WHOOSH FX

Soundbank Manual

WHOOSH **FX**

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WHOOSH FX

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W H O O S H FX

Whoosh FX – Whoosh and Motion Designer

- Create rich and dynamic cinematic sound effects for ads, film, games, music and more
- Blend 3 noise and texture layers and customize with modulation and effects
- Optimized workflow with 401 presets organized by type

Created by and for sound designers, Whoosh FX is an easy-to-master yet powerful tool for generating all manners of movement, wind and whoosh-type effects. Set duration, customize 3 discrete layers with a deep selection of noises and textural sounds with categories including air, electrical, fire metal, orchestral, water, wind and more, choose envelope presets or draw them in with your mouse, add movement, doppler effects, transform your sound with a morphing vowel filter, and add studio-grade effects including convolver, digital EQ, delay, IR reverb, limiter and more. Whoosh FX offers a deep feature set packed in a clear and intuitive interface, easily yielding everything from synchronized sound effects for motion graphics, television and film to rich, moving soundbeds for musical and environmental applications.

STRUCTURE

At the heart of Whoosh FX are 3 sound sources: Noise, Texture 1, and Texture 2. These 3 sources are fully-configurable, with discrete envelopes controlling amplitude and filter (seen in the center of the UI), multi-mode filters, stereo placement, tilt, pitch and level controls, helping you quickly create a huge variety of different sounds.

SOUND SOURCES

The Noise layer contains 11 types of synthesized noise to choose from including Band, S+H, Violet, Blue, White, Pink, Brown, Lorenz, Rossler, Logistic and Sinus, meanwhile the Texture 1 and 2 layers add a wide selection of dedicated field recordings and synthesized sound sources created specifically for Whoosh FX. Sounds are organized by category and include Air, Distorted, Electricity, Fire, Fx, Material, Metal, Motor, Noise, Orchestral, Rock, Sparkle, Synth, Water and Wind, and can be independently pitched by +/- 24 semitones.

Each layer can have a unique filter mode (LP, Comb or HP) and cutoff frequency, and can be edited individually or all at once. Selecting the Sources tab at the bottom you'll find controls for the noise and texture types along with layer-specific parameters such as pan, tilt, pitch, and width. Texture 1 and 2 both include Randomize and Undo buttons allowing for chance inspiration and a quick way back in case you overstep.

ENVELOPE EDITOR

In the center of the UI are envelopes relating to each of the 3 layers, these can be set with presets or drawn with a mouse, and can be edited discretely or all-together and refined with Time and Amplitude Nudge, and a Smooth button to tame any unwanted rough bits. For example, press the All button under the central editor, draw an envelope shape, then go one-by-one through the layers adjusting timing and amplitude offsets while previewing your sound to quickly create a layered effect, or choose from a wide variety of included preset shapes ranging from basic to extreme.

TIME AND MOTION CONTROLS

Overall effect duration can be set explicitly in seconds or in tempo-synced musical divisions, up to 32 seconds or 8 bars, and looping can be enabled for rhythmic effects. 3 imaging modes provide options for Mono, Stereo and Wide, with Pass-By and Speed Curve affecting your sounds directional velocity. Set the overall Pitch modulation depth and choose from the standard Doppler-style modulation, or drive pitch with one of the 3 central envelope shapes. The Warp slider above the main editor allows you to globally stretch all envelopes left or right.

VOWEL FILTER

The Vowel tab allows you to route any of the 3 layers into a morphing vowel filter. Select the desired layers to process then choose the top and bottom vowel sounds, using the envelope editor to create simple or complex morphing transitions across the duration of your sound. Use the Copy Env buttons to copy an envelope shape down from the main editor and adjust the formant depth and Q.

EFFECTS

Finally, the FX tab reveals a choice selection of effects including a convolver, 5-band EQ, delay, IR reverb and limiter, so you can put the finishing touches on your sound without the need for additional plugins.

A powerful and creative sound design tool, Whoosh FX was designed to be focused, intuitive and feature-rich, helping users produce professional-quality sounds quickly and reliably.

