

SOUND LIST – “ABSTRACT SPACESHIPS” – INSPECTORJ

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AbstractSpaceship_Flyby_Descending_G20.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	44100	16	2	00:09
AbstractSpaceship_Flyby_Descending_G21.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	44100	16	2	00:09
AbstractSpaceship_Flyby_Descending_H01.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	44100	16	2	00:09
AbstractSpaceship_Flyby_Descending_H02.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	44100	16	2	00:08
AbstractSpaceship_Flyby_Descending_H03.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	44100	16	2	00:09
AbstractSpaceship_Flyby_Descending_H04.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	44100	16	2	00:09
AbstractSpaceship_Flyby_Descending_H05.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	44100	16	2	00:09
AbstractSpaceship_Flyby_Descending_H06.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	44100	16	2	00:10
AbstractSpaceship_Flyby_Descending_H07.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	44100	16	2	00:10
AbstractSpaceship_Flyby_Descending_H08.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	44100	16	2	00:12
AbstractSpaceship_Flyby_Descending_H09.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	44100	16	2	00:10
AbstractSpaceship_Flyby_Descending_H10.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	44100	16	2	00:09
AbstractSpaceship_Flyby_Descending_H11.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	44100	16	2	00:09
AbstractSpaceship_Flyby_Descending_H12.wav	A small spaceship vehicle flying by with a doppler and tremolo effect. Descending in pitch and dry.	44100	16	2	00:12
AbstractSpaceshipA01_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	44100	16	2	00:22
AbstractSpaceshipA01_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	44100	16	2	00:21
AbstractSpaceshipA01_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:22
AbstractSpaceshipA02_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	44100	16	2	00:23
AbstractSpaceshipA02_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	44100	16	2	00:22
AbstractSpaceshipA02_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:24
AbstractSpaceshipA03_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	44100	16	2	00:26
AbstractSpaceshipA03_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	44100	16	2	00:26
AbstractSpaceshipA03_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:26

AbstractSpaceshipA04_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	44100	16	2	00:22
AbstractSpaceshipA04_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	44100	16	2	00:22
AbstractSpaceshipA04_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:22
AbstractSpaceshipA05_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	44100	16	2	00:25
AbstractSpaceshipA05_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	44100	16	2	00:24
AbstractSpaceshipA05_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:25
AbstractSpaceshipA06_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	44100	16	2	00:32
AbstractSpaceshipA06_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	44100	16	2	00:32
AbstractSpaceshipA06_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:32
AbstractSpaceshipA07_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	44100	16	2	00:25
AbstractSpaceshipA07_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	44100	16	2	00:25
AbstractSpaceshipA07_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:25
AbstractSpaceshipA08_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	44100	16	2	00:31
AbstractSpaceshipA08_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	44100	16	2	00:31
AbstractSpaceshipA08_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:31
AbstractSpaceshipA09_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	44100	16	2	00:23
AbstractSpaceshipA09_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	44100	16	2	00:23
AbstractSpaceshipA09_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:23
AbstractSpaceshipA10_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	44100	16	2	00:26
AbstractSpaceshipA10_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	44100	16	2	00:26
AbstractSpaceshipA10_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:26
AbstractSpaceshipA11_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	44100	16	2	00:23
AbstractSpaceshipA11_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	44100	16	2	00:23
AbstractSpaceshipA11_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:23
AbstractSpaceshipA12_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	44100	16	2	00:23

