncher_Nano_03.wav	PUNCHER_NANO_03 - Airy Bass Kick, Low Pitched [x1]	0:01	24bit / 96kHz	2
Puncher_Nano_04.wav	PUNCHER_NANO_04 - Bassy Plunky Hit with Atmospheric Reverb, Low Pitched [x1]	0:01	24bit / 96kHz	2
Puncher_Nano_05.wav	PUNCHER_NANO_05 - Bassy Kick with Airy Tail, Low Pitched [x1]	0:01	24bit / 96kHz	2
Puncher_Nano_06.wav	PUNCHER_NANO_06 - Bassy Kick with Airy Tail, Low Pitched [x1]	0:01	24bit / 96kHz	2
Puncher_Nano_07.wav	PUNCHER_NANO_07 - Airy Bit Crushed Double Pulse, Mid-Low Pitched [x1]	0:01	24bit / 96kHz	2
Puncher_Scramble.wav	PUNCHER_SCRAMBLE - Chaotic Clicking and Shuttering Woody and Metallic Clanks, Mid Pitched [x1]	0:11	24bit / 96kHz	2
Reflux.wav	REFLUX - Resonant Flanging Buzzy Swells, Mid-Low Pitched [x1]	0:24	24bit / 96kHz	2
Resospace.wav	RESOSPACE - Reverberent Woody Arithmetic Soft Clanging, Mid-Low Pitched [x1]	0:43	24bit / 96kHz	2
Reverser.wav	REVERSER - Low Swelling Tones, Low Pitched [x1]	0:11	24bit / 96kHz	2
Science_01.wav	SCIENCE_01 - Glassy Clicks with Airy Reverb [x1]	0:01	24bit / 96kHz	2
Science_02.wav	SCIENCE_02 - Digital Clicks with Decending Tone with Confirmation Tone at End	0:01	24bit / 96kHz	2
Science_03.wav	SCIENCE_03 - Digital Electrical Crackle [x1]	0:01	24bit / 96kHz	2
Science_04.wav	SCIENCE_04 - Sharp Echoing Digital Crackle [x1]	0:01	24bit / 96kHz	2
Science_05.wav	SCIENCE_05 - Small Burst of Reversing Crackly Static [x1]	0:01	24bit / 96kHz	2
Science_06.wav	SCIENCE_06 - Digital Bubbling Pulse with Crackling, Mid-Low Pitched [x1]	0:01	24bit / 96kHz	2
Science_07.wav	SCIENCE_07 - Digital Clicking with UI Cancel, Negitive [x1]	0:01	24bit / 96kHz	2
Science_08.wav	SCIENCE_08 - Clicking Piglike Squeal [x1]	0:01	24bit / 96kHz	2
Sliders.wav	SLIDERS - Round Tone into Wooden Glass and Tonal Riser, Mid-High Pitched [x1]	0:02	24bit / 96kHz	2
SolarWind_01.wav	SOLARWIND_01 - Staticy Airy Tone Transitioning to Noise, Mid Pitched [x1]	0:15	24bit / 96kHz	2
SolarWind_02.wav	SOLARWIND_02 - Hissy Static with Continuous Resonant Tone, Mid Pitched [x1]	0:20	24bit / 96kHz	2
SolarWind_Gamma.wav	SOLARWIND_GAMMA - Digital Suttering Tone with Low Rumbling Undertone [x1]	0:08	24bit / 96kHz	2
Solarwind_GeidPrime.wav	SOLARWIND_GEDIPRIME - Sizzling Echoes, Low Swelling Tones, High Pitched [x1]	0:23	24bit / 96kHz	2
Solarwind_Gourd.wav	SOLARWIND_GOURD - Buzzing Steady Tone, Reverberent, Low-Mid Pitched [x1]	0:29	24bit / 96kHz	2
Solarwind_Lazer_Decay.wav	SOLARWIND_LAZER_DECAY - Static Warbling, Bassy Rise and Falls, Abstract Texture, Mid-Low Pitched [x1]	0:22	24bit / 96kHz	2
