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<th>Category</th>
<th>Time</th>
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<th>Original</th>
<th>Origination Date</th>
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<tr>
<td>G04-08-Fighter Engine Drone.wav</td>
<td>Minor engine noises, scraping, whining sounds</td>
<td>Aircraft-Engine</td>
<td>2:00</td>
<td>None</td>
<td>Paramount 35mm Optical E</td>
<td>East 2</td>
<td>West Yellowstone 1</td>
<td>USC Optical Sound Effects Library Preservation</td>
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<td>2017-01-22 15:47:12</td>
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<tr>
<td>G04-03_P-51 Mustang Idles.wav</td>
<td>Idles, very quiet, no sound, then fly away</td>
<td>Aircraft-Engine</td>
<td>1:15</td>
<td>None</td>
<td>Paramount 35mm Optical E</td>
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<tr>
<td>G03-04-Ryan Light Plane Engine Idles.wav</td>
<td>Ryan Light Plane Idles, scraping, then fly away</td>
<td>Aircraft-Engine</td>
<td>0:40</td>
<td>None</td>
<td>Paramount 35mm Optical E</td>
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<tr>
<td>G03-03-Light Plane Takes Off.wav</td>
<td>Light Plane Takes Off, very quiet, steady flight</td>
<td>Aircraft-Takeoff</td>
<td>2:15</td>
<td>None</td>
<td>Paramount 35mm Optical E</td>
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<tr>
<td>G02-13-Biplanes Idling.wav</td>
<td>Biplane Idling, scraping, then fly away</td>
<td>Aircraft-Engine</td>
<td>0:30</td>
<td>None</td>
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<td>G02-05-Biplane Flies By Slowly.wav</td>
<td>Biplane Flies By Slowly, steady flight, then fly away</td>
<td>Aircraft-Takeoff</td>
<td>1:20</td>
<td>None</td>
<td>Paramount 35mm Optical E</td>
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<tr>
<td>G01-08-Biplane Circles and Dives.wav</td>
<td>Biplane Circles and Dives, scraping, then fly away</td>
<td>Aircraft-Takeoff</td>
<td>1:00</td>
<td>None</td>
<td>Paramount 35mm Optical E</td>
<td>East 2</td>
<td>West Yellowstone 1</td>
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<tr>
<td>G01-06-Biplane Circles ans Zooms.wav</td>
<td>Biplane Circles and Zooms, scraping, then fly away</td>
<td>Aircraft-Takeoff</td>
<td>1:00</td>
<td>None</td>
<td>Paramount 35mm Optical E</td>
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<tr>
<td>G01-07-Biplane Stratosphere.wav</td>
<td>Biplane Stratosphere, scraping, then fly away</td>
<td>Aircraft-Takeoff</td>
<td>1:00</td>
<td>None</td>
<td>Paramount 35mm Optical E</td>
<td>East 2</td>
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<tr>
<td>G01-05-Biplane Stratosphere-5.wav</td>
<td>Biplane Stratosphere-5, scraping, then fly away</td>
<td>Aircraft-Takeoff</td>
<td>1:00</td>
<td>None</td>
<td>Paramount 35mm Optical E</td>
<td>East 2</td>
<td>West Yellowstone 1</td>
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<tr>
<td>G01-02-Biplane Stratosphere-2.wav</td>
<td>Biplane Stratosphere-2, scraping, then fly away</td>
<td>Aircraft-Takeoff</td>
<td>1:00</td>
<td>None</td>
<td>Paramount 35mm Optical E</td>
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<tr>
<td>G01-09-Biplane Stratosphere-1.wav</td>
<td>Biplane Stratosphere-1, scraping, then fly away</td>
<td>Aircraft-Takeoff</td>
<td>1:00</td>
<td>None</td>
<td>Paramount 35mm Optical E</td>
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<tr>
<td>G01-03-Biplane Stratosphere-0.wav</td>
<td>Biplane Stratosphere-0, scraping, then fly away</td>
<td>Aircraft-Takeoff</td>
<td>1:00</td>
<td>None</td>
<td>Paramount 35mm Optical E</td>
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<tr>
<td>G01-01-Biplane Stratosphere-3.wav</td>
<td>Biplane Stratosphere-3, scraping, then fly away</td>
<td>Aircraft-Takeoff</td>
<td>1:00</td>
<td>None</td>
<td>Paramount 35mm Optical E</td>
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<tr>
<td>G01-10-Biplane Stratosphere-4.wav</td>
<td>Biplane Stratosphere-4, scraping, then fly away</td>
<td>Aircraft-Takeoff</td>
<td>1:00</td>
<td>None</td>
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G06-21_C-47 2 Engine Prop Takeoff.wav
G06-17a_2 Engine Prop Fast Takeoff.wav
G06-15_C-47 2 Engine Prop Start and Idle.wav
G06-14_2 Engine Prop Taxi Takeoff.wav
G06-13_2 Engine Prop Steady Engine.wav
G06-12_2 Engine Prop Engine Sound.wav
G06-11_2 Engine Prop Two Engine Takeoff.wav
G06-10_2 Engine Prop Two Engine Taxi.wav
G06-09_2 Engine Prop Two Engine Start and Idle.wav
G06-08_2 Engine Prop Two Engine Engine Sound.wav
G06-07_C-47 Two engine propeller plane Starts, idles. Interior cockpit perspective.
G06-06_2 Engine Prop Two Engine Takeoff.wav
G06-05_2 Engine Prop Two Engine Overhead.wav
G05-19_2 Engine Prop Takes Off.wav
G05-13_2 Engine Prop Steady Engine Noise.wav
G05-11_2 Engine Prop Lands.wav
G05-10_2 Engine Prop Int Ambience.wav
G05-07_C-47 Two engine propeller plane Idles.wav
G05-04_B-25 2 Engine Prop Takes Off.wav
G04-26_WWII Fighter Starts, Taxis, Stops.wav
G04-25_WWII Fighter Revs Engine.wav
G04-21_P-51 Mustang Past Fast.wav
G04-19_P-51 Mustang Passes 3 Times.wav
G04-18a_WWII Fighter Squadron.wav
G04-16_WWII Fighter Dives.wav
G04-10_WWII Fighters Peel from Formation.wav
C-47 Two engine propeller plane Starts, idles. Interior cockpit perspective.
Two engine propeller plane steady engine noise with a deep pitch. Some phasing between engines.
Two engine propeller plane takes off.
Two engine propeller plane revs engines. Much distortion.
Two engine propeller plane steady exterior. Pitch of motors changes up & down several times. Good for transitions to dives & climbs.
Two engine propeller plane taxi and takes off.
Two engine propeller plane flies by medium speed.
Two engine propeller plane idles.
Two engine propeller plane landing. Includes tires skid blip.
C-47 Steady continuous engine noise. Could be interior or exterior
B-25 two engine propeller plane takes off.
Fighter plane flies by with whoosh. end cut off, but track ends before it stops turning.
G18-04-Bus Terminal.wav
Could be a bus or metro terminal.
Cars rushing by at close range. Many different kinds of vehicles.

