

# The Soundcatcher

Sounddesign Libraries & SFX Packs

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Board\_Concrete\_Glas\_Stone\_Debris\_01\_ST.wav  
Board\_Glas\_Debris\_01\_ST.wav  
Board\_Metal\_Glas\_Debris\_01\_ST.wav  
Board\_Metal\_Glas\_Debris\_03.wav  
Board\_Wood\_Glas\_Debris\_01\_ST.wav  
Board\_Wood\_Glas\_Debris\_03.wav  
Board\_Wood\_Glas\_Debris\_04.wav  
Board\_Wood\_Glas\_Debris\_05.wav  
Board\_Wood\_Glas\_Debris\_06.wav  
Bulb\_Drop\_Glas\_Debris\_01.wav  
Door\_Smash\_Reverb\_01.wav  
Door\_Smash\_Reverb\_02.wav  
Door\_Smash\_Reverb\_03.wav  
Door\_Smash\_Reverb\_04.wav  
Door\_Smash\_Reverb\_05.wav  
Glas\_Break\_Debris.01.wav  
Glas\_Debris\_01.wav  
Glas\_Debris\_03\_ST.wav  
Glas\_Debris\_04\_ST.wav  
Glas\_Debris\_Hit\_Footsteps\_Impact\_01.wav  
Glas\_Debris\_Metal\_02.wav  
Glas\_Debris\_Metal\_03.wav  
Glas\_Debris\_Metal\_04.wav  
Glas\_Impact\_Debris\_02\_ST.wav  
Glas\_Impact\_Debris\_05.wav  
Glas\_Impact\_Debris\_06.wav  
Glas\_Impact\_Debris\_11\_ST.wav  
Glas\_Metal\_Impact\_Debris\_01\_ST.wav  
Glas\_Metal\_Impact\_Debris\_04.wav  
Glas\_Metal\_Impact\_Debris\_07\_ST.wav  
Glas\_Metal\_Impact\_Debris\_09.wav  
Glas\_Smash\_01.wav  
Glas\_Window\_Break\_Impact\_Debris.01\_ST.wav  
Impact\_Glas\_Debris\_02\_ST.wav  
Metal\_Debris\_01.wav  
Metal\_Glas\_Impact\_Debris\_Creak\_01.wav  
Pc\_Monitor\_Debris\_01.wav  
Pc\_Monitor\_Debris\_02.wav  
Pc\_Monitor\_Impact\_01.wav  
Pc\_Monitor\_Impact\_Debris\_02.wav  
The Abandoned School  
Wood\_Creak\_Metal\_Impact\_01.wav  
Wood\_Debris\_Creak\_02.wav  
Wood\_Debris\_Creak\_05.wav  
Wood\_Drop\_02.wav  
Wood\_Drop\_Debris\_02\_ST.wav  
Wood\_Drop\_Debris\_04\_ST.wav  
Wood\_Drop\_Impact\_Creak\_02.wav  
Wood\_Drop\_Metal\_02.wav  
Wood\_Impact\_01.wav  
Wood\_Impact\_02.wav  
Wood\_Impact\_03.wav  
Wood\_Impact\_04.wav  
Wood\_Impact\_05.wav  
Wood\_Impact\_Debris\_01\_ST.wav  
Wood\_Impact\_Debris\_Creak\_03.wav  
Wood\_Impact\_Debris\_Creak\_05\_ST.wav  
Wood\_Impact\_Glas\_Debris\_03.wav  
Wood\_Impact\_Glas\_Debris\_ST.wav  
Wood\_Metal\_Impact\_Debris\_02.wav