

Greg Smith SFX Collection File Location Key

AM1.1 = Ambience 1_1 AM1.2 = Ambience 1_2 AM2 = Ambience 2 AM3.1 = Ambience 3_1 AM3.2 = Ambience 3_2 AM3.3 = Ambience 3_3 AN = Animals G1 = General 1 G2 = General 2 TA = Transportation Aircraft TV1 = Transportation Vehicle 1 TV2 = Transportation Vehicle 2 TV3 = Transportation Vehicle 3 W = Weapons

Air Conditioner 001_running-off.1-NORM_01.wav (0:35) – G1
Air Conditioner 002_on_running_off.1-NORM_01.wav (1:25) – G1
Air Conditioner 003_on_running_off.1-NORM_01.wav (1:44) – G1
Air Conditioner Fan 001_on_running_off.1-NORM_01.wav (1:01) – G1
Air Conditioner Fan 002_on-running-off.1-NORM_01.wav (1:03) – G1
Air Conditioner Wind Ambiance 001 (1:41) – AM3.3
Air Conditioner Wind Ambiance 002 (0:57) – AM3.3
Air Conditioner Wind Ambiance 003 (1:07) – AM3.3
Air Conditioner Wind Ambiance 004 (1:00) – AM3.3
Air hose 001 1 (0:05) – G2
Airplanes - P40 fly by 001 (0:24) – TA
Airplanes - Racing Plane 001_F1 Fly By.wav (0:22) – TA
Airplanes - Racing Plane 002_F1 Fly By.wav (0:23) – TA
Airplanes - Racing Plane 003_F1.wav (0:28) – TA
Airplanes - Racing Plane 004_ Two F1s.wav (0:47) – TA
Airplanes - Racing Plane 005_ Two F1s Extended.wav (1:20) – TA
Airplanes - Racing Plane 006_ Two F1s.wav (1:02) – TA
Airplanes - Racing Plane 007_F1.wav (0:36) – TA
Airplanes - Racing Plane 008_F1.wav (0:16) – TA
Airplanes - Racing Plane 009_P51.wav (0:22) – TA
Airplanes - Racing Plane 010_P51.wav (0:17) – TA
Airplanes - Racing Plane 011.wav (0:20) – TA
Airplanes - Racing Plane 012_Approach and Pass.wav (0:27) – TA
Airplanes - Racing Plane 013.wav (0:15) – TA
Airplanes - Racing Plane 014.wav (0:17) – TA
Airplanes - Racing Plane 015_P1.wav (0:31) – TA
Airplanes - Racing Plane 016.wav (0:30) – TA
Airplanes - Racing Plane 017_P51.wav (0:24) – TA
Airplanes - Racing Plane 018_P38,P51.wav (0:26) – TA
Airplanes - Racing Plane 019.wav (0:17) – TA
Airplanes - Racing Plane 020.wav (0:27) – TA
Airplanes - Racing Plane 021.wav (0:23) – TA
Airplanes - Racing Plane 022.wav (0:23) – TA
Airplanes - Racing Plane 023.wav (0:59) – TA
Alligator 001_Snorts and Hiss.wav (1:02) – AN
Applause, light 001 1 (0:06) – G2
Auto windows 001_up-down.2-NORM_01.wav (0:28) – TV2
Babbling brook 001 1 (0:11) – AM3.2
Babbling brook 002 1 (1:30) – AM3.2
Bamboo rat eats 001 1 (0:26) – AN
Bamboo rat eats 002 1 (0:29) – AN
Bamboo rat eats 003 1 (0:50) – AN
Bamboo rat eats 004 1 (1:08) – AN
Bamboo rat growls 001 1 (0:02) – AN
Bamboo rats, baby 001 1 (0:17) – AN

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Bamboo rats, baby 002 1 (0:48) – AN
Bamboo rats, baby 003 1 (0:41) – AN
Bamboo rats, baby 004 1 (0:39) – AN
Basketball huddle 001 (3:31) – G2
Bathroom tub 001_Draining.1-NORM_01.wav (0:22) – G2
Beeps 001 (0:41) – G2
Bell bird 001 1 (0:30) – AN
Bell bird 002 1 (0:05) – AN
Bell birds 001 1 (0:01) – AN
Bell birds 002 1 (0:10) – AN
Bell birds 003 1 (0:01) – AN
Bell birds 004 1 (0:03) – AN
Bell birds 005 1 (0:04) – AN
Bell birds 006 1 (0:35) – AN
Bell birds 007 1 (0:02) – AN
Bell birds 008 1 (0:08) – AN
Bell birds jungle ambience 001 (2:25) – AN
Bell birds jungle ambience 001 1 (2:25) – AM
Bell birds jungle ambience 002 (1:21) – AN
Bell birds jungle ambience 002 1 (1:21) – AM
Bell birds plus BG noise 001 1 (0:11) – AN
Bell Tree Vintage 001-NORM_01.wav (0:17) – G1
Bell Tree Vintage 002-NORM_01.wav (0:29) – G1
Bell Tree Vintage 003-NORM_01.wav (0:08) – G1
Bell Tree Vintage 004-NORM_01.wav (0:05) – G1
Bi Plane 001.wav (0:33) – TA
Bi Plane 002_Fly By.wav (0:29) – TA
Bi Plane 003.wav (0:45) – TA
Bi Plane 004_Fly By.wav (0:26) – TA
Bi Plane 005_Landing.wav (0:42) – TA
Bi Plane 006_Landing.wav (0:26) – TA
Bi Plane 007_Fly By.wav (0:18) – TA
Big Car bys 001 1 (2:08) – TV1
Big Car bys 002 1 (2:13) – TV1
River, big 001 1 (1:31) – AM3.2
River, big 002 1 (1:29) – AM3.2
Bird ambience 001 1 (2:10) – AM1.1
Bird ambience 002 1 (1:09) – AM1.1
Bird ambience 003 1 (2:19) – AM1.1
Bird calls 001 1 (0:48) – AN
Bird calls 002 1 (0:28) – AN
Bird calls 003 1 (0:11) – AN
Bird calls 004 1 (0:12) – AN
Bird calls 005 1 (0:51) – AN
Bird calls 006 1 (0:39) – AN
Bird calls 007 1 (0:10) – AN

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Bird calls 008 1 (0:12) – AN
Bird calls 009 1 (0:12) – AN
Bird howl 001 1 (0:04) – AN
Bird songs 001 1 (0:26) – AN
Bird songs 002 1 (1:39) – AN
Bird songs 003 1 (0:03) – AN
Birds 001 1 (1:21) – AN
Birds 002 1 (2:52) – AN
Birds 003 1 (0:55) – AN
Birds 004 1 (0:50) – AN
Birds in valley 001 1 (1:13) – AM1.1
Birds in valley 002 1 (0:48) – AM1.1
Birds in valley 003 1 (0:50) – AM1.1
Birds with planes 001 1 (0:45) – AM1.1
Birds with planes 002 1 (0:32) – AM1.1
Bolting 001 1 (0:12) – G2
Bolting 002 1 (0:23) – G2
Brown jaybird 001 1 (0:05) – AN
Brown jaybird 002 1 (0:11) – AN
Brown jaybird 003 1 (0:03) – AN
Buffalo 001_Grunts.wav (3:22) – AN
Buffalo 002_Grunts.wav (0:50) – AN
Buffalo 003.wav (1:01) – AN
Buffalo herd 001 1 (3:00) – AN
Buffalo walking 001 1 (1:12) – AN
Bull Grunt 001-NORM_01.wav (0:04) – AN
Bull Grunt 002-NORM_01.wav (0:03) – AN
Bull Grunt 003_Three Grunts-NORM_01.wav (0:10) – AN
Bull Grunt 004_Three Grunts-NORM_01.wav (0:12) – AN
Bus 001_Start & Away-NORM_01.wav (1:17) – TV3
Bus 002_Passing-NORM_01.wav (0:13) – TV3
Bus 003_Idle-NORM_01.wav (1:09) – TV3
By 001 1 (0:23) – TV1
By 0010 1 (0:08) – TV1
By 0011 1 (0:38) – TV1
By 0012 1 (0:02) – TV1
By 0013 1 (0:16) – TV1
By 002 1 (0:24) – TV1
By 003 1 (0:21) – TV1
By 004 1 (0:16) – TV1
By 005 1 (0:05) – TV1
By 006 1 (1:32) – TV1
By 007 1 (0:04) – TV1
By 008 1 (0:05) – TV1
By 009 1 (0:04) – TV1
By at turn 001 1 (2:09) – TV1

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By with laps 001 1 (3:57) – TV1
By with laps 002 1 (1:11) – TV1
By with laps 003 1 (4:15) – TV1
By with PA 001 1 (0:08) – TV1
Bys from a distance 001 1 (1:30) – TV1
Bys from underneath grandstand 001 1 (0:24) – TV1
Bys from underneath grandstand 002 1 (0:21) – TV1
Bys from underneath grandstand 003 1 (0:15) – TV1
Bys that speed up 001 1 (0:15) – TV1
Campfire 001 1 (0:54) – G1
Campfire 002 1 (0:58) – G1
Campfire 003 1 (0:11) – G1
Campfire 004 1 (1:08) – G1
Campsite 001 1 (1:22) – AM2
Cannon Blast 001.wav (0:06) – W
Cannon Blast 001_Double.1-NORM_01.wav (0:13) – G1
Cannon Blast 002.wav (0:05) – W
Cannon Blast 002_Distant.1-NORM_01.wav (0:04) – G1
Cannon Blast 003.wav (0:06) – W
Cannon Blast 003_Distant.1-NORM_01.wav (0:05) – G1
Cannon Blast 004.wav (0:03) – W
Cannon Blast 005.wav (0:04) – W
Cannon Blast 006.wav (0:05) – W
Cannon Blast 007.wav (0:05) – W
Cannon Blast 008.wav (0:04) – W
Cannon Blast 009.wav (0:04) – W
Cannon Blast 010.wav (0:04) – W
Cannon Blast 011.wav (0:04) – W
Cannon Blast 012.wav (0:05) – W
Cannon Blast 013.wav (0:06) – W
Cannon Blast 014.wav (0:04) – W
Cannon Blast 015.wav (0:06) – W
Cannon Blast 016.wav (0:06) – W
Cannon Blast 017.wav (0:05) – W
Cannon Blast 018.wav (0:04) – W
Cannon Blast 019.wav (0:03) – W
Cannon Blast 020.wav (0:03) – W
Cannon Blast 021.wav (won't play) – W
Cannon Blast 022.wav (0:06) – W
Cannon Blast 023.wav (0:06) – W
Cannon Blast 024.wav (0:05) – W
Cannon Blast 025.wav (0:05) – W
Cannon Blast 026.wav (0:08) – W
Cannon Blast 027.wav (0:04) – W
Cannon Blast 028.wav (0:04) – W
Cannon Blast 029.wav (0:06) – W