G17-31-Pedestrian Footsteps on Pavement.wav
Many pedestrians walking on pavement. Could be Interior or exterior. Use for very busy public places. Footsteps.

G17-21-Wagon Camp.wav
Large interior. Some movement. No voices.
Barnyard with chickens. Roosters crow. Looped, but 1st time through has more rumble.

G17-11-Horns at Dock.wav
Steady teletype machine. Busy office with many voices in background. Could be used in police station or military setting.

G17-06-Cattle Roundup.wav
Heavy traffic. No talking.
Circuit of the Roundup at Santa Fe, New Mexico. Steers, cows, horses, and men.

G16-21-Cars By British Highway.wav
Footsteps Human

G16-17-Busy Downtown City Traffic.wav
Busy downtown city traffic.

G16-16-1930s City Traffic.wav
Steady teletype machine. Busy office with many voices in background. Could be used in police station or military setting.

G16-13-China Street Ambience.wav
Heavy traffic. No talking.

G15-24-M-4 Squeaky Pass By.wav

G15-20a-Thresher.wav
Steady teletype machine. Busy office with many voices in background. Could be used in police station or military setting.

G15-10-Factory Ambience.wav
Heavy traffic. No talking.

G15-08-Construction Equipment.wav

G14-21-Motorcycle and Ambulances.wav

G14-19-Steel Ambience.wav
Steady teletype machine. Busy office with many voices in background. Could be used in police station or military setting.

G14-18-Casino Ambience.wav
Heavy traffic. No talking.

G14-17-1930s City Traffic.wav
Steady teletype machine. Busy office with many voices in background. Could be used in police station or military setting.

