# CINEMATIC MOTION

| FILENAME | DESCRIPTION |
|---|---|
| DSGNMisc_ZAP-Cranked_B00M_CMDS.wav | Wobbly, zapping and quick elements with low impact and a wobbly tail. |
| DSGNMisc_ZAP-Flinch_B00M_CMDS.wav | Quick, high and sizzling zaps followed by low heavy impact. Fast and rumbling. |
| DSGNMisc_ZAP-Forceful_B00M_CMDS.wav | Wobbly elements with rapid, high sizzling elements, followed by a heavy impact. |
| DSGNMisc_ZAP-Gold Star_B00M_CMDS.wav | Wobbly, high pitched and eerie call followed by a heavy impact. |
| DSGNMisc_ZAP-Slicer_B00M_CMDS.wav | Heavy impact followed by a slow low rumblings. |
| DSGNMisc_ZAP-Snapper_B00M_CMDS.wav | Heavy electric impact followed by a low rumbling tail. |
| DSGNMisc_ZAP-Static_B00M_CMDS.wav | Low riser followed by an impact and a short tail. Fast pass bys. |
| DSGNMisc_ZAP-Supersonic_B00M_CMDS.wav | Magical and sizzling with reverberating decay. Shimmering and shiny. |
| DSGNMisc_ZAP-Warp_B00M_CMDS.wav | Heavy and fiery with searing and sizzling elements on top and ending with a reverberating decay. |
| DSGNStngr_IMPACT TRANSITION IN-Aurora_B00M_CMDS.wav | Low and sizzling with reverberating decay. Shimmering and wispy. |
| DSGNStngr_IMPACT TRANSITION IN-Cruncher_B00M_CMDS.wav | Moving and evolving low elements with high sizzling and whizzing elements, ending with a reverberating decay. Like some eerie space calls. |
| DSGNStngr_IMPACT TRANSITION IN-Hard Line_B00M_CMDS.wav | Slow pass by movement with lots of heavy low elements as well as glassy and zapping elements on top and ending with reverberating decay. Like an alien craft slow takeoff with a lot of low end. |
| DSGNStngr_IMPACT TRANSITION IN-Haste_B00M_CMDS.wav | Bubbly with high, piercing elements. Very fast movement. |
| DSGNStngr_IMPACT TRANSITION IN-Implosion_B00M_CMDS.wav | Wobbling, swish elements with some swinging and piercing movement. |
| DSGNStngr_IMPACT TRANSITION IN-Quake_B00M_CMDS.wav | Quick, liquidy swooshing with low elements and high sizzling and piercing elements. Like an eerie alien whip. |
| DSGNStngr_IMPACT TRANSITION IN-Seismic_B00M_CMDS.wav | Complex, fast with high swooshing elements with low warbling warp elements. |
| DSGNStngr_IMPACT TRANSITION IN-Smite_B00M_CMDS.wav | Rapid whizz bys with piercing and zapping elements on top. Like alien whizz bys. |
| DSGNStngr_IMPACT TRANSITION IN-Stingray_B00M_CMDS.wav | Rapid whizz bys with tonal piercing and zapping elements on top. Like alien tonal whizz bys. |
| DSGNStngr_IMPACT TRANSITION IN-Triggered_B00M_CMDS.wav | Magical and a very powerful air slash ending with a reverberating decay. |
| DSGNStngr_IMPACT TRANSITION OUT-Eruption_B00M_CMDS.wav | Fast and low whizz by elements with hissing and rumbling elements on top, ending with low and quiet rumbling elements. |
| DSGNStngr_IMPACT TRANSITION OUT-Fast Lane_B00M_CMDS.wav | Fluttering, mechanical and wobbling pass by elements with quick high sizzling swish elements on top. Like mechanical throttling pass by movement. |
| DSGNStngr_IMPACT TRANSITION OUT-Panic_B00M_CMDS.wav | Fast and low swish elements with a low piercing zap elements on top. Like an alien vessel rapid pass by movement. |
| DSGNStngr_IMPACT TRANSITION OUT-Punch By_B00M_CMDS.wav | Fast, swish element with a high piercing and zapping elements on top. Like an alien vessel rapid pass by movement. |
| DSGNStngr_IMPACT TRANSITION OUT-Speedster_B00M_CMDS.wav | Tonal whizzing pass by with some low end and a slow speed. |
| DSGNStngr_IMPACT TRANSITION OUT-Task Force_B00M_CMDS.wav | Low, short whoosh followed by a heavy impact and ending with subtle movement. |
| DSGNStngr_IMPACT TRANSITION OUT-Thunder_B00M_CMDS.wav | Low and wobbling whoosh followed by a heavily distorted impact and ending with low rumblings. |