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Cannon Blast 030.wav (0:07) – W
Cannon Blast 031.wav (0:09) – W
Cannon Blast 032.wav (0:05) – W
Cannon Blast 033.wav (0:09) – W
Cannon Blast 034.wav (0:08) – W
Cannon Blast 035.wav (0:11) – W
Cannon Blast 036.wav (0:09) – W
Cannon Blast 037.wav (0:07) – W
Cannon Blast 038.wav (0:08) – W
Cannon Blast 039.wav (0:06) – W
Cannon Blast 040.wav (0:06) – W
Cannon Blast 041.wav (0:06) – W
Canyon in Forest 001 (0:53) – AM2
Car 001_Engine Start-Away.2-NORM_01.wav (0:16) – TV2
Car 002_Drives By-35mph.2-NORM_01.wav (0:22) – TV2
Car 003_Drives By-35mph.2-NORM_01.wav (0:20) – TV2
Car 004_Drives By-25mph.2-NORM_01.wav (0:16) – TV2
Car 005_Drives By-55mph.2-NORM_01.wav (0:18) – TV2
Car 006_Drives By-55mph.2-NORM_01.wav (0:18) – TV2
Car 007_Drives By-10mph.2-NORM_01.wav (0:17) – TV2
Car 008_Drives By-55mph.2-NORM_01.wav (0:19) – TV2
Car 009_Drives By-05mph.2-NORM_01.wav (0:14) – TV2
Car 010_Drives By-55mph.2-NORM_01.wav (0:15) – TV2
Car 012_Drives By-05mph.2-NORM_01.wav (0:17) – TV2
Car 013_In-Stop_Away.2-NORM_01.wav (0:28) – TV2
Car 014_Fast In-Stop_Away.2-NORM_01.wav (0:37) – TV2
Car 015_Fast In Screech.2-NORM_01.wav (0:18) – TV2
Car 016_Peal Out.2-NORM_01.wav (0:13) – TV2
Car 017_Fast In Screech Stop.2-NORM_01.wav (0:10) – TV2
Car 018_Engine Start-Peal Out.2-NORM_01.wav (0:15) – TV2
Car 019_Drive By_Tire Screech.2-NORM_01.wav (0:15) – TV2
Car Door Open 001.2-NORM_01.wav (0:07) – TV2
Car Door Open 002_open and close.2-NORM_01.wav (0:05) – TV2
Car Door Open 003_open and close.2-NORM_01.wav (0:22) – TV2
Car Door Open 004_open and close.2-NORM_01.wav (0:18) – TV2
Car Horn 001_inside.2-NORM_01.wav (0:36) – TV2
Car Horn 002_Distant.2-NORM_01.wav (0:31) – TV2
Car Horn 003_Natural Echo.2-NORM_01.wav (0:44) – TV2
Car Horn 004_Close.2-NORM_01.wav (0:27) – TV2
Car Horn 005_Quiet Neighborhood.2-NORM_01.wav (0:09) – TV2
Car Horn 006_Quiet Neighborhood.2-NORM_01.wav (0:16) – TV2
Car Horn 007_Quiet Neighborhood.2-NORM_01.wav (0:29) – TV2
Car Horn 008_Foreign.2-NORM_01.wav (0:24) – TV2
Car Horn 009_Foreign.2-NORM_01.wav (0:07) – TV2
Car Horn 010_Foreign.2-NORM_01.wav (0:11) – TV2
Car Horn 011_Foreign.2-NORM_01.wav (0:16) – TV2

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Car Horn 012_In Garage.2-NORM_01.wav (0:14) – TV2
Car Horn 013_In Garage.2-NORM_01.wav (0:12) – TV2
Car Horn 014_Close.2-NORM_01.wav (0:06) – TV2
Car Horn 015.2-NORM_01.wav (0:21) – TV2
Car keys, rattling 001.2-NORM_01.wav (0:08) – TV2
Car Peeling Out 001.2-NORM_01.wav (0:08) – TV2
Car Peeling Out 002.2-NORM_01.wav (0:11) – TV2
Car Peeling Out 003_On Gravel.2-NORM_01.wav (0:09) – TV2
Car Reminder Beep 001.2-NORM_01.wav (0:04) – TV2
Car Reminder Beep 002.2-NORM_01.wav (0:24) – TV2
Car Skidding In 001.2-NORM_01.wav (0:11) – TV2
Car Skidding In 002.2-NORM_01.wav (0:09) – TV2
Car Skidding In 003.2-NORM_01.wav (0:10) – TV2
Car Skidding In 004_with crash.2-NORM_01.wav (0:10) – TV2
Car Skidding In 005_quick.2-NORM_01.wav (0:04) – TV2
Car Skidding In 006_very quick.2-NORM_01.wav (0:02) – TV2
Car Skidding In 007_On Gravel.2-NORM_01.wav (0:10) – TV2
Car Spinning 001_On Gravel.2-NORM_01.wav (0:18) – TV2
Car Spinning 002_On Gravel.2-NORM_01.wav (0:18) – TV2
Car Starting 001.2-NORM_01.wav (0:17) – TV2
Car Workshop 001 (0:48) – AM2
Car Workshop 002 (4:47) – AM2
Car Workshop 003 (5:06) – AM2
Car Workshop 004 (1:52) – AM2
Cars from a distance 001 (3:06) – AM3.1
Cars on overpass 001 (18:58) – AM3.1
Cars on overpass 002 (2:12) – AM3.1
Cash register, modern _001 Bell.1-NORM_01.wav (0:19) – G1
Cash register, modern _001 Punch.1-NORM_01.wav (0:05) – G1
Cash register, vintage 001.1-NORM_01.wav (0:07) – G1
Cash register, vintage 002.1-NORM_01.wav (0:04) – G1
Cash register, vintage 003.1-NORM_01.wav (0:08) – G1
Cash register, vintage 004.1-NORM_01.wav (0:04) – G1
Cash register, vintage 004_Crank.1-NORM_01.wav (0:03) – G1
Cash register, vintage 005_Crank.1-NORM_01.wav (0:04) – G1
Cash register, vintage 006_Crank.1-NORM_01.wav (0:03) – G1
Cash register, vintage 007_Crank.1-NORM_01.wav (0:08) – G1
Cash register, vintage 008_Crank.1-NORM_01.wav (0:05) – G1
Cash register, vintage 008_No Bell.1-NORM_01.wav (0:04) – G1
Cash register, vintage 009_No Bell.1-NORM_01.wav (0:07) – G1
Cement Mixer 001.2-NORM_01.wav (0:56) – TV3
Cement Mixer 002.2-NORM_01.wav (0:54) – TV3
Cement Mixer 003.2-NORM_01.wav (0:45) – TV3
Cement Mixer 004.2-NORM_01.wav (1:10) – TV3
Cement Mixer 005_Turning.2-NORM_01.wav (0:53) – TV3
Chasing a panda 001 1 (1:48) – AN

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Chassis Shop 001 (2:31) – AM2
Chassis Shop 002 (2:18) – AM2
Chicken clucks 001 1 (0:06) – AN
Chicken clucks 002 1 (0:04) – AN
Chicken clucks 003 1 (0:03) – AN
Chickens 001 1 (0:49) – AN
Cicada 001_Solo.wav (0:29) – AN
Cicada 002_Solo.wav (0:12) – AN
Cicada 003_Solo.wav (0:05) – AN
Cicada 004_Solo.wav (0:03) – AN
Cicada 005_Solo.wav (0:06) – AN
Cicada 006_Solo.wav (0:19) – AN
Cicada 007_Solo.wav (0:10) – AN
Cicada 008_Solo.wav (0:15) – AN
Cicada 009_Solo.wav(0:28) – AN
City 001_Daytime (5:03) – AM3.1
City 002_Daytime (1:26) – AM3.1
City market 001 1 (0:46) – AM3.1
Civil War Battle 001.1-NORM_01.wav (1:09) – G2
Civil War Battle 002.1-NORM_01.wav (1:48) – G2
Civil War Battle 003.1-NORM_01.wav (0:48) – G2
Civil War Battle 004.1-NORM_01.wav (1:26) – G2
Civil War Battle 005.1-NORM_01.wav (1:10) – G2
Civil War Battle 006.1-NORM_01.wav (0:55) – G2
Civil War Battle 007.1-NORM_01.wav (0:34) – G2
Civil War Battle 008.1-NORM_01.wav (1:14) – G2
Civil War Battle 009.1-NORM_01.wav (1:12) – G2
Close Bys 001 1 (0:28) – TV1
Close Bys 002 1 (0:17) – TV1
Close Bys 003 1 (0:13) – TV1
Coal fire 001 1 (2:43) – G1
Coati Mundis in jungle 001 1 (1:42) – AM1.1
Cockpit 001_inside sounds-NORM_01.wav (0:36) – TA
Cockpit 002_inside sounds (0:37) – TA
Cockpit 002_Switches (0:14) – TA
Comp Air 001 1 (0:01) – G2
Compressor Unit 001_Starting Up.1-NORM_01.wav (1:08) – G1
Compressor Unit 002_Shutting Down.1-NORM_01.wav (0:23) – G1
Compressor Unit 003_Air Release.1-NORM_01.wav (1:27) – G1
Compressor Unit 004_Start Up.1-NORM_01.wav (3:15) – G1
Computer Keyboard 001.1-NORM_01.wav (0:31) – G1
Computer Keyboard 002.1-NORM_01.wav (0:38) – G1
Construction FX 001 (0:39) – G2
Construction with Chatter 001 (4:19) – AM2
Construction with Chatter 002 (2:39) – AM2
Construction with Truck 001 (2:20) – AM2

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Conveyer Belt 001_Starting & Running.1-NORM_01.wav (0:29) – G1
Conveyer Belt 002_Running.1-NORM_01.wav (0:16) – G1
Conveyer Belt 003_Running.1-NORM_01.wav (0:43) – G1
Cow Bell 001 1 (0:02) – G1
Cow Bell 002 1 (0:05) – G1
Cow Bell 003 1 (0:04) – G1
Cowboys 001_Cattle_Sheep (0:19) – G2
Cowboys 002_Hearding Cattle (1:04) – G2
Cowboys 003_Hearding Cattle (0:26) – G2
Cowboys 004_Hearding Cattle (0:54) – G2
Cows & Bulls 001_Mooing-NORM_01.wav (1:44) – AN
Cows & Bulls 002_Mooing-NORM_01.wav (2:35) – AN
Cows eating 001 1 (0:41) – AN
Cows eating 002 1 (0:51) – AN
Coyote howls 001 1 (0:12) – AN
Creaking 001 (0:27) – G2
Creaking 002_Medium (1:56) – G2
Creaking 003_Long (1:09) – G2
Creek 001 1 (0:42) – AM3.2
Creek 002 1 (0:21) – AM3.2
Creek 003 1 (1:11) – AM3.2
Creek 004 1 (1:17) – AM3.2
Creek 005 1 (1:42) – AM3.2
Creek 006 1 (1:25) – AM3.2
Cricket Car ambience 001 1 (1:55) – AM1.1
Crickets in jungle 001 1 (0:53) – AM1.1
Crow call 001 1 (0:02) – AN
Crow call 002 1 (0:15) – AN
Crowd 001 1 (3:11) – AM2
Crowd 002 1 (2:28) – AM2
Crowd applause 001 1 (0:07) – AM2
Crowd Car noises in BG 001 1 (0:14) – AM2
Crowd cheers 001 1 (0:54) – AM2
Crowd NASCAR gate with announcer 1 (1:28) – AM2
Crowd noise at game 001 (11:26) – G2
Crowd noise at game 002 (10:03) – G2
Crowd noise with fast by 001 1 (3:26) – AM2
Crowd with muffled singing 001 1 (0:36) – AM2
Crowd, large 001 (2:12) – AM2
Crowd, large 002 (2:06) – AM2
Crowd, large 003 (2:19) – AM2
Crowd, large 004 (1:49) – AM2
Crows in River 002 1 (1:24) – AN
Cruising Interior 001_80s LTD.2-NORM_01.wav (0:28) – TV2
Cruising Interior 002_80s LTD.2-NORM_01.wav (0:23) – TV2
Cruising Interior 003_80s LTD.2-NORM_01.wav (0:36) – TV2

