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## **Boom Library - Toy Guns**

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## TOY GUN SFX GRAB, SHOOT, RELOAD, AND MUCH MORE

We all the things a toy gun is able to do, we recorded. Clicks, grabs, movements rattles, spins snaps and magazines shooting, reloads, shots, and more are all included in this well-stocked collection of sound effects. Add sound effects to your existing designs for weapons or create new mechanical gadgets from scratch using Toy Guns.

### Gfx plugin details of Boom Library - Toy Guns

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.

#### **KA-CHUNK!**

In the case of making films or video games, the hefty sound of TOY GUNS is an excellent addition to our tool bag. The library contains 277 files - each one-shot has six variations. It also has more than **5GB** of FX available in High Definition Audio (192kHz or 24 bits). All sounds are royalty-free which means you can be assured of the best quality and quality every time.

## **INCLUDED SOUNDS - Keywords**

AGGRESSIVE, ATTACHMENT, AUTO, BURST, CATCH, CHUNKY, CLICK, CREAK, DIAL, FAST, FLICK, GRAB, LEVER, LID, MOVEMENT, PULL, RELOAD, ROTARY, SAFETY, SHAKE, SHOT, SLOW, SPIN, TRIGGER, TURN

## What's so special about This book?

As experienced sound designers are aware that real guns don't sound the same as those that we see on television. Are real guns designed for maximum durability vibrating when you shake them around? Absolutely not. But toys can! These amusing, non-lethal toys have provided a wide diversity of sounds for our recordings. They will seamlessly add to your weapon foleys and create mechanical sounds, and might even be enough to stand on their own for certain models.

Again, it's your imagination that determines what extent this library can be extended.

## Compatible SOFTWARE

BOOM Library audio FX can be downloaded as WAV files, which means you can work with them using any program capable of handling this type of file. Here are the most popular editing and audio software tools that are compatible in conjunction with sound FX

## SOFTWARE FOR AUDIO

- Logic Pro
- Cubase
- Nuendo
- Ableton Live
- Pro Tools
- Reaper

### **VIDEO SOFTWARE FOR EDITING**

- Premiere Pro
- Final Cut Pro X
- After EffectsVegas Pro
- VIDEO SOFTWARE FOR EDITING



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#### Includes

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#### What is Boom Library - Toy Guns

Boom Library is known for its high-quality sound effects libraries, and "Toy Guns" is one of their offerings in that domain. Sound effects libraries like these are used by filmmakers, game developers, sound designers, and other media professionals to add realistic and engaging audio elements to their projects. Here's some information about the "Toy Guns" sound effects library by Boom Library:

Title: Toy Guns

**Description:** "Toy Guns" is a sound effects library produced by Boom Library that focuses on capturing a wide range of sounds produced by toy guns and related objects. These sounds can be used to enhance various media productions, including films, video games, animations, and more. The library aims to provide a comprehensive collection of sounds that accurately capture the mechanical, electronic, and impact-related aspects of toy guns.

Features: The "Toy Guns" library likely includes a diverse array of sound effects related to toy guns, including:

- Mechanical Sounds: These might include the sounds of trigger pulls, cocking mechanisms, safety switches, and other
  mechanical operations of toy guns.
- **Electronic Sounds:** If the toy guns have electronic components, the library could include beeps, clicks, and electronic firing sounds.
- Projectile Impact: Sounds of toy darts, foam bullets, or other projectiles impacting various surfaces.
- Handling Sounds: The library might include sounds of toy guns being picked up, set down, shaken, and handled in different ways.
- Firing Sounds: Different firing sounds for various types of toy guns, such as cap guns, Nerf guns, and more.
- Reload and Magazine Sounds: Sounds of reloading mechanisms, inserting magazines, and preparing the toy guns for firing.



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