| DSGNStngr_IMPACT TRANSITION OUT-Trickster_B00M_CMDS.wav | Low whoosh heavy impact ending with a slow fade out. |
| WHSH_CINEMATIC GENERIC FAST-Burnt_B00M_CMDS.wav | Magical and sizzling with reverberating decay. Shimmering and shiny. |
| WHSH_CINEMATIC GENERIC FAST-Finisher_B00M_CMDS.wav | Heavy and fiery with searing and sizzling elements on top and ending with a reverberating decay. |
| WHSH_CINEMATIC GENERIC FAST-Flashmob_B00M_CMDS.wav | Low and sizzling with reverberating decay. Shimmering and wispy. |
| WHSH_CINEMATIC GENERIC FAST-Pace_B00M_CMDS.wav | Low and fast-paced whoosh with reverberating decay. |
| WHSH_CINEMATIC GENERIC SLOW-Air Flow_B00M_CMDS.wav | Slow, heavy and whooshing pass by with reverberating decay. Sounds like a huge space vessel passing by. |

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| FILENAME | DESCRIPTION |
|---|---|
| WHSH_CINEMATIC GENERIC SLOW-Ending Story_B00M_CMDS.wav | Slow pass by whoosh low with a reverberating decay. |
| WHSH_CINEMATIC GENERIC SLOW-Enter_B00M_CMDS.wav | Slow pass by heavy whoosh with a reverberating decay. Large and heavy vessel passing by. |
| WHSH_CINEMATIC GENERIC SLOW-Incoming_B00M_CMDS.wav | Slow, inward facing whoosh with heavy low and intense high elements. |
| WHSH_CINEMATIC ORGANIC FAST-Blurb_B00M_CMDS.wav | Fast whooshing followed by a light warping impact and a reverberating decay. |
| WHSH_CINEMATIC ORGANIC FAST-Kong_B00M_CMDS.wav | Fast and low pass by whoosh. Large flying vessel taking off. |
| WHSH_CINEMATIC ORGANIC FAST-Rush_B00M_CMDS.wav | Fast mid whoosh elements with glassy zaps and impacts ending with a reverberating decay. |
| WHSH_CINEMATIC ORGANIC FAST-Slapper_B00M_CMDS.wav | Massive low heavy fast whoosh, ending with a reverberating decay. |
| WHSH_CINEMATIC ORGANIC SLOW-Drawn_B00M_CMDS.wav | Slow fiery build up elements followed by a fast and aggressive whoosh impact and ending with a reverberating decay. |
| WHSH_CINEMATIC ORGANIC SLOW-Gust_B00M_CMDS.wav | Slow low build up elements followed by a dark glassy whoosh slice and ending with a reverberating decay. |
| WHSH_CINEMATIC ORGANIC SLOW-Texture Flexer_B00M_CMDS.wav | Wobbly and slow aggressive build up followed by an aggressive whoosh and a whizz, ending with a reverberating decay. |
| WHSH_CINEMATIC ORGANIC SLOW-Transporter_B00M_CMDS.wav | Moving and evolving low elements with high sizzling and whizzing elements, ending with a reverberating decay. Like some eerie space calls. |
| WHSH_CINEMATIC TONAL FAST-Cutter_B00M_CMDS.wav | Low whoosh build up, leading to a high glassy quick swish slice. |
| WHSH_CINEMATIC TONAL FAST-Forward_B00M_CMDS.wav | Low and fast whoosh followed by a heavy glassy swirl with high sizzling elements, and ending with a reverberating decay. |
| WHSH_CINEMATIC TONAL FAST-Pew_B00M_CMDS.wav | Fast and instant whoosh followed by an eerie warp with high zapping and sizzling elements, ending with reverberating decay. |
| WHSH_CINEMATIC TONAL FAST-Time Warp_B00M_CMDS.wav | Muddy whoosh with heavy low end elements, followed by a high glassy warp. |
| WHSH_CINEMATIC TONAL SLOW-Alternate Reality_B00M_CMDS.wav | Evolving, eerie and slow pass by whoosh movement elements with high tonal and glassy elements. Eerie alien tension movement. |
| WHSH_CINEMATIC TONAL SLOW-Moon_B00M_CMDS.wav | Slow pass by movement with lots of heavy low elements as well as glassy and zapping elements on top and ending with reverberating decay. Like an alien craft slow takeoff with a lot of low end. |
| WHSH_CINEMATIC TONAL SLOW-Mystique_B00M_CMDS.wav | Mysterious, eerie whoosh elements followed by a whirly swish with high tonal elements and ending with a reverberating decay. |
| WHSH_CINEMATIC TONAL SLOW-Time Bender_B00M_CMDS.wav | Slow, eerie and warbling whoosh elements with high sizzling elements ending with and reverberating decay. |
