



## Liquid\_Metal\_Medium

Waterphone\_Bowed\_01\_Contact\_Mic.wav  
Waterphone\_Bowed\_02\_Contact\_Mic.wav  
Waterphone\_Bowed\_03\_Contact\_Mic.wav  
Waterphone\_Bowed\_04\_Contact\_Mic.wav  
Waterphone\_Bowed\_05\_Contact\_Mic.wav  
Waterphone\_Bowed\_06\_Contact\_Mic.wav  
Waterphone\_Bowed\_07\_Contact\_Mic.wav  
Waterphone\_Bowed\_08\_Contact\_Mic.wav  
Waterphone\_Bowed\_09\_Contact\_Mic.wav  
Waterphone\_Bowed\_10\_Contact\_Mic.wav  
Waterphone\_Bowed\_11\_Contact\_Mic.wav  
Waterphone\_Bowed\_12\_Contact\_Mic.wav  
Waterphone\_Bowed\_13\_Contact\_Mic.wav  
Waterphone\_Bowed\_14\_Contact\_Mic.wav  
Waterphone\_Bowed\_15\_Contact\_Mic.wav  
Waterphone\_Bowed\_16\_Contact\_Mic.wav  
Waterphone\_Bowed\_17\_Contact\_Mic.wav  
Waterphone\_Bowed\_18\_Contact\_Mic.wav  
Waterphone\_Bowed\_19\_Contact\_Mic.wav  
Waterphone\_Bowed\_20\_Contact\_Mic.wav  
Waterphone\_Bowed\_21\_Contact\_Mic.wav  
Waterphone\_Bowed\_22\_Contact\_Mic.wav

# the soundcatcher

Sounddesign libraries & sound fx packs

[www.thesoundcatcher.com](http://www.thesoundcatcher.com)

[mail@thesoundcatcher.com](mailto:mail@thesoundcatcher.com)

Thanks to: Richard Waters <http://www.waterphone.com>

Waterphone\_Bowed\_23\_Contact\_Mic.wav  
Waterphone\_Bowed\_24\_Contact\_Mic.wav  
Waterphone\_Bowed\_25\_Contact\_Mic.wav  
Waterphone\_Bowed\_26\_Contact\_Mic.wav  
Waterphone\_Bowed\_27\_Contact\_Mic.wav  
Waterphone\_Bowed\_28\_Contact\_Mic.wav  
Waterphone\_Bowed\_29\_Contact\_Mic.wav  
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Waterphone\_Bowed\_32\_Contact\_Mic.wav  
Waterphone\_Bowed\_33\_Contact\_Mic.wav  
Waterphone\_Bowed\_34\_Contact\_Mic.wav  
Waterphone\_Bowed\_Randomized\_With\_Water\_Movement\_01\_Contact\_Mic.wav  
Waterphone\_Bowed\_Randomized\_With\_Water\_Movement\_02\_Contact\_Mic.wav  
Waterphone\_Bowed\_Randomized\_With\_Water\_Movement\_03\_Contact\_Mic.wav  
Waterphone\_Bowed\_Short\_01\_Contact\_Mic.wav  
Waterphone\_Bowed\_Short\_02\_Contact\_Mic.wav  
Waterphone\_Bowed\_Short\_03\_Contact\_Mic.wav  
Waterphone\_Bowed\_Short\_04\_Contact\_Mic.wav  
Waterphone\_Bowed\_Short\_05\_Contact\_Mic.wav  
Waterphone\_Bowed\_Short\_06\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_01\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_02\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_03\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_04\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_05\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_06\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_07\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Leather\_Mallet\_With\_Water\_Movement\_1\_Contact\_Mic.wav  
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Waterphone\_Hit\_With\_Metal\_Mallet\_11\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_12\_Contact\_Mic.wav

# the soundcatcher

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Waterphone\_Hit\_With\_Metal\_Mallet\_20\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_01\_Contact\_Mic.wav  
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