AbstractSpaceshipA12_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	44100	16	2	00:23
AbstractSpaceshipA12_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:24
AbstractSpaceshipA13_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	44100	16	2	00:30
AbstractSpaceshipA13_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	44100	16	2	00:30
AbstractSpaceshipA13_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:31
AbstractSpaceshipA14_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	44100	16	2	00:30
AbstractSpaceshipA14_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	44100	16	2	00:30
AbstractSpaceshipA14_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:30
AbstractSpaceshipA15_Ascending.wav	A large spaceship vehicle slowly lifting/taking off and flying away. Ascending in pitch and dry.	44100	16	2	00:28
AbstractSpaceshipA15_Descending.wav	A large spaceship vehicle slowly landing. Descending in pitch and dry.	44100	16	2	00:28
AbstractSpaceshipA15_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:28
AbstractSpaceshipB01_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:20
AbstractSpaceshipB01_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:20
AbstractSpaceshipB01_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:20
AbstractSpaceshipB02_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:21
AbstractSpaceshipB02_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:21
AbstractSpaceshipB02_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:21
AbstractSpaceshipB03_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:14
AbstractSpaceshipB03_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:14
AbstractSpaceshipB03_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:14
AbstractSpaceshipB04_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:21
AbstractSpaceshipB04_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:21
AbstractSpaceshipB04_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:21

AbstractSpaceshipB05_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:25
AbstractSpaceshipB05_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:25
AbstractSpaceshipB05_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:25
AbstractSpaceshipB06_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:25
AbstractSpaceshipB06_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:25
AbstractSpaceshipB06_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:25
AbstractSpaceshipB07_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:17
AbstractSpaceshipB07_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:18
AbstractSpaceshipB07_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:18
AbstractSpaceshipB08_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:18
AbstractSpaceshipB08_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:18
AbstractSpaceshipB08_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:18
AbstractSpaceshipB09_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:23
AbstractSpaceshipB09_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:23
AbstractSpaceshipB09_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:23
AbstractSpaceshipB10_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:16
AbstractSpaceshipB10_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:16
AbstractSpaceshipB10_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:16
AbstractSpaceshipB11_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:20
AbstractSpaceshipB11_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:20
AbstractSpaceshipB11_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:20
AbstractSpaceshipB12_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:20

AbstractSpaceshipB12_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:20
AbstractSpaceshipB12_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:20
AbstractSpaceshipB13_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:16
AbstractSpaceshipB13_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:16
AbstractSpaceshipB13_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:16
AbstractSpaceshipB14_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:18
AbstractSpaceshipB14_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:18
AbstractSpaceshipB14_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:18
AbstractSpaceshipB15_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:21
AbstractSpaceshipB15_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:21
AbstractSpaceshipB15_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:21
AbstractSpaceshipB16_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:18
AbstractSpaceshipB16_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:18
AbstractSpaceshipB16_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:18
AbstractSpaceshipB17_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:20
AbstractSpaceshipB17_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:20
AbstractSpaceshipB17_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:20
AbstractSpaceshipB18_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:21
AbstractSpaceshipB18_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:21
AbstractSpaceshipB18_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:21
AbstractSpaceshipB19_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:21
AbstractSpaceshipB19_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:21

AbstractSpaceshipB19_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:21
AbstractSpaceshipB20_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:22
AbstractSpaceshipB20_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:22
AbstractSpaceshipB20_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:22
AbstractSpaceshipB21_Ascending.wav	A large spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:20
AbstractSpaceshipB21_Descending.wav	A large spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:20
AbstractSpaceshipB21_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create spaceship vehicle ascensions and descensions.	44100	16	2	00:20
AbstractSpaceshipC01_Ascending.wav	A moderate spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:18
AbstractSpaceshipC01_Descending.wav	A small spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:18
AbstractSpaceshipC01_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create small spaceship vehicle ascensions and descensions.	44100	16	2	00:18
AbstractSpaceshipC02_Ascending.wav	A moderate spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:15
AbstractSpaceshipC02_Descending.wav	A small spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:15
AbstractSpaceshipC02_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create small spaceship vehicle ascensions and descensions.	44100	16	2	00:15
AbstractSpaceshipC03_Ascending.wav	A moderate spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:17
AbstractSpaceshipC03_Descending.wav	A small spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:17
AbstractSpaceshipC03_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create small spaceship vehicle ascensions and descensions.	44100	16	2	00:17
AbstractSpaceshipC04_Ascending.wav	A moderate spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:22
AbstractSpaceshipC04_Descending.wav	A small spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:22
AbstractSpaceshipC04_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create small spaceship vehicle ascensions and descensions.	44100	16	2	00:22
AbstractSpaceshipC05_Ascending.wav	A moderate spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:19
AbstractSpaceshipC05_Descending.wav	A small spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:19
AbstractSpaceshipC05_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create small spaceship vehicle ascensions and descensions.	44100	16	2	00:19