Greg Smith SFX Collection File Location Key

AM1.1 = Ambience 1_1 AM1.2 = Ambience 1_2 AM2 = Ambience 2 AM3.1 = Ambience 3_1 AM3.2 = Ambience 3_2 AM3.3 = Ambience 3_3 AN = Animals G1 = General 1 G2 = General 2 TA = Transportation Aircraft TV1 = Transportation Vehicle 1 TV2 = Transportation Vehicle 2 TV3 = Transportation Vehicle 3 W = Weapons

Cruising Interior 004_80s LTD.2-NORM_01.wav (1:21) – TV2
Cruising Interior 005_80s LTD 50mph.2-NORM_01.wav (1:10) – TV2
Dawn jungle 001 1 (3:19) – AM1.1
Day ambience 001 1 (1:36) – AM1.1
Day ambience 002 1 (1:44) – AM1.1
Dial EFX_001 Card Dialer.1-NORM_01.wav (0:24) – G2
Dial EFX_002 Card Dialer.1-NORM_01.wav (0:38) – G2
Dial EFX_003 Card Dialer.1-NORM_01.wav (0:46) – G2
Dialing 001.1-NORM_01.wav (0:09) – G2
Dialing 002.1-NORM_01.wav (0:08) – G2
Dialing 003.1-NORM_01.wav (0:07) – G2
Dialing 004.1-NORM_01.wav (0:07) – G2
Dialing 005.1-NORM_01.wav (0:10) – G2
Dining Room 001-NORM_01 (1:22) – AM2
Distant take off 001 1 (0:08) – TV1
Distant thunder 001 1 (0:26) – AM3.1
Distant thunder 002 1 (0:59) – AM3.1
Dog barks 001 1 (0:02) – AN
Dog barks 002 1 (0:01) – AN
Dogs barking 001_Kennel-NORM_01.wav (0:05) – AN
Dogs barking 002_Kennel-Outside-NORM_01.wav (0:21) – AN
Dogs barking 003_Kennel-Outside-NORM_01.wav (0:34) – AN
Dogs barking 004_Kennel-NORM_01.wav (0:14) – AN
Dogs barking 005_Kennel-Outside-NORM_01.wav (1:18) – AN
Dogs barking 006_Kennel-More Dogs-NORM_01.wav (0:46) – AN
Dogs barking 007_Kennel-NORM_01.wav (2:09) – AN
Dogs barking 008_Kennel-NORM_01.wav (0:59) – AN
Dogs barking 009_Kennel-NORM_01.wav (1:15) – AN
Door slam 001-NORM_01.wav (0:04) – G1
Door slam 002-NORM_01.wav (0:05) – G1
Door slam 003-NORM_01.wav (0:02) – G1
Door slam 004-NORM_01.wav (0:03) – G1
Door slam 005-NORM_01.wav (0:03) – G1
Door slam 007-NORM_01.wav (0:03) – G1
Door slam 008-NORM_01.wav (0:03) – G1
Drill Press Hum 001 (1:09) – AM2
Drilling 001 1 (0:27) – G2
Drilling 002 1 (0:41) – G2
Drilling BG Noise 002 (0:29) – AM2
Drilling BG Noise 001 (1:15) – AM2
Drilling BG Noise 003 (1:03) – AM2
Drilling Rivets 001 1 (0:43) – G2
Dyno Engine 001 1 (0:13) – TV1
Dyno Engine 002 1 (0:13) – TV1
Dyno Room With Machine 001 (3:08) – AM2
Dyno Room With Machine 002 (0:50) – AM2

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Dyno Room With Machine 003 (3:53) – AM2
Dyno Room With Machine 004 (3:36) – AM2
Dyno Room With Machine 005 (3:22) – AM2
Early morning ambience 001 1 (3:43) – AM1.1
Early morning ambience 002 1 (4:05) – AM1.1
Early morning ambience 003 1 (5:00) – AM1.1
Early morning ambience 004 1 (3:56) – AM1.1
Early morning ambience 005 1 (2:19) – AM1.1
Early morning ambience 006 1 (0:45) – AM1.1
Early morning ambience 007 1 (0:37) – AM1.1
Early morning ambience 008 1 (1:15) – AM1.1
Early morning ambience 009 1 (1:37) – AM1.1
Echo Bys 001 1 (0:12) – TV1
Echo Bys 002 1 (0:11) – TV1
Echo Bys 003 1 (0:10) – TV1
Echo Bys 004 1 (0:14) – TV1
Echo Bys 005 1 (0:13) – TV1
Echo-y Bys 001 1 (3:23) – TV1
Echo-y Bys 002 1 (0:15) – TV1
Electric static power lines 001 1 (1:47) – G2
Elevator 001 (1:35) – AM2
Elevator 002 (0:18) – AM2
Elevator 003 (0:18) – AM2
Elevator 004 (0:26) – AM2
Elevator bell 001.1-NORM_01.wav (0:03) – G1
Elevator bell 002.1-NORM_01.wav (0:03) – G1
Elevator bell 003.1-NORM_01.wav (0:03) – G1
Elevator cooling unit 001_Revving Up.1-NORM_01.wav (1:00) – G1
Empty Museum Room 001 (2:25) – AM2
Empty room 001 (0:24) – AM2
Empty stadium laps 001 1 (3:00) – TV1
Engine hum 001 1 (0:33) – TV1
Engine hum 002 1 (0:11) – TV1
Engine idle 001 1 (0:18) – TV1
Engine idle 001 1 (0:51) – TV1
Engine idle with revs 001 1 (1:52) – TV1
Engine rev 001 1 (0:25) – TV1
Engine rev 002 1 (0:04) – TV1
Engine rev 003 1 (0:15) – TV1
Engine rev 004 1 (0:18) – TV1
Engine rev then idle 001 1 (1:02) – TV1
Engine rev with tire squeak 001 1 (0:11) – TV1
Engine rev with tire squeak 002 1 (0:08) – TV1
Engine rumble 001 1 (0:35) – TV1
Engine start and rev 001 1 (0:11) – TV1
Engine start and rev 002 1 (0:33) – TV1

Greg Smith SFX Collection File Location Key

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Engine start and rev 003 1 (0:20) – TV1
Engine start and rev 004 1 (0:08) – TV1
Explosion, large 001_ Shack.1-NORM_01.wav (0:07) – G1
Explosion, large 002_ Shack.1-NORM_01.wav (0:08) – G1
Explosion, large 003_ Wind Tower.1-NORM_01.wav (0:07) – G1
Explosion, large 004_ Tower-Collapse.1-NORM_01.wav (0:18) – G1
Explosion, large 005_ Tower-Collapse.1-NORM_01.wav (0:18) – G1
Explosion, large 006_ Tower-Collapse.1-NORM_01.wav (0:11) – G1
Explosion, large 007_ Tower-Collapse.1-NORM_01.wav (0:07) – G1
Explosion, large 008_ Tower-Collapse.1-NORM_01.wav (0:21) – G1
Explosion, large 009_ Tower-Collapse.1-NORM_01.wav (0:22) – G1
Explosion, large 010_ Tower-Collapse.1-NORM_01.wav (0:23) – G1
Fabrication shop 001 (1:41) – AM2
Fabrication shop 002 (3:34) – AM2
Fast by 001 1 (0:04) – TV1
Fast by 002 1 (2:34) – TV1
Fireworks at racetrack 001 1 (0:32) – G1
Flag shot 001 1 (1:26) – TV1
Flag Shot 002 1 (2:38) – TV1
Flag waving 001 (0:32) – AM3.1
Flame bursts 001 1 (0:05) – G1
Fly over B1B bomber 001 (0:25) – TA
Fly over F16s 001 (0:11) – TA
Fly over F16s 002 (0:20) – TA
Fly over with crowd cheers 001 (0:29) – TA
Foot slosh 001.1-NORM_01.wav (0:06) – G2
Foot slosh 002.1-NORM_01.wav (0:05) – G2
Foot slosh 003.1-NORM_01.wav (0:05) – G2
Foot slosh 004.1-NORM_01.wav (0:04) – G2
Foot slosh 005_Long.1-NORM_01.wav (0:25) – G2
Forest 001 1 (1:26) – AM2
Forest in the morning 001 (1:55) – AM2
Forest in the morning 002 (2:58) – AM2
Forest with birds 001 1 (1:41) – AM2
Forest with birds 001(2:03) – AM2
Forest with birds 002 (3:05) – AM2
Forest with birds 002 1 (5:02) – AM2
Forest with birds 003 (2:12) – AM2
Forest with birds 004 (2:05) – AM2
Forest with birds and rain 002 1 (2:01) – AM2
Fountain 001 1 (0:13) – AM3.2
Four cylinder slow by 001 1 (2:45) – TV1
Four cylinder slow by 002 1 (6:37) – TV1
Fox growls 1 (0:29) – AN
Freight elevator 001_Open-Close.1-NORM_01.wav (0:33) – G1
Freight elevator 002_Open-Close.1-NORM_01.wav (0:33) – G1

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Freight elevator 003_Open-Close.1-NORM_01.wav (0:33) – G1
Freight elevator 004_Open-Close.1-NORM_01.wav (0:32) – G1
Freight elevator 005_Open-Close.1-NORM_01.wav (0:33) – G1
Freight elevator 006_Inside.1-NORM_01.wav (0:17) – G1
Freight elevator 007_Inside-Open-Close.1-NORM_01.wav (0:33) – G1
Freight elevator 008_Inside-Open-Close.1-NORM_01.wav (0:32) – G1
Freight elevator 009_Running-Floor to Floor.1-NORM_01.wav (1:44) – G1
Freight elevator 010_From Top_Going Down.1-NORM_01.wav (1:36) – G1
Freight elevator 011_Floor to Floor_Going Down.1-NORM_01.wav (3:09) – G1
Freight elevator 012_Inside Floor to Floor.1-NORM_01.wav (1:05) – G1
Freight elevator 013_Inside Floor to Floor.1-NORM_01.wav (0:42) – G1
Freight elevator 014_Inside Floor to Floor.1-NORM_01.wav (1:29) – G1
Freight elevator 015_Inside Floor to Floor.1-NORM_01.wav (1:35) – G1
Frogs 001-NORM_01.wav (1:18) – AM1.1
Frogs 002-NORM_01.wav (1:23) – AM1.1
Frogs 003-NORM_01.wav (1:54) – AM1.1
Frogs 004-NORM_01.wav (0:45) – AM1.1
Frogs and birds 001 1 (0:15) – AN
Frogs and birds 002 1 (0:16) – AN
Frogs and birds ambience 001 1 (3:57) – AN
Frogs and birds ambience 002 1 (0:46) – AN
Frogs in jungle 001 1 (1:53) – AN
Frogs in jungle 002 1 (0:50) – AN
Frogs in jungle 003 1 (1:24) – AN
Frogs in jungle 004 1 (1:40) – AN
Frogs in swamp 001 1 (2:06) – AN
Frogs in swamp 002 1 (1:05) – AN
Frogs in swamp 003 1 (0:32) – AN
Frogs in swamp 004 1 (0:22) – AN
Frogs with birds and rain in swamp 001 1 (1:00) – AN
Game wheel clicks 001 (0:33) – G2
Game wheel clicks 002 (0:16) – G2
Game wheel clicks 003 (0:14) – G2
Game wheel clicks 004 (0:07) – G2
Game wheel clicks 005 (0:07) – G2
Garage 001 (2:28) – AM2
Garage 002 (2:59) – AM2
Garage 003 (5:05) – AM2
Garage 004 (1:43) – AM2
Garage 005 (3:06) – AM2
Garage gear room 001 (0:43) – AM2
Gatling gun 001.wav (0:11) – W
Gatling gun 002.wav (0:03) – W
Gatling gun 003.wav (0:04) – W
Gatling gun 004.wav (0:07) – W
Gatling gun 005.wav (0:06) – W