G14-08-Night Ambience.wav

G13-08-1930s City Traffic.wav
Steady teletype machine. Busy office with many voices in background. Could be used in police station or military setting.

G13-06-1930s City Traffic.wav
Steady teletype machine. Busy office with many voices in background. Could be used in police station or military setting.

G13-05-City Ambience.wav
Heavy traffic. No talking.

G12-21-Cars in Rain.wav
1930s city ambience. No traffic.

G12-20-Switchboard.wav
Heavy traffic. No talking.

G12-19-1930s City Traffic.wav
Steady teletype machine. Busy office with many voices in background. Could be used in police station or military setting.

G12-17-1930s City Traffic.wav
Steady teletype machine. Busy office with many voices in background. Could be used in police station or military setting.

G12-14-1930s City Traffic.wav
Steady teletype machine. Busy office with many voices in background. Could be used in police station or military setting.

G12-12-Switchboard.wav
Heavy traffic. No talking.

G12-09-Heavy Traffic.wav

G12-08-Heavy Traffic.wav

G11-34-Shop Ambience.wav
Footsteps Human

G11-32-1930s City Traffic.wav
Steady teletype machine. Busy office with many voices in background. Could be used in police station or military setting.

G11-31-Country Street Ambience.wav
Heavy traffic. No talking.

G11-30-1930s City Traffic.wav
Steady teletype machine. Busy office with many voices in background. Could be used in police station or military setting.

G11-28-1930s City Traffic.wav
Steady teletype machine. Busy office with many voices in background. Could be used in police station or military setting.

G11-25-1930s City Traffic.wav
Steady teletype machine. Busy office with many voices in background. Could be used in police station or military setting.

G11-23-1930s City Traffic.wav
Steady teletype machine. Busy office with many voices in background. Could be used in police station or military setting.

G11-21-1930s City Traffic.wav
Steady teletype machine. Busy office with many voices in background. Could be used in police station or military setting.

G11-19-1930s City Traffic.wav
Steady teletype machine. Busy office with many voices in background. Could be used in police station or military setting.

G11-17-1930s City Traffic.wav
Steady teletype machine. Busy office with many voices in background. Could be used in police station or military setting.

G11-15-Country Ambience.wav
Heavy traffic. No talking.

G10-20-1930s City Traffic.wav
Steady teletype machine. Busy office with many voices in background. Could be used in police station or military setting.

G10-18-1930s City Traffic.wav
Steady teletype machine. Busy office with many voices in background. Could be used in police station or military setting.

G10-16-Country Ambience.wav
Heavy traffic. No talking.
G20-33-Two Rotary Phones.wav
G20-32-Slower Ring.wav
G20-26-Pinball Bell.wav
G20-15-Buzzer Bell.wav
G20-02-High-Pitched Clangs.wav
G20-01-Many Bell Clangs.wav
G19-09-Ding-dong Doorbell.wav
G19-07-Submarine Alert.wav
G19-05-Metallic Bell Tone.wav
G18-11-Quiet Station.wav
G18-09-Trolley on Street.wav
G18-07-From an Overpass.wav

Slower reverberant rings with long pauses in between. Could be used as a telephone, doorbell or various other applications.

Medium length buzzer and bell ring. Could be used as a doorbell or telephone or any other type of buzzer.

Single low reverberant clangs on metal bell with pauses in between. Then multiple, faster clangs. Ship's bell.

Old time telephone rings with some reverberation and buzzing underneath. Medium pitch.

Church bells, single hits with overtones. Deep reverberant hits from medium distance, varying levels of loudness. Some birds chirping.

Melodic clock tower bell playing Westminster Chimes. Deep, decaying reverberant hits with many "hour" hits at end. Good range of vibrations.

Low-pitched, deep reverberant single tone. Very metallic and the tail end of the strike keeps repeating, as if the object being used to strike is recoiling. Not necessarily a bell, but a metal surface struck.

Rotary telephone ringing. multi-tonal medium-pitched bell vibrating intermittently.

Loud rattling and creaking and horses clomping on stones. Streetcar or trolley bells. A few voices at end.

from 35mm optical
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Grandfather Clock chiming “Westminster Chimes” overkey. Melodic chimes with distorted notes and several bongs that are discordant and sound like a detuned chord with some warped vibrato. Fade out at end. Very interesting.

Use for object falling on the floor. Some wooden floor noise and heavy cloth rustling.