AbstractSpaceshipC06_Ascending.wav	A moderate spaceship vehicle slowly lifting/taking off into space with a rhythmic engine. Ascending in pitch and dry.	44100	16	2	00:25
AbstractSpaceshipC06_Descending.wav	A small spaceship vehicle slowly landing with a rhythmic engine. Descending in pitch and dry.	44100	16	2	00:25
AbstractSpaceshipC06_Flat.wav	The raw, flat sound of combining metal tin scrapes with a violin bow in a consistent rhythm. Use with pitch shifting tools to create small spaceship vehicle ascensions and descensions.	44100	16	2	00:25
MetalTin1a_BowScape_Long_01.wav	Scraping a small, metal tin with a violin bow for over 5 seconds to create a screeching sound.	44100	16	2	00:06
MetalTin1a_BowScape_Long_02.wav	Scraping a small, metal tin with a violin bow for over 5 seconds to create a screeching sound.	44100	16	2	00:07
MetalTin1a_BowScape_Long_03.wav	Scraping a small, metal tin with a violin bow for over 5 seconds to create a screeching sound.	44100	16	2	00:07
MetalTin1a_BowScape_Long_04.wav	Scraping a small, metal tin with a violin bow for over 5 seconds to create a screeching sound.	44100	16	2	00:06
MetalTin1a_BowScape_Long_05.wav	Scraping a small, metal tin with a violin bow for over 5 seconds to create a screeching sound.	44100	16	2	00:06
MetalTin1a_BowScape_Long_06.wav	Scraping a small, metal tin with a violin bow for over 5 seconds to create a screeching sound.	44100	16	2	00:06
MetalTin1a_BowScape_Long_07.wav	Scraping a small, metal tin with a violin bow for over 5 seconds to create a screeching sound.	44100	16	2	00:06
MetalTin1a_BowScape_Long_08.wav	Scraping a small, metal tin with a violin bow for over 5 seconds to create a screeching sound.	44100	16	2	00:06
MetalTin1a_BowScape_Medium_01.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:04
MetalTin1a_BowScape_Medium_02.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:04
MetalTin1a_BowScape_Medium_03.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:05
MetalTin1a_BowScape_Medium_04.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:05
MetalTin1a_BowScape_Medium_05.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:05
MetalTin1a_BowScape_Medium_06.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:04
MetalTin1a_BowScape_Medium_07.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:04
MetalTin1a_BowScape_Medium_08.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:05
MetalTin1a_BowScape_Medium_09.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:05
MetalTin1a_BowScape_Medium_10.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:03
MetalTin1a_BowScape_Medium_11.wav	Scraping a small, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:04

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MetalTin1a_BowScape_Short_02.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	44100	16	2	00:02
MetalTin1a_BowScape_Short_03.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	44100	16	2	00:02
MetalTin1a_BowScape_Short_04.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	44100	16	2	00:02
MetalTin1a_BowScape_Short_05.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	44100	16	2	00:02
MetalTin1a_BowScape_Short_06.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	44100	16	2	00:01
MetalTin1a_BowScape_Short_07.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	44100	16	2	00:02
MetalTin1a_BowScape_Short_08.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	44100	16	2	00:02
MetalTin1a_BowScape_Short_09.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	44100	16	2	00:01
MetalTin1a_BowScape_Short_10.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	44100	16	2	00:02
MetalTin1a_BowScape_Short_11.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound.	44100	16	2	00:02
MetalTin1a_BowScape_Short_Tremolo_01.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a jagged, disjunct screeching sound.	44100	16	2	00:02
MetalTin1a_BowScape_Short_Tremolo_02.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a jagged, disjunct screeching sound.	44100	16	2	00:02
MetalTin1a_BowScape_Short_Tremolo_03.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a jagged, disjunct screeching sound.	44100	16	2	00:03
MetalTin1a_BowScape_Short_Tremolo_04.wav	Scraping a small, metal tin with a violin bow for between 1 to 2 seconds to create a jagged, disjunct screeching sound.	44100	16	2	00:02
MetalTin1a_BowScape_VeryShort_01.wav	Scraping a small, metal tin with a violin bow for less than 1 second to create a quick screeching sound.	44100	16	2	00:01
MetalTin1b_BowScape_Medium_01.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:03
MetalTin1b_BowScape_Medium_02.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:05
MetalTin1b_BowScape_Medium_03.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:04
MetalTin1b_BowScape_Medium_04.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:03
MetalTin1b_BowScape_Medium_05.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:03
MetalTin1b_BowScape_Medium_06.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:04
MetalTin1b_BowScape_Medium_07.wav	Scraping a small, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:03