Minimum System Requirements
- Latest version of UVI Workstation or Falcon
- 2.5 GB of disk space

For more information on the installation process, please refer to the document: Soundbank Installation Guide

WHOOSH FX

User Interface - Overview

Labels on interface:
- 1 Global Presets
- 4 Dulation
- 7 LFO Amplitude
- 9 Key Tracking
- 10 Link
- 12 Edit Tabs
- 2 Root Key
- 3 Master Volume
- 5 Movement
- 6 Evelopes
- 8 Grobal Filter Control
- 11 Layer Filter Control

1 ▶ Global Presets
Select a global preset from the pull-down menu or browse them with the Prev/Next buttons

» **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

2 ▶ Root Key
Set the root key of the sound

3 ▶ Master Volume
Set the Output Gain

4 ▶ Duration
» **Parameter Lock**
Lock the Duration when changing presets

» **Beats/Seconds**
Set Rise Length unit of time. Note, this affects all time-related parameters

» **Time**
Set the duration of the sound

» **Loop**
Set the loop playback of the sound

» **Ratio**
Set the dulation ratio of the loop

5 ▶ Movement
» **Parameter Lock**
Lock the Movement when changing presets

» **Image Mode**
Set the stereo image of the movement, mono, stereo and wide

» **Pass-By**
Set the direction of the movement

» **Speed Curve**
Set the speed changes of the movement

» **Mode**
Set the pitch changes of the movement

» **Pitch**
Set the amount of the pitch changes

6 ▶ Envelopes
Mouse drag the display to draw the envelope shape of the selected layer

See next page for more details

7 ▶ LFO Amplitude
» **On/Off**
Enable Amplitude LFO

» **Frequency**
Adjust the LFO speed

» **Depth**
Adjust the LFO depth

» **Shift (Freq)**
Increase or decrease the set Frequency over Shift duration

8 ▶ Grobal Filter Control
» **Depth**
Set the depth of the applied filter

» **Resonance**
Set the resonance amount of the filter

» **Tone**
Set the brilliance of the filtered sound

» **Velocity**
Link the filter depth and note velocity

» **Velocity Curve**
Adjust the velocity curve affects to filter depth

9 ▶ Key Tracking
Set the key tracking on/off, filter cutoff of the layers

10 ▶ Link
Link the 3 cutoff controls of the layer

11 ▶ Layer Filter Control
» **Mute**- Mute the laye

» **Solo** - Solo the layer

» **Filter Mode**
Set the filter mode of the layer, low pass, comb and high pass

» **Cutoff Frequency**
Set the cutoff frequency of the layer

12 ▶ Edit Tabs
Select and display the edit pannel for Sound Source, Vowel Filter and Effects

WHOOSH FX

User Interface - Envelope Controls

1 ▶ **Warp Slider**
To warping all layer envelops, left or right

2 ▶ **Envelope Display**
Mouse drag the display to draw the envelope shape modulates Amplitude and Filter of the selected layer

3 ▶ **Layer Selecter**
To choose a layer, Noise or Texture 1 and 2 for edit the envelope

4 ▶ **Link (All)**
Link edit the 3 layer at once

5 ▶ **Envelope Presets**
Select an envelope preset from the pull-down menu or browse them with the Prev/Next buttons

6 ▶ **Envelope Shift**
» **Left**
Click to shift the envelope left

» **Right**
Click to shift the envelope right

» **Plus**
Click to increase the envelope

» **Minus**
Click to decrease the envelope

7 ▶ **Envelope Curve**
» **Curve**
Adjust the envelope shape

» **L**
Lock the right side shape of the envelope

» **R**
Lock the left side shape of the envelope

8 ▶ **Smooth**
Click to smooth the edge of the envelope

Ideals for hand-drawing envelope

WHOOSH FX

User Interface - Sources / Vowel / FX Tab

1 — Sources Contril
2 — Vowel Filter
3 — Effects

1 ▶ Souces Control
Set the source sound of each layer

» **Source Presets**
Select a Source sound preset from the pull-down menu or browse them with the Prev/Next buttons

