



Ambient Game – Sound Effects Library – Epic Stock Media

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Ambient Game – Sound Effects Library – Epic Stock Media: See your audience's excitement as they interact in the realms of fantasy created in audio with the Ambient Game audio effects library. There are endless possibilities when you use 600+ glitters, shimmers, and auras, as well as magic keys, pickups, beautiful trinkets, coins, prizes, buffs, potions, and liquids, as well as items such as UI, player actions break-ups of objects power-ups, and much more. Listen to the sound of games of the past and be motivated to design innovative audio experiences that future generations won't forget.

Gfx plugin details of Ambient Game – Sound Effects Library – Epic Stock Media

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.

Uncompromising Quality and Accuracy

Ambient Game is an audio effects library that is ideal for those who demand the highest quality and authenticity in the production of sound effects and music. The library is fully functional straight out of the box (RTU-OTB) All files are in 96k 24bit and are great for mobile apps, video games, theatrical or other performances for any project that requires an lively ambience SFX to create sounds that will make your audience feel part of your experience with media. Rapid direct download of. WAV files.

- Fast downloads with .WAV 64k 16bit also
- Tags: Sound Effects, Sound Library, SFX, Game Sounds
- Ideal for Mobile Games
- Genre: Ambient, Fantasy, Cartoon, Scroller, Game FX
- Based on hit games like Spyro the Dragon and Crash Bandicoot

What is Ambient Game – Sound Effects Library

An "Ambient Game" sound effects library is likely a collection of audio assets designed to enhance the atmosphere, immersion, and overall audio experience in video games. These assets often focus on ambient and background sounds that help create a specific mood, environment, or ambiance within a game world. The library might contain a wide range of audio elements that can be used by game developers, sound designers, and media professionals to add depth and realism to their game projects.



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