Solarwind_Plastic.wav	SOLARWIND_PLASTIC - Resonant and Sizzly Swell, Mid-Low Pitched [x1]	0:02	24bit / 96kHz	2
Solarwind_Rotor.wav	SOLARWIND_ROTOR - Bassy Atonal Tone with Fluttering Static Croaking and Shimmerly Bursts of Noise at End, Low Pitched [x1]	0:18	24bit / 96kHz	2
Stab.wav	STAB - Round Tone, Pulse and Swell, Mid-Low Pitched [x1]	0:04	24bit / 96kHz	2
Stretch_01.wav	STRETCH_01 - Resonant Artifacating Tone, Mid Pitched [x1]	0:32	24bit / 96kHz	2
Stretch_02.wav	STRETCH_02 - Metallic Buzzing Pulsing Tones, Mid-High Pitched [x1]	0:24	24bit / 96kHz	2
Stretch_Hummer.wav	STRETCH_HUMMER - Rumbling Bass with Artifacating Tone, Low Pitched [x1]	0:29	24bit / 96kHz	2
Stretch_Lighting.wav	STRETCH_LIGHTING - Low Rumbling Tone with Buzzing Oscillating Overture, Low Pitched [x1]	1:25	24bit / 96kHz	2
Stretch_Offworld.wav	STRETCH_OFFWORLD - Artifacating Low Rumbling, Low Pitched [x1]	0:06	24bit / 96kHz	2
Stretch_Offworld_longer.wav	STRETCH_OFFWORLD_LONGER - Artifacating Low Rumbling, Low Pitched [x1]	0:11	24bit / 96kHz	2
Stretch_Phazeon.wav	STRETCH_PHAZEON - Phosy Buzzing Slowly Oscillating Tone, Sudden Switch to Muted Reverberent Tone [x1]	0:20	24bit / 96kHz	2
Stretch_Screed.wav	STRETCH_SCREED - Alien Alarm, Two Tones, Buzzing [x1]	0:05	24bit / 96kHz	2
Subcycle.wav	SUBCYCLE - Low Pulsing Swells, Low Pitched [x1]	0:57	24bit / 96kHz	2
SubCycle_Empty_01.wav	SUBCYCLE_EMPTY_01 - Resonant Muted Droning Tone, Mid Pitched [x1]	0:21	24bit / 96kHz	2
SubCycle_Empty_02.wav	SUBCYCLE_EMPTY_02 - Resonant Airy Tone with Small Tonal Fluctuations [x1]	0:31	24bit / 96kHz	2
SubCycle_Grainlevel.wav	SUBCYCLE_GRAINLEVEL - Low Pitched Tonal Drone, Artifacating, Mid-Low Pitched [x1]	0:13	24bit / 96kHz	2
Summon_01.wav	SUMMON_01 - Warbly Muted Tone with Rhythmic Stutters [x1]	0:03	24bit / 96kHz	2
Summon_02.wav	SUMMON_02 - Tone with Rhythmic Stutters, Decreasing Speed [x1]	0:03	24bit / 96kHz	2
Tallic.wav	TALLIC - Strange Flanging Swell with Digital Bubbling at End, Rising Pitch [x1]	0:04	24bit / 96kHz	2
Tallic Short.wav	TALLIC_SHORT - Tonal Sting with small Click Burst [x1]	0:01	24bit / 96kHz	2
Time_Rip_Sequence.wav	TIME_RIP_SEQUENCE - Crackling Buzzy Bitched Bursts of Noise, Mid-High Pitched [x5]	0:08	24bit / 96kHz	2
TimeLazer_Zapper_01.wav	TIMELAZER_ZAPPER_01 - Chirping Blast, Noise Burst, Mid-High Pitched [x1]	0:01	24bit / 96kHz	2
TimeLazer_Zapper_02.wav	TIMELAZER_ZAPPER_02 - Crunchy Tonal Drop, with Synth Bubbling and Crunchy Burst at End [x1]	0:02	24bit / 96kHz	2
