



orbit

Soundbank Manual

Software Version 1.0

EN 260115



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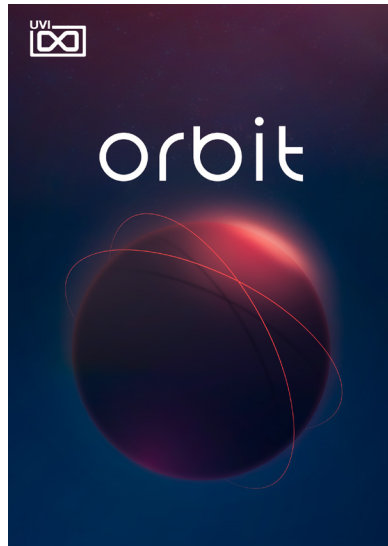
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Introduction



ORBIT ADVANCED RISE, IMPACT, AND TEXTURE DESIGNER

The Next Dimension of Rise & Impact Design

Orbit is an advanced cinematic sound design instrument built for creators who want more than instant hits. It's a powerful, flexible engine for designing epic rises, impacts, and evolving textures with precision, nuance, and full creative freedom, whether you're scoring, designing trailers, building transitions, or crafting signature moments for your tracks.

Craft epic tensions, impacts, and atmospheres

Rise, Impact, Texture - Shape cinematic moments with precision through 7 editable layers, made of rises, impacts & textures. Control tension, power, and atmosphere for tight transitions, layered hits, or evolving beds.

Seven Layers, On Time - A 7-layer timeline shows your event sequence clearly, letting you scale and build big, dimensional sounds that hit exactly when you want.

Creativity, Enhanced - Each layer has envelopes, modulation, filters, distortion, pitch shaping, and dynamics, full control for maximum impact.

A powerful cinematic library awaits

From instant results to intricate design - Orbit includes a comprehensive library of cinematic materials designed to sound great immediately, and rewards a deeper look when you want to build sounds from the ground-up.

- 1,895 layers
- 47 sound categories
- 770 handcrafted presets
- Drag'n drop your own samples

Whether you're browsing presets for fast results or building layered composites from raw material, Orbit is a creative tool built to reward and inspire.

Deep controls for immersive and nuanced sounds

Special Effects - Orbit is designed to give you complete control over sound intensity, from subtle tension to full-scale cinematic force. A high-end effects environment and master processing chain help you finalize the tone with clarity and impact, while performance-focused tools let you push energy exactly where you need it.

Explosive Macros - Add movement and weight with Doppler, push Thrust hard to make your sound effects truly massive, from compression to expressive distortion, and anchor your sound with a dedicated Sub layer when you need real cinematic gravity without sacrificing definition.

Orbit is a modern cinematic sound design environment built for epic ideas and precise execution. Create rises, impacts, and textures that feel alive, nuanced, layered, and intentional, then shape every moment with a workflow that supports both fast inspiration and deep craft.

Minimum System Requirements

- Latest version of UVI Workstation or Falcon
- 15.7 GB of disk space

For more information on the installation process, please refer to the document: [Soundbank Installation Guide](#)

MAIN Page



1 ▶ Top Bar

- » **Preset**
Select a global preset from the pull-down menu or browse them with the Prev/Next buttons ◀ ▶
- » **Load & Save** 
Save - Saves current settings as a new patch to recall later
Load - Recall saved patches
Note: Patches are saved in XML format, which can only be loaded using the Save/Load functionality on the interface
- » **Randomize** 
Click to randomize all samples
- » **Layer Meters**
Show the output level of 7 layers individually, click one to mute/unmute the layer
- » **Pages: MAIN/MIX/FX**
Change current page: Main, Mix and FX
- » **Limit**
Sets the limiter threshold
- » **Global Volume**
Master output volume with stereo meters

2 ▶ Central Panel

- The central panel features a unique XY pad. When "ORBIT" mode is enabled, the XY pad goes beyond controlling fixed parameters, allowing you to place up to eight nodes and move freely between them, enabling richer and more complex expression.
- » **Orbit**
Click [ORBIT] button to activate/de-activate the Orbit mode
Loop - Enables automation loop
Launch at Impact - Starts moving simultaneously with the triggering of the impact sound.
 - » **XY Pad**
Normal mode - Click and drag the handle to control the parameters X, Y-upper and Y-lower
Orbit mode - Drag the nodes to set the parameters automation
 - » **Nodes (Orbit Mode Only)**
Set the number of the nodes in Orbit mode
 - » **Sync (Orbit Mode Only)**
Enables the host sync
 - » **Rate (Orbit Mode Only)**
Set the speed
 - » **X/Y-/Y+**
Select parameters to modulate based on movement in X and Y axes

3 ▶ Bottom Controls

The bottom controls are organized into three tabs—CTRL, TIME, and MODS—providing access to performance macros, layer timing adjustments, and modulators, respectively.

See Page 8 for details

MIX Page



1 Layer Globals

Below the top bar is the Layer Global section, where the three elements—RISE, IMPACT, and TEXTURE—are handled independently. The seven layers each belong to one of these elements, and controls here affect all layers sharing the same attribute.

» On/Off

Click the label [RISE/IMPACT/TEXTURE] to enable/disable the element

» Solo

Solo the element

» Link

Click to enable/disable the linked editing. Link mode is used to adjust the same parameter across different layers simultaneously. When adjusting, all parameters assume the same value

» Modulation Amount

Internally-modulatable parameters have small circles at the left of their knobs

Click-drag the available circles to set the modulation amount. You can also click the Open Modulation Panel button ▼ for more precise control

See Page 9 for detail

» Global Volume

Element output volume with stereo meters

2 Layer Controls

» Header

Power - On/off the layer

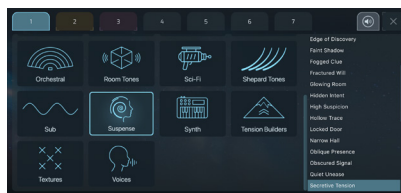
Solo - Solo the layer

Randomize - Randomize samples of the layer

Undo - Undo randomize (up to 10 times)

Delete - Delete the layer

Sample - Select sounds by menu or by using the <> arrows



Click the tab 1-7 to select the layer

Click the speaker icon to enable auto-preview

Click the [X] button to close the panel

» Edit Tab

Volume - Set the layer level

Pan - Set the stereo position of the layer

Pitch - Pitch shift the sample

Reverb - Set the reverb send level

Delay - Set the delay send level

» Fx ab

Filter mode - Set the filter in low-pass or high-pass mode

Cutoff - Set the filter frequency

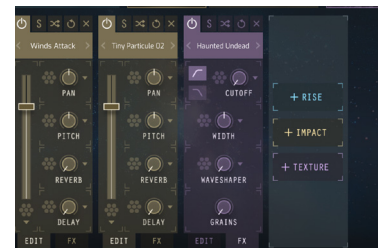
Width - Set the stereo image width

Waveshaper - Set the waveshaper amount

Grain - Set the granulizer amount

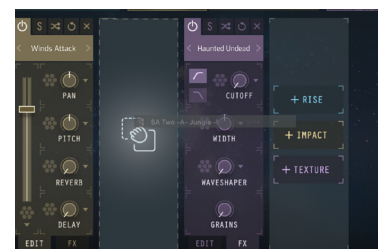
Add layer

To add a layer, simply click the [+] button



User Samples

To load your own sample to a layer, simply drag-and-drop



FX Page



1 ► Waveshaper

- » **On/Off** - Click header to activate the effect
- » **IN** - Set the input gain
- » **Out** - Set the output gain
- » **Shape** - Set the waveform of the effect
- » **Amount** - Set the effect amount
- » **Mix** - Set the effect dry/wet balance

2 ► Equalizer

- » **On/Off** - Click header to activate the effect
- » **Low Cut** - Set the low cut filter frequency (12dB/oct)
- » **High Cut** - Set the high cut filter frequency (12dB/oct)
- » **Frequency Low/Mid/High** - Drag to set the frequency of the EQ band
- » **EQ Gain Low/Mid/High** - Sets the boost of cut level of the high shelf, middle band and low shelf EQ

3 ► Chorus

- » **On/Off** - Click header to activate the effect
- » **Speed** - Set the modulation speed
- » **Depth** - Set the modulation depth
- » **Edge** - Control the color of the chorus
- » **Mix** - Set the effect dry/wet balance