» **Volume**
Set the volume of the layer

» **Pan**
Set the stereo position of the layer

» **Tilt**
Adjust the sound brilliance by Tilt EQ

» **Width – Noise layer only**
Set the noise layer to stereo mode

» **Pitch – Texture layers only**
Adjust the pitch of the layer

» **Randomize – Texture layers only**
Randomize the texture sound of the layer

» **Undo Randomize – Texture layers only**
Undo the Randomize the texture layer

2 ▶ Vowel Filter
A mophing vowel filter with dedicated envelope

» **Filter On/Off**
Enable the layer which the filter applies

» **Vowel Menu 1/2**
Click to set the vowel from pull-down menu

» **Filter Envelope**
Mouse drag the display to draw the envelope shape modulates the Filter

» **Copy Envelope**
Applies the envelope shape from the layer envelope of choose, Nose, Texture 1 or 2

» **Smooth**
Click to smoothing the edge of the envelope Ideals for hand-drawing envelope

» **Curve**
Adjust the envelope shape

» **H (Left)**
Hold the left side shape of the envelope

» **H (Right)**
Hold the right side shape of the envelope

» **Formant**
Adjust the filter formant

» **Q**
Adjust the filter band width

3 ▶ Effects
Click the label of each effect to turn them on and off

» **Convolver**
IR - Select an impulse response for the convolution effect
Mix - Adjust the reverb mix amount

» **Equalizer**
HP - Dedicated high pass filter to adjust the low energy of the sound
EQ Gain - Move the vertical sliders to adjust the level of each EQ band, High, Mid and Low
EQ Frequency - Drag the numerical values below the sliders to adjust the EQ Frequency, High, Mid and Low
LP - Dedicated low pass filter to adjust the brightness of the sound

» **Delay**
Feedback - Adjust feedback amount
Rotate - Adjust the delay rotation amount
Send - Adjust the delay send level
Time - Set the delay time

» **Reverb**
Time - Adjust the decay time of the reverb
Reverb EQ - Move the vertical sliders to adjust the reverb level of each frequency band, High, Mid and Low
Send - Adjust the reverb send level
Space - Choose an impulse response for the reverb effect

» **Limiter**
Threshold - Adjust the level of limiter starts

WHOOSH FX

Preset List

INIT Whoosh
INIT Swoosh
INIT Swish
INIT Pass-By
INIT Fly-By
INIT Rise
INIT Fall

01 – Classic
CLASSIC Big I
CLASSIC Big II
CLASSIC Bring On The Wave
CLASSIC Crisps
CLASSIC Crunchy
CLASSIC Drama
CLASSIC Dynamic Pass-By
CLASSIC Elegy
CLASSIC Fast Pan
CLASSIC Heavy Wind
CLASSIC Hollow Blast
CLASSIC Large Fly-By
CLASSIC Movement
CLASSIC Organic
CLASSIC Radio Ready
CLASSIC Slow Pass-By
CLASSIC Straight To The Point
CLASSIC The Go-To
CLASSIC Transition
CLASSIC Velocity
CLASSIC Vengeance
CLASSIC Wide Lasso I
CLASSIC Wide Lasso II
EPIC Doppler
EPIC Opening Title
EPIC Sharp
EPIC UVI Presents
EPIC War Machine
FLANGE Energetic
FLANGE Fire Wave
FLANGE Ignite
FLANGE Large Swoosh
FLANGE Path
FLANGE Powerful
FLANGE Race
FX An Awakening
FX Clean Up
FX Dirty Hall
FX Halo Reached
FX Large Swoosh
FX Mountain
FX Old Motor
FX Slow Dark
FX Slow Resonance
HI Frequency
HI Moon Eclipse
HI UVI Intro
HI Washed
SUB Classic
SUB Creep
SUB Deep End
SUB Distant Landing
SUB Drowning
SUB Giant Wings
SUB Large Whoosh
SUB Take Flight
SUB Through The Deep

02 – Cinematic
Apparition
Black Magic
Blue Velvet
Brass Pass
Brass Swell
Cave Hall
Dark Tension
Death Breath I
Death Breath II
Desertification
Evasion
Evil Whistling
From Elsewhere
Ghost Truck
Grain Horns
Leaving Home
Long One
Metal Hammer
Metal I
Metal II
Metal III
Missile
Movements In The Dark
Phasing Swoosh
Pointer
Polis
Radioactive
Red Dawn
Resistance
Resonant Evil
Rheostatic
Scary Cymb
Sinister Crisp Roll I
Sinister Crisp Roll II
Smash Attack
Soar
Soft Wind
String Warning
Sub Whistle
Successful Launch
Tender Wings
Tenseness
The Flash
Thick Piano String
Tonal Light
Treason
Vortex