Repeated falls on dirt, no human noises. Recording has a lot of texture.

Riverboat slowing, very low pitch.

Steam engine steady up and down chug. Slows and lowers in pitch, may be on ship deck. Voice briefly at end in background.

Rapid buzz of motor on a small boat, moving farther away.

Riverboat running, increasing in speed then steady. Water sloshing and some birds. Eventually slows and heavy wave sound. Engine revving and sputtering at end.

Tern calls. Loud throaty squawks from a group of birds. Could be used for alien or fantasy birds.

Wings fluttering quickly in air. Single and group.
G28-21-Crowd Walla at Outdoor Event.wav
G28-18-Noisy Expectant Sports Crowd.wav
G28-08-Indistinct Crowd in Noisy Environment.wav
G27-09-Old Time Creaks.wav
G27-07-Back and Forth Crank.wav
G27-01-Ratchet Crank.wav
G26-25-Christmas Tree Crash.wav
G26-23-Fight Screech.wav
G26-22-Low rumble and Crash.wav
G26-15-Car Crash and Tire Squeals.wav
G26-06-Cement Crashes.wav

Courtroom babble. Calm interior talk. React to line.
Mixed drunken crowd.
Carnival or fair crowd. Constant.
Hilarious saloon crowd. Much laughing and movement.
30-40 people acting wildly at party. Clapping, screaming, “more champagne” etc. Somewhat raucous
30-50 people mixed indoor happy walla. Some applause.
Large crowd. Low walla interior. A lot of ambient noise.
Mixed Crowd. 50-75 low murmur ff
Footsteps and rustling on wood. Slow creaking wood, clacking and high-pitched sharp squeaks. Some human voices. First ... being moved. Something being pushed and pulled across a wooden floor or rummaging through a chest full of wooden objects.
Turning of large ratchet. Could be used for cranking or winding. Or for comic wheels rolling.
Very squeaky wood like prying wooden board with a crowbar. Some metal crowbar noise. Metal rolling noise.
Branches crackling, slight creaking and leaves whooshing, male voice sighing and saying “Merry Christmas.”
Large, heavy tree cracking, splintering and falling with leaves whooshing upon hitting the ground.
Squeaking and swerving tires on pavement, skid into metal mailbox.
Large glass bowls breaking, could be glasses or dishes. Some metallic noise as well. Light crash.

G27-08-Creaks Wood
G26-26-Crashes Misc
G26-25-Crashes Car
G26-24-Crashes Misc
G27-07-Creaks Wood
G27-05-Creaks Plastic
G26-26-Crashes Misc
G26-26-Crashes Car
G26-24-Crashes Misc
G26-24-Crashes Misc
G31-20-Sliding Metal Door.wav
G31-30-Sliding Metal Door.wav
G31-10-Light to Medium Weight Wooden Door.wav
G30-78-Several Crowds Screaming.wav
G29-61-Children Cheering.wav
G29-59-Women Laughing.wav
G29-55-Large Group Women Walla.wav
G29-54-Men Yell Riot.wav
G29-51-Male Burlesque Audience.wav
G29-46-Men in Large Room Murmur.wav
G28-31-Large Crowd Applauds Tennis.wav

Different doors, but one intact could be used as jail cell door.
Door handle rattling. Fast rumbly raps on door and the door opening. Some sort of water dripping noise.
Light rattling and turning of handle, soft wooden thuds. Small wooden door.
German Nazi rally reacts to Hitler shouting "Seig Heil".
Foreign outdoor crowd walla. Public square?
Small group of women laughing. Interior.
Men riot. First, angry voices. Then, larger group yelling.
Cafe fight. Men & women yell & scuffle. Bottle & furniture are broken.
"Millions" of people yelling. Group seems agitated.
"Millions" of people yelling. Hard to perceive it as people.
Audience added to make it sound busier.
From 35mm optical effects library preservation.

Craig Smith
2018-05-18 16:31:32
Initial loud bursts followed by a low rumble and soaring sound.

Loud booming explosion with debris falling. Very reverberant, could be explosion.

Several explosions increasing in depth, decay and reverberation.

Long whine and whistle and massive explosion. Somewhat in distance.

Electrical buzz. On and off.

Force field sound effect.

Elevator stopping and starting. Clicks and whir as it starts up and rises. Relays.

Sparks. Could be used for current flow or electrocution. Medium pitched steady buzz.