4 ► Phaser

- » **On/Off** - Click header to activate the effect
- » **Sync**  - Enable/disable the modulation speed sync to host (DAW) tempo
- » **Frequency** - Set the modulation speed
- » **Host Sync off** - Set the speed in Hz
- » **Host Sync on** - Set the speed in musical units such as 1/4, 1/8 dots, 1/16 triplet and so on
- » **Order** - Set the phase shift order
- » **Feedback** - Set the feedback amount
- » **Mix** - Set the effect dry/wet balance

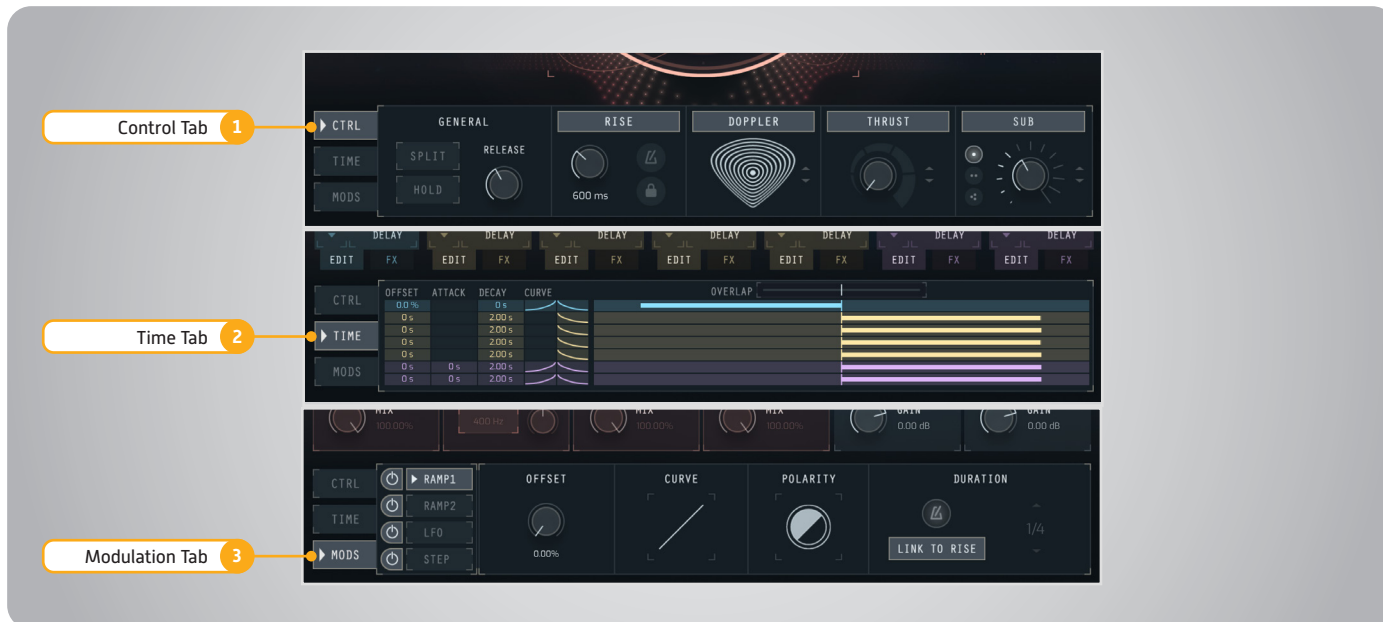
5 ► Aux Delay

- » **On/Off** - Click header to activate the effect
- » **Sync**  - Enable/disable the modulation speed sync to host (DAW) tempo
- » **Time** - Set the delay time
- » **Feedback** - Set the delay feedback amount
- » **Low Cut** - Set the low cut filter frequency
- » **High Cut** - Set the high cut filter frequency
- » **Gain** - Set the output gain of the effect

6 ► Aux Reverb

- » **On/Off** - Click header to activate the effect
- » **Size** - Adjust the size of the algorithmic reverb
- » **Decay** - Adjust the decay time of the algorithmic reverb
- » **High/Mid/Low** - Adjust the frequency response of the reverb
- » **Gain** - Set the output gain of the effect

Bottom Controls - CTRL/TIME tab



1 Control Tab

Click CTRL to access the general controls and the performance macros

» General

Split - Enables Split Mode, allowing each layer to be triggered independently using its own assigned note.

Hold - Toggle on/off to automatically sustain the entire duration of the triggered sound

Release - Sets the total release time after key-off.

» RISE

On/Off - Click header to on/off the Rise layers

Rise Time - Set the duration of the Rise layers

Sync - Enable/disable the Rise Time sync to host [DAW] tempo

Lock - Lock the Rise Length when changing presets

» Doppler

On/Off - Click header to activate the effect

Amount - Click-drag the image or use the arrow buttons to adjust the effect amount

» Thrust

On/Off - Click header to activate the effect

Amount - Set the intensity of Thrust effect (multi-band compression/enhancer)

» Sub

On/Off - Click header to activate the effect

Mode - Select the Sub sample from 1 to 3

Amount - Adjust the sub level

2 Time Tab

Click TIME to access the timing controls of the layer

» Offset

Adjust the onset time of the layer

» Attack

Adjust the attack time of the Texture layer

» Decay

Adjust the decay time of the layer

» Curve

Set the attack envelope curves for the Rise and Texture layers independently, as well as the release envelope curve for all layers. To adjust a curve, click-drag the desired ones.

» Overlap

Adjusts the timing of the Impact and Texture layers together, allowing you to fine-tune their overlap with the Rise layers.

3 Modulation Tab

Click MODS to access the modulator settings

Click the label at the left to switch the Modulators, between RAMP1, RAMP2, LFO and Step Modulator

These modulators can be assigned to parameters indicated by the cluster of circles to the right of a knob or below a fader, and used accordingly.

See Page 9 for details

MIDI Mappings in Split Mode



- » C = Layer 1
- » D = Layer 2
- » E = Layer 3
- » F = Layer 4
- » G = Layer 5
- » A = Layer 6
- » B = Layer 7

NOTE: C3-B3 is the root octave. The color coding of the virtual keyboard is based on each layer's element attributes.

Bottom Controls - MODS tab



1 ► RAMP 1/2

Click Ramp 1 or Ramp 2 B label (left) to access each step modulator

- » **Power**  - Enable/disable the modulator
- » **Offset** - Set the envelope offset
- » **Curve** - Click-drag to adjust initial envelope curve
- » **Polarity** - Invert envelope
- » **Host Sync**  - Enable/disable the modulation speed sync to host [DAW] tempo
- » **Duration** - Adjust the modulation speed
Host Sync off - Set the speed in Hz
Host Sync on - Set the speed in musical units such as 1/4, 1/8 dots, 1/16 triplet and so on
- » **Link to Rise** - Switch on to use the Rise duration value

2 ► LFO

Click LFO label (left) to access the modulator

- » **Power**  - Enable/disable the modulator
- » **Frequency** - Adjust the modulation speed
Host Sync off - Set the speed at Hz
Host Sync on - Set the speed at musical units such as 1/4, 1/8 dots, 1/16 triplet and so on
- » **Host Sync**  - Enable/disable the modulation speed sync to host [DAW] tempo
- » **Depth** - Set the modulation depth amount

3 ► Step Modulator

Click Step label (left) to access the step modulator

- » **Step Editor** - Click-drag to set the modulation amount per step
- » **Bipolar** - Enable/disable Bipolar mode
- » **Smooth** - Click to smooth the transition of between steps
- » **Invert** - Invert the modulation pattern
- » **Clear** - Initialize the pattern
- » **Steps** - Set the number of steps
- » **Host Sync**  - Enable/disable the modulation speed sync to host [DAW] tempo
- » **Rate** - Adjust the modulation speed
- » **Smooth** - Adjust the overlap between steps

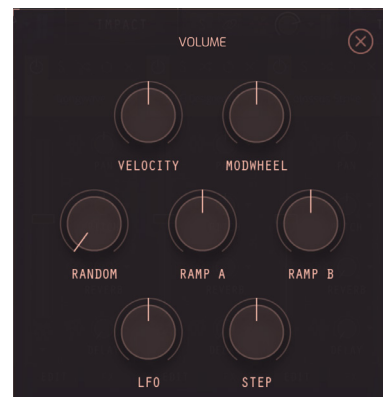
4 ► Modulation Amount

Internally-modulatable parameters have small circles  at the left of their knobs or below the faders