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Gatling gun 006.wav (0:05) – W
Gatling gun 007.wav (0:09) – W
Gatling gun 008.wav (0:04) – W
Gatling gun 009.wav (0:06) – W
Gatling gun 010.wav (0:04) – W
Gatling gun 011.wav (0:04) – W
Gatling gun 012.wav (0:02) – W
Gatling gun 013.wav (0:03) – W
Gatling gun 014.wav (0:02) – W
Gatling gun 015.wav (0:07) – W
Gatling gun 016.wav (0:03) – W
Gatling gun 017.wav (0:01) – W
Gatling gun 018.wav (0:01) – W
Gatling gun 019.wav (0:03) – W
Gatling gun 020.wav (0:02) – W
Gatling gun 021_Rapid fire.wav (0:13) – W
Gatling gun 022.wav (0:03) – W
Gatling gun 023.wav (0:02) – W
Gatling gun 024.wav (0:01) – W
Gatling gun 025.wav (0:02) – W
Gatling gun 026.wav (0:02) – W
Gatling gun 027_Double.wav (0:03) – W
Gatling gun 028_Rapid Fire.wav (0:05) – W
Gatling gun 029.wav (0:02) – W
Gatling gun 030_Rapid Fire.wav (0:05) – W
Generic Steady 001 1 (1:43) – TV1
Generic Steady 002 1 (1:48) – TV1
Generic Steady 003 1 (1:41) – TV1
Good stream 001 1 (1:12) – AM3.2
Ground bar hydraulics 001 (1:21) – G2
Growls 001-NORM_01.wav (1:26) – AN
Gust 001 1 (0:17) – AM3.3
Hammering 001 1 (0:14) – G2
Hammering 002 1 (0:07) – G2
Hammering with screws 001 1 (0:16) – G2
Hangup_Pickup 001 (0:40) – G2
Hauler's Garage 001 (1:06) – AM2
Hauler's Garage 002 (1:20) – AM2
Hauler's Garage 003 (1:01) – AM2
Hauler's Garage 004 (4:23) – AM2
Heavy Rain 001 (0:16) – AM2
Helicopter 001_Hover and By.wav (1:02) – TA
Helicopter 002.wav (0:39) – TA
Helicopter 003.wav (0:43) – TA
Helicopter 004_Fires M60 Door Gun.wav (1:09) – TA
Helicopter 005.wav (4:22) – TA

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Helicopter 006_Fires M60 Door Gun.wav (1:30) – TA
Helicopter 007_Fires M60 Door Gun.wav (1:22) – TA
Helicopter 008_Fires M60 Door Gun.wav (1:37) – TA
Helicopter 009_Fires M60 Door Gun.wav (2:01) – TA
Helicopter 010.wav (0:34) – TA
Helicopter 011.wav (0:38) – TA
Helicopter 012.wav (0:16) – TA
Helicopter 013.wav (0:58) – TA
Helicopter 014_Fires M60 Door Gun.wav (2:43) – TA
Helicopter 015_Approach and Land.1-NORM_01.wav (5:05) – TA
Helicopter by with crowd cheers 001 (0:16) – TA
Helicopter by with crowd cheers 002 (0:13) – TA
Helicopter by with crowd cheers 003 (0:09) – TA
Helicopter take off (2:16) – TA
High camp jungle 001 1 (2:25) – AM1.1
High camp jungle 002 1 (2:51) – AM1.1
High tension wires 001_snap & arch (4:16) – G2
High tension wires 002_arching (0:51) – G2
High tension wires 003_arching (2:27) – G2
High tension wires 004_arching (5:07) – G2
High tension wires 005_snap & arching (1:39) – G2
High tension wires 006_snap & arching (0:49) – G2
Highway 001 (2:34) – AM3.1
Hooves 001_By the Bay-NORM_01.wav (0:43) – AN
Hooves 002_On Asphalt-NORM_01.wav (1:08) – AN
Hooves 003_Trot_Pass-NORM_01.wav (0:18) – AN
Hooves 004_Wagon Passing By-NORM_01.wav (1:33) – AN
Hooves 005_Wagon Passing By-NORM_01.wav (0:34) – AN
Hooves 006_On Asphalt-NORM_01.wav (1:09) – AN
Hooves 007_Walking-NORM_01.wav (0:49) – AN
Hooves 008_Trotting-NORM_01.wav (0:43) – AN
Hooves 009_Gallop-NORM_01.wav (0:24) – AN
Hooves 010_Gallop In-Stop-Gallop Off-NORM_01.wav (0:37) – AN
Hooves 011_Gallop In-Stop-Gallop Off-NORM_01.wav (0:41) – AN
Hooves 012_Gallop In-NORM_01.wav (0:30) – AN
Hooves 013_Gallop In-NORM_01.wav (0:10) – AN
Hooves 014_Gallop In-NORM_01.wav (0:13) – AN
Hooves 015_Gallop In-NORM_01.wav (0:09) – AN
Hooves 015_Trot in Circle_01.wav (1:40) – AN
Hotel desk bell 001.1-NORM_01.wav (0:17) – G2
Hotel desk bell 002.1-NORM_01.wav (0:07) – G2
Hotel desk bell 003.1-NORM_01.wav (0:06) – G2
Hotel desk bell 004.1-NORM_01.wav (0:06) – G2
Hummingbird 001 1 (0:23) – AN
Hummingbird 002 1 (0:57) – AN
Hummingbird 003 1 (1:07) – AN

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Hummingbird 004 1 (0:33) – AN
Hydraulics 001.wav (5:32) – TA
Hydraulics 002 (1:56) – TA
Hydraulics 003_02.wav (1:50) – TA
Hydraulics 004_Shutdown_01.wav (0:34) – TA
Impact 001_Boxes-Cans.2-NORM_01.wav (0:07) – TV2
Impact 002_Boxes-Cans.2-NORM_01.wav (0:05) – TV2
Impact 003_Two Cars.2-NORM_01.wav (0:04) – TV2
Impact 004_Two Cars.2-NORM_01.wav (0:07) – TV2
Insects and Birds 001 1 (4:54) – AN
Interior 001 1 (4:02) – TV1
Interior 002 1 (5:01) – TV1
Interior 003 1 (3:50) – TV1
Interior 004 1 (2:25) – TV1
Jack Hammer 001.1-NORM_01.wav (0:48) – G1
Jack Hammer 002.1-NORM_01.wav (0:22) – G1
Jack Hammer 003.1-NORM_01.wav (0:08) – G1
Jack Hammer 004.1-NORM_01.wav (0:20) – G1
Jack Hammer 005.1-NORM_01.wav (0:16) – G1
Jack Hammer 006.1-NORM_01.wav (0:15) – G1
Jail 001 (0:56) – AM2
Jail 002 (1:20) – AM2
Jail 003 (2:29) – AM2
Jet 001_Concord Fly By.1-NORM_01.wav (1:03) – TA
Jet 001_Taking Off-NORM_01.wav (0:41) – TA
Jet 002_Concord Approach & Landing.1-NORM_01.wav (1:23) – TA
Jet 002_Taking Off-NORM_01.wav (0:22) – TA
Jet 003_Concord Taxis.2-NORM_01.wav (5:22) – TA
Jet 003_Taking Off-NORM_01.wav (0:15) – TA
Jet 004_Taking Off-NORM_01.wav (0:34) – TA
Jet 005_Taking Off-NORM_01.wav (0:36) – TA
Jet 006_Landing-NORM_01.wav (0:42) – TA
Jet 007_Landing-NORM_01.wav (4:55) – TA
Jet engine from rear (1:01) – TA
Jet from across tarmac (0:42) – TA
Jet landing (1:14) – TA
Juke Box 001-NORM_01.wav (0:17) – G1
Juke Box 002-NORM_01.wav (0:10) – G1
Juke Box 003-NORM_01.wav (0:14) – G1
Juke Box 004-NORM_01.wav (0:35) – G1
Juke Box 005_changing records-NORM_01.wav (1:24) – G1
Juke Box 005_record change-NORM_01.wav (0:47) – G1
Juke Box 006_pushing buttons-NORM_01.wav (0:47) – G1
Juke Box 007_coin return & drops-NORM_01.wav (0:21) – G1
Juke Box 008_coin return & drops-NORM_01.wav (0:26) – G1
Juke Box 009_carrosel-NORM_01.wav (0:25) – G1

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Juke Box 010_carrosel-NORM_01.wav (0:29) – G1
Juke Box 011_record change-NORM_01.wav (0:58) – G1
Jungle 001 (0:54) – AM1.1
Jungle 001-NORM_02.wav (2:16) – AM1.1
Jungle 002 (2:38) – AM1.1
Jungle 002-NORM_01.wav (0:34) – AM1.1
Jungle 003 1 (1:35) – AM1.1
Jungle 003_With Frogs-NORM_01.wav (1:37) – AM1.1
Jungle 004 1 (2:19) – AM1.1
Jungle 004_Night With Frogs-NORM_01.wav (1:02) – AM1.1
Jungle 005 1 (1:19) – AM1.1
Jungle 005_Daytime-NORM_01.wav (0:57) – AM1.1
Jungle 006 1 (0:03) – AM1.1
Jungle 006_Night Time-NORM_01.wav (0:47) – AM1.1
Jungle 007 1 (0:59) – AM1.1
Jungle 007_Night Time-NORM_01.wav (6:19) – AM1.1
Jungle 008 1 (0:58) – AM1.2
Jungle 008_At Dawn-NORM_02.wav (14:04) – AM1.2
Jungle 009 1 (1:26) – AM1.2
Jungle 009_With Thunder-NORM_01.wav (2:01) – AM1.2
Jungle 010 1 (3:51) – AM1.2
Jungle 011 1 (5:34) – AM1.2
Jungle 012 1 (2:14) – AM1.2
Jungle Ambience at Den 001 1 (1:03) – AM1.1
Jungle Ambience at Den 002 1 (1:13) – AM1.1
Jungle Ambience at Den 003 1 (0:45) – AM1.1
Jungle Ambience at Den 004 1 (1:44) – AM1.1
Jungle Ambience at Den 005 1 (2:24) – AM1.1
Jungle Ambience at Den 006 1 (1:41) – AM1.1
Jungle Ambience at Den 007 1 (1:36) – AM1.1
Jungle and bugs 001 1 (2:50) – AM1.2
Jungle and bugs 002 1 (1:21) – AM1.2
Jungle and bugs 003 1 (4:25) – AM1.2
Jungle birds 001 1 (0:38) – AN
Jungle birds 002 1 (4:57) – AN
Jungle in the morning 001 1 (4:27) – AM1.2
Jungle in the morning 002 1 (2:10) – AM1.2
Jungle in the morning 003 1 (4:24) – AM1.2
Jungle Rain 001_With Thunder (4:16) – AM1.2
Jungle stream 001 1 (1:42) – AM3.2
Jungle stream 002 1 (1:48) – AM3.2
Jungle stream 003 1 (2:02) – AM3.2
Jungle stream 004 1 (2:21) – AM3.2
Jungle stream 005 1 (1:12) – AM3.2
Jungle stream with rain 001 1 (2:07) – AM3.2
Jungle stream with rain 002 1 (1:12) – AM3.2

