

METAL

CM IMPACTS - DATA SHEET

FILENAME	DESCRIPTION
cm001_impact_low_lost_message.wav	Tight - Low - Metal - Reverberant. High metal woosh in.
cm002_impact_low_imflamable.wav	Loose - Low - Flame - Reverberant. Metal impact sounding like flame.
cm003_impact_low_deep_drum.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit.
cm004_impact_low_boom.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit.
cm005_impact_low_devils_hit.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit. Deep rumble.
cm006_impact_low_disintegration.wav	Tight - Low - Thunder - Reverberant. Metal impact sounding like thunder.
cm007_impact_low_shockwave.wav	Tight - Low - Metal - Dry. Short impact. Deep rumble.
cm008_impact_low_bloodgush.wav	Loose - Low - Metal - Dry. Bouncing. Double impact.
cm009_impact_low_doom_blade.wav	Loose - Low - Metal - Dry. Medium woosh in. Rumble.
cm010_impact_low_falling.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit.
cm011_impact_low_sitting_bull.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit. Fast woosh in.
cm012_impact_low_disarray.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit.
cm013_impact_low_dead_knocker.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit. Short and intensive transients.
cm014_impact_low_abysal.wav	Tight - Low - Explosion - Reverberant. Metal impact sounding like distant explosion.
cm015_impact_low_deep_shock.wav	Loose - Low - Metal - Reverberant. Rumble.
cm016_impact_low_cavern_hit.wav	Tight - Low - Metal - Reverberant. Tonal.
cm017_impact_low_death_stroke.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit.
cm018_impact_low_colossus.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit. Short mid frequency component.
cm019_impact_low_running_titan.wav	Loose - Low - Drum - Reverberant. Metal impact sounding like drum hit. Long woosh in.
cm020_impact_low_bell_ring.wav	Loose - Low - Metal - Reverberant. Bouncing.
cm021_impact_low_fallen_wave.wav	Loose - Low - Bell - Reverberant. Tonal.
cm022_impact_low_fat_drill.wav	Loose - Low - Metal - Reverberant. Distant.
cm023_impact_low_clash_devil.wav	Loose - Low - Door - Reverberant. Slight pre-impact.
cm024_impact_low_epic_smack.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit.
cm025_impact_low_boom_too.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit. Short high frequency component.
cm026_impact_low_angry_blow.wav	Loose - Low - Poles - Reverberant. Slight tonal release.
cm027_impact_low_evil_swing.wav	Tight - Low - Metal - Reverberant. Distant.
cm028_impact_low_sinister_hit.wav	Loose - Low - Metal - Reverberant. Distant. Bouncing.
cm029_impact_low_dark_pitch.wav	Loose - Low - Pole - Reverberant. Tonal.
cm030_impact_low_shocker.wav	Tight - Low - Metal - Reverberant. Breathy tail.
cm031_impact_low_black_crunch.wav	Loose - Low - Metal - Reverberant. Long woosh in. Light chains. Rattle.
cm032_impact_low_slithering.wav	Loose - Low - Metal - Reverberant. Rattle. Crystal woosh in.
cm033_impact_low_inferno.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit. Deep rumble.
cm034_impact_low_world_sound.wav	Tight - Low - Bell - Reverberant. Tonal. Metal impact sounding like gong or bell.
cm035_impact_low_the_void.wav	Loose - Low - Flame - Reverberant. Tonal. Metal impact sounding like flame.
cm036_impact_low_dungeon.wav	Loose - Low - Metal - Reverberant. Tonal. Bouncing.
cm037_impact_low_bedlam.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit. Short woosh in.
cm038_impact_low_atomic.wav	Tight - Low - Metal - Reverberant. Short, scratchy woosh in.
cm039_impact_low_black_forge.wav	Tight - Low - Drum - Reverberant. Fast woosh in. Metal impact sounding like drum hit.
cm040_impact_low_deep_down.wav	Tight - Low - Drum - Reverberant. Metal impact sounding like drum hit. Minimalist and pure impact.