An IMB typewriter idling and sped up - used for a background in Star Trek. High-pitched, vibrating two-toned pitch.

Long slide from a large heavy metal door. Some creaking noise. Could also be a large metal object being moved across a floor.

Clattering door opening and shutting. Lots of hiss. Could also be used for throwing wood into a pile.

Door shutting and bouncing without clicking shut. Could be a metal door. Also could be a ball bouncing down steps.

Metal clanging of door with rods, like a gate door. Reverberant atmosphere like in a tunnel. Lots of rattling and scraping.

Heavy door sliding close or open at beginning. After that, some light rattling and scraping.

Gold 33 - Explosions and War

GOLD TAPES/GOLD TAPE 33 - Explosions and War

GOLD TAPES/GOLD TAPE 33 - Explosions and War

GOLD TAPES/GOLD TAPE 33 - Explosions and War

GOLD TAPES/GOLD TAPE 33 - Explosions and War

GOLD TAPES/GOLD TAPE 32 - Electricity

Gold 32 - Electricity

Gold 32 - Electricity

Gold 32 - Electricity

Gold 32 - Electricity

Gold 32 - Electricity

Gold 31 - Doors

Gold 31 - Doors

Gold 31 - Doors

Gold 31 - Doors

Gold 31 - Doors

Gold 31 - Doors

Gold 31 - Doors

Gold 31 - Doors

Gold 31 - Doors

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G36-07-Helicopter Flies In and Out and In.wav
Helicopter constant motor. Interior perspective. No movement.

G36-01-Helicopter Engine Start.wav
Helicopter steady engine sound. Could be interior or exterior. Quite long.

G35-18-Drawn Out Rifle Shots.wav
Long drawn out shots and echoes. Explosive fire. Good for variety of weapons.

G35-17-Rifle Cracks.wav
Old whistling rifle shots with crack and ricochet sounds like in a Western. Good for old fashioned cowboy shootout.

G35-09-Booming Blasts.wav
Medium pitched wave cresting. Short swell.

G35-02-Pistol Shots.wav
Rifle shots in distance. Loud cracks and some ricochets. Reverberant.

G34-18-Rumbling Wind.wav
Sweeping shimmery white noise hisses. Sounds like ocean waves created by a synthesizer.

G34-01-Electronic Buzz.wav
Series of high-pitched beeps and tones of various speeds. Created by synthesizer. Oscillator feedback.

G33-21-Medium Explosion with Debris.wav
Explosion with sharp wood crack and debris fall. Some takes have reverb.

G34-19-Noisy Arc.wav
Series of high pitched electronic beeps and tones. Could be good for sci-fi project.

G33-18-Intermittent Arc.wav
Series of electronic feedback beeps. Could be good for sci-fi project.

G32-20-Whirring Arcs.wav
Series of high pitched beeps and tones of various speeds. Created by synthesizer. Could be good for sci-fi project.

G33-22-Medium Explosion with Multi-Decay.wav
Medium size explosion with slide of debris. Put in background. Would be good for sci-fi project.

G32-15-Intermittent Arc.wav
Series of electronic feedback beeps. Could be good for sci-fi project.

G32-21-Intermittent Arc.wav
Series of electronic feedback beeps. Could be good for sci-fi project.

G33-23-Medium Explosion with Debris.wav
Explosion with sharp wood crack and debris fall. Some takes have reverb.

G32-22-Intermittent Arc.wav
Series of electronic feedback beeps. Could be good for sci-fi project.

G33-24-Medium Explosion with Debris.wav
Explosion with sharp wood crack and debris fall. Some takes have reverb.

G32-23-Intermittent Arc.wav
Series of electronic feedback beeps. Could be good for sci-fi project.

G33-26-Medium Explosion with Debris.wav
Explosion with sharp wood crack and debris fall. Some takes have reverb.

G32-24-Intermittent Arc.wav
Series of electronic feedback beeps. Could be good for sci-fi project.

G33-27-Medium Explosion with Debris.wav
Explosion with sharp wood crack and debris fall. Some takes have reverb.

G32-25-Intermittent Arc.wav
Series of electronic feedback beeps. Could be good for sci-fi project.

G33-28-Medium Explosion with Debris.wav
Explosion with sharp wood crack and debris fall. Some takes have reverb.

G32-26-Intermittent Arc.wav
Series of electronic feedback beeps. Could be good for sci-fi project.