Click-drag the available circles to set the modulation amount. You can also click the Open Modulation Panel button  for more precise control

5 ► Modulation Panel

At the right of modulatable parameters, click the button  to open the Modulation Panel



Click the [X] button to close the panel

Preset List

00 Empty
00 Init

01 SLAMS

lien Annihilate
Angry Bee
Annihilate Break
Anomaly Impact
Arrival Of Titans
Ashen
Atmosphere Breach
Axe Punch
Axios
Bio Kick
Bionic Whip
Blacksite Entry
Blue Light
Boosted Up
Break Room
Castle Door Slam
Cataclysmic
Celestial Blow
Century Stab
Chorba
Cosmic Arrival
Cosmic Erasure
Crisp Upper
Dark Sub
Distorted Reality
Doom Entry
Dr Jhibik
Dread Arrival
Echoes Of Steel
Eclapsis
Endless Night
Endlessness
F8
Final Approach
First Contact Hit
Flagelleur
Fractured
Frank Zap
Gritt Bomb
Gunshot Collision
Gunshot Pulse
Gunshot Tension
Heavy Insertion
Hourglass Impact
Inferno Zap
Interstellar Gate
Iron Wake
Kalako
Kick Me
Kinetic Fall
Kinetic Gate
Know Where
Low Sleeve
Medieval Impact
Momentum
Motor Cramp
Mountain Breaker
Nova Strike
Oblivion Strike
Opera Ghost
Orbital Fracture

Orchestral Slam
Percussion
Precision Impact
Proxima Centauri
Reprobation
Results Reveal
Rift Breaker
Roller Cluster
Runciter
Seraphim Fall
Shine and Break
Shockframe
Shockwave Entry
Shooting Stars
Shotgun Blast
Singularity Hit
Slayer
Smiley Mirror
Steel Horizon
Stellar Hammer
Sub Slam
Taiko Attack
Trasher
Turtured Cymbal
Unbreakable
Unusual Suspect
Vanguard Crash
Voidborn Strike
Warped Arrival
Whiplash
Windows Breaker

02 IMPACTS

Absolute Ruin
Binary Motion
Break The Door
Chained Crash
Doom Engine
Explained
Fire Rolls
For Whom The Bell
Glass Break
Gravity Collapse
Happenin
Hit Creak
Iron Detonation
Lights Out
Mad Dog
Malice Hit
Martial
Mashed
Messy
Metal Impact I
Metal Impact II
Metal Impact III
Mucky Crunch
Night Accident
Percepic
Piano Shoot
Scammer
Shockwave Monolith
Snow Keys
Space Flutter
Space Snare
Time Has Come
Tonverk
Venom
Walkers Death
War Ship
War Zone
Wheel Strike

03 BOOMS

Absolute Impact
Broken Beacon
Cataclysm Detonation
Communication Impact
Creepy Crash
Crunchizator
Decline
Deep Gurgle
Devil Punch
Distorted Boom
Drone Protocol
Drowned
Electrical Blast
Extinction Pulse
Final Mass
Godfall Impact
Hellbreak
Hollow Chirp
Hydro Tower
Indulge
Iron Abyss
Judgment Time
Kicky Lovers
Living Heart
Low Thrust
Massive Void
Mission Start
Mountain Strike
Organic Hit
Overload
Punisher
Roll Striker
Star Killer
Static March
Steem Ellis
Submariner
Sun Burst
Terminal Boom
Terminal Core
Underground
Underwater Sub
Void Annihilation

Preset List

04 SCI-FI

AI Collapse
 Alien Flash
 Alien Frequency
 Alien Invasion
 Artificial Fate
 Back To Full
 Beyond Thrusters
 Blueshift
 Can't Start
 Canon
 Cavitation
 Cybernetic Dawn
 Dark Technology
 Data Error
 Decomposition
 Destroyer Big Bomb
 Detonation Core
 Digital Groan
 Digital Laser
 Dimension Shift
 Disintegration
 Drone Crash
 Elevator Door
 Energized Static
 Energizer
 EOS Splash
 Full Throttle
 Futuristic Rev
 Galactic Network
 Gravity Failure
 Gravity Sling
 Gun Blast
 Gun Burst
 Heavy Teleport
 Hoover Blast
 Hybridation
 Hyper Slap
 Ice Rebound
 Inhuman Loaf
 Injection Troubles
 Interdimensional Portal
 Ion Strike
 Lazer Crush
 Lazer Reload
 Lazer Stream
 Lethal Pulse
 Medical Unit
 Memory Leak
 Moon Racer
 Neural Interface
 Nucleon Step
 Off-World Signal
 Origins Impact
 Particle Slammer
 Pie Fighter
 Planet Destroyer
 Post-Singularity
 Processing Fail
 Protocol Seven
 Quantum Engine
 Quantum Ghost

Raygun
 Rogue Android
 Rogue Downer
 Runner
 Sci-Fi Matter
 Sharp Turn
 Sky Net
 Slightly Organic
 Slingshot Downer
 Smack Aliens
 Snow Explosion
 Space Bomb
 Space Gun I
 Space Gun II
 Space Gun III
 Stargate Alignment
 Starship Core
 Starship Overdrive
 Starship Start
 Stellar Stutter
 Sub Weapon
 Synth Stab
 Synthetic Future
 Technological Threat
 Tension Stutter
 Terminal Alarm
 Terraform Protocol
 The Call
 Tin Can Spaceship
 Tiny Portal
 Turbine Failure Blast
 Ufo Escape
 Unlock Ship

05 HORROR

Abandoned Flesh
 Abandoned Mind
 Annihilation Zone
 Basement Activity
 Beast Transition
 Beasts Lair
 Behind You
 Bellish
 Black Corridor
 Black Rainbow
 Bloodless Cold
 Breach of Reality
 Breath Texture I
 Breath Texture II
 Breath Texture III
 Broken Mind
 Church Impact
 Close Danger
 Cold Fear
 Cold Nightmare
 Corrupted Space
 Crawling Back
 Crawling Silence
 Crawling Sound
 Cryptic Scream
 Dark Reflection
 Death Clock
 Descent Texture
 Devil Hill
 Digital Creature
 Distortific
 Disturbed minds
 Dont Look Back
 Doomsday
 Door Open
 Dread Engine
 Dread Frequency
 Echoes of Pain
 Electro Crunch
 Entrails Stab
 Esther Slam
 Eyes in Darkness
 Eyes In The Dark
 Fear Cluster
 Fear Itself
 Flesh And Bones
 Flesh and Metal
 Forgotten Horror
 Freak out
 Frozen Terror
 God of Thunder
 Hereditary
 Horrific Horror
 Hostile Environment
 Hostile Silence
 Hurt
 Inside the Walls
 Invitation
 Long Walk
 Lost in Shadows
 Lucifer's Hallway

Lurking Shape
 Mansion Opening
 Mechanical Heart
 Nightmare Hit
 Nightmare Signal
 No Escape
 No One Can Hear You
 No Way Back
 On The Fence
 Open The Door
 Painful Scare
 Piano Cut
 Right Behind
 Rising Anxiety
 Room 237
 Sanity Check
 Screamer
 Screaming Beast
 Screaming Out
 Screaming Void
 Silent Night
 Silent Panic
 Sinister Slam
 Slasher
 Split Seconds
 Steel Panic
 Styx Voices
 Substance
 Surprise
 Surprises
 Sword Stab
 Synth Accent
 The Corridor Breathes
 The Door Is Open
 The Sound Of Fear
 The Truth Dawns
 The Unknown
 They Are Watching
 Time has Come
 Transmission Lost
 Two Step
 Unseen Presence
 Visit
 Weapons Slam
 Who Is Here
 Witches Brew
 Zombie Awakening
 Zombie Upheave
 Zombie Void

06 MAGIC

Aqua Arcane Burst
 Castle Elevator
 Clock Rewinder
 Crystal Earth Impact
 Danum
 Discover
 Enchantment Spirit
 Energy Tilt
 Evil Break Free
 Fire Deflagration
 Frost Arcane Shot
 Ghost Released
 Gold Beetle
 Incantum
 Inferno Burst
 Leaves Lifting
 Lighting Spell
 Lightning Spell
 Living Door
 Loanson
 Look Beyond
 Lumina Burst
 Machinist
 Magic Cave
 Open The Chest
 Rockfall Impact
 Root Shock
 Sorcery
 Stone Cruscher
 Terra Collision
 Thetis Gift
 Tree Invocation
 Volcanic Smash
 Volt Smash
 Water Concentration
 Wizard Shock
 Wooden Tears