cm041_impact_mid_devastation.wav	Loose - Mid - Metal - Reverberant. Short, aggressive woosh in.
cm042_impact_mid_the_hatch.wav	Tight - Mid - Metal - Reverberant. Short metal woosh in.
cm043_impact_mid_explosion.wav	Tight - Mid - Explosion - Reverberant. Chain elements.
cm044_impact_mid_doomed.wav	Loose - Mid - Door - Reverberant. Low rumble.
cm045_impact_mid_stone_cutter.wav	Loose - Mid - Flame - Reverberant. Metal impact sounding like flame, sparkles.
cm046_impact_mid_the_cage.wav	Tight - Mid - Door - Reverberant.
cm047_impact_mid_metal_lion.wav	Loose - Mid - Explosion - Reverberant.
cm048_impact_mid_grinder.wav	Loose - Mid - Explosion - Reverberant. Rattle. High metal elements.
cm049_impact_mid_the_closer.wav	Loose - Mid - Metal - Reverberant. Chain elements.
cm050_impact_mid_prisondoor.wav	Loose - Mid - Metal - Reverberant. Chain elements, medium woosh in.
cm051_impact_mid_dark_shaft.wav	Loose - Mid - Metal - Reverberant. Rattle. Light, short tonal tail.
cm052_impact_mid_sunburn.wav	Loose - Mid - Metal - Reverberant. Metal scrape woosh in. Bouncing.
cm053_impact_mid_bombshell.wav	Loose - Mid - Flame - Reverberant. Metal impact sounding like flame. Woosh in.
cm054_impact_mid_flame_breath.wav	Loose - Mid - Flame - Reverberant. Door impact sounding like flame. Medium woosh in.
cm055_impact_mid_hollow.wav	Loose - Mid - Flame - Reverberant. Metal impact sounding like flame. Long woosh in.
cm056_impact_mid_death_plate.wav	Tight - Mid - Flame - Reverberant. Anvil. Flame woosh in.
cm057_impact_mid_fireball.wav	Loose - Mid - Door - Reverberant. Flame woosh in.
cm058_impact_mid_crate_hit.wav	Tight - Mid - Drum - Reverberant. Flame woosh in.
cm059_impact_mid_clanger.wav	Tight - Mid - Door - Reverberant. Long tail.
cm060_impact_mid_ring_ding.wav	Tight - Mid - Bell - Reverberant. Tonal. Metal impact sounding like bell or gong. Light rattle.
cm061_impact_mid_disruptor.wav	Tight - Mid - Bell - Reverberant. Tonal. Metal impact sounding like bell or gong.
cm062_impact_mid_ferric_fear.wav	Tight - Mid - Pole - Reverberant. Tonal. Synthetic reverb tail.
cm063_impact_mid_dead_swing.wav	Tight - Mid - Piano - Reverberant. Tonal. Crystal tail.
cm064_impact_mid_dark_ocean.wav	Tight - Mid - Metal - Reverberant. Metal impact sounding like sonar.
cm065_impact_mid_clocked.wav	Tight - Mid - Metal - Reverberant. Tonal.
cm066_impact_mid_spaceship.wav	Tight - Mid - Pole - Reverberant. Tonal. High synthetic elements tail.

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cm067_impact_mid_chainsaw.wav	Loose - Mid - Door - Reverberant. Rattle.
cm068_impact_mid_steel_puncher.wav	Tight - Mid - Metal - Reverberant. Bouncing.
cm069_impact_mid_rust_basher.wav	Tight - Mid - Metal - Reverberant. Light sparkles.
cm070_impact_mid_scrape_by.wav	Loose - Mid - Metal - Reverberant. Medium woosh in.
cm071_impact_mid_alloy_rip.wav	Loose - Mid - Metal - Reverberant. Medium woosh in. Light rattle tail.