03 – Elements
FIRE Breaks Out
FIRE Cast
FIRE Conclusion
FIRE Dragon
FIRE Fire Bolt
FIRE Flamethrower I
FIRE Flamethrower II
FIRE Movement
FIRE Torch I
FIRE Torch II
ROCKS Crumbling
ROCKS Dropping
ROCKS Giant Door
ROCKS Landslide
ROCKS Overthrow
ROCKS Rupture
ROCKS Slide
WATER Bubbles
WATER Crawl
WATER Flood
WATER Gust High
WATER Immersion I
WATER Immersion II
WATER Iron Wave
WATER Ocean I
WATER Ocean II
WATER Ocean III
WATER Peaceful Sea
WATER Strange Creature
WATER Wave Large
WATER Wave Medium
WATER Wreck
WIND Blast
WIND Blow
WIND Breath
WIND Cold Breeze
WIND Gust I
WIND Gust II
WIND Gust III
WIND Mistral
WIND Storm
WIND Tempest
WIND Zephyr

04 – Motion
FLYBY Arrow Whistle I
FLYBY Arrow Whistle II
FLYBY Arrow Whistle III
FLYBY Arrow Whistle IV
FLYBY Material
FLYBY Micro Vehicle
FLYBY Rattle
FLYBY Sharp
FLYBY Thick Rope
FOLEY Clothes Hit I
FOLEY Clothes Hit II
FOLEY Clothes Hit III
FOLEY Clothes Hit IV
FOLEY Clothes Large
FOLEY Clothes Super Cape
FOLEY Hammer Large
FOLEY Hammer Medium
FOLEY Hammer Small
FOLEY High Kick
FOLEY Saber
FOLEY Sword
FOLEY Umbrella Hit
FOLEY Vegetable Massacre
FOLEY Whistling Hit
SWISH Arrow Start
SWISH Bamboo Stick
SWISH Hurt Bill
SWISH Motion I
SWISH Motion II
SWISH Motion III
SWISH Move I
SWISH Move II
SWISH Quick
SWISH Resonant Whip
SWISH Resonant
SWISH Rubber Whip
SWISH Sizzling
SWISH Slide I
SWISH Slide II
SWISH Slide III
SWISH Stereo I
SWISH Stereo II
SWISH Tennis Racket
SWOOSH Axe Throw
SWOOSH Crackling
SWOOSH Fight
SWOOSH Flanging
SWOOSH Motion I
SWOOSH Motion II
SWOOSH Motion III
SWOOSH Ninja Star
SWOOSH Rush

WHOOSH FX

Preset List

05 – UI
RETRO Gaming Attack
RETRO Gaming Blaster I
RETRO Gaming Blaster II
RETRO Gaming Jump
UI Ad
UI Arcade I
UI Arcade II
UI Authorised
UI Bot Move
UI Bubble Select
UI Charging
UI Complete
UI Confirm I
UI Confirm II
UI Confirm III
UI Confirm
UI Deny I
UI Deny II
UI Droid
UI Exit Menu
UI Glitch
UI Happy Little Bot
UI Lazery
UI Load
UI Message Sent
UI Modern Typing
UI Negative
UI No Access
UI Noisy Marimba
UI Pop-Up Clear
UI Violation
UI Walli