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MetalTin1b_BowScape_Short_15.wav	Scraping a small, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	44100	16	2	00:02
MetalTin1b_BowScape_VeryShort_01.wav	Scraping a small, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	44100	16	2	00:01
MetalTin1b_BowScape_VeryShort_02.wav	Scraping a small, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	44100	16	2	00:02
MetalTin1b_BowScape_VeryShort_03.wav	Scraping a small, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	44100	16	2	00:01
MetalTin1b_BowScape_VeryShort_04.wav	Scraping a small, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	44100	16	2	00:01
MetalTin1b_BowScape_VeryShort_05.wav	Scraping a small, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	44100	16	2	00:01
MetalTin1b_BowScape_VeryShort_06.wav	Scraping a small, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	44100	16	2	00:01
MetalTin2a_BowScape_Long_01.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	44100	16	2	00:06
MetalTin2a_BowScape_Long_02.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	44100	16	2	00:08
MetalTin2a_BowScape_Long_03.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	44100	16	2	00:07
MetalTin2a_BowScape_Long_04.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	44100	16	2	00:06
MetalTin2a_BowScape_Long_05.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	44100	16	2	00:07
MetalTin2a_BowScape_Long_06.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	44100	16	2	00:06
MetalTin2a_BowScape_Long_07.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	44100	16	2	00:06
MetalTin2a_BowScape_Long_08.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	44100	16	2	00:07
MetalTin2a_BowScape_Long_09.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	44100	16	2	00:07
MetalTin2a_BowScape_Long_10.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	44100	16	2	00:06
MetalTin2a_BowScape_Long_11.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	44100	16	2	00:07
MetalTin2a_BowScape_Long_12.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	44100	16	2	00:06
MetalTin2a_BowScape_Long_13.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	44100	16	2	00:06
MetalTin2a_BowScape_Long_14.wav	Scraping a medium, metal tin with a violin bow for more than 5 seconds to create a long, screeching sound.	44100	16	2	00:06
MetalTin2a_BowScape_Medium_01.wav	Scraping a medium, metal tin with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:05