cm072_impact_mid_demon_gate.wav	Loose - Mid - Door - Reverberant. Tonal woosh in.
cm073_impact_mid_wicked_door.wav	Loose - Mid - Door - Reverberant. Metal woosh in.
cm074_impact_mid_insect_blow.wav	Loose - Mid - Metal - Reverberant. Chain elements.
cm075_impact_mid_grenade.wav	Loose - Mid - Metal - Reverberant. Metal scrape woosh in.
cm076_impact_mid_smoke_bell.wav	Tight - Mid - Drum - Reverberant. Metal impact sounding like drum hit. Chain rattle.
cm077_impact_mid_vulture.wav	Tight - Mid - Door - Reverberant. Flame woosh in.
cm078_impact_mid_death_blow.wav	Tight - Mid - Metal - Reverberant. Synthetic breath ending.
cm079_impact_mid_steel_skull.wav	Loose - Mid - Pole - Reverberant. Tonal. Short metal woosh in.
cm080_impact_mid_ruination.wav	Tight - Mid - Drum - Reverberant. Metal impact sounding like drum hit.
cm081_impact_mid_shipwreck.wav	Loose - Mid - Metal - Reverberant. Light rattle.
cm082_impact_mid_torpedo.wav	Tight - Mid - Metal - Reverberant. Squeak woosh in.
cm083_impact_mid_meteorite.wav	Tight - Mid - Metal - Reverberant. Chain elements woosh in.
cm084_impact_mid_trainslide.wav	Loose - Mid - Metal - Reverberant. Chain rattle.
cm085_impact_mid_shutters.wav	Loose - Mid - Door - Reverberant. Metal scrape woosh in.
cm086_impact_high_dark_thunder.wav	Tight - High - Thunder - Reverberant. Metal impact sounding like thunder.
cm087_impact_high_impaler.wav	Loose - High - Metal - Reverberant. Long metal woosh in.
cm088_impact_high_flesh_wound.wav	Tight - High - Flame - Reverberant. Metal impact sounding like flame, fast woosh in.
cm089_impact_high_tower_fall.wav	Loose - High - Flame - Reverberant. Metal impact sounding like flame, medium woosh in.
cm090_impact_high_hell_hit.wav	Loose - High - Metal - Reverberant. Medium woosh in. Sparkles.
cm091_impact_high_deep_tail.wav	Tight - High - Metal - Reverberant. Fast woosh in.
cm092_impact_high_rattling.wav	Loose - High - Pole - Reverberant. Tonal. Medium woosh in.
cm093_impact_high_destroyer.wav	Loose - High - Flame - Reverberant. Metal impact sounding like flame. Medium woosh in.
cm094_impact_high_spherical.wav	Loose - High - Metal - Reverberant. Medium woosh in.
cm095_impact_high_sandblast.wav	Loose - High - Flame - Reverberant. Metal impact sounding like flame. Fast woosh in.
cm096_impact_high_wobbler.wav	Tight - High - Metal - Reverberant. Fast woosh in.
cm097_impact_high_dragon_fang.wav	Loose - High - Door - Reverberant. Fast woosh in.
cm098_impact_high_suffocation.wav	Loose - High - Metal - Reverberant. Medium woosh in. Bouncing.
cm099_impact_high_closed.wav	Loose - High - Metal - Reverberant. Medium woosh in. Light tonal tail.
cm100_impact_high_final_hit.wav	Loose - High - Metal - Reverberant. High tonal elements.
cm101_impact_high_scorpion_sting.wav	Tight - High - Metal - Reverberant. Metal impact sounding like whip. Fast woosh in.
cm102_impact_high_chain_draw.wav	Loose - High - Metal - Reverberant. Chain rattle.
cm103_impact_high_bang.wav	Loose - High - Drum - Reverberant. Chain elements.
cm104_impact_high_stringed_hit.wav	Loose - High - Door - Reverberant. Rattle, high synthesized metal elements.
cm105_impact_high_rattle_king.wav	Loose - High - Metal - Reverberant. Long chain rattle woosh in.