Greg Smith SFX Collection File Location Key

AM1.1 = Ambience 1_1 AM1.2 = Ambience 1_2 AM2 = Ambience 2 AM3.1 = Ambience 3_1 AM3.2 = Ambience 3_2 AM3.3 = Ambience 3_3 AN = Animals G1 = General 1 G2 = General 2 TA = Transportation Aircraft TV1 = Transportation Vehicle 1 TV2 = Transportation Vehicle 2 TV3 = Transportation Vehicle 3 W = Weapons

Jungle with bird howls 001 1 (1:10) – AM1.2
Jungle with birds 001 1 (1:04) – AM1.2
Jungle with birds 002 1 (2:28) – AM1.2
Jungle with bugs 001 1 (1:19) – AM1.2
Jungle with bugs 002 1 (0:56) – AM1.2
Jungle with bugs 003 1 (1:23) – AM1.2
Jungle with bugs and rain 001 1 (1:30) – AM1.2
Jungle with howler monkeys 001 1 (0:53) – AM1.2
Jungle with howler monkeys 002 1 (0:19) – AM1.2
Jungle with howler monkeys 003 1 (0:50) – AM1.2
Jungle with parrots 002 1 (3:59) – AM1.2
Jungle with parrots 003 1 (2:09) – AM1.2
Jungle with parrots 004 1 (0:55) – AM1.2
Jungle with parrots 005 1 (1:10) – AM1.2
Jungle with parrots 1 (1:09) – AM1.2
Jungle with wind 001 1 (3:28) – AM3.2
Jungle with wind 002 1 (4:09) – AM3.2
Junk Separator 001_Conveyer Belt.1-NORM_01.wav (1:07) – G1
Kitchen matches 001.1-NORM_01.wav (0:14) – G2
Kitchen matches 002.1-NORM_01.wav (0:11) – G2
Kitchen matches 003.1-NORM_01.wav (0:24) – G2
Kitchen matches 004.1-NORM_01.wav (0:12) – G2
Kitchen matches 005.1-NORM_01.wav (0:09) – G2
Kitchen matches 006.1-NORM_01.wav (0:13) – G2
Kitchen matches 007.1-NORM_01.wav (0:14) – G2
Laughing 001 (0:04) – AM2
Leaves rustling in wind 001 1 (2:10) – AM3.3
Library-NORM_01 (1:26) – AM2
Locker room 001-NORM_01 (1:50) – AM2
Long wild track 002 1 (4:41) – AM2
Machine shop 001 (1:52) – AM2
Machine shop machines 001 (2:22) – AM2
Machine shop machines 002 (2:00) – AM2
Machine shop machines 003 (0:28) – AM2
Machine shop machines 004 (2:31) – AM2
Machine shop machines 005 (1:12) – AM2
Magpie 001 1 (0:08) – AN
Magpie 002 1 (0:02) – AN
Metal door 001_slamed-NORM_01.wav (0:27) – G1
Metal door 002_squeaking-NORM_01.wav (0:12) – G1
Metal door 003_squeak_close-NORM_01.wav (0:09) – G1
Metal door 004_squeak_close-NORM_01.wav (0:13) – G1
Metal door 005_squeak_close-NORM_01.wav (0:06) – G1
Metal door 006_squeak-NORM_01.wav (0:07) – G1
Metal door 007_squeak_slam-NORM_01.wav (0:06) – G1
Metal door 008_squeak loud-NORM_01.wav (0:04) – G1

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Metallic clanks 001 1 (0:04) – G2
Metallic clanks 002 1 (0:02) – G2
Metallic dropping SFX_001 (0:02) – G2
Metallic dropping SFX_001.1-NORM_01.wav (0:02) – G2
Metallic dropping SFX_002 (0:01) – G2
Metallic dropping SFX_002.1-NORM_01.wav (0:01) – G2
Metallic dropping SFX_003 (0:03) – G2
Metallic dropping SFX_003.1-NORM_01.wav (0:03) – G2
Metallic dropping SFX_004 (0:02) – G2
Metallic dropping SFX_004.1-NORM_01.wav (0:02) – G2
Metallic dropping SFX_005 (0:04) – G2
Metallic dropping SFX_005.1-NORM_01.wav (0:04) – G2
Metallic dropping SFX_006 (0:02) – G2
Metallic dropping SFX_006.1-NORM_01.wav (0:02) – G2
Metallic dropping SFX_007 (0:02) – G2
Metallic dropping SFX_007.1-NORM_01.wav (0:02) – G2
Metallic dropping SFX_008 (0:02) – G2
Metallic dropping SFX_008.1-NORM_01.wav (0:02) – G2
Metallic dropping SFX_009 (0:01) – G2
Metallic dropping SFX_009.1-NORM_01.wav (0:01) – G2
Metallic dropping SFX_010 (0:02) – G2
Metallic dropping SFX_010.1-NORM_01.wav (0:02) – G2
Metallic dropping SFX_011 (0:01) – G2
Metallic dropping SFX_011.1-NORM_01.wav (0:01) – G2
Metallic dropping SFX_012 (0:01) – G2
Metallic dropping SFX_012.1-NORM_01.wav (0:01) – G2
Metallic scraping 001 (2:43) – G2
Metallic scraping 001.1-NORM_01.wav (2:43) – G2
Monkey whines 001 1 (0:05) – AN
Monkey, howler ambience 001 1 (0:36) – AN
Monkey, howler ambience 002 1 (0:27) – AN
Monkey, howler ambience 003 1 (01:44) – AN
Monkeys in snow 001 1 (0:11) – AN
Monkeys in snow 002 1 (0:15) – AN
Monkeys in trees 001 1 (1:18) – AN
Monkeys in valley 001 1 (0:12) – AN
Monkeys, Capuchin 001 1 (0:45) – AN
Monkeys, Capuchin 002 1 (0:22) – AN
Monkeys, Capuchin 003 1 (0:15) – AN
Monkeys, howler 001 1 (1:39) – AN
Monkeys, howler 002 1 (1:31) – AN
Monkeys, howler 003 1 (0:56) – AN
Morning jungle 001 1 (1:58) – AM1.2
Mortars 001_Civil War Era.wav (0:05) – W
Mortars 002_Civil War Era.wav (0:04) – W
Mortars 003_Civil War Era.wav (0:04) – W

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Mortars 004_Downrange.wav (0:03) – W
Mortars 005_Downrange.wav (0:03) – W
Mortars 006_Downrange.wav (0:03) – W
Mortars 007_Downrange.wav (0:06) – W
Movie director 001 (0:04) – G2
Movie director 002 (0:07) – G2
Movie director 003 (0:09) – G2
Movie director 004 (0:02) – G2
Movie director 005 (0:03) – G2
Multiple chicken clucks 001 1 (0:11) – AN
Multiple chicken clucks 002 1 (0:08) – AN
Multiple chicken clucks 003 1 (0:12) – AN
Museum lobby 001 1 (1:01) – AM1.2
Museum lobby 002 1 (3:07) – AM1.2
NASCAR 001 1 (0:10) – TV2
NASCAR cars around track 002 1 (2:01) – TV2
NASCAR cars around track 003 1 (3:04) – TV2
NASCAR cars around track 004 1 (5:01) – TV2
NASCAR cars around track 1 (4:49) – TV2
NASCAR ext 001 1 (2:37) – TV2
NASCAR Lagoon 001 (1:09) – AM1.2
NASCAR Lagoon 002 (3:21) – AM1.2
NASCAR Lagoon 003 (2:03) – AM1.2
NASCAR start of race 1 (5:22) – TV2
National forest 001 (3:09) – AM2
Newspaper press 02.1-NORM_01.wav (0:31) – G1
Newspaper press 03.1-NORM_01.wav (1:54) – G1
Newspaper press startup 001.1-NORM_01.wav (0:35) – G1
Oil glugs 001.1-NORM_01.wav (0:11) – G2
Oil glugs 002.1-NORM_01.wav (0:18) – G2
Oil glugs 003.1-NORM_01.wav (0:17) – G2
Oil glugs 004.1-NORM_01.wav (0:17) – G2
On a farm 001 1 (0:54) – AM2
On a farm 002 1 (0:40) – AM2
On a farm 003 1 (1:04) – AM2
Orapendula calls 001 1 (0:01) – AN
Orapendula calls 002 1 (0:03) – AN
Orapendula calls 003 1 (0:02) – AN
Orapendula calls 004 1 (0:03) – AN
Orapendula calls 005 1 (0:30) – AN
Outboard motor 001_Start-Run-Cutoff-NORM_01.wav (9:10) – G1
Outboard motor 002_Start-Run-Cutoff-NORM_01.wav (1:23) – G1
Outboard motor 003_Idle-Run-NORM_01.wav (0:40) – G1
Outboard motor 004_Idle-Run-Cutoff-NORM_01.wav (1:04) – G1
Outboard motor 005_Hight Speed Running-NORM_01.wav (1:00) – G1
Outboard motor 006_Hight Speed Running-NORM_01.wav (4:49) – G1