Preset List

07 RISERS

Adrenaline Rush
Approaching Silence
Approaching Singularity
Ascension Protocol
Atonhigh
Big Vacuum
Bye-Bye
Charge Zap
Cosmic Glide
Cracking
Crunch Soul
Cytrogenic Split
Degraded Place
Dist Drop
Divine Appearance
Elemental Energy
Energy Accumulation
Expanding Vortex
Faders
Forbidden
Futur Berta
Gravity Slide
Gravity Well
Harmonic Fluster
In Transit
Incoming
Infinite Temple
Insectoide
Insects
Journey Ahead
Kontrast
Manners
Metal Rise
Organic Clock
Organic Tension
Power Landing
Rise And Shine
Rise of Kier
Riser We Have A Problem
Short Rise
Sirtaki
Song Rewinder
Subsequent
Swift Descent
The Long Climb
Time Vibrations
Trickle Down
Unknown Places
Vibrant Wave
Vivid Alarm
Warm Boil

08 DOWNERS

Bio Mecha
Broken Sanity
Crackle Away
Decaying Ranges
Disappointment
Disarmed
Disenchanted
Downer Klap
Drowp
Electricity Failure
Energy Drain
Ensemble Chaos
Falling Horizon
Falling Particules
Fogged Soul
Glitch Down I
Glitch Down II
Glitch Down III
Heartbeat
Hyper Space
Jungle Surprise
Laidback Attack
Lonner
Losing Orbit
Lounge Out
Mecha Down
Mirage Nocture
Muddy
Organic Downer
Partial Burst
Pinched
Plumming
Power Drain
Slowed Collapse
Something
Space Downer
Spatial Breach
Strange Fall
Symptom
Uncertain Light
Weak Blast

09 TRANSITIONS

Big Gulp
Blackhole Suction
Chewy
Clockwork
Crushed Howl
Deep Cavern
Deep Link
Deep Whoosh
Dist Low
Disturbing Appearance
Enchanted
Engage Main Thrusters
Engine Blast Off
Feed It
Fire Burst
Folks
Galactic Trance
Ghost Whispers
Gravel Sweep
Gunpla
Harsh Violin
Heart Perc
Hybrid Fall
Marsellus
Mayor
Mecasition
Medina
Noisy Reso
Ocean
Odd Train
Offered By
Pod Spacer
Rip And Flutter
Rocket Slip
Sentient Rift
Sinature
Space Ship
Speed Shake
The Arrival
The Dive
Through The Portal
Timeline
Troopers
Vertigo
Whispers Call
White Teeth

10 BRAAMS

Abyssal Kick
Annihilation Signal
Black Rage
Bronze
Dandelions
Dark Arc
Decisive Moment
Demonic Embrace
Desolation
Doom Brass
Epic Session
Fold Attack
Follower
Fortress
Grief
Gritter Corrosion
Horn Slam
I Scream
Introducing
It's Coming
Jingle
Junior Bells
Justice for All
Last Call
Lord Magnetic
Lord Malefisto
Majestic Myth
March of Titans
Model Made
Planet Surface
Playing God
Quick Mass
Rage Against
Rift Drop
Sad Braam
Scope
Short Impatience
Steel Awakening
Stochastic
Sub Force
Tape Stab I
Tape Stab II
Thin Strike
Titan March
Violent End
War of Worlds
Winds of Concern

11 COLLAPSE

Accident Happens
Assault Below The Hull
Bad Liftoff
Blow The Lobby
Body Fall
Breaking In 01
Breaking In 02
Buster Pulse
Cataclysm Break
Deep Shatter
Drone Storm
Drone Strike
Drop The Missile
Fragment Collapse
Gunshot I
Gunshot II
Gunshot III
Gunshot IV
Gunshot V
Internal Burst
Major Fracture
Plasma Launcher
Shard Impact
Shock Impact
Smash That Glass
Structural Rupture
Terminal Collapse
Ultimate Break
Under Attack
Vaporized
Violent Breach

Preset List

12 DRUM KITS

Acoustic Kit
Armor Factory
Battlefield Machine
Bigestral Kit
Cataclysm Percussions
Completely Squashed
Destruction Kit
Dirty Debris
Explosion Kit
Found Percs
Futuristic Mayhem
Haunted Manor Kit
Heavy Duty
Iron Pulse
Jumpstyle
Krushed
Machine Drum
Massacre Kit I
Massacre Kit II
Massacre Kit III
Natural Punch
Orchestral Kit I
Orchestral Kit II
Orchestral Kit III
Orchestral Kit IV
Orchestral Kit V
Phasor Head
Primal Threat
Rave Yard
Raw Pulp
Reload Kit
Techno Alien
The Horror Show
Three Fingers
Tribal Doom
War Machines
Warehouse

13 INTERFACE

Achievement Earned
Arc Shock
Bouncy Portal
Chain Free
Data Pulse
Digital Drift
Engage And Charge
False Hope
Finish The Quest
Gentle Spirit
Goofy Hit
Happy Surprise
Holo Core
Magnetic Pull
Magnetic Shield
Mermaids Despair
Nano Processor
Plasma Shot
Poison Fatality
Polar Force
Portal Recharge
Power Gate
Power Up Sword
Time Hammer

14 TEXTURES

After Growl
Angelical Motion
Blooming
Board Squeak
Cavernous Stretch
Chain Resonance
Charged Vortex
Circle The Planet
Cold Friction
Communications
Core Field
Deep Frame
Dense Matter
Despair Chains
Dimensional Wind
Distorted Journey
Electric Crawl
Empty Chamber
Falling Time
Fire Camp
Ghost Carriage
Harmonic Void
Jail Pacing
Joyful Descent
Life Below Grownd
Lost Signal
Loud Pressure
Neural Field
Night Transfer
Outerspace Grumble
Rattle Smile
Raw Materials
Residual Space
Residual Tail
Residue
Rotor Approach
Rough Rub
Silent Vibration
Space Opening
Spiral Flow
Static Idea
Stellar Flux
Storm Launcher
Strange Echo
Strange Room
Submerged
Sunshine
Survivor
Timber Shift
Train Mystery
Twisted Space
Undergear
Underground Surge
Unstable Generator
Unstoppable Swarm
Warp Engine
Water Field
Waveform Theory
Wet Shadow

15 MISC

Big Lead
Bounce The Anvil
Crisp Reed
Dark Bell
Diffuse Vapor
Dinner Is Served
Distant Memory
Dub Stab
Head Shot
In Apnea
Infestation
Laser Tone
Marvin Trampoline
Nano Systems
Noir Destin
Rave On
Thrill Alarm
Transrise
Twisted Bell
Twisted Organ
Wooden Fate

Layer Sound List

IMPACTS

Cinematic Hits

A New Era
Alien Laboratory
Apex Strike
Blood Boil
Bone Crush
Breach Dimension
Breaker Pulse
Brutal Drop
Cataclysm Drop
Classic
Colossus Strike
Dark Realm
Deepcore Slam
Demonic Abyss
Direfall Hit
Dreadfall Hit
Earthshatter
Eclipse Hit
Enraged
Exo Planet
Granular Braam
Gravity Collapse
Heavy Ascendant
Hyperdrive
Inferno Strike
Invasion
Ion Storm
Ironbreaker
Lord Crusher
Massive Downfall
Metal Flag
Metal Grit
Monolith Slam
Nanobot
Neural Hit
Nova Shatter
Oblivion Hammer
Obsidian Strike
Omega Slam
Over Rumble
Plasma Core
Possessed
Prime Shockwave
Quantum Blast
Ragnar Impact
Rayden
Rift Scattered
Singularity
Skybreaker
Slam
Solar Burst
Spectral Slam
Statis Field
Stormforge Impact
Thunder Core
Thunderclast
Titan Impact
Titanic Shock
Twisted Hit
Viper

Void Hammerfall
Void Impact
Vortex Engine

Orchestral Clusters

Apparition
Bee Sting
Concert Hall Break
Escape
Fast Punch
Fear Me
Grand Stage
Hidding Shadow
Hybrid Concerto
Lamentation
Last Breath
Look Behind
Marble Hall
Mixed Section
Peak
Percussive Point
Question
Revelation
Secret Crest
String Snap
String Stinger
Symphonic Hurry
Symphonic Panic
Tutti Burst
Windy Strike