| WHSH_COMPLEX-Double Trouble_B00M_CMDS.wav | Bubbly with high, piercing elements. Very fast movement. |
| WHSH_COMPLEX-In And Out_B00M_CMDS.wav | Slow and heavy whoosh elements followed by a quick warp and a fast piercing swish. |
| WHSH_COMPLEX-Kyoto_B00M_CMDS.wav | Wobbling, swish elements with some swinging and piercing movement. |
| WHSH_COMPLEX-Liquid Whip_B00M_CMDS.wav | Quick, liquidy swooshing with low elements and high sizzling and piercing elements. Like an eerie alien whip. |
| WHSH_COMPLEX-Onward_B00M_CMDS.wav | Complex, fast with high swooshing elements with low warbling warp elements. |
| WHSH_COMPLEX-Speed Trap_B00M_CMDS.wav | Rapid whizz bys with piercing and zapping elements on top. Like alien whizz bys. |
| WHSH_COMPLEX-Speedy_B00M_CMDS.wav | Rapid whizz bys with tonal piercing and zapping elements on top. Like alien tonal whizz bys. |
| WHSH_COMPLEX-Void Bearer_B00M_CMDS.wav | Low whooshing elements with high sizzling and piercing elements on top. Like an alien eerie centrifuge spinner. |
| WHSH_GENERIC FAST-Booster_B00M_CMDS.wav | Low, fast and whooshing elements with high, fiery and sizzling elements on top. Like rapid rocket boosters. |
| WHSH_GENERIC FAST-Flagged_B00M_CMDS.wav | Low whoosh elements followed by a rapid high sizzling swish elements. |
| WHSH_GENERIC FAST-Northstar_B00M_CMDS.wav | Noisy whoosh elements followed by a rapid high sizzling and piercing swish elements. |
| WHSH_GENERIC FAST-Slash_B00M_CMDS.wav | Magical and a very powerful air slash ending with a reverberating decay. |
| WHSH_GENERIC SLOW-Scraper_B00M_CMDS.wav | Rumbling and whooshing pass by elements. Movement with much low end. |

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|---|---|
| WHSH_GENERIC SLOW-Wind Blow_B00M_CMDS.wav | Low and slow whoosh element followed by an eerie warping and decaying elements. Whoosh followed by and eerie alien warps. |
| WHSH_GENERIC SLOW-Winged_B00M_CMDS.wav | Pass by whooshes with high whizzing and swish elements. Like a spaceship taking off. |
| WHSH_GENERIC SLOW-Wiper_B00M_CMDS.wav | Moving, low pass by whoosh elements with high fiery and sizzling elements on top. |
| WHSH_ORGANIC FAST-Balboa_B00M_CMDS.wav | Fast and low whizz by elements with hissing and rumbling elements on top, ending with low and quiet rumbling elements. |
| WHSH_ORGANIC FAST-Flash_B00M_CMDS.wav | Fluttering, mechanical and wobbling pass by elements with quick high sizzling swish elements on top. Like mechanical throttling pass by movement. |
| WHSH_ORGANIC FAST-Poison Ivy_B00M_CMDS.wav | Fast, whooshing pass by elements with fluttering and pulsating elements on top. |
| WHSH_ORGANIC FAST-Traveller_B00M_CMDS.wav | Very fast and rapid whooshing pass bys. |
| WHSH_ORGANIC SLOW-Comet_B00M_CMDS.wav | Slow whooshing pass by elements with rumbling, rotating and warping elements on top. Like a pass bys of a large celestial body. |
| WHSH_ORGANIC SLOW-Meteor_B00M_CMDS.wav | Slow whooshing pass by elements with high sizzling, rumbling and warping elements on top. Like a pass bys of a large celestial body. |
| WHSH_ORGANIC SLOW-Next Chapter_B00M_CMDS.wav | Slow whooshing elements with high pulsating and warping elements on top. |
| WHSH_ORGANIC SLOW-Rockweiler_B00M_CMDS.wav | Slow whooshing elements with grumbling and jittering elements on top. Steady rumbling with a lot of low end. |
| WHSH_TONAL FAST-Flaming Tequila_B00M_CMDS.wav | Fast and low swish elements with a low piercing zap elements on top. Like an alien vessel rapid pass by movement. |
| WHSH_TONAL FAST-Quicksilver_B00M_CMDS.wav | Fast, swish element with a high piercing and zapping elements on top. Like an alien vessel rapid pass by movement. |