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PA of race 001 (0:37) – AM2
Panda Bark 001.wav (0:12) – AN
Panda Bark 002.wav (0:02) – AN
Panda Bark 003.wav (0:01) – AN
Panda Call 001.wav (0:01) – AN
Panda Call 002.wav (0:05) – AN
Panda Den 001 1 (1:53) – AM1.2
Panda Den 002 1 (2:08) – AM1.2
Panda Den 003 1 (1:16) – AM1.2
Panda Den 004 1 (1:19) – AM1.2
Panda Den 005 1 (1:53) – AM1.2
Panda Den 006 1 (3:42) – AM1.2
Panda Eating and Moaning 001.wav (0:42) – AN
Panda Eating in Forest 001.wav (2:03) – AN
Panda Eating in Forest 002.wav (0:26) – AN
Panda Eating in Forest 003.wav (1:23) – AN
Panda Eating in Forest 004.wav (2:15) – AN
Panda Eating in Forest 005.wav (2:51) – AN
Panda Eating in Forest 006.wav (1:18) – AN
Panda Eating in Forest 007.wav (0:56) – AN
Panda Growls 001.wav (0:18) – AN
Panda Growls 002.wav (0:35) – AN
Panda in tree silence 001 1 (5:09) – AM1.2
Panda Moan 001.wav (0:42) – AN
Panda Moves Through Forest 001.wav (0:26) – AN
Panda Moves Through Forest 002.wav (0:21) – AN
Panda Sleeping 001.wav (1:34) – AN
Panda, baby 001.wav (0:04) – AN
Parking Break 001.2-NORM_01.wav (0:18) – TV2
Parking lot 1 (1:57) – AM2
Parrots 001_Jungle (0:36) – AN
Parrots 002_Jungle (0:44) – AN
Parrots 003_Jungle (0:30) – AN
Parrots 004_Jungle-Big (0:24) – AN
Parrots 005_Jungle-Big (0:50) – AN
Parrots crazy in trees 1 (0:24) – AN
Parrots in trees 001 1 (0:40) – AN
People Outside 001 (0:16) – AM2
Pig snort 001 1 (0:01) – AN
Pig snort 002 1 (0:01) – AN
Pigs 001 1 (0:14) – AN
Pigs eating 001 1 (0:59) – AN
Pigs eating 002 1 (0:30) – AN
Pigs squealing 001 1 (0:23) – AN
Pigs squealing 002 1 (0:09) – AN
Pile Driver 001_far.2-NORM_01.wav (1:52) – TV3

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Pile Driver 002_Close.2-NORM_01.wav (7:04) – TV3
Pile Driver 003_Very Close.2-NORM_01.wav (2:03) – TV3
Pit Stop 001 1 (0:34) – TV2
Pit Stop 002 1 (0:20) – TV2
Pit Stop 003 1 (0:16) – TV2
Pit Stop 004 1 (0:18) – TV2
Pit Stop 005 1 (0:21) – TV2
Pit Stop Close 001 1 (0:22) – TV2
Pit Stop from a distance 001 1 (0:42) – TV2
Pitt road stop during race 001 1 (2:45) – TV2
Placing Pipe 001 (0:21) – AM2
Playground (1:39) – AM3.1
Pop riveter 001 1 (0:10) – G2
Pop riveter 002 1 (0:08) – G2
Porsche 001_Starting Outside.2-NORM_01.wav (0:05) – TV2
Porsche 002_Peeling off then back.2-NORM_01.wav (0:34) – TV2
Porsche 003_Passing.2-NORM_01.wav (0:25) – TV2
Porsche 004_Approaching and off.2-NORM_01.wav (0:42) – TV2
Post storm jungle 001 1 (1:02) – AM1.2
Post storm jungle 002 1 (1:33) – AM1.2
Prairie dog chirps 001 1 (1:25) – AN
Prairie dog chirps 002 1 (1:56) – AN
Prairie dogs 001 1 (2:09) – AN
Prairie dogs 002 1 (1:35) – AN
Prairie dogs and wind 001 1 (1:16) – AN
Prairie Wind 001 1 (3:35) – AM3.3
Prairie Wind 002 1 (3:22) – AM3.3
Quiet farm 001 1 (2:25) – AM2
Quiet gear room 001 (1:16) – AM2
Quiet Slow by 001 1 (0:14) – TV2
Race car engine 001 1 (0:11) – TV2
Race car idle, start, revs 001 1 (1:30) – TV2
Race cars - 21 car slow by 001 1 (0:17) – TV1
Race cars - 21 car slow by 002 1 (0:15) – TV1
Race cars - Applause with car engine 001 1 (0:09) – TV1
Race cars - Around the track 001 1 (5:05) – TV1
Race cars - Around the track 002 1 (1:43) – TV1
Race cars - Around the track 003 1 (4:57) – TV1
Race cars - Around the track 004 1 (4:38) – TV1
Race cars - Around the track 005 1 (5:22) – TV1
Race cars - Around the track 006 1 (2:25) – TV1
Race cars - Around the track 007 1 (1:03) – TV1
Race cars - Around the track 008 1 (0:39) – TV1
Race cars - Backstretch 001 1 (2:20) – TV1
Race cars - Caution Laps 001 1 (1:48) – TV1
Race cars - Incoming Cars 001 1 (2:48) – TV1

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Race cars - Making the turn 001 1 (0:38) – TV1
Race cars - Making the turn 002 1 (1:50) – TV1
Race cars - Making the turn 003 1 (0:19) – TV1
Race cars - Making the turn 004 1 (1:19) – TV1
Race cars - Making the turn 005 1 (1:21) – TV1
Race cars - Practice laps 001 1 (1:01) – TV2
Race cars - Practice laps 002 1 (1:03) – TV2
Race cars - Practice laps 003 1 (0:37) – TV2
Race cars - Practice laps 004 1 (1:50) – TV2
Race laps 001 1 (1:25) – TV2
Race laps 002 1 (1:44) – TV2
Race laps 003 1 (2:08) – TV2
Race laps 004 1 (2:20) – TV2
Race laps 005 1 (1:02) – TV2
Race laps 006 1 (2:14) – TV2
Race laps 007 1 (3:00) – TV2
Race laps hollow sound 001 1 (1:18) – TV2
Race laps hollow sound 002 1 (2:14) – TV2
Race laps hollow sound 003 1 (1:55) – TV2
Radio Buttons AM 001 (0:53) – AM2
Radio Buttons AM 002 (0:55) – AM2
Rain 001 (7:12) – AM2
Rain 001 1 (0:22) – AM2
Rain 001_Light Rain (2:02) – AM2
Rain 002 1 (0:45) – AM2
Rain 003 1 (0:25) – AM2
Rain and thunder 001_end of storm (0:36) – AM2
Rain and thunder 002 (0:20) – AM2
Rain and thunder 003 (2:00) – AM2
Rain and thunder 004 (1:41) – AM2
Rain and thunder 005 (0:43) – AM2
Rain and thunder 006 (2:10) – AM2
Rain and thunder 007 (2:11) – AM2
Rain and thunder 008 (1:05) – AM2
Rain and thunder 009_Big (0:34) – AM2
Rain Forest 001-NORM_01.wav (2:28) – AM1.2
Rain Forest 002-NORM_01.wav (0:50) – AM1.2
Rain Forest 003-NORM_01.wav (2:52) – AM1.2
Rain Forest 004-NORM_01.wav (2:52) – AM1.2
Rain Forest 005_With Birds.wav (3:04) – AM1.2
Rain in jungle, light 001 (0:37) – AM2
Rain in jungle, light 002 (1:36) – AM2
Rain in jungle, light 003 (1:08) – AM2
Rain in the jungle 001 (1:17) – AM2
Rain with birds 001 (1:17) – AM2
Rain, estuary 001 (1:16) – AM2

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Rain, light 001 (1:06) – AM2
Rainforest Fire 001_Distant (1:05) – G1
Rainforest Fire 002_Close (1:10) – G1
Rainforest Fire 003_Very Close (2:24) – G1
Rapid bys 001 1 (0:46) – TV2
Rapid bys 002 1 (0:09) – TV2
Rapid bys 003 1 (0:17) – TV2
Rapid bys 004 1 (0:16) – TV2
Rapid bys 005 1 (0:07) – TV2
Rapid Flag Waving 001 (0:14) – AM3.1
Rattling sounds 001 (0:28) – G2
Rattling sounds 001.1-NORM_01.wav (0:28) – G2
Rattling sounds 002 (0:51) – G2
Rattling sounds 002.1-NORM_01.wav (0:51) – G2
Rattling sounds 003 (0:59) – G2
Rattling sounds 003.1-NORM_01.wav (0:59) – G2
Rattling sounds 004 (1:06) – G2
Rattling sounds 004.1-NORM_01.wav (1:06) – G2
Rattling sounds 005 (0:53) – G2
Rattling sounds 005.1-NORM_01.wav (0:53) – G2
Rattling sounds 006 (0:36) – G2
Rattling sounds 006.1-NORM_01.wav (0:36) – G2
Rattling sounds 007 (0:40) – G2
Rattling sounds 007.1-NORM_01.wav (0:40) – G2
Red frog 001 1 (0:25) – AN
Red frog 002 1 (0:41) – AN
Red frog 003 1 (0:24) – AN
Red frog 004 1 (0:51) – AN
Red frog 005 1 (0:22) – AN
Regulator 001-NORM_01.wav (0:47) – G2
Regulator 003-NORM_01.wav (0:17) – G2
Regulator 004-NORM_01.wav (0:40) – G2
Regulator 005_irregular-NORM_01.wav (1:20) – G2
Regulator 006-NORM_01.wav (0:34) – G2
Regulator 007-NORM_01.wav (0:27) – G2
Regulator 008_Labored Breathing-NORM_01.wav (1:39) – G2
Regulator 009-NORM_01.wav (0:47) – G2
Regulator 010_Irregular-NORM_01.wav (0:56) – G2
Regulator 011-NORM_01.wav (1:06) – G2
Regulator 012_Labored Breathing-NORM_01.wav (1:02) – G2
Regulator 013_Long-NORM_01.wav (5:12) – G2
Regulator 014_Hisses-NORM_01.wav (1:01) – G2
Regulator 015_Hisses-NORM_01.wav (0:48) – G2
Regulator 016_Hisses-NORM_01.wav (1:02) – G2
Regulator 017_Hisses-NORM_01.wav (0:45) – G2
Restaurant 001_Light-NORM_01 (3:10) – AM2

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Rev engine 001 1 (0:12) – TV2
Reverse Echo By 001 1 (0:36) – TV2
Ringing 001.1-NORM_01.wav (0:21) – G2
Ringing 002.1-NORM_01.wav (0:29) – G2
River 001 1 (1:22) – AM3.2
River 002 1 (3:47) – AM3.2
River 003 1 (2:26) – AM3.2
river and snow falling 001 (0:45) – AM3.1
river and snow falling 002 (1:51) – AM3.1
river and snow falling 003 (1:04) – AM3.1
River with birds 001 1 (1:02) – AM3.2
River with crows 001 1 (0:15) – AM3.2
River, big 001 1 (2:00) – AM3.2
River, big 002 1 (1:35) – AM3.2
River, big 003 1 (1:34) – AM3.2
River, smaller 001 1 (1:47) – AM3.2
River, wider 001 1 (2:31) – AM3.2
River, wider 002 1 (2:36) – AM3.2
Road with birds 001 1 (2:05) – AN
Road with birds 002 1 (1:54) – AN
Rocket 001_Launch-Arianne-NORM_01.wav (2:13) – TA
Rocket 002_Launch-Arianne-NORM_02.wav (2:36) – TA
Rocket 003_Launch-Arianne-NORM_02-01.wav (4:20) – TA
Rockingchair bird 001 1 (0:41) – AN
Rockingchair bird 002 1 (0:30) – AN
Room tone 001 (0:46) – AM2
Room tone 002 (0:42) – AM2
Room tone 003 (2:12) – AM2
Rural Ambience 001-NORM_01.wav (3:01) – AM2
Rural Ambience 002-NORM_01.wav (3:21) – AM2
Rural Ambience 003_with birds-NORM_01.wav (1:46) – AM2
Rural Ambience 004_with birds-NORM_01.wav (2:00) – AM2
Rural Ambience 005_with birds-NORM_01.wav (1:18) – AM2
Rural Ambience 006-NORM_01.wav (1:19) – AM2
Rural Ambience 007-NORM_01.wav (1:12) – AM2
Rural with birds 001 1 (2:10) – AN
Sand blaster 001 1 (0:44) – G2
Semi Truck 001_Passing.2-NORM_01.wav (0:23) – TV3
Semi Truck 002_Approach-Idle.2-NORM_01.wav (0:23) – TV3
Semi Truck 003_Passing.2-NORM_01.wav (0:23) – TV3
Semi Truck 004_Passing w horn.2-NORM_01.wav (0:18) – TV3
Semi Truck 005_Passing w horn.2-NORM_01.wav (0:26) – TV3
Semi Truck 006_Passing w horn.2-NORM_01.wav (0:18) – TV3
Semi Truck 007_Passing w horn.2-NORM_01.wav (0:22) – TV3
Semi Truck 008_Passing w horn.2-NORM_01.wav (0:22) – TV3
Semi Truck 009_Approach-Idle.2-NORM_01.wav (0:27) – TV3