cm106_impact_high_short_death.wav	Loose - High - Metal - Reverberant. Fast woosh in.
cm107_impact_high_alarm.wav	Loose - High - Metal - Reverberant. Tonal. Vibrating fast woosh in.
cm108_impact_high_defusion.wav	Loose - High - Metal - Reverberant. Synthesized metal elements woosh in and sweep out.
cm109_impact_high_powerblast.wav	Loose - High - Metal - Reverberant. Squeak in, high tail.
cm110_impact_high_junk_yard.wav	Loose - High - Metal - Reverberant. Chain woosh in. Rattle.
cm111_impact_massive_bonebreaker.wav	Tight - Mid - Metal - Reverberant. Fast woosh in. Distant anvil.
cm112_impact_massive_black_metal.wav	Tight - Mid - Metal - Reverberant. Medium woosh in. Anvil.
cm113_impact_massive_giant_roller.wav	Loose - Mid - Metal - Reverberant. Rattle. High tonal tail.
cm114_impact_massive_drum_sub.wav	Tight - High - Metal - Reverberant. Iron anvil. Light chain elements.
cm115_impact_massive_the_end.wav	Tight - Mid - Metal - Reverberant. Iron anvil.
cm116_impact_massive_thunder_roll.wav	Tight - Mid - Metal - Reverberant. Long woosh in. Iron anvil.
cm117_impact_massive_anvil.wav	Tight - High - Metal - Reverberant. Iron anvil.
cm118_impact_massive_stunner.wav	Tight - High - Metal - Dry. Iron anvil.
cm119_impact_massive_powerplant.wav	Tight - Mid - Metal - Reverberant.
cm120_impact_massive_tube.wav	Tight - Mid - Metal - Reverberant. Tonal. Sparkle.
cm121_impact_massive_sizzler.wav	Tight - Mid - Metal - Reverberant. Sparkle. Vibrating tail.
cm122_impact_massive_scavenger.wav	Tight - Mid - Drum - Reverberant. Metal impact sounding like drum.
cm123_impact_massive_wardrums.wav	Tight - Mid - Drum - Reverberant. Metal impact sounding like drum. Light chain elements.
cm124_impact_massive_injection.wav	Tight - High - Metal - Reverberant.
cm125_impact_massive_black_pulse.wav	Tight - High - Metal - Reverberant. Iron. Deep woosh in.
cm126_impact_massive_high_thing.wav	Tight - Mid - Metal - Reverberant. Iron.
cm127_impact_massive_hound_bite.wav	Loose - Mid - Metal - Reverberant. Fast rolling woosh in.
cm128_impact_massive_barrel.wav	Tight - Mid - Metal - Reverberant. Tonal.
cm129_impact_eerie_crashers.wav	Tight - Mid - Metal - Reverberant. Vibrato tail.
cm130_impact_eerie_sun_eclipse.wav	Loose - Mid - Metal - Reverberant. Tonal. Fast woosh in.
cm131_impact_eerie_transmission.wav	Loose - Mid - Metal - Reverberant. Electronic woosh in. Synthesized metal impact.
cm132_impact_eerie_graveyard.wav	Tight - Mid - Metal - Reverberant. Hollow.

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cm133_impact_eerie_detonation.wav	Loose - Low - Thunder - Reverberant. Synthesized metal impact. Rumble. Tremolo tail.
cm134_impact_eerie_dynamite.wav	Loose - Low - Thunder - Reverberant. Synthesized metal impact. Rumble. Light chain elements. Tremolo tail.
cm135_impact_eerie_wrong_piano.wav	Tight - High - Piano - Reverberant. Tonal. Reversed piano woosh in.
cm136_impact_eerie_slasher.wav	Loose - Mid - Metal - Reverberant. Tonal. Undefined. Aggressive woosh in.
cm137_impact_eerie_reverse_key.wav	Tight - Mid - Metal - Reverberant. Medium woosh in.