Timescape_01.wav	TIMESCAPE_01 - Atmospheric, Reverse Bells, Tonal, Mid-High Pitched [x1]	0:08	24bit / 96kHz	2
Timescape_01.wav	TIMESCAPE_01 - High Pitched Digital Twinkling Evolving into Lower Pitched Swells [x1]	0:06	24bit / 96kHz	2
Timescape_02.wav	TIMESCAPE_02 - Reverse Bells Glitching, Tonal, Mid-High Pitched [x1]	0:09	24bit / 96kHz	2
Timescape_02.wav	TIMESCAPE_02 - High Pitched Digital Twinkling with Low Pitched Tonal Bed [x1]	0:01	24bit / 96kHz	2
Timescape_03.wav	TIMESCAPE_03 - High Pitched Shuffling Arpagating Tones [x1]	0:01	24bit / 96kHz	2
Timescape_Doomy.wav	TIMESCAPE_DOOMY - Atmospheric, Atonal, Bells, Glitch, Low Pitched [x1]	0:08	24bit / 96kHz	2
Timescape_Eater_long.wav	TIMESCAPE_EATER_LONG - Atmospheric, Tonal, Bells, Glitch, Reversed, Mid-High Pitched [x1]	0:14	24bit / 96kHz	2

## Gregor Quendel - Modular Explorations: Bristol

Timescape_Eater_medium.wav	TIMESCAPE_EATER_LONG - Atmospheric, Tonal, Bells, Glitch, Reversed, Low Pitched (x1)	0:05	24bit / 96kHz	2
Timescape_Eater_short.wav	TIMESCAPE_EATER_SHORT - Atmospheric, Tonal, Bells, Glitch, Reversed, MidHigh Pitched (x1)	0:05	24bit / 96kHz	2
Timescape_Sequence_01.wav	TIMESCAPE_SEQUENCE_01 - Short Low Pitched Arpeggiations with High Pitched Tonal Woody Arpeggiations (x9)	0:25	24bit / 96kHz	2
Timescape_Sequence_02.wav	TIMESCAPE_SEQUENCE_02 - Weird Slow Arpeggiating Tonal Element with Fast Reversing High Pitched Swells (x3)	0:08	24bit / 96kHz	2
Timescape_Subdued_01.wav	TIMESCAPE_SUBDUED_01 - Atmospheric, Digital Bells Glitching, MidLow Pitched (x1)	0:25	24bit / 96kHz	2
Timescape_Subdued_02.wav	TIMESCAPE_SUBDUED_02 - Atmospheric, Digital Bells Glitching, Reverberant, MidLow Pitched (x1)	0:32	24bit / 96kHz	2
Timescape_Subdued_Sequence.wav	TIMESCAPE_SUBDUED_SEQUENCE - Metallic Tones with Arpeggiating Low Pitched Percussive Elements (x6)	0:17	24bit / 96kHz	2
Timescape_Subdued_Wiggle.wav	TIMESCAPE_SUBDUED_WIGGLE - Atmospheric, Digital Bells Glitching (x1)	0:14	24bit / 96kHz	2
Timescape_Transition_Large_01.wav	TIMESCAPE_TRANSITION_LARGE_01 - Powerup, Wacky Stutter, Power Down (x1)	0:09	24bit / 96kHz	2
Timescape_Transition_Large_02.wav	TIMESCAPE_TRANSITION_LARGE_02 - Shuffling Texture with Complex Powerdown At End (x1)	0:08	24bit / 96kHz	2
Timescape_Transition_Large_03.wav	TIMESCAPE_TRANSITION_LARGE_03 - Wacky Shuttering Laser Charge (x1)	0:14	24bit / 96kHz	2
Timescape_Transition_Large_04.wav	TIMESCAPE_TRANSITION_LARGE_04 - Shuttering Power Down and Power Up with Metallic Clanks (x1)	0:05	24bit / 96kHz	2
Timescape_Transition_Large_05.wav	TIMESCAPE_TRANSITION_LARGE_05 - Power Down and Powerup (x1)	0:05	24bit / 96kHz	2