Combat

Bones Breaking 01
Bones Breaking 02
Bones Breaking 03
Bones Breaking 04
Bones Breaking 05
Bones Breaking 06
Bones Breaking 07
Bones Breaking 08
Bones Breaking 09
Bones Breaking 10
Bones Breaking 11
Bones Breaking 12
Bones Breaking 13
Flesh And Blood 01
Flesh And Blood 02
Flesh And Blood 03
Flesh And Blood 04
Flesh And Blood 05
Flesh And Blood 06
Flesh And Blood 07
Flesh And Blood 08
Flesh And Blood 09
Kendo Stick 01
Kendo Stick 02
Kendo Stick 03
Kendo Stick 04
Punch 01
Punch 02
Punch 03
Punch 04
Punch 05

Punch 06
Punch 07
Punch 08
Punch 09
Punch 10
Punch 11
Punch 12
Stab 01
Stab 02
Stab 03
Stab 04
Stab 05
Stab 06
Stab 07

Cymbals & Bells

Aural Bellstrike
Bronze
Ceremonial
Chroma Resonance
Cymbal Forge
Echoflare
Ghost
Gleam Burst
Gongwave
Halo Crash
Iris Chime
Metallic Bloom
Radiant Bell 01
Radiant Bell 02
Ringing Collapse
Sacred Scare
Shatter Chime
Striker

Debris

Dirt 01
Dirt 02
Dirt 03
Dirt 04
Dirt 05
Dirt 06
Dirt 07
Dirt 08
Dirt 09
Dust 01
Dust 02
Dust 03
Dust 04
Dust 05
Glass 01
Glass 02
Glass 03
Glass 04
Glass 05
Glass 06
Glass 07
Glass 08
Glass 09
Glass 10
Glass 11
Glass 12
Glass 13

Glass 14
Glass 15
Glass 16
Glass 17
Huge 01
Huge 02
Huge 03
Huge 04
Huge 05
Hybrid 01
Hybrid 02
Hybrid 03
Hybrid 04
Rock 01
Rock 02
Rock 03
Rock 04
Rock 05
Rock 06
Rock 07
Rock 08
Rock 09
Rock 10
Rock 11

Destruction

Clang 01
Clang 02
Clang 03
Crash Heavy 01
Crash Heavy 02
Crash Heavy 03
Crash Heavy 04
Crash Small 01
Crash Small 02
Crash Small 03
Crash Small 04
Crash Small 05
Crash Small 06
Crash Small 07
Crumble 01
Crumble 02
Crumble 03
Crumble 04
Crumble 05
Crumble 06
Crumble 07
Crumble 08
Crumble 09
Crumble 10
Crumble 11
Crumble 12
Sheet Metal 01
Sheet Metal 02
Sheet Metal 03
Sheet Metal 04

Drum Machines

CP Airburst
CP Bright Hand
CP Burst
CP Crush
CP Dry Out

CP Dusty
CP Layered
CP Loose
CP Popflare
CP Roomy
CP Short Pop
CP Slapback
CP Soft
CP Stacked
CP Thick
Cymbal Crash 01
Cymbal Crash 02
Cymbal Crash 03
Cymbal Crash 04
Cymbal Crash 05
Cymbal Ride 01
Cymbal Ride 02
Cymbal Ride 03
Cymbal Ride 04
Cymbal Ride 05
Hi-Hat 01
Hi-Hat 02
Hi-Hat 03
Hi-Hat 04
Hi-Hat 05
Hi-Hat Closed 01
Hi-Hat Closed 02
Hi-Hat Closed 03
Hi-Hat Closed 04
Hi-Hat Closed 05
SD Binary
SD Bright Tech
SD Circuit Crackle
SD Cyber
SD Digital
SD Dry Pop
SD Electro Crack
SD Hardwire
SD Limiter
SD Machine Hit
SD Neon
SD Pulse
SD Punchy
SD Retro Box
SD Robotic
SD Sharp Strike
SD Smack
SD Synthetic
SD Tight Electro
SD Volt

Drums

BD Bright Snap
BD Casual
BD Deep
BD Deepwood
BD Dry Knock
BD Earthy Perc
BD Full Body
BD Hard Strike
BD Heavy Thud
BD Low Boom
BD Natural

Layer Sound List

BD Open Skin
BD Organic Punch
BD Precise
BD Raw
BD Sharp Crack
BD Solid
BD Tight Snap
BD Warm Floor
BD Wooden
SD East
SD Fellow
SD Fly Me
SD Four Leaf
SD Lovers
SD Timeless
Tambourine 01
Tambourine 02
Tambourine 03
Tambourine 04
Tambourine 05
Tom Lovers
Tom Paratime
Tom Timeless

Elements

Electric Sparkle 01
Electric Sparkle 02
Electric Sparkle 03
Electric Sparkle 04
Electric Zap 01
Electric Zap 02
Electric Zap 03
Electric Zap 04
Electric Zap 05
Electric Zap 06
Electrocute 01
Electrocute 02
Fire 01
Fire 02
Fire 03
Fire 04
Fire 05
Fire 06
Fire 07
Thunder 01
Thunder 02
Thunder 03
Thunder 04
Thunder 05
Thunder 06
Thunder 07
Thunder 08
Thunder 09
Water Splash 01
Water Splash 02
Water Splash 03
Water Splash 04
Water Splash 05
Water Splash 06
Wave Crashing 01
Wave Crashing 02
Wave Crashing 03
Wave Crashing 04

Wave Underwater 01
Wave Underwater 02
Wave Underwater 03

Epic Braams

Abyssal
Biblical
Bio Hack
Bronze Rift
Dark Alley
Dark Collapse
Deep Forge
Dread Horn
Eclipse
Flying Above
From Within
Giant Hornfall
Gritter
Heavy Crest
Iron Maw 01
Iron Maw 02
Malware
Myth
Prime
Void Call

Explosions

Cannon 01
Cannon 02
Cannon 03
Cannon 04
Cannon 05
Debris Falling 01
Debris Falling 02
Debris Falling 03
Debris Falling 04
Distress Flare
Filter Drop
Fire Burst 01
Fire Burst 02
Harsh Blast 01
Harsh Blast 02
Harsh Blast 03
Muffled 01
Muffled 02
Muffled 03
Muffled 04
Muffled 05
Muffled 06

Foley

Cartoon 01
Cartoon 02
Clicky Mechanism 01
Clicky Mechanism 02
Clicky Mechanism 03
Clicky Mechanism 04
Clockwork 01
Clockwork 02
Clockwork 03
Clockwork 04
Clockwork 05
Clockwork 06

Clockwork 07
Cogs And Gear 01
Cogs And Gear 02
Cogs And Gear 03
Cogs And Gear 04
Cogs And Gear 05
Cogs And Gear 06
Cogs And Gear 07
Door Slam Dry 01
Door Slam Dry 02
Door Slam Horror 01
Door Slam Horror 02
Door Slam Horror 03
Door Slam Horror 04
Door Slam Horror 05
Door Slam Horror 06
Door Slam Horror 07
Door Slam Horror 08
Door Slam Reverb 01
Door Slam Reverb 02
Door Slam Reverb 03
Door Slam Reverb 04
Door Squeak 01
Door Squeak 02
Door Squeak 03
Door Squeak 04
Door Squeak 05
Door Squeak 06
Lever 01
Lever 02
Lever 03
Lever 04
Lever 05
Lever 06
Lever 07
Projector 01
Projector 02
Projector 03

Futuristic Matter

Futuristic Mud Pie 01
Futuristic Mud Pie 02
Futuristic Mud Pie 03
Futuristic Mud Pie 04
Futuristic Mud Pie 05
Futuristic Mud Pie 06
Futuristic Mud Pie 07
Futuristic Mud Pie 08
Futuristic Mud Pie 09
Futuristic Mud Pie 10
Futuristic Mud Pie 11
Futuristic Mud Pie 12
Futuristic Mud Pie 13
Futuristic Mud Pie 14
Futuristic Mud Pie 15
Futuristic Mud Pie 16
Futuristic Mud Pie 17
Futuristic Mud Pie 18
Futuristic Mud Pie 19
Futuristic Mud Pie 20
Futuristic Mud Pie 21
Futuristic Processed 01
Futuristic Processed 02

