



Boom Library – CREATURES

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CREATURE & MONSTER SOUND FX - PERFECT FOR YOUR GAME OR MOVIE

Roaring dragons, grunting orcs, wicked zombies, banshees, giant worms, aliens, tiny bugs, you name it. Our CREATURES sound FX library comes packaged with tens of thousands of high-quality audio effects Prepared to breathe and reside on your undead or dwelling animals

Gfx plugin details of Boom Library – CREATURES

The product is in the **SOUND EFFECTS** category, for more information about this post you can click on the home page link in the sidebar.

To search for similar products to Boom Library – CREATURES,

WHAT'S INSIDE

INCLUDED SOUNDS - KEYWORDS

CREATURES, BELLOW, BLAST, BLOWS, BREATH, CAW, SCREECH, CHOKES, CROAK, MUMBLE, CRY, EXERT, GARGLE, GOBBLE, EAT, GROAN, GROWLS, GRUNTS, BATTLE, MOAN, MOVEMENT, NICKER, RATTLE, ROAR, RUCKLE, SCREAM, SLOBBER, SMACK, SNARL, SNORL, SQUEAL, YELL, ALIEN, ATTACK, WARRIOR, HURT, BEASTS, BUGS, DRAGONS, LIZARDS, ORCS, RAGINGS, WARTHOG, ZOMBIES, WATER GIANT, ANTS, WORMS

CREATURES CONSTRUCTION KIT

A SOUND FX BEAST PACKED WITH +7.600 RAW SOURCE SOUNDS

Our CREATURES CONSTRUCTION KIT offers you a very wide assortment of supply noises to create your own unique creatures. Included are greater than 7.600 royalty-free sound effects in over 1000 documents, reaching from enormous into miniature, reduced to large, and soft into hard. This fantastic assortment of pre-edited source records contains essentially all you want to make for any animal you've got in mind. As a bonus, we included great motion noises for the group"miniature".

SUPER-HIGH QUALITY -- READY TO FURTHER PITCH AND PROCESS

Recorded and edited at 192kHz, supplied in 96kHz, 24-bit, the chances to additional pitch, stretch, and procedure are vast. Whether or not you would like to produce slobbery insects, ferocious orcs, or giant dragons, then you'll discover it in this library.

CREATURES DESIGNED

PRE-DESIGNED CREATURE SOUNDS to just DRAG AND DROP INTO YOUR PROJECT

Enormous and rumbling beasts, miniature and nasty bugs, barbarous and slick zombies: The CREATURES DESIGNED version provides over 300 royalty-free & caked noises in 76 documents. The collection is composed of several sets of outstandingly wicked animals, with various distinct moods in each set.

5 CATEGORIES TO CONVENIENTLY PICK FROM

The consequences are supplied in a variety of collections of individual animals, each including many different states like calm, assault, hurt, stressed, and expire. That makes it quite simple for you to quickly decide on the ideal sound for your landscape.

Installation:



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标签

SOUND EFFECTS

平面设计

- 1. Copy the files from the CD / DVDs to your hard drive
- 2. Unpack the zip files
- 3. Import the files to your library management system

Tips and Tricks:

Audio Management Systems

We included extensive metadata within the sound files. The metadata is optimized for Soundminer. There are lots of good audio management systems out there. Most of them are able to read the description included in the sound files. This, and the name of the files, is the most important information you will need. We strongly recommend using metadata, because it is much more efficient.

Metadata

The most important thing is to know your library. Using metadata lets you define your searches to get exactly what you are looking for. Here are some techniques for the creatures – Construction Kit:

- 1. The simplest search would be for filenames. If you need a roar, search for roar. If you need a hissing sound, search for hiss.
- 2. Search for characteristics. We added four ways to do that: a. Size: search for tiny, small, medium, and large to find files matching these criteria.
b. Frequencies: use the words high, mid, and low to find files sounding darker or brighter.
c. Action: this describes the emotional aspect of the sound. Following the available keywords:

- attack
- calm
- die
- hurt
- tense

We recommend starting with searches including only one of the characteristics. For example: search low, and check out what the differences are between small, med, and large; or short, average, and long. When you know the library better, start looking for more specific sounds using a combination of characteristics (like small plus high plus snarl).

sounds include

alien_attack.wav
alien_calm.wav
alien_die.wav
alien_hurt.wav
alien_tense.wav
ancient-bird_attack.wav
ancient-bird_calm.wav
ancient-bird_die.wav
ancient-bird_hurt.wav
ancient-bird_tense.wav
ant-warrior_attack.wav
ant-warrior_calm.wav
ant-warrior_die.wav
ant-warrior_hurt.wav
ant-warrior_tense.wav
banshee_attack.wav
banshee_calm.wav
banshee_die.wav
banshee_hurt.wav
banshee_tense.wav
beast_attack.wav
beast_calm.wav
beast_die.wav
beast_hurt.wav
beast_tense.wav
bug_attack.wav
bug_calm.wav
bug_die.wav
bug_hurt.wav
bug_tense.wav
dragon_attack.wav
dragon_calm.wav
dragon_die.wav
dragon_hurt.wav
dragon_tense.wav
giant-worm_attack.wav
giant-worm_calm.wav
giant-worm_die.wav
giant-worm_hurt.wav
giant-worm_tense.wav
hell-hound_attack.wav

hell-hound_calm.wav
hell-hound_die.wav
hell-hound_hurt.wav
hell-hound_tense.wav
lizard_man_attack.wav
lizard_man_calm.wav
lizard_man_die.wav
lizard_man_hurt.wav
lizard_man_tense.wav
orc_attack.wav
orc_calm.wav
orc_die.wav
orc_hurt.wav
orc_tense.wav
raging_goblin_attack.wav
raging_goblin_calm.wav
raging_goblin_die.wav
raging_goblin_hurt.wav
raging_goblin_tense.wav
warthog_attack.wav
warthog_calm.wav
warthog_die.wav
warthog_hurt.wav
warthog_tense.wav
water-giant_attack.wav
water-giant_calm.wav
water-giant_die.wav
water-giant_hurt.wav
water-giant_tense.wav
zombie_attack.wav
zombie_calm.wav
zombie_die.wav
zombie_hurt.wav
zombie_tense.wav



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