Greg Smith SFX Collection File Location Key

AM1.1 = Ambience 1_1 AM1.2 = Ambience 1_2 AM2 = Ambience 2 AM3.1 = Ambience 3_1 AM3.2 = Ambience 3_2 AM3.3 = Ambience 3_3 AN = Animals G1 = General 1 G2 = General 2 TA = Transportation Aircraft TV1 = Transportation Vehicle 1 TV2 = Transportation Vehicle 2 TV3 = Transportation Vehicle 3 W = Weapons

Semi Truck 010_Approach-Idle.2-NORM_01.wav (0:28) – TV3
Semi Truck 011_Approach-Quick Stop.2-NORM_01.wav (0:11) – TV3
Semi Truck 012_Interior.2-NORM_01.wav (6:07) – TV3
Semi Truck 013_Interior Door Locks & Door.2_02.wav (0:40) – TV3
Semi Truck 020_Ignition Buzzer.2-NORM_01.wav (0:18) – TV3
Semi Truck 021_Wiper Blades Int.2-NORM_01.wav (0:11) – TV3
Semi Truck 022_Wiper Blades Int.2-NORM_01.wav (0:41) – TV3
Semi Truck 023_Horn Int.2-NORM_01.wav (0:17) – TV3
Semi Truck 024_Horn Int.2-NORM_01.wav (0:04) – TV3
Semi Truck 024_Loud Horn Int.2-NORM_01.wav (0:29) – TV3
Semi Truck 025_Loud Horn Int.2-NORM_01.wav (0:18) – TV3
Semi Truck 026_Loud Horn Int.2-NORM_01.wav (0:06) – TV3
Semi Truck 027_Loud Horn Int.2-NORM_01.wav (0:08) – TV3
Semi Truck 031_Door Open-Close Ext.2_01.wav (0:25) – TV3
Semi Truck 032_Small Horn Ext.2-NORM_01.wav (0:32) – TV3
Semi Truck 033_Large Horn Ext.2-NORM_01.wav (0:49) – TV3
Semi Truck 034_Start-Run-Stop.2-NORM_01.wav (1:39) – TV3
Semi Truck 035_Start-Idle-Stop.2-NORM_01.wav (0:35) – TV3
Semi Truck 036_Start-Run-Stop.2-NORM_01.wav (2:29) – TV3
Semi Truck 037_Idle-Stop.2-NORM_01.wav (1:00) – TV3
Semi Truck 038_Start-Drive-Stop.2-NORM_01.wav (1:31) – TV3
Semi Truck 039_Inside Trailer-Running.2-NORM_01.wav (1:23) – TV3
Semi Truck 040_Inside Trailer-Running.2-NORM_01.wav (1:13) – TV3
Semi Truck 041_Inside Cab Driving.2-NORM_01.wav (2:18) – TV3
Semi Truck 042_Inside Cab Driving.2-NORM_01.wav (2:12) – TV3
Semi Truck 043_Inside Cab Driving.2-NORM_01.wav (6:14) – TV3
Semi Truck 044_Pulling Up Stop.2_01.wav (0:10) – TV3
Semi Truck 045_Chugging.2_01.wav (0:09) – TV3
Sewing Machine 001 Modern.1-NORM_01.wav (0:27) – G1
Sewing Machine 002 Modern.1-NORM_01.wav (0:37) – G1
Sewing Machine 003 Modern.1-NORM_01.wav (1:03) – G1
Sewing Machine 004 Modern.1-NORM_01.wav (0:41) – G1
Side exhaust 001 1 (1:05) – TV2
Side exhaust rev 001 1 (0:07) – TV2
Sink Draining 001.1-NORM_01.wav (0:26) – G2
Sink Running 001.1-NORM_01.wav (0:52) – G2
Sink Running 003 Running_Draining.1-NORM_01.wav (1:16) – G2
Sink Running 004 Running_Draining.1-NORM_01.wav (0:45) – G2
Sliding Door 001-NORM_01.wav (0:06) – G1
Sliding Door 002-NORM_01.wav (0:05) – G1
Sliding Door 003-NORM_01.wav (0:03) – G1
Sliding Door 004-NORM_01.wav (0:04) – G1
Sliding Door 005-NORM_01.wav (0:04) – G1
Sliding Door 006_slower-NORM_01.wav (0:06) – G1
Sliding Door 007_slower-NORM_01.wav (0:06) – G1
Sliding Door 008_slower-NORM_01.wav (0:06) – G1

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Sliding Door 009_slow w-close-NORM_01.wav (0:07) – G1
Sliding Door 010_high-close-NORM_01.wav (0:04) – G1
Sliding Door 011_open & close-NORM_01.wav (0:36) – G1
Sliding Door 012_multiple takes-NORM_01.wav (0:58) – G1
Sliding Door 013_multiple takes-NORM_01.wav (0:42) – G1
Slow Bys 001 1 (1:11) – TV2
Slow Bys 002 1 (0:14) – TV2
Slow Bys 003 1 (0:14) – TV2
Slow Bys 004 1 (0:26) – TV2
Slow Bys 005 1 (0:20) – TV2
Slow creek 001 1 (0:47) – AM3.2
SlowSuccesive Bys 001 1 (0:47) – TV2
Small Bird snowy 001 1 (0:36) – AN
Small stream 001 1 (1:24) – AM3.2
Small stream 002 1 (0:27) – AM3.2
Small Stream 003 1 (0:48) – AM3.2
Small Stream 004 1 (1:34) – AM3.2
Small Stream 005 1 (0:02) – AM3.2
Snakes 001_Rattle-Prairie.wav (0:32) – AN
Snakes 002_Rattle-Prairie.wav (0:34) – AN
Snakes 003_Rattle-Prairie.wav (0:38) – AN
Snakes 004_Rattle-Prairie.wav (0:21) – AN
Snare Hits 001.1-NORM_01.wav (0:09) – G2
Snare Hits 002.1-NORM_01.wav (0:10) – G2
Snare Roll 001.1-NORM_01.wav (0:06) – G2
Snare Roll 002.1-NORM_01.wav (0:31) – G2
Snow and birds 001 (1:11) – AM3.1
Snow Covered Forest 001 (1:06) – AM2
snow falling 001 (0:09) – AM3.1
snow falling 002 (1:55) – AM3.1
snow falling 003 (1:00) – AM3.1
snow falling 004 (0:31) – AM3.1
snow falling 005 (1:00) – AM3.1
snow falling 006 (0:32) – AM3.1
snow falling 007 (1:05) – AM3.1
snow falling 008 (0:34) – AM3.1
Snow Hits Bamboo 001 (1:19) – AM3.1
Snow Hits Bamboo 002 (0:25) – AM3.1
Snow Hits Bamboo 003 (1:26) – AM3.1
snow off trees 001 (0:35) – AM3.1
Socket Wrench 001 1 (0:08) – G2
Socket Wrench 002 1 (0:15) – G2
Space Shuttle Launch 001_1 Mile Away (1:20) – TA
Space Shuttle Launch 002 (1:27) – TA
Spider monkeys in trees 001 1 (1:33) – AN
Spider monkeys in trees 002 1 (0:39) – AN

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Spider monkeys in trees 003 1 (0:48) – AN
Spraying 001 (0:33) – AM2
Squeaky wheel cart 001 1 (0:10) – TV3
Squeaky wheel cart 002 1 (0:10) – TV3
Squeaky wheel cart 003 1 (0:07) – TV3
Squirrel monkeys 001 1 (0:20) – AN
Squirrel monkeys 002 1 (0:47) – AN
Squirrel monkeys 003 1 (0:17) – AN
Start of the race with laps 001 1 (3:16) – TV2
Steel String Twangs 001 (0:31) – G2
Steel String Twangs 001.1-NORM_01.wav (0:31) – G2
Steel String Twangs 002_w-metal bar (0:45) – G2
Steel String Twangs 002_w-metal bar.1-NORM_01.wav (0:45) – G2
Stream 001 1 (1:03) – AM3.2
Stream 002 1 (1:53) – AM3.2
Stream 003 1 (2:59) – AM3.2
Stream 004 1 (2:38) – AM3.2
Stream 005 1 (2:09) – AM3.2
Stream 006 1 (0:43) – AM3.2
Stream 007 1 (1:44) – AM3.2
Stream in distance 001 1 (0:23) – AM3.2
Stream in village 001 1 (1:43) – AM3.2
Stream, little 001 1 (1:57) – AM3.2
Stream, little 002 1 (1:57) – AM3.2
Stream, little 003 1 (1:57) – AM3.2
Stream, loud 001 1 (1:35) – AM3.2
Stream, loud 002 1 (1:49) – AM3.2
Stream, loud 003 1 (0:21) – AM3.2
Stream, loud 004 1 (1:30) – AM3.2
Stream, loud 005 1 (1:19) – AM3.2
Studio small group 001 (2:45) – AM2
Suburban (1:46) – AM3.1
Suburban with birds 001 (1:32) – AM3.1
Switch on 001 1 (0:05) – G2
Switch on 002 1 (0:04) – G2
Switch on 003 1 (0:02) – G2
Tea Kettle 001_Short Boil-Long Whistle.1-NORM_01.wav (0:46) – G2
Tea Kettle 002_Short Boil-Short Whistle.1-NORM_01.wav (0:24) – G2
Tea Kettle 003_Short Boil-Short Whistle.1-NORM_01.wav (0:21) – G2
Tea Kettle 004_Long Boil-Long Whistle.1-NORM_01.wav (1:16) – G2
Test Run 001 1 (1:04) – TV2
Test Run 002 1 (2:37) – TV2
Test Run 003 1 (2:37) – TV2
Test Run 004 1 (1:43) – TV2
Thunder 001 (1:00) – AM3.1
Thunder 001 1 (0:07) – AM3.1