cm138_impact_eerie_the_scythe.wav	Loose - High - Pole - Reverberant. Tonal. Rattle.
cm139_impact_eerie_clerical.wav	Loose - High - Bell - Reverberant. Tonal. Rattle.
cm140_impact_eerie_soul_escape.wav	Loose - High - Metal - Reverberant. Tonal. High synthesized metal tail.
cm141_impact_eerie_dark_bark.wav	Tight - Low - Metal - Reverberant. Rolling woosh in.
cm142_impact_eerie_metal_staff.wav	Loose - Mid - Metal - Reverberant. Hollow. Chain woosh in.
cm143_impact_eerie_submarine.wav	Loose - High - Synthesized - Reverberant. Tonal. Sonar. Panned delay tail.
cm144_impact_scifi_machine_step.wav	Loose - Mid - Synthesized - Reverberant. Medium woosh in.
cm145_impact_scifi_sonar.wav	Loose - Mid - Synthesized - Reverberant. Light scanner sound.
cm146_impact_scifi_arrival.wav	Loose - Mid - Synthesized - Reverberant. Delay tail.
cm147_impact_scifi_angry_robot.wav	Loose - Mid - Synthesized - Reverberant. Medium synthesized woosh in. Metal impact, delay tail.
cm148_impact_scifi_wormhole.wav	Loose - Low - Synthesized - Reverberant. Tonal. Fast woosh in.
cm149_impact_scifi_booster.wav	Loose - Mid - Synthesized - Reverberant. Tonal. Medium woosh in.
cm150_impact_scifi_space_thunder.wav	Loose - Mid - Synthesized - Reverberant. Panned delay. Long woosh in.
cm151_impact_scifi_robot_landing.wav	Loose - Mid - Synthesized - Reverberant. Long woosh in. Movement.
cm152_impact_scifi_deactivate.wav	Loose - Mid - Synthesized - Reverberant. Medium woosh in. Pitch down effect tail.
cm153_impact_scifi_bad_whistle.wav	Loose - Mid - Metal - Reverberant. High pitch down effect tail.
cm154_impact_scifi_jingle_hells.wav	Loose - Mid - Synthesized - Reverberant. Tonal. High bell elements. Breathy synthesized reverb tail.
cm155_impact_scifi_air_ramp.wav	Loose - High - Metal - Reverberant. Tonal. Windy synthesized reverb tail.
cm156_impact_scifi_entrance.wav	Loose - Mid - Metal - Reverberant. Delayed high metal elements, rhythmic.
cm157_impact_scifi_mortar.wav	Loose - High - Metal - Reverberant. Crash, high pitch down effect tail.
cm158_impact_scifi_spaceship.wav	Loose - Mid - Synthesized - Reverberant. Woosh in. Slow down effect tail, high tone tail.
cm159_impact_scifi_malfunction.wav	Tight - Mid - Metal - Reverberant. High synthesized elements.
cm160_impact_scifi_angry_pc.wav	Loose - High - Synthesized - Reverberant. Tonal. Breathy woosh in, distorted. High tone tail.
cm161_impact_scifi_start_button.wav	Tight - High - Synthesized - Reverberant. Tonal.
cm162_impact_scifi_incoming.wav	Tight - High - Synthesized - Reverberant. Tonal. Long woosh in.
cm163_impact_scifi_fly_away.wav	Tight - High - Synthesized - Reverberant. Tonal. Medium woosh in. Pitch up effect tail.
cm164_impact_scifi_knife_whispers.wav	Tight - Mid - Synthesized - Reverberant. Fast woosh in. Breathy wind reverb tail.
cm165_impact_scifi_tv_explosion.wav	Loose - High - Synthesized - Dry. Very high woosh in.
cm166_impact_scifi_squeakish.wav	Loose - Mid - Metal - Reverberant. Squeak woosh in.
cm167_impact_scifi_flying_blade.wav	Tight - Mid - Metal - Reverberant. High fast woosh in. Rattle.