G33-29-Medium Explosion with Debris.wav
Explosion with sharp wood crack and debris fall. Some takes have reverb.

G32-27-Intermittent Arc.wav
Series of electronic feedback beeps. Could be good for sci-fi project.

G33-30-Medium Explosion with Debris.wav
Explosion with sharp wood crack and debris fall. Some takes have reverb.

G33-34-Medium Explosion with Debris.wav
Explosion with sharp wood crack and debris fall. Some takes have reverb.

G33-35-Medium Explosion with Debris.wav
Explosion with sharp wood crack and debris fall. Some takes have reverb.

G33-36-Medium Explosion with Debris.wav
Explosion with sharp wood crack and debris fall. Some takes have reverb.
**Gold 39 - Miscellaneous**

- **G39-22** Rain on Concrete.wav
- **G39-20** Whip Cracks.wav
- **G39-17** Flashbulb.wav
- **G39-16** Bugle Call.wav
- **G39-14** Rubber Plunger.wav
- **G39-13** Electronic Clank.wav
- **G39-12** Noisy Water Pump.wav
- **G39-11** Fire Hose Spray Foam.wav
- **G39-03** Cartoon Boings.wav
- **G38-09** Several Horses Galloping.wav
- **G38-03** Horse Gallops Through Leaves.wav
- **G38-01** Horse Gallops.wav
- **G37-02** Comedy Horns.wav
- **G36-19** Helicopter Constant Hover.wav
- **G36-16** Helicopter By.wav
- **G36-15** Helicopter Lands Twice.wav
- **G36-14** Helicopter In and Away Twice.wav

Several short oscillator sounds -- both tonal and noisy -- with a lot of reverb. Creates a very sci-fi effect.

- Oil boiling in pan with air hiss. Bubbling liquid.
- Boxing fight bell. Single clang.


- Large grouping of horse whinnies & neighs. Different locations, but could play as a single sequence with some background added.
- Loop of edited alarmed horse whinnies or neighs or screams. Slows at end. Distortion.
- Assorted collection of horse snorts. Breathing. 2 whinnies.
- Horse walking through dry brush. Constant perspective.
- Aah-Oo-Gah type old fashioned car horn. Bursts of varying lengths.

Assorted 1920s and 1930s horns and buzzers for automobiles.

- Helicopter slowly idling. Rotors turning.
- Helicopter constant close hovering.
- Helicopter flies in and lands. Engine cuts. 2 versions.

Boats Submarines

- Steam Catapult
- Mechanical Pumps

Animal Horses

- Animal Horses
- Animal Horses

Aircraft Helicopters

- Aircraft Helicopters
- Aircraft Helicopters

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Craig Smith
G48-13-Steam Train Enters Station.wav
G48-03-Steam Train Whistle.wav
G47-14-Train Stock Rolls and Bumps.wav
G47-09-Steam Train Leaves Station.wav
G47-02-Train Wheels Click.wav
G46-05-Thunder Roll with Wind.wav
G45-32-Submarine Big Interior.wav
G45-25-Submarine Battery Charger.wav
G45-19-Submarine Motor Topside.wav
G45-18-Submarine Motor Stop.wav
G45-15-Hornlike Sub Alarm.wav
G45-13-Submarine Torpedo Fire.wav

Subway brake squeaks, pull out & away.

Close perspective steam train two-tone whistle blasts. Several versionsSteam train whistle. performs "shave and a haircut". Three takes.


Steam train approaches, passes, moves away.


Steady rain, birds chirping, constant low roll of thunder in distance.

Long roll in distance with wind, humming sound.


Submarine churn by underwater. Unusual chugging/churning. Slow-pace. Could be any ship with propellor as heard underwater.

First half is a slate. Second half is a very short clip of interior control room, with a loud hum.

Torpedo firing with a hiss and a steady hit with several small thumps and thunks. From "Bismarck"

Nature Storms
Nature Thunder
Boats Submarines
Nature Storms
Nature Thunder
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Boats Submarines


**G53-10-Surf on Rocks.wav**

- Slow, foamy surf and backwash with some low rumbles and breaks in between. Birds chirping very distantly. Calm and rhythmic.

**G53-06-Medium to Heavy Surf.wav**

- Buckboard on steady, hard ground. Medium-speed passing by, mostly metallic clanking and wooden wheel noises, a male voice urging on the horses, although few horse sounds.