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Thunder 002 (0:46) – AM3.1
Thunder 002 1 (0:11) – AM3.1
Thunder 003 (0:15) – AM3.1
Thunder 003 1 (0:16) – AM3.1
Thunder 004 (0:25) – AM3.1
Thunder 004 1 (0:15) – AM3.1
Thunder 005 (0:12) – AM3.1
Thunder 005 1 (0:30) – AM3.1
Thunder 006 (0:10) – AM3.1
Thunder 006 1 (0:06) – AM3.1
Thunder 007 (0:09) – AM3.1
Thunder 007 1 (1:09) – AM3.1
Thunder 008_New Mexico (0:50) – AM3.1
Thunder 009_With Rain (1:18) – AM3.1
Thunder 010_Distant (1:04) – AM3.1
Thunder 011_Close (0:17) – AM3.1
Thunder 012_Distant (0:46) – AM3.1
Thunder 013_Long Rumble (0:22) – AM3.1
Thunder 014 (0:14) – AM3.1
Thunder 015_Extended Series (1:25) – AM3.1
Thunder 016_Extended Series (1:42) – AM3.1
Thunder 017_Extended Series (1:10) – AM3.1
Thunder 018 (0:22) – AM3.1
Thunder 019_Close (0:17) – AM3.1
Thunder 020_Close (0:12) – AM3.1
Thunder 021_Three Claps (0:08) – AM3.1
Thunder 022_One Clap (0:16) – AM3.1
Thunder 023_One Clap-Long Trail (0:22) – AM3.1
Thunder 024_One Clap-Distant (0:15) – AM3.1
Thunder 025_Distant-Extended (1:25) – AM3.1
Thunder 026_Distant Rumble (0:07) – AM3.1
Thunder 027_Low Rumble (0:11) – AM3.1
Thunder 028_Long Series-Distant (2:39) – AM3.1
Thunder rolls in 001 1 (0:21) – AM3.1
Thunder rolls in 002 1 (0:24) – AM3.1
Tire Workshop 001 (1:46) – AM2
Toilet Flush 001.1-NORM_01.wav (1:28) – G2
Toilet Flush 002.1-NORM_01.wav (0:39) – G2
Toilet Flush 003_Full Cycle.1-NORM_01.wav (1:30) – G2
Toucan 001 (0:42) – AN
Toucans in trees 001 1 (0:25) – AN
Toucans in trees 002 1 (0:23) – AN
Toucans in tress 003 1 (0:39) – AN
Town main street 001 (3:38) – AM3.1
Tractor at ranch 001 1 (1:18) – TV3
Tractor at ranch 002 1 (1:15) – TV3

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Tractor starts 001 1 (0:09) – TV3
Traffic 001 (1:13) – AM3.1
Truck Approaching on Gravel 001.2-NORM_01.wav (0:28) – TV3
Truck Approaching on Gravel 002.2-NORM_01.wav (0:35) – TV3
Truck Approaching on Gravel 003.2-NORM_01.wav (0:40) – TV3
Turn 001 1 (0:21) – TV2
Turn 002 1 (0:14) – TV2
Turn 003 1 (0:13) – TV2
Turn 004 1 (0:29) – TV2
Turn 005 1 (0:45) – TV2
Twig Snaps 001 (0:48) – G2
Twig Snaps 002 (0:11) – G2
Ultralight 001_startup-run-cut off.3_01.wav (0:27) – TA
Ultralight 002_starup sounds.1-NORM_01.wav (0:12) – TA
Ultralight 003_starup sounds.3-NORM_01.wav (0:14) – TA
Ultralight 004_starup sounds.3-NORM_01.wav (0:05) – TA
Ultralight 005_starup sounds.2-NORM_01.wav (0:04) – TA
Ultralight 006_startup-short run.2-NORM_01.wav (0:07) – TA
Ultralight 007_startup-short run.3-NORM_01.wav (0:08) – TA
Ultralight 008_take off-flying.3-NORM_01.wav (5:42) – TA
Ultralight 009_take off-flying.2_02.wav (6:47) – TA
Ultralight 010_startup-running.1-NORM_01.wav (6:56) – TA
Ultralight 011_drive on gravel lot (2:44) – TA
Ultralight 012_static revs.3-NORM_01.wav (2:09) – TA
Ultralight 013_idling.2-NORM_01.wav (2:36) – TA
Vacuum in shop 001 1 (0:08) – G2
Valley 001 1 (1:13) – AM1.2
Valley 002 1 (4:05) – AM1.2
Valley 003 1 (4:50) – AM1.2
Various bys 001 1 (0:15) – TV2
Various bys 002 1 (0:19) – TV2
Various bys 003 1 (0:14) – TV2
Various Bys 004 1 (0:16) – TV2
Various bys 005 1 (1:26) – TV2
Village ambience 001 1 (4:42) – AM2
Village ambience 002 1 (4:01) – AM2
Vintage Aircraft 001.wav (0:34) – TA
Vintage Aircraft 002.wav (0:26) – TA
Vintage Aircraft 003_Three By.wav (0:38) – TA
Vintage Aircraft 004_Three By.wav (0:53) – TA
Vintage Aircraft 005_P51 Circles & Lands.wav (1:00) – TA
Vintage Car By 001 1 (1:54) – TV2
Vintage Car By 002 1 (1:06) – TV2
Vintage Car engine 001 1 (0:25) – TV2
Vintage Cars engines idle and rev 001 1 (2:26) – TV2
Walking in grass 001 1 (0:34) – AM2

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Water - Hot spring bubbly 001 1 (1:57) – AM3.2
Water - Hot spring bubbly 002 1 (0:43) – AM3.2
Water - Hot spring bubbly 003 1 (1:57) – AM3.2
Water - Hot spring bubbly 004 1 (0:44) – AM3.2
Water - Hot spring bubbly 005 1 (0:44) – AM3.2
Water - Hot spring bubbly 006 1 (2:00) – AM3.2
Water Cooler 01_Filling Cup.1-NORM_01.wav (0:17) – G2
Water Cooler 02_Filling Cup.1-NORM_01.wav (0:06) – G2
Water Cooler 03_Glug Sound.1-NORM_01.wav (0:25) – G2
Water Cooler 04_Glug Sound.1-NORM_01.wav (0:05) – G2
Water Cooler 05_Glug Sound.1-NORM_01.wav (0:06) – G2
Water Jug 001_glugs.1-NORM_01.wav (0:20) – G2
Water Jug 002_glugs.1-NORM_01.wav (0:16) – G2
Water Jug 003_glugs.1-NORM_01.wav (0:07) – G2
Water Jug 004_glugs.1-NORM_01.wav (0:08) – G2
Water Jug 005_glugs.1-NORM_01.wav (0:10) – G2
Water Jug 006_glugs.1-NORM_01.wav (0:07) – G2
Water Jug 007_glugs.1-NORM_01.wav (0:07) – G2
Water Jug 008_glugs.1-NORM_01.wav (0:05) – G2
Water Jug 009_glugs.1-NORM_01.wav (0:03) – G2
Water Jug 010_glugs.1-NORM_01.wav (0:04) – G2
Water Jug 011_glugs.1-NORM_01.wav (0:07) – G2
Water Jug 012_glugs.1-NORM_01.wav (0:26) – G2
Water over rocks 001 1 (1:14) – AM3.2
Waterfall 001 1 (1:53) – AM3.2
Waterfall 002 1 (1:25) – AM3.2
Waterfall 003 1 (1:11) – AM3.2
Waterfall 004 1 (1:18) – AM3.2
Waterfall 005 1 (0:59) – AM3.2
Waterfall 006 1 (0:56) – AM3.2
Waterfall, frozen 001 1 (1:57) – AM3.2
Waves 001_On Rocks-NORM_01.wav (2:30) – AM3.2
Waves 002_On Rocks-NORM_01.wav (1:59) – AM3.2
Waves 003_On Rocks-NORM_01.wav (2:14) – AM3.2
Whale Songs, Humpback 001-NORM_01.wav (28:08) – AN
Whale Songs, Humpback 002-NORM_01.wav (28:08) – AN
Whale Songs, Humpback 003-NORM_01.wav (1:23) – AN
Whale Songs, Humpback 004-NORM_01.wav (1:37) – AN
Whale Songs, Humpback 005-NORM_01.wav (2:06) – AN
Whale Songs, Humpback 006-NORM_01.wav (2:44) – AN
Whale Songs, Humpback 007-NORM_01.wav (2:59) – AN
Whale Songs, Humpback 008-NORM_01.wav (1:33) – AN
Whale Songs, Humpback 009-NORM_01.wav (3:07) – AN
Whale Songs, Humpback 010-NORM_01.wav (3:25) – AN
Winch, hydraulic 001.1-NORM_01.wav (0:10) – G1
Winch, hydraulic 002.1-NORM_01.wav (0:22) – G1

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Wind 00_With Distant Thunder (0:38) – AM3.3
Wind 001 (0:27) – AM3.3
Wind 001 1 (4:48) – AM3.3
Wind 002 1 (2:40) – AM3.3
Wind 002_Desert (2:05) – AM3.3
Wind 003_Desert (1:15) – AM3.3
Wind 004_Desert (3:23) – AM3.3
Wind 005_Desert (2:43) – AM3.3
Wind 006_With Whistling (0:54) – AM3.3
Wind 007_With Whistling (2:04) – AM3.3
Wind 008_Through Window (0:11) – AM3.3
Wind 009_Through Window (1:50) – AM3.3
Wind 010_Through Window (3:09) – AM3.3
Wind 011_Through Window (1:28) – AM3.3
Wind 012_Rattling (1:12) – AM3.3
Wind 013_Rattling (1:13) – AM3.3
Wind at cafe 001 1 (3:17) – AM3.3
Wind in jungle 001 1 (2:48) – AM3.3
Wind through trees 001 1 (2:03) – AM3.3
Wind through trees 002 1 (1:36) – AM3.3
Wind through trees 003 1 (2:09) – AM3.3
Wind with birds 001 1 (1:33) – AM3.3
Wind with birds 002 1 (3:15) – AM3.3
Wind with birds 003 1 (1:31) – AM3.3
Wind with jungle birds 001 1 (2:02) – AM3.3
Wind with trees 001 1 (1:50) – AM3.3
Wind with trees 002 1 (4:56) – AM3.3
Wind with trees 003 1 (1:14) – AM3.3
Wind with trees 004 1 (2:40) – AM3.3
Wind, rough 001 1 (2:10) – AM3.3
Wood Chipper 001.1-NORM_01.wav (1:28) – G1
Wood Chipper 002.1-NORM_01.wav (1:17) – G1
Wood Chipper 003.1-NORM_01.wav (1:05) – G1
Wood Chipper 004.1-NORM_01.wav (0:56) – G1
Wood Chipper 005.1-NORM_01.wav (0:47) – G1
Wood Chipper 006.1-NORM_01.wav (1:02) – G1
Wood Chipper 007.1-NORM_01.wav (2:15) – G1
Wood Chipper 008.1-NORM_01.wav (0:09) – G1
Wood Chipper 009.1-NORM_01.wav (0:54) – G1
Wood Chipper 010.1-NORM_01.wav (1:36) – G1
Wood Chipper 011.1-NORM_01.wav (1:21) – G1
Wood Chipper 012.1-NORM_01.wav (0:52) – G1
Wood Chipper 013.1-NORM_01.wav (1:16) – G1
Wood Chipper 014.1-NORM_01.wav (1:17) – G1
Wood Chipper 015.1-NORM_01.wav (1:14) – G1
Wood Falling into Bins 001.1-NORM_01.wav (1:05) – G1

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Wood Falling into Bins 002.1-NORM_01.wav (1:08) – G1

Woodpecker in forest 001 (2:16) – AM2

Workout room 001 (3:35) – AM2