Timescape_Transition_Longer.wav	TIMESCAPE_TRANSITION_LONGER - Shuttering Chaotic Falls, Tonal Chirping, Fast Slowing Down, Revamping and Continuing to Fall, MidHigh Pitched (x1)	0:19	24bit / 96kHz	2
Timescape_Transition_Medium_01.wav	TIMESCAPE_TRANSITION_MEDIUM_01 - Shuttering Reversed Metallic Ringing, MidHigh Pitched (x1)	0:04	24bit / 96kHz	2
Timescape_Transition_Medium_02.wav	TIMESCAPE_TRANSITION_MEDIUM_02 - Fluttering Synth Ramps, Aliasing, Metallic (x1)	0:03	24bit / 96kHz	2
Timescape_Transition_Medium_03.wav	TIMESCAPE_TRANSITION_MEDIUM_03 - Reversed Shimmering, Metallic, MidHigh Pitched (x1)	0:04	24bit / 96kHz	2
Timescape_Transition_Medium_04.wav	TIMESCAPE_TRANSITION_MEDIUM_04 - Reversing Airy Pulses (x1)	0:04	24bit / 96kHz	2
Timescape_Transition_Sequence_01.wav	TIMESCAPE_TRANSITION_SEQUENCE_01 - Fluttering Synth Ramps, Aliasing, Metallic (x5)	0:16	24bit / 96kHz	2
Timescape_Transition_Sequence_02.wav	TIMESCAPE_TRANSITION_SEQUENCE_02 - Wacky Shuttering Reversing Riser, High Pitched (x1)	0:18	24bit / 96kHz	2
Timescape_Transition_Sequence_03.wav	TIMESCAPE_TRANSITION_SEQUENCE_03 - Shuttering Resonant Pulsing, MidHigh Pitched Tone (x3)	0:12	24bit / 96kHz	2
Timescape_Transition_Sequence_Short.wav	TIMESCAPE_TRANSITION_SEQUENCE_SHORT - Reversing Ping Pong Pulsing Swell, MidHigh Pitched (x8)	0:24	24bit / 96kHz	2
Tonescape.wav	TONESCAPE - Swelling Bursts of Low and High Tones, MidLow Pitched (x1)	0:09	24bit / 96kHz	2
Transporter.wav	TRANSPORTER - Warbling Fast Oscillating Buzzy Tones, Staticy Fluttering, MidHigh Pitched (x1)	0:33	24bit / 96kHz	2
Tuner_01.wav	TUNER_01 - Ahythmic Noise Bursts and Extended Tone (x1)	0:05	24bit / 96kHz	2
Tuner_02.wav	TUNER_02 - Low Pitched, Rhythmic, Muted, Distorted, Pulsing Tone (x1)	0:04	24bit / 96kHz	2
Tuner_03.wav	TUNER_03 - Wobbly Low Tone with High Pitched Static Accent at End (x1)	0:03	24bit / 96kHz	2
Tuner_04.wav	TUNER_04 - Airy Shuttering Noise with Quiet MidHigh Pitched Tone (x1)	0:04	24bit / 96kHz	2
Tuner_05.wav	TUNER_05 - Airy Shuttering Noise with MidHigh Resonance (x1)	0:01	24bit / 96kHz	2
Tuner_06.wav	TUNER_06 - Screaming Static with Tonal Pulsing Element (x1)	0:02	24bit / 96kHz	2
Tuner_07.wav	TUNER_07 - High Pitched Wobbly Tone with Filter Sweeping (x1)	0:03	24bit / 96kHz	2
Tuner_08.wav	TUNER_08 - Noise Bursts with Tuning Oscillating Laser Like Tone (x1)	0:02	24bit / 96kHz	2
Tuner_Arcade.wav	TUNER_ARCADE - Alan Alarm with Static Interference, MidHigh Pitched (x1)	0:05	24bit / 96kHz	2