Futuristic Processed 03
Futuristic Processed 04
Futuristic Processed 05
Futuristic Processed 06
Futuristic Processed 07
Futuristic Processed 08
Futuristic Processed 09

Glitches

Glitch Designed 01
Glitch Designed 02
Glitch Designed 03
Power Drop 01
Power Drop 02
Power Drop 03
Power Drop 04
Signal Failure 01
Signal Failure 02
Signal Failure 03
Teleportation 01
Teleportation 02
Teleportation 03
Tiny Particule 01
Tiny Particule 02
UI Malfunction 01
UI Malfunction 02
UI Malfunction 03
UI Malfunction 04
UI Malfunction 05
UI Malfunction 06

Gongs

Big Gong 01
Big Gong 02
Cambodian Gong 01
Cambodian Gong 02
Cambodian Gong 03
Cambodian Gong 04
Cambodian Gong 05
Indonesian Gong 01
Indonesian Gong 02
Indonesian Gong 03
Indonesian Gong 04
Japanese Gong
Luo Gong 01
Luo Gong 02
Noisy Gong
Orchestral Gong Soft
Orchestral Gong Strong
Tam Tam 01
Tam Tam 02
Vietnamese Gong 01
Vietnamese Gong 02
Vietnamese Gong 03
Vietnamese Gong 04

Guns

Barrel Slide 01
Barrel Slide 02
Barrel Slide 03
Bullet Drop 01
Bullet Drop 02
Bullet Drop 03

Bullet Drop 04
Bullet Drop 05
Bullet Drop 06
Bullet Drop 07
Bullet Drop 08
Bullet Drop 09
Bullet Drop 10
Bullet Drop 11
Gun Cocking 01
Gun Cocking 02
Gun Cocking 03
Gun Cocking 04
Gun Cocking 05
Gun Cocking 06
Gun Cocking 07
Gun Cocking 08
Gun Cocking 09
Gun Cocking 10
Gun Cocking 11
Gun Drop 01
Gun Drop 02
Gun Drop 03
Gunshot 01
Gunshot 02
Gunshot 03
Gunshot 04
Gunshot 05
Gunshot 06
Gunshot 07
Gunshot 08
Gunshot 09
Gunshot 10
Gunshot 11
Gunshot Burst 01
Gunshot Burst 02
Gunshot Burst 03
Gunshot Burst 04
Gunshot Burst 05
Gunshot Burst 06
Gunshot Burst 07
Gunshot Burst 08
Gunshot Burst 09
Gunshot Shotgun 01
Gunshot Shotgun 02
Gunshot Shotgun 03
Gunshot Shotgun 04
Gunshot Shotgun 05

Horror

Church Bell 01
Church Bell 02
Church Bell 03
Church Bell 04
Church Bell 05
Church Bell 06
Horror Designed 01
Horror Designed 02
Horror Designed 03
Horror Designed 04
Horror Designed 05
Horror Designed 06
Jump Scare 01
Jump Scare 02



Sci-Fi Blast 01
Sci-Fi Blast 02
Sci-Fi Blast 03
Sci-Fi Blast 04
Sci-Fi Blast 05
Sci-Fi Blast 06
Sci-Fi Blast 07
Sci-Fi Blast 08
Sci-Fi Burst 01
Sci-Fi Burst 02
Sci-Fi Designed 01
Sci-Fi Designed 02
Sci-Fi Designed 03
Sci-Fi Designed 04
Sci-Fi Designed 05
Sci-Fi Engine 01
Sci-Fi Engine 02
Sci-Fi Engine 03
Sci-Fi Engine 04
Sci-Fi Engine 05
Sci-Fi Engine 06
Sci-Fi Gunshot 01
Sci-Fi Gunshot 02

Layer Sound List

Sci-Fi Gunshot 03	Sub Underborn	Lead 06	Wood Creak 04
Sci-Fi Gunshot 04	Sub Void Drop	Lead 07	Wood Fall 01
Sci-Fi Gunshot 05		Lead 08	Wood Fall 02
Sci-Fi Gunshot 06		Lead 09	Wood Fall 03
Sci-Fi Gunshot 07	Swords	Lead 10	Wood Fall 04
Sci-Fi Gunshot 08	Sword Clang 01	Lead 11	Wood Fall 05
Sci-Fi Particule 01	Sword Clang 02	Rave Stab 01	Wood Fall 06
Sci-Fi Particule 02	Sword Clang 03	Rave Stab 02	Wood Fall 07
Sci-Fi Spell 01	Sword Clang 04	Rave Stab 03	Wood Fall 08
Sci-Fi Spell 02	Sword Clang 05	Rave Stab 04	Wood Fall 09
Sci-Fi UFO 01	Sword Fall 01	Screeche 01	Wood Fall 10
Sci-Fi UFO 02	Sword Fall 02	Screeche 02	Wood Fall 11
Sci-Fi UFO 03	Sword Fall 03	Screeche 03	Wood Fall 12
Sci-Fi UFO 04	Sword Fall 04	Screeche 04	Wood Fall 13
Sci-Fi Ui	Sword Fall 05	Screeche 05	Wood Fall 14
Sci-Fi Void 01	Sword Fall 06	Screeche 06	Wood Impact Bouncy 01
Sci-Fi Void 02	Sword Fall 07	Screeche 07	Wood Impact Bouncy 02
Sci-Fi Void 03	Sword Fall 08	Squelche 01	Wood Impact Bouncy 03
Spacecraft 01	Sword Fall 09	Squelche 02	Wood Impact Bouncy 04
Spacecraft 02	Sword Hit Ground 01	Squelche 03	Wood Impact Deep 01
Spacecraft 03	Sword Hit Ground 02		Wood Impact Deep 02
Spacecraft 04	Sword Hit Ground 03	Voices	Wood Impact Deep 03
Spacecraft 05	Sword Hit Ground 04	Deep Voice 01	Wood Impact Deep 04
	Sword Hit Shield 01	Deep Voice 02	Wood Impact Deep 05
Sub	Sword Hit Shield 02	Deep Voice 03	Wood Impact Harsh 01
Sub Bass Rift	Sword Hit Shield 03	Enchanting Voice 01	Wood Impact Harsh 02
Sub Blackdepth	Sword Hit Shield 04	Enchanting Voice 02	Wood Impact Harsh 03
Sub Dark Pressure	Sword Hit Shield 05	Enchanting Voice 03	Wood Impact Harsh 04
Sub Deep Chamber	Sword Hit Sword 01	Female Choir 01	Wood Impact Harsh 05
Sub Deepcore	Sword Hit Sword 02	Female Choir 02	Wood Impact Harsh 06
Sub Drop Chopped	Sword Hit Sword 03	Female Choir 03	Wood Impact Reverb
Sub Drop Controlled	Sword Hit Sword 04	From Heaven 01	Wood Impact Tiny 01
Sub Drop Darklight	Sword Hit Sword 05	From Heaven 02	Wood Impact Tiny 02
Sub Drop Downward	Sword Hit Sword 06	From Heaven 03	
Sub Drop Falling	Sword Hit Sword 07	From Heaven 04	
Sub Drop Gated Low	Sword Hit Sword 08	Spooky Voice 01	
Sub Drop Lazer Shot	Sword Hit Sword 09	Spooky Voice 02	
Sub Drop Long Sine 01	Sword Hit Sword 10	Spooky Voice 03	
Sub Drop Long Sine 02	Sword Hit Sword 11	Spooky Voice 04	
Sub Drop Long Square 01	Sword Hit Sword 12	Spooky Voice 05	
Sub Drop Long Square 02	Sword Hit Sword 13	Uplifting Voice 01	
Sub Drop Pulse	Sword Hit Sword 14	Uplifting Voice 02	
Sub Drop Rapid Dive	Sword Slide 01	Uplifting Voice 03	
Sub Drop Ravine	Sword Slide 02	Uplifting Voice 04	
Sub Drop Sine Wide	Sword Slide 03	Vocalize Duo	
Sub Drop Sine	Sword Slide 04	Vocalize Gated 01	
Sub Drop Square Wide	Sword Slide 05	Vocalize Gated 02	
Sub Drop Square		Vocalize	
Sub Drop Tight	Synth		
Sub Drop Triangle Wide	Acid 01	Wood	
Sub Drop Triangle	Acid 02	Wood Break 01	
Sub Earthpulse	Acid 03	Wood Break 02	
Sub Gravitation	Acid 04	Wood Break 03	
Sub Heavy Subfall	Acid 05	Wood Break 04	
Sub Hollow Wave	Growl	Wood Break 05	
Sub Infra Burst	Hoover 01	Wood Break 06	
Sub Low Abyss	Hoover 02	Wood Break 07	
Sub Massive Collapse	Hoover 03	Wood Break 08	
Sub Monolith Thud	Hoover 04	Wood Break 09	
Sub Stutter Drop	Lead 01	Wood Break 10	
Sub Sub Harmonic	Lead 02	Wood Creak 01	
Sub Subquake	Lead 03	Wood Creak 02	
Sub The Whale	Lead 04	Wood Creak 03	
	Lead 05		

