

Khron Studio Khron Studio Monster Library Vol 1

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Khron Studio Khron Studio Monster Library Vol 1: Make your game more realistic using 141 sound effects from famous audiovisual items. The sounds come from Khron Studio. We wanted to add some organic elements to our creatures to make your game as realistic as possible. With small and medium-sized monsters, you'll hear them fighting, screaming, hooting and eating, groaning, and so on... The entirely professional result.

How to use effects to create and produce music in our projects in Sound Effects?

You can use "Khron Studio Khron Studio Monster Library Vol 1".

Where can I download the product?

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Gfx plugin details of Khron Studio Khron Studio Monster Library Vol 1

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.

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Many creatures to add to your audiovisual project

Everything you need to know about unique elemental sounds: use the sound effects repeatedly for any of your productions or projects and the rest of your life without charges or royalty charges. Utilize your SFX for your games and in your trailer on your Kickstarter campaign or wherever else you're required to, however much you'd like to.

Most of the sound effects are divided into caw and regular versions, and you can choose which you want to use.

You can find many monsters, starting in small, medium, and large sizes. In this collection, we've attempted to replicate all the features of creatures, including breathing, gills, and visceral actions.

- 141 unique monster sounds
- Attacks
- Danger Sounds
- Friendship Call
- Scream
- Footsteps
- "Footstep" with material
- Growl
- Slobber
- Breathings
- Roars
- Eating
- Grunt
- Death
- Receive Attack
- Mutation
- Bite
- Angry
- Flying



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标签

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SOUND EFFECTS

- Intuitive file name
- Completely mono compatible
- All sounds are available between 3 and 5 different variations.
- The sound from Breathe and Fly comes available in Loop format.
- Format: 44,100 Hz / 16 bits
- Do Sound FX loop: Yes
- Audio minutes are available for three minutes, 12 seconds

What is Monster Library?

Using high-quality sound effects can indeed contribute significantly to the immersion and realism of a gaming experience. Here's a general guide on how you might integrate these sound effects into your game:

Categorize Sound Effects:

Organize the sound effects into categories such as fighting, screaming, eating, etc.

Group them based on the type of monsters or creatures they represent.

Map Sounds to In-Game Actions:

Identify specific in-game actions or events that trigger these sounds. For example, a fighting sound may play when two monsters engage in combat.

Implement Dynamic Sound Systems:

Use a dynamic sound system that allows for variation and adaptability. This ensures that the same sound isn't played identically every time, creating a more realistic and diverse experience.

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