Tuner_Arcade_Cameras.wav	TUNER_ARCADE_CAMERAS - FM Airy Tones, Percussive Airy Chirping Clicks, Rhythmic, High Pitched (x1)	0:27	24bit / 96kHz	2
Tuner_Arcade_Crushbo.wav	TUNER_ARCADE_CRUSHBO - Bad Transmission, Static, High Pitched FM Modulation, High Pitched (x1)	0:11	24bit / 96kHz	2
Tuner_Arcade_Machinism.wav	TUNER_ARCADE_MACHINISM - Rhythmic Synth Pulses, Clicks, Mid Pitched (x1)	0:06	24bit / 96kHz	2
Tuner_Chaoswhip_01.wav	TUNER_CHAOSWHIP_01 - Digital Steam Burst, Air Release (x1)	0:01	24bit / 96kHz	2
Tuner_Chaoswhip_02.wav	TUNER_CHAOSWHIP_02 - Tinnny Clank with Reverberant Atmospheric Reverb, MidHigh Pitched (x1)	0:02	24bit / 96kHz	2
Tuner_Chaoswhip_03.wav	TUNER_CHAOSWHIP_03 - Three Buzzing Resonant Pulses (x1)	0:01	24bit / 96kHz	2
Tuner_Chaoswhip_04.wav	TUNER_CHAOSWHIP_04 - Erratic Bursts of Noise and Low Bassy Pulses (x1)	0:02	24bit / 96kHz	2
Tuner_Chaoswhip_05.wav	TUNER_CHAOSWHIP_05 - Bursts of Noise with Low Pitched Steam Pipe-like Tone (x1)	0:06	24bit / 96kHz	2
Tuner_Chaoswhipper.wav	CHAOSWHIPPER - Phassy Airy Clangs and Snaps, Reverberant, Echoing, Mid Pitched (x1)	0:35	24bit / 96kHz	2
Tuner_Diprodocus_Sequence.wav	TUNER_DIPRODOCUS_SEQUENCE - Futuristic Radio Tuning, Shuffling with Tonal and Static Accents (x4)	0:25	24bit / 96kHz	2
Tuner_Diprodocus_01.wav	TUNER_DIPRODOCUS_01 - Grity Airy Tones, Small Room Verb, Mid Pitched (x1)	0:04	24bit / 96kHz	2
Tuner_Diprodocus_02.wav	TUNER_DIPRODOCUS_02 - Grity Airy Tones, Small Room Verb, Mid Pitched (x1)	0:05	24bit / 96kHz	2
Tuner_Diprodocus_Transition_01.wav	TUNER_DIPRODOCUS_TRANSITION_01 - Clicky Swell, Soft Metallic Rise, MidHigh Pitched (x1)	0:01	24bit / 96kHz	2
Tuner_Diprodocus_Transition_02.wav	TUNER_DIPRODOCUS_TRANSITION_02 - UI Selection, Digital Bubble with Sizzling Tail, MidLow Pitched (x1)	0:02	24bit / 96kHz	2
Tuner_Diprodocus_Transition_03.wav	TUNER_DIPRODOCUS_TRANSITION_03 - Resonant Swell with Slight Shuttering, High Pitched (x1)	0:01	24bit / 96kHz	2
Tuner_Diprodocus_Transition_04.wav	TUNER_DIPRODOCUS_TRANSITION_04 - Ramping Fast Clicks and Laserlike Pulses (x1)	0:02	24bit / 96kHz	2
Tuner_Diprodocus_Transition_05.wav	TUNER_DIPRODOCUS_TRANSITION_05 - Metallic Synth Rank, Skril, High Pitched (x1)	0:02	24bit / 96kHz	2
Tuner_Hitsmash_01.wav	TUNER_HITSMASH_01 - Metallic Clank with Warbling Digital Noise, Mid Pitched (x1)	0:03	24bit / 96kHz	2
Tuner_Hitsmash_02.wav	TUNER_HITSMASH_02 - Drunk Clanging, Wobbly, Metallic, MidLow Pitched (x1)	0:03	24bit / 96kHz	2
Tuner_Hitsmash_03.wav	TUNER_HITSMASH_03 - Heavy Percussive Drum-like Texture, Airy, Digital Sizzling, Low Pitched (x1)	0:01	24bit / 96kHz	2