cm168_impact_scifi_hyperspace.wav	Loose - High - Synthesized - Reverberant. Squeak woosh in.
cm169_impact_scifi_fictions.wav	Loose - Mid - Synthesized - Reverberant. Tonal. Bouncing. Click.
cm170_impact_scifi_fallout.wav	Tight - High - Synthesized - Reverberant. Tonal. Distorted.
cm171_sweetener_sub_rumble01.wav	Loose - Low - Sub Woofer. Long rumble
cm172_sweetener_sub_rumble02.wav	Loose - Low - Sub Woofer. Long rumble. Medium tail.
cm173_sweetener_sub_rumble03.wav	Loose - Low - Sub Woofer. Long rumble
cm174_sweetener_sub_sustained.wav	Tight - Low - Sub Woofer. Long impact.
cm175_sweetener_sub_short01.wav	Tight - Low - Sub Woofer. Medium impact.
cm176_sweetener_sub_short02.wav	Tight - Low - Sub Woofer. Medium impact.
cm177_sweetener_sub_impact.wav	Tight - Low - Sub Woofer. Medium impact. Short tail.
cm178_sweetener_sub_aggressive.wav	Tight - Low - Sub Woofer. Short impact.
cm179_sweetener_sub_dive.wav	Tight - Low - Sub Woofer. Medium impact, pitch down.
cm180_sweetener_sub_dive.wav	Tight - Low - Sub Woofer. Short impact, pitch down.
cm181_sweetener_sub_twice_fast.wav	Tight - Low - Sub Woofer. Medium impact.
cm182_sweetener_sub_twice_slow.wav	Tight - Low - Sub Woofer. Medium impact, pitch down.
cm183_sweetener_sub_heartbeat.wav	Loose - Low - Sub Woofer. Medium impact. Bouncing.
cm184_sweetener_sub_dive.wav	Tight - Low - Sub Woofer. Medium impact.
cm185_sweetener_high_ghostvoice.wav	Loose - High - Synthesized - Reverberant. Tonal. Breathy reverb tail.
cm186_sweetener_high_goldfall.wav	Loose - High - Synthesized - Reverberant. Tonal. Light squeaky impact.
cm187_sweetener_high_hellsbells.wav	Loose - High - Metal - Reverberant. Sheets.
cm188_sweetener_high_electrify.wav	Loose - High - Electricity - Reverberant. Metal effected, sparkle.
cm189_sweetener_high_moan.wav	Loose - High - Metal - Reverberant. Soft scratched sheets.
cm190_sweetener_high_midnight.wav	Loose - High - Piano - Reverberant. Tonal.
cm191_sweetener_high_dark_chord.wav	Loose - High - Metal - Reverberant. Tonal. Fence.
cm192_sweetener_high_bells_roll.wav	Loose - High - Bell - Reverberant. Tonal. Rolling woosh in.
cm193_sweetener_high_evil_buzz.wav	Tight - High - Synthesized - Reverberant. Tonal.
cm194_sweetener_high_lost_drum.wav	Tight - High - Synthesized - Reverberant. Hollow. Delayed high elements.
cm195_sweetener_high_reverse_chime.wav	Tight - High - Metal - Reverberant. Synthesized woosh in.
cm196_sweetener_high_impact_alarm.wav	Loose - High - Synthesized - Reverberant. Fast chainy woosh in.
cm197_sweetener_high_alien_flight.wav	Loose - High - Synthesized - Reverberant. Tonal. Long chainy woosh in. Delayed. Breathy synthesized reverb tail.
cm198_sweetener_high_money_tinker.wav	Loose - High - Metal - Reverberant. Tonal. Delayed, chainy.

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cm199_sweetener_high_glockenspiel.wav	Loose - High - Metal - Reverberant. Reversed woosh in. Chain elements.
cm200_sweetener_high_thief.wav	Loose - High - Metal - Reverberant. Tonal. Ice.