06 – Pass-By
ENGINE 90s
ENGINE Almost Broken
ENGINE Formula
ENGINE Grandpa's Car
ENGINE Rattletrap
ENGINE RC Race
ENGINE Short Vehicle
ENGINE Sound Speed
ENGINE Street Race
ENGINE Truck
FX Evil Train
FX Giant Robot Insect
FX Lo-Mid Noise
FX Nitroglycerine
FX Rattle
FX Slow Mo
FX Submarine
FX Trash
HELICO Close
HELICO Distant
HELICO Emergency
HELICO Hiding From It
HELICO Just Passing By
PLANE Above
PLANE Passenger Plane
SPACESHIP Alien Drone
SPACESHIP Bad Cops
SPACESHIP Distorted
SPACESHIP Drone
SPACESHIP Highway
SPACESHIP LFO Elec
SPACESHIP LFO Engine
SPACESHIP LFO Whistle
SPACESHIP Quiet
SPACESHIP Rocket Ship
SPACESHIP Star Fighter
SPACESHIP Sublight
SPACESHIP The Nebuzzar
SPACESHIP Transformer
TRAIN Out Of The Tunnel

07 – Rises
Aczel
Arrival
Black Hole
Build Up
Classic LFO
Classic Rise
Combispeed
Crush The End
Don
Easy Pong
Echoes
Emergency
Fear
Helico Up
Incoming ET
Insider
Insurrection
Intense Sweep I
Intense Sweep II
Intriguing
It Is Somewhere I
It Is Somewhere II
Light Sweep
Manifest Destiny
Rain In Sync
Reversity
Rise & Stay
Rise Of The Machines
Rolling Percs
Shorty Sweep
Soft Sweep
Starting The Bee
Stuttered Income I
Stuttered Income II
Syncetal
Tension Sweep
The Plane
Tonalis
Treasure Quest
Trembling
Uranium
Vibrato
Weirdo Up
Y2K Bug

08 – Drops
Artefacts Bubbles
Bline
Charge
China Call
Classic Crash
Cymlow
Down the Mountain
Fall From Grace
Falling Noise
Fierce
Forex
Lead Down
Magic In The Air
Pitch Drown
Quafall
Quanoise
Ship Passing
Sub Long
Switch Off
Thundering
Zap Stops
Zipping Falls

09 – Fx
– Ambiences
AMB Appearance
AMB Breathing Tension
AMB Cuts
AMB Enclosure
AMB Ghost Whisperer
AMB Lost In Space
AMB Magic Voice
AMB Pad Crystal
AMB Presenze
AMB Red Dawn
AMB Supreme Leader Snake
AMB Tinnitus
AMB Tonal Subtle
AMB Tortured Flute
AMB Ultra

– Loops
LOOP Appear
LOOP Bad Cello
LOOP Breathing Kick
LOOP Carrousel Chords
LOOP Clone Factory
LOOP Crackle Snare
LOOP Electrain
LOOP Evil Machinery
LOOP Factorythm
LOOP Fat Drum
LOOP Fat Saw
LOOP Get Plucky
LOOP Hardcore Machinery
LOOP Heartbeat
LOOP Hospital Room
LOOP Low
LOOP Noise Fills
LOOP Rhythmic Noise
LOOP Saw Alarm
LOOP Sinebal
LOOP Square Arp
LOOP Super Sine Sync
LOOP Usinery
LOOP Washing Machine
LOOP Wheelowheely

– Misc
MISC Blow Bubbles
MISC Clocktower Rain
MISC Gentle Dirty Sine
MISC Growl
MISC Grunt
MISC Huge Metal Gate
MISC Laser Beam
MISC Punctuation
MISC Ricochet
MISC Robotic Rust
MISC The Beast

– Percs
PERC Epic Taiko
PERC Outer Snare
PERC Stomp II
PERC Stomp
PERC Tambour
PERC War Drum

WHOOSH FX

Sample List

Air
Air Dark
Air Factory
Air Flange
Air Harsh
Air Harsher
Air Heavy
Air Hiss
Air Intense
Air Large
Air Laundry
Air Pink
Air Whistle

Chaos
Chaos 01
Chaos 02
Chaos 03
Chaos 04
Chaos 05
Chaos 06
Chaos 07
Chaos 08
Chaos 09

Distorted
Distorted 01
Distorted 02
Distorted 03
Distorted 04
Distorted 05
Distorted 06
Distorted 07
Distorted 08
Distorted 09
Distorted 10

Electricity
Electricity 01
Electricity 02
Electricity 03
Electricity 04
Electricity 05
Electricity 06
Electricity 07