Layer Sound List

RISE & TEXTURES

Collapse

Debris Dirt 01
Debris Dirt 02
Debris Dirt 03
Debris Dirt 04
Debris Dirt 05
Debris Dirt 06
Debris Dirt Rock 01
Debris Dirt Rock 02
Debris Dirt Rock 03
Debris Dirt Rock 04
Debris Dirt Rock 05
Debris Dirt Rock 06
Debris Dirt Rock 07
Debris Hybrid
Debris Rock 01
Debris Rock 02
Debris Rock 03
Debris Rock 04
Debris Rock 05
Debris Rock 06
Debris Rock 07
Debris Rock 08
Debris Rock 09
Debris Wood 01
Debris Wood 02
Debris Wood 03
Debris Wood 04
Earthquake 01
Earthquake 02
Friction Aggressive 01
Friction Aggressive 02
Friction Air
Friction Deep 01
Friction Deep 02
Friction Deep 03
Friction Huge 01
Friction Huge 02
Friction Huge 03
Friction Huge 04
Friction Huge 05
Friction Metallic
Friction Rubber
Friction Slow
Rattle Big
Rattle Deep
Rattle Medium
Rattle Metallic 01
Rattle Metallic 02
Rattle Metallic 03
Rattle Small 01
Rattle Small 02
Rattle Small 03
Rock 01
Rock 02
Rock Scrape 01
Rock Scrape 02
Rock Scrape 03
Rock Scrape 04
Rock Scrape 05
Rock Scrape 06

Rock Scrape 07
Rock Scrape 08
Rock Scrape 09
Rock Scrape 10
Rock Scrape 11
Vibration Chain
Vibration Huge 01
Vibration Huge 02
Vibration Low 01
Vibration Low 02

Dark

Blackroom
Bleak
Brooding
Cold Hallway
Darkline
Deep Gloom
Deep Noir
Disquiet
Distant Murk
Faint Dread
Gentle Stress
Grim Current
Hollow Presence
Low Presence
Murky Breath
Muted Darkness
Obscure
Plane Fall
Quiet Echo
Shadowed
Subtle Dread
Underlight

Elements

Burning 01
Burning 02
Burning 03
Burning 04
Burning 05
Electric Buzz 01
Electric Buzz 02
Electric Buzz 03
Electric Spark 01
Electric Spark 02
Electric Spark 03
Electric Spark 04
Electric Spark 05
Fire 01
Fire 02
Fire 03
Fire 04
Fire 05
Fire 06
Fire 07
Fire 08
Fire 09
Fire Sparkle 01
Fire Sparkle 02
Flamethrower 01
Flamethrower 02
Flamethrower 03

Flamethrower 04
Flamethrower 05
Leaves 01
Leaves 02
Leaves 03
Leaves 04
Rain 01
Rain 02
Rain 03
Rain 04
Underwater 01
Underwater 02
Underwater 03
Underwater 04
Underwater 05
Underwater 06
Underwater 07
Underwater 08
Underwater 09
Underwater 10
Underwater 11
Water Boiling
Water Bubble 01
Water Bubble 02
Water River 01
Water Stream 01
Water Stream 02
Water Stream 03
Water Stream 04
Water Stream 05
Wind 01
Wind 02
Wind 03
Wind 04
Wind 05
Wind 06
Wind 07

Ethereal

Aerial Bloom
Astral Driftpad
Blooming Airveil
Celestial Airflow
Cloudform Whisper
Crystal Softwave
Diffuse Light
Dreamwave Thread
Ethereon Field
Floating Ember
Glassborne Air
Glideform
Halo Drift
Horizon Drift
Mistlight
Opal Sky
Pale Echo
Quiet Lumen
Quiet Room
Silent Radiance
Silverwave
Softveil
Vapor Whisper
Weightless Glow

Found Sounds

Bullet Drop 01
Bullet Drop 02
Clock 01
Clock 02
Clock 03
Clock 04
Heartbeat 01
Heartbeat 02
HeartBeat 03
Insects 01
Insects 02
Insects 03
Knife 01
Larsen 01
Larsen 02
Larsen 03
Larsen 04
Larsen 05
Larsen 06
Larsen 07
Organic 01
Organic 02
Organic 03
Organic 04
Organic 05
Organic 06
Organic 07
Organic 08
Organic 09
Organic 10
Organic 11
Organic 12
Organic 13
Pulse
Tic Tac 01
Tic Tac 03
Tic Tac 04
Tic Tac 05
Tic Tac 06

Horror

Aggressive Calm
Anxiety Coil
Anxious Floating
Beasty Snarl 01
Beasty Snarl 02
Beasty Snarl 03
Bleak Haunting
Boiling Earth
Breath Behind
Collapsed Sanity
Corrupted Evil
Crawling Dread
Creep Moan
Creeping Void
Dark Shivers
Deathless
Displaced Reality
Distorted Breath
Doomed Crawlers
Dreadful Soul

Eerie Downpull
Evil Swing
Faint Terror
Fear Bloom
Frozen Pulse
Gloom Shine
Gravewind
Growing Roots
Harsh Hiss
Haunted Undead
Last Scream
Lingering Terror
Malformed Whisper
Midnight Mass
Mind Warp
Nerve Shatter
Paranormal Static
Phantom Scrape
Rotted Glow
Rotting Air
Scraping Sword
Screaming Ghost
Shadow Surge
Shiny Wraith
Shuddering Realm
Spectral Pressure
Tormented
Train Nightmare
Twisted Quietude
Unearthly Wail
Unholy Resonance
Unnatural Shift
Unsettling Swell
Urgent Fracture
Whispered Agony

Metal

Chain 01
Chain 02
Chain 03
Chain 04
Chain 05
Chain 06
Chain 07
Mechanism 01
Mechanism 02
Mechanism 03
Mechanism 04
Mechanism 05
Mechanism 06
Metal Clang
Metal Resonance 01
Metal Resonance 02
Metal Squeak 01
Metal Squeak 02
Metal Squeak 03
Metal Squeak 04
Metal Squeak 05
Metal Squeak 06
Metal Squeak 07
Winch 01
Winch 02
Winch 03