| WHSH_TONAL FAST-Satellite_B00M_CMDS.wav | Fast and glassy whoosh element followed by a high piercing tonal swish. Like an alien satellite whooshing by movement. |
| WHSH_TONAL FAST-Time Jump_B00M_CMDS.wav | Rumbling and whooshing low pass by elements with high sizzling elements on top and ending with a reverberating decay. Magical and shimmery pass by. |
| WHSH_TONAL SLOW-Chroma_B00M_CMDS.wav | Noisy, astronomical and shimmery whooshing pass by. Movement with a lot of low end. |
| WHSH_TONAL SLOW-Spaced_B00M_CMDS.wav | Slow, astronomical whooshing pass by elements with high warping and shimmering elements on top. |
| WHSH_TONAL SLOW-Tone Freq_B00M_CMDS.wav | Tonal whizzing pass by with some low end and a slow speed. |
| WHSH_TONAL SLOW-Warp_B00M_CMDS.wav | Slow whooshing pass by elements with high piercing and warping shimmery elements on top. Like a large space vessel warping by. |
| WHSH_GENERIC SLOW-Wiper_B00M_CMDS.wav | Moving, low pass by whoosh elements with high fiery and sizzling elements on top. |
| WHSH_ORGANIC FAST-Balboa_B00M_CMDS.wav | Fast and low whizz by elements with hissing and rumbling elements on top, ending with low and quiet rumbling elements. |
| WHSH_ORGANIC FAST-Flash_B00M_CMDS.wav | Fluttering, mechanical and wobbling pass by elements with quick high sizzling swish elements on top. Like mechanical throttling pass by movement. |
| WHSH_ORGANIC FAST-Poison Ivy_B00M_CMDS.wav | Fast, whooshing pass by elements with fluttering and pulsating elements on top. |
| WHSH_ORGANIC FAST-Traveller_B00M_CMDS.wav | Very fast and rapid whooshing pass bys. |
| WHSH_ORGANIC SLOW-Comet_B00M_CMDS.wav | Slow whooshing pass by elements with rumbling, rotating and warping elements on top. Like a pass bys of a large celestial body. |
| WHSH_ORGANIC SLOW-Meteor_B00M_CMDS.wav | Slow whooshing pass by elements with high sizzling, rumbling and warping elements on top. Like a pass bys of a large celestial body. |
| WHSH_ORGANIC SLOW-Next Chapter_B00M_CMDS.wav | Slow whooshing elements with high pulsating and warping elements on top. |
| WHSH_ORGANIC SLOW-Rockweiler_B00M_CMDS.wav | Slow whooshing elements with grumbling and jittering elements on top. Steady rumbling with a lot of low end. |
| WHSH_TONAL FAST-Flaming Tequila_B00M_CMDS.wav | Fast and low swish elements with a low piercing zap elements on top. Like an alien vessel rapid pass by movement. |
| WHSH_TONAL FAST-Quicksilver_B00M_CMDS.wav | Fast, swish element with a high piercing and zapping elements on top. Like an alien vessel rapid pass by movement. |
| WHSH_TONAL FAST-Satellite_B00M_CMDS.wav | Fast and glassy whoosh element followed by a high piercing tonal swish. Like an alien satellite whooshing by movement. |
| WHSH_TONAL FAST-Time Jump_B00M_CMDS.wav | Rumbling and whooshing low pass by elements with high sizzling elements on top and ending with a reverberating decay. Magical and shimmery pass by. |
| WHSH_TONAL SLOW-Chroma_B00M_CMDS.wav | Noisy, astronomical and shimmery whooshing pass by. Movement with a lot of low end. |

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| FILENAME | DESCRIPTION |
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| WHSH_TONAL SLOW-Spaced_B00M_CMDS.wav | Slow, astronomical whooshing pass by elements with high warping and shimmering elements on top. |
| WHSH_TONAL SLOW-Tone Freq_B00M_CMDS.wav | Tonal whizzing pass by with some low end and a slow speed. |
| WHSH_TONAL SLOW-Warp_B00M_CMDS.wav | Slow whooshing pass by elements with high piercing and warping shimmery elements on top. Like a large space vessel warping by. |
| GUNAuto_SMG-Bergmann MP28 Modern Single_B00M_WW2FD.wav | Open bolt blowback submachine gun, cal 9x19mm. Balanced, modern, single shots with a smooth, echoing tail. |