Tuner_Hitsmash_04.wav	TUNER_HITSMASH_04 - Burst of Noise with Strange Warbling Reverberant Tail, MidLow Pitched (x1)	0:03	24bit / 96kHz	2
Tuner_Hitsmash_Sequence_01.wav	TUNER_HITSMASH_SEQUENCE_01 - Metallic Clack, Fluctuating Echoing Tail, Low Pitched (x1)	0:16	24bit / 96kHz	2
Tuner_Hitsmash_Sequence_02.wav	TUNER_HITSMASH_SEQUENCE_02 - Metallic Bassy Hits, Percussive, Low Pitched (x1)	0:11	24bit / 96kHz	2
Tuner_Hitsmash_Sequence_03.wav	TUNER_HITSMASH_SEQUENCE_03 - Muted Noise Burst, Low Pitched (x3)	0:06	24bit / 96kHz	2
Tuner_Impact.wav	TUNER_IMPACT - Phassy Pulsing Grity Texture, MidHigh Pitched (x1)	0:04	24bit / 96kHz	2
Tuner_Lazerwhip.wav	TUNER_LAZERWHIP - Airy Shuffling Slithering Texture, Speed Pitch Ramping, High Pitched (x1)	0:05	24bit / 96kHz	2
Tuner_Metalflight_Impacts.wav	TUNER_METALFLIGHT_IMPACTS - White Noise Crash with Laser Like Aftershocks (x1)	0:04	24bit / 96kHz	2
Tuner_Metalflight_Longer.wav	TUNER_METALFLIGHT_LONGER - Muted Noise Bursts, Light Soberlike (x1)	0:04	24bit / 96kHz	2
Tuner_Metalflight_Sequence.wav	TUNER_METALFLIGHT_SEQUENCE - Transformerlike Metallic Airy Chunking (x9)	0:39	24bit / 96kHz	2
Tuner_Pitchsphere.wav	TUNER_PITCHSPHERE - Low Pitched Reverberant Spacy Tone Into Present Hissy High Pitched Tone (x1)	0:05	24bit / 96kHz	2
Tuner_Rainplanet.wav	TUNER_RAINPLANET - Resonant Crackling Air, Mid Pitched (x1)	0:03	24bit / 96kHz	2
Tuner_Reverser.wav	TUNER_REVERSER - Rumble with Airy Reversing Swells and High Pitched Tones, High Pitched (x1)	0:13	24bit / 96kHz	2
Tuner_Transition_01.wav	TUNER_TRANSITION_01 - Fizzy, Warbly, Metallic Synth Noise (x1)	0:02	24bit / 96kHz	2
Tuner_Transition_02.wav	TUNER_TRANSITION_02 - Fizzy, Warbly, Metallic Synth Noise (x1)	0:03	24bit / 96kHz	2
Tuner_Transition_03.wav	TUNER_TRANSITION_03 - Hissy Fuzz Swell with Metallic Wobble (x1)	0:02	24bit / 96kHz	2
Tuner_Transition_04.wav	TUNER_TRANSITION_04 - Echoing Tone, Swell, LowHigh-Low Frequency Sweep, High Pitched (x1)	0:03	24bit / 96kHz	2
Tuner_Transition_05.wav	TUNER_TRANSITION_05 - Hissy Decending Laser, High to Low Frequency Sweep (x1)	0:02	24bit / 96kHz	2
Tuner_Transition_06.wav	TUNER_TRANSITION_06 - Echoing Tone Warble, Light Crackling LowHigh-Low Pitch Modulation (x1)	0:03	24bit / 96kHz	2
Tuner_Transition_07.wav	TUNER_TRANSITION_07 - Powerup and Power Down, High Pitched Whine (x1)	0:04	24bit / 96kHz	2
Tuner_Transition_08.wav	TUNER_TRANSITION_08 - Shuttering DJ Laser Texture, Filter Sweep, High Pitched (x1)	0:08	24bit / 96kHz	2