Layer Sound List

Winch 04	Gong 03	Sci-Fi	DOWN Ongoing Beam	Bottomless
Winch 05	Gong 04	Alien Portal	DOWN Perennial Bed	Buried Calm
Noise	Gong 05	Alien Stream	DOWN Perpetual Drift	Catacomb
Anyone Here	Gong 06	Astral Veil	DOWN Phantom Call	Chamber Skin
Binary Noise	Growling Brass	Astrostatic Surge	DOWN Plane Crash	Core Vibration
Blank Collapse	Magnetic Brass	Automatic Pilot	DOWN Relentless Action	Dark Cavern
Broken Circuit	Orchestral Mayhem 01	Channel Flux	DOWN Running Echo	Deep Down
Chaotic Bitswarm	Orchestral Mayhem 02	Chaos Trajectory	DOWN Spining Mirage	Deeper
Compromised Airflow	Organ 01	Cosmic Ion	DOWN Spiral Doom	Distant Quake
Corrosion Static	Organ 02	Crater Echo	DOWN Still Sweep	Earth Nest
Crackle Mech	Piano 01	Exhausted Engine	DOWN String Chaos	Earthplate Moan
Crunch Tone	String 03	Exoplanet	DOWN Survive Wait	Erosion
Damaged Channel	Strings 01	Extraterrestrial	DOWN Sweep	Growl Subbed
Deep Driftline	Strings 02	Floating Starforge	DOWN Till End	Heavy Chamber
Digital Error	Unclassical Guitar 01	Force Field	DOWN Tonefield	Impassive
Distorted Haze	Violin 01	Galactic Mist	DOWN Unbroken Horizon	Infrasonic Glide
Erratic Bit	Violin 02	Galaxy Dusk	DOWN Unlimited Veil	Low Turbulence
Fractured Data	Violin 03	Glitchy Signal	DOWN Unstoppable	Massive Wash
Fragment Flow	Violin 04	Gravity Particule	UP Abiding Shield	Motionless
Fragmented	Violin Chaos 01	Gravity Well	UP Boundless Voice	Noise Shiver
Glitch Down	Room Tones	Hindered Signal	UP Ceaseless Spiral	Realm Foundation
Glitch Horizon	Aggressive Airbed	Interstellar Shield	UP Continuous Drift	Seismic
Grain Shatter	Air Pressure	Lunar Dust	UP Continuum	Shadow Mass
Grainstorm Atmos	Beasty Pulse	Magnetosphere	UP Cursed Myth	Shelter Core
Granular Chaos	Below Circulation	Nebula Drift	UP Endless Coil	Sizzled Ground
Gritty Floor	Concrete Chamber	Nebula Serenity	UP Enduring Envy	Slow Descent
Harsh Grain	Concrete Wash	Orbital Ghostwave	UP Eternal Pulse	Static Digging
Hiss Scatter	Cooling Flow	Plasma Dream	UP Everflow Drift	Subterranean
Interference Only	Crispy Wash	Pulsar Event	UP Everflowing Scream	Tectonic
Nobody Here	Dark Tunnel	Quantum Horizon	UP Fatal Sting	Threshold Tremor
Noise Blue	Deep Flow	Sizzled Transfer	UP Gradient	Throbbing Depth
Noise Brown	Deep Shaft	Solar Machine	UP Hyper Force	Underground Lie
Noise Lorenz	Distant Motorflow	Space Tech	UP Hypnotic Time	Underneath
Noise Pink	Dreamy Wash	Spacecraft Motor	UP Incessant Shadow	Underworld
Noise Rossler	Duct Resonance	Stellar Decay	UP Infinite Glide	Vibrant Pressure
Noise White	Ductline Hum	UFO Approaching	UP Looped Tension	Weighted Airflow
Scrambled Air	Filtered Vent	Unknown Physics	UP Looping Again	
Shred Atmos	Hollow Machinery	Void Breathing	UP Nasty Illusion	Suspense
Signal Wash	Hybrid Blow	Wormhole	UP Neverending Veil	Breathing Shadows
Static Madness	Ice Blow	Shepard Tones	UP Non Stop	Clandestine Drift
Static Pulse Cloud	Industrial Breath	DOWN Abiding Shield	UP Ongoing Beam	Corner Passage
Whitegrain Problem	Industrial Layer	DOWN Boundless Voice	UP Perennial Bed	Covert Atmosphere
You Copy	Low Duct	DOWN Ceaseless Spiral	UP Perpetual Drift	Creeping Discovery
Orchestral	Metal Blob	DOWN Continuous Drift	UP Phantom Call	Cryptic Under
Clarinet 01	Moving Train	DOWN Continuum	UP Plane Crash	Distant Feeling
Clarinet 02	Muted Pressure	DOWN Cursed Myth	UP Relentless Action	Edge of Discovery
Crystal Flute	Noisy Airbed	DOWN Endless Coil	UP Running Echo	Faint Shadow
Distorted Guitar 01	Pipe Chamber	DOWN Enduring Envy	UP Spining Mirage	Fogged Clue
Distorted Guitar 02	Pressure Drone	DOWN Eternal Pulse	UP Spiral Doom	Fractured Will
Distorted Guitar 03	Quiet Pulse	DOWN Everflow Drift	UP Still Sweep	Glowing Room
Distorted Guitar 04	Rubber Sublevel	DOWN Everflowing Scream	UP String Chaos	Hidden Intent
Distorted Guitar 05	Soft Compressor	DOWN Fatal Sting	UP Survive Wait	High Suspicion
Distorted Guitar 06	Static Basement	DOWN Gradient	UP Sweep	Hollow Trace
Distorted Guitar 07	Static Pipe	DOWN Hyper Force	UP Till End	Locked Door
Distorted Guitar 08	Still Engine	DOWN Hypnotic Time	UP Tonefield	Narrow Hall
Flute 01	Subfloor Movement	DOWN Incessant Shadow	UP Unbroken Horizon	Oblique Presence
Flute 02	Sublevel Tone	DOWN Infinite Glide	UP Unlimited Veil	Obscured Signal
Flute 03	Tunnel Airbed	DOWN Looped Tension	UP Unstoppable	Quiet Unease
Fragile Violon	Underground	DOWN Looping Again		Secretive Tension
Gong 01	Undertone	DOWN Nasty Illusion	Sub	Shadowline
Gong 02	Utility Room	DOWN Neverending Veil	Beneath Surface	Shrouded Motive
	Warm Breeze	DOWN Non Stop	Black Baseline	Silent Evidence
			Boiling Crackle	Steady Direction

Layer Sound List

Still Pursuit
Strange Corridor
Subdued Mystery
Subtle Threat
Suspect Echo
Trail of Clues
Uncertain Footsteps
Underlight Motion
Unknown Depths
Unseen Movement
Veiled Tension
Vocal Path

Synth

Algorithmic
Binary Ghost
Bits Warmth
Buzzing Aura
Circuit Ghost
Cold Synth
Crystal Mod
Dangerous Call
Data Center
Datafield
Digital Fog
Dreamwave
Driftline
Electrostatic
Ether Noise
Flux Harmonic
Granular Grain
Magnetic Temper
Microchip
Modulated Fog
Neon Floating
Neon Stream
Phase Coil
Pixelated
Powered Resonance
Pulseframe
Quantum Mod
Reactor
Spark Down
Synthetic Cloud
Synthwave Vapor
Tech Problem
Technoid
Transistor Blob
Unwanted Memory
Vapor Coil
Vent Glitch
Wire Signal

Tension Builders

Approaching Event
Brewing Threat
Climbing Anxiety
Closing Walls
Coiled Pressure
Creep Tension
Darkening Motion
Distant Menace
Edge Pulse

Edgebound
Electric Current
Encroaching
Expanding
Faint Stress
Fast Burn
Foreboding Lift
Friction Drift
Growing Strain
Hidden Face
Hissing Dread
Ice Pressure
Imminent Shift
Increasing Abyss
Inevitable Rise
Inner Build
Intensity Swell
Lifting Wind
Lying Drift
Mounting Unease
Narrowing Space
Nervous Bees
Pale Tension
Pulsing Pressure
Right Under
Rising Static
Slow Arrival
Slow Surge Texture
Still Following
Strained Horizon
Strong Taut
Subtle Approach
Suspended Above
Tension Coil
Thickening
Threat Close
Tightening Flow
Twisting
Unrest Eye
Unsettled
Unwell
Voltage Line
Winding Cave
Wired Motion

Textures

Abstract Cloud
Alarm 01
Alarm 02
Ambient Shift
Ancient Blow
Blurry Motion
Downward Blur
Dustwave
Eery Grain
Faint Modulation
Ghost Voice
Ghosted Motion
Hazy Back
Low Haze
Metallic Scrape 01
Metallic Scrape 02
Mystic Surface

Obscured Looping
Peripheral Move
Radio Blank
Secret Ground
Shadowed Airflow
Soft Granular
Spectrum Driftline
Veiled Factory
Wetlands

Voices

Aerial Grace
Aether Choir
Aetherborne
Angelic Breathwave
Ascended Echo
Aurora Chant
Blessed Shimmer
Celestial Whisper
Ceremonial
Choir Aah 01
Choir Aah 02
Choir Aah 03
Choir Aah 04
Choir Ooh 01
Choir Ooh 02
Choir Ooh 03
Choir Ooh 04
Close Worry
Demonic Rise
Divine Cathedral
Divine Wind
Elysian Emptiness
Enchanted
Evil Lurking
Facing Judgment
Halo Presence
Haunted Church
Heaven Earth
Hell Call
Infinite Sky
Lamentation 01
Lamentation 02
Lamentation Inside
Luminous Choral
Mephisto
Radiant Stream
Realm Edge
Sacred Call
Seraph Cloud
Skyborne
Soul Reader
Tatarus 01
Tatarus 02
Transcendent
Walkie Talkie 01
Walkie Talkie 02
Walkie Talkie 03
Walkie Talkie 04

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Credits and Thanks

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