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

MetalTin3b_BowScape_Medium_10.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:04
MetalTin3b_BowScape_Medium_11.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:03
MetalTin3b_BowScape_Medium_12.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:03
MetalTin3b_BowScape_Medium_13.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:03
MetalTin3b_BowScape_Medium_14.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:03
MetalTin3b_BowScape_Medium_15.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:03
MetalTin3b_BowScape_Medium_16.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:04
MetalTin3b_BowScape_Medium_17.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:03
MetalTin3b_BowScape_Short_01.wav	Scraping a large, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	44100	16	2	00:02
MetalTin3b_BowScape_Short_02.wav	Scraping a large, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	44100	16	2	00:02
MetalTin3b_BowScape_Short_03.wav	Scraping a large, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	44100	16	2	00:02
MetalTin3b_BowScape_Short_Tremolo_01.wav	Scraping a large, metal tin lid with a violin bow for between 1 to 2 seconds to create a jagged, disjunct screeching sound.	44100	16	2	00:02
MetalTin3b_BowScape_VeryShort_01.wav	Scraping a large, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	44100	16	2	00:01
MetalTin3b_BowScape_VeryShort_02.wav	Scraping a large, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	44100	16	2	00:01
MetalTin3b_BowScape_VeryShort_03.wav	Scraping a large, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	44100	16	2	00:01
MetalTin3b_BowScape_VeryShort_04.wav	Scraping a large, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	44100	16	2	00:01
MetalTin3b_BowScape_VeryShort_05.wav	Scraping a large, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	44100	16	2	00:01
MetalTin3b_BowScape_VeryShort_06.wav	Scraping a large, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	44100	16	2	00:02
MetalTin3b_BowScape_VeryShort_07.wav	Scraping a large, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	44100	16	2	00:02
MetalTin4a_BowScape_Long_01.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	44100	16	2	00:08
MetalTin4a_BowScape_Long_02.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	44100	16	2	00:07
MetalTin4a_BowScape_Long_03.wav	Scraping a large, metal tin with a violin bow for more than 5 seconds to create a long screeching sound. Some natural resonance.	44100	16	2	00:09

[illegible]

[illegible]

[illegible]

MetalTin4a_BowScape_Short_21.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	44100	16	2	00:02
MetalTin4a_BowScape_Short_22.wav	Scraping a large, metal tin with a violin bow for between 1 to 2 seconds to create a screeching sound. Some natural resonance.	44100	16	2	00:02
MetalTin4a_BowScape_VeryShort_01.wav	Scraping a large, metal tin with a violin bow for less than 1 second to create a quick screeching sound. Some natural resonance.	44100	16	2	00:01
MetalTin4a_BowScape_VeryShort_02.wav	Scraping a large, metal tin with a violin bow for less than 1 second to create a quick screeching sound. Some natural resonance.	44100	16	2	00:01
MetalTin4b_BowScape_Medium_01.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:04
MetalTin4b_BowScape_Medium_02.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:05
MetalTin4b_BowScape_Medium_03.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:04
MetalTin4b_BowScape_Medium_04.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:04
MetalTin4b_BowScape_Medium_05.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:03
MetalTin4b_BowScape_Medium_06.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:03
MetalTin4b_BowScape_Medium_07.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:03
MetalTin4b_BowScape_Medium_08.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:03
MetalTin4b_BowScape_Medium_09.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:04
MetalTin4b_BowScape_Medium_10.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:04
MetalTin4b_BowScape_Medium_11.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:03
MetalTin4b_BowScape_Medium_12.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:03
MetalTin4b_BowScape_Medium_13.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a screeching sound.	44100	16	2	00:03
MetalTin4b_BowScape_Medium_Tremolo_01.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound.	44100	16	2	00:04
MetalTin4b_BowScape_Medium_Tremolo_02.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound.	44100	16	2	00:04
MetalTin4b_BowScape_Medium_Tremolo_03.wav	Scraping a large, metal tin lid with a violin bow for between 2 to 5 seconds to create a jagged, disjunct screeching sound.	44100	16	2	00:05
MetalTin4b_BowScape_Short_01.wav	Scraping a large, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	44100	16	2	00:02
MetalTin4b_BowScape_Short_02.wav	Scraping a large, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	44100	16	2	00:02

MetalTin4b_BowScape_Short_03.wav	Scraping a large, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	44100	16	2	00:02
MetalTin4b_BowScape_Short_04.wav	Scraping a large, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	44100	16	2	00:02
MetalTin4b_BowScape_Short_05.wav	Scraping a large, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	44100	16	2	00:02
MetalTin4b_BowScape_Short_06.wav	Scraping a large, metal tin lid with a violin bow for between 1 to 2 seconds to create a screeching sound.	44100	16	2	00:03
MetalTin4b_BowScape_VeryShort_01.wav	Scraping a large, metal tin lid with a violin bow for less than 1 second to create a quick screeching sound.	44100	16	2	00:01