Tuner_Transition_09.wav	TUNER_TRANSITION_09 - Fizzy Tuning, Fluctuating Pitch (x1)	0:05	24bit / 96kHz	2
Tuner_Transition_Sequence_01.wav	TUNER_TRANSITION_SEQUENCE_01 - Whispy Synth Airy Pulses, Pitch Fluctuations, MidHigh Pitched (x4)	0:07	24bit / 96kHz	2
Tuner_Transition_Sequence_02.wav	TUNER_TRANSITION_SEQUENCE_02 - Goofy Air Sweeps, Pneumatic Door Sweetener (x4)	0:08	24bit / 96kHz	2
Tuner_Tucked_01.wav	TUNER_TUCKED_01 - Bassy, Warbly, Plam, Low Pitched (x1)	0:01	24bit / 96kHz	2
Tuner_Tucked_02.wav	TUNER_TUCKED_02 - Bassy, Warbly, Plam, Low Pitched (x1)	0:01	24bit / 96kHz	2
Tuner_Tucked_03.wav	TUNER_TUCKED_03 - Bassy, Warbly, Plam, Low Pitched (x1)	0:01	24bit / 96kHz	2
Tuner_Tucked_04.wav	TUNER_TUCKED_04 - Bassy, Warbly, Sharp Plam, Pingponging Echo, Low Pitched (x1)	0:02	24bit / 96kHz	2
Tuner_Tucked_05.wav	TUNER_TUCKED_05 - Bassy, Warbly, Plam, Low Pitched (x1)	0:02	24bit / 96kHz	2
Tuner_Tucked_06.wav	TUNER_TUCKED_06 - Bassy, Warbly, Sharp Plam, Low Pitched (x1)	0:02	24bit / 96kHz	2
Tuner_Tucked_07.wav	TUNER_TUCKED_07 - Bassy, Warbly, Sharp Plam, Low Pitched (x1)	0:01	24bit / 96kHz	2
Tuner_Tucked_08.wav	TUNER_TUCKED_08 - Bassy, Warbly, Plam, Low Pitched (x1)	0:01	24bit / 96kHz	2
Tuner_Tucked_09.wav	TUNER_TUCKED_09 - Bassy, Warbly, Plam, Low Pitched (x1)	0:02	24bit / 96kHz	2
Tuner_Tucked_10.wav	TUNER_TUCKED_10 - Digital Hit with Warbling Digital Tail, Low-Mid Pitched (x1)	0:03	24bit / 96kHz	2
Tuner_Tucked_11.wav	TUNER_TUCKED_11 - Digital Pulse with Chipxy Pulse at End (x1)	0:01	24bit / 96kHz	2
Tuner_Tucked_12.wav	TUNER_TUCKED_12 - Round Sweep and Noise Hit, Mid-Low Pitched (x1)	0:01	24bit / 96kHz	2
Tuner_Tucked_13.wav	TUNER_TUCKED_13 - Laser Sweep, MidHigh Pitched (x1)	0:01	24bit / 96kHz	2
WindDown.wav	WINDDOWN - Reversing Staticy Flutters and Low Pitched Falling Tones, Mid-Low Pitched (x1)	0:07	24bit / 96kHz	2
WindDown_Zeyr.wav	WINDDOWN_ZEYR - Distorted Boingy Tones, Up and Down in Pitch, High Pitched Metallic Chattering, Low Pitched (x1)	0:13	24bit / 96kHz	2
Zeotrope.wav	ZEOTROPE - Mid Pitched Tone with Chaotic Fluttering Overtone, and Shril High Pitched Overtone, Mid Pitched (x1)	0:20	24bit / 96kHz	2
Zeotrope_higher.wav	ZEOTROPE_HIGHER - Soft Shuttering Tones, Full Transitioning to Thin Sounding, Mid Pitched (x1)	0:20	24bit / 96kHz	2
Zeotrope_lower.wav	ZEOTROPE_LOWER - Soft Shuttering Tones, Full Transitioning to Thin Sounding, Mid Pitched (x1)	0:20	24bit / 96kHz	2
Zyrax_EarScan.wav	ZYRAX_EARSCAN - Atonal, Piercing, Abstract, Glitch, MidHigh Pitched (x1)	0:31	24bit / 96kHz	2