Fire
Fire Big 01
Fire Big 02
Fire Big 03
Fire Big 04
Fire Big 05
Fire Big 06
Fire Big 07
Fire Big 08
Fire Big 09
Fire Crackle 01
Fire Crackle 02
Fire Crackle 03
Fire Crackle 04
Fire Crackle 05
Fire Crackle 06
Fire Medium 01
Fire Medium 02
Fire Movement 01
Fire Movement 02
Fire Movement 03
Fire Small 01
Fire Small 02
Fire Small 03
Fire Small 04

Fx
Control Room
Crystal Glass 01
Crystal Glass 02
Crystal Glass 03
Crystal Glass 04
Dark Gong
Dead End
Destruction
Drone
Evil Train
Evil Whistling
Ghost Voice
Granular Chimes 01
Granular Chimes 02
Hoover Wind
Insects 01
Insects 02
Insects 03
Larsen
Magic 01
Magic 02
Metal Whistle 01
Metal Whistle 02
Metal Whistle 03
Motor Granular
Pressurized Air
Purring 01
Purring 02
Purring 03
Rumble 01
Rumble 02
Rumble 03
Rumble 04
Rumble 05
Space Fire
Subway
Tinnitus
Tortured Piano
Vibrating Metal
Whistle 01
Whistle 02
Whistle 03
Whistle 04
Whistle 05
Whistle 06
Whistle 07
Whistle 08
Whistle 09
Whistle Slow Down

Material
Big 01
Big 02
Big 03
Clothing 01
Clothing 02
Clothing 03
Clothing 04
Clothing 05
Clothing 06
Clothing 07
Clothing 08
Clothing 09
Clothing 10
Clothing 11
Clothing 12
Clothing 13
Material 01
Material 02
Material 03
Material 04
Material 05
Material 06
Material 07
Material 08
Material 09
Material 10
Material 11
Material 12
Material 13
Material 14
Material 15
Rattle 01
Rattle 02
Rattle 03
Rattle 04
Rattle 05
Rattle 06
Rattle 07
Rolling 01
Rolling 02
Rolling 03
Rolling 04
Rolling 05

Metal
Bronze
Cadmium
Chromium
Cobalt
Copper
Gold
Iridium
Iron
Lithium
Mercury
Nickel
Palladium
Platinium
Plutonium
Potassium
Radium
Silver
Sodium
Steel
Thallium
Titanium
Tungsten
Uranium
Vanadium
Zinc
Zirconium

WHOOSH FX

Sample List

Motor
– Car
Car 01
Car 02
Car 03
Car 04
Car 05
Car 06
Car 07
Car 08
Car 09
Car 10
Car 11
Car 12
Car 13
Car 14
Car 15
Car 16
Car 17
Car 18
Car 19
Car 20
Car 21

– Electric
Motor Elec 01
Motor Elec 02
Motor Elec 03
Motor Elec 04
Motor Elec 05
Motor Elec 06
Motor Elec 07
Motor Elec 08
Motor Elec 09
Motor Elec 10
Motor Elec 11
Motor Elec 12
Motor Elec 13
Motor Elec 14
Motor Elec 15
Motor Elec 16
Motor Elec 17
Motor Elec 18
Motor Elec 19
Motor Elec 20
Motor Elec 21
Motor Elec 22
Motor Elec 23
Motor Elec 24
Motor Elec 25

– Helicopter
Helicopter 01
Helicopter 02
Helicopter 03
Helicopter 04
Helicopter 05
Helicopter 06
Helicopter 07
Helicopter 08
Helicopter 09
Helicopter 10
Helicopter 11
Helicopter 12
Helicopter 13
Helicopter 14
Helicopter 15
Helicopter 16
Helicopter 17
Helicopter 18

– Plane
Plane 01
Plane 02
Plane 03
Plane 04
Plane 05
Plane 06
Plane 07
Plane 08
Plane 09
Plane 10
Plane 11
Plane 12
Plane 13
Plane 14
Flange 01
Flange 02
Flange 03
Flange 04

– Textures
Motor 01
Motor 02
Motor 03
Motor 04
Motor 05
Motor 06
Motor 07
Motor 08
Motor 09
Motor 10
Motor 11
Motor 12
Motor 13
Motor 14
Motor 15
Motor 16