**G52-17-Squeaky Buckboard Wagon.wav**

- Stage Coach exiting with door slamming and lots of clanking of tack, thunderous horses galloping.

**G52-16-Buckboard Creaking.wav**

- Rumble in distance and trolley comes by. Quiet rumbling over tracks with mild squeak, passes by without stopping. Some ambient chugging noise at end.

**G52-15-Stage Coach Drive By.wav**

- Trolley driving by. Squeaking and clanging bell. Comes in, stops and starts again down tracks, and into distance.

**G52-09-Buggy Entrance and Exit.wav**

- Low motor idling, increasing in volume. Subtle clacking in some spots. Distant sound.

**G52-08-Rattling Carriage.wav**

- Diesal trolley. in, stops, & starts. Could be used for truck.

**G51-06-Leon Errol Laugh.wav**

- Open & Close outdoor luggage doors on rail car. Heavy outdoor ambience.

**G48-21-Steam Train Locomotive Whistles.wav**

- Train coach interior.

**G48-18-Steam Train Vents Steam.wav**

- Old style railroad crossing warning bell. Very fast. Two Versions.

**G48-15-Subway By.wav**

- Miscellaneous pieces of steam engines blowing whistles. Best used under other tracks.

**G48-11-Water Surf.wav**

- Steam Train chugs slowly, blows whistle, and slowly exits.
G57-02-Crunching on Alien Terrain.wav
G56-21-Winter Wind.wav
G56-16-White Noise Wind.wav
G55-12-Moaning Whistle Wind.wav
G55-08-Stormy Wind.wav
G55-01-Superman Blizzard.wav
G54-33-Swimming and Drips.wav
G54-30-Waves Heard from Ship's Hold.wav
G54-05-Varied Slosh.wav
G53-18-Water Stream.wav
G53-14-Distorted Waves on Rocks.wav
G53-12-Distant Surf on Rocks.wav

Steady block of continuous mid- and high- frequency winds with some whistling and roaring. Could be used from interior P.O.V. Good for seashore or dustbowl or some windswept wilderness. Steady mid-range whistling group of winds with a few increases and decreases in intensity. Same as "Winter Wind" sound effect. Fast paced, heavy and steady high-frequency winds as if in a sand storm, gradually intensifying in spots. Some drop outs. No low-end. Cold or warm steady wind. Has stormy, ominous effect. Not violent but steady with a few increases and decrease. Not much low end.

Moaning and whistling wind. Steady gusts with one high whistle throughout as if whipping through a canyon. Could be good for a desert scene.

"Cold" gusts as if in a blizzard. Short, sharp increase and decrease of sound. Mostly high whistling frequencies grouped together but with a little low end, effect. Not much low end.

High whistling winds that increase and decrease in intensity. Some rustling and crackling sounds

Water running in a babbling brook or stream. Fast-paced and full. Gets louder after 28 seconds.

Distinct big, rumbly wave hits on rocks. Some distortion. Steady.

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<th>Name</th>
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<tbody>
<tr>
<td>G57-04 Crack and Twist.wav</td>
<td>Cracking/subtly sound. Rubbery.</td>
<td>0:17</td>
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<tr>
<td>G57-05 Creature Getting Stabbed.wav</td>
<td>Creature getting stabbed. Knife going in and out of something squeaky, probably lettuce.</td>
<td>0:30</td>
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<tr>
<td>G57-06 Space Wind.wav</td>
<td>Space wind, muffled. Strong wind that winds down to a low rumble.</td>
<td>0:34</td>
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<tr>
<td>G57-07 Windy Whirl.wav</td>
<td>Ascending and descending windy whirl. Would be good for a desolate planet or a tornado.</td>
<td>1:35</td>
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<tr>
<td>G57-08 Rumbling Space Wind.wav</td>
<td>A low rumbling wind. Steady and constant. Could be good for interior point of view.</td>
<td>0:35</td>
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<tr>
<td>G57-09 Building Wind.wav</td>
<td>The building wind that escalated into white noise. Drops off and starts again from there.</td>
<td>1:16</td>
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<tr>
<td>G57-10 Space Chatter.wav</td>
<td>Mission control to launch vehicle. Flight heater for out of space. Voice over radio and static.</td>
<td>4:01</td>
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<tr>
<td>G57-12 Mission Control to Launch Vehicle.wav</td>
<td>Transmission from mission control with launch vehicle. Less static, voices in background.</td>
<td>1:45</td>
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