

# The Hollywood Edge Sound Effects Librarian

## Condensed Printout

X				Set	Disc	Tk	Index	Time	Description	182 Records Found
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	01	01	1:03	Ambiance, Tonal: Airy Whir With Swirling Diffused Alto Choral Tones	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	02	01	1:03	Ambiance, Tonal Motor: Atmospheric Intense Motor Running With Diffused Alto	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	03	01	1:02	Ambiance, Tonal Drone: Atmospheric Drone Of Alto Choral Tones	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	04	01	0:37	Ambiance, Tonal Hum: Light Humming