Noise
"Noise/Blue
"Noise/Brown
"Noise/Crackle
"Noise/Lorenz
"Noise/Pink
"Noise/Random
"Noise/Rossler
"Noise/Violet
"Noise/White

Orchestral
– Brass
Bass Trombone
Big French Horn
Big Low Brass 01
Big Low Brass 02
Big Low Brass 03
Big Swell 01
Big Swell 02
Big Swell 03
Flugel Horn
French Horn
Growl
Scary Sax
Trombone
Trumpet Piccolo
Trumpet
Tuba

– Misc
Cathedral Organ
Complete Orch
Organ
Piano 01
Piano 02
Piano 03

– Percussions
Chimes
Cymbal China Bow 01
Cymbal China Bow 02
Cymbal China Bow 03
Cymbal China Bow 04
Cymbal China Bow 05
Cymbal Crash 01
Cymbal Crash 02
Cymbal Crash 03
Cymbal Splash
Gamelan 01
Gamelan 02
Gamelan 03
Gamelan 04
Mystical Bell 01
Mystical Bell 02
Mystical Bell 03
Ride Cymbal Gentle
Ride Cymbal Hard
Roll Bass Drum
Roll Gong 01
Roll Gong 02
Roll Gong 03
Roll Tambour 01
Roll Tambour 02
Roll Timpani 01
Roll Timpani 02
Vietnamese Gong

– Strings
Bass
Big Cello 01
Big Cello 02
Cello
Viola
Violin

– Woodwinds
Alto Flute
Bass Clarinet
Bass Flute
Bassoon
Big Oboe
Clarinet
Contra Bassoon
English Horn
Flute
Oboe
Piccolo

WHOOSH FX

Sample List

Rocks
Rocks Crackle 01
Rocks Crackle 02
Rocks Crumble 01
Rocks Crumble 02
Rocks Crumble 03
Rocks High 01
Rocks High 02
Rocks High 03
Rocks Medium 01
Rocks Low 01
Rocks Low 02
Rocks Low 03

Sparkle
Sparkle Bacon
Sparkle Bath
Sparkle Bubbles
Sparkle Crackling 01
Sparkle Crackling 02
Sparkle Electricity 01
Sparkle Electricity 02
Sparkle Electricity 03
Sparkle Fireplace
Sparkle Oil
Sparkle Sizzle
Sparkle Soda
Sparkle TV

Synth
– *Classic Analog*
A Tension
Analog Pipes
Analysis
Ancestral Cave
Big Saw
Brass Swell
Classic Brass
Distorted Bass
Distorted Signal
DnB
Drone
Epic Brass
Evolutione
Guitar Rage
Heavenly
High Note
In Between
Kav Pad
Krg Brass
LFO Res 01
LFO Res 02
Like A Oboe
Lost In Space
Low Brass
Mystic Flow
New Horizon
Opening
Orange Pad
Organ
Polysaw
Pure Brass
Pure Wave
Radiorchestra
Riverside
Rlnd Brass
Shrill
Simple Saw
Sinus
Solo Strings
Square
Sub Drone 01
Sub Drone 02
Syn Overdrive
Wldrf Brass

– *Modern*
Alien Ship
Calculation
Chaotic
Classic Lead 01
Classic Lead 02
Control Room
Evil Breath
Evolving High 01
Evolving High 02
Evolving High 03
Evolving High 04
Feedback
Futuristic Engine
Guitar Chord
Guitar Solo
Heavy Distortion
Monster
Nodal
Noise Texture 01
Noise Texture 02
Noise Texture 03
Pad Clear
Pad Crystal 01
Pad Crystal 02
Pad Dark
Pad Soft
Pad Still Life
Pulsing 01
Pulsing 02
Scream 01
Scream 02
Scream 03
Scream 04
Scream 05
Scream 06
Self Doubt
Slow Cruiser
Space Worm
Sweep 01
Sweep 02
Sweep 03
Sweep 04
Sweep 05
Sweep 06
Swimming Pool
Trash
Under Control
Ventilation
Victory
Vowel

Water
Beck 01
Beck 02
Bubble 01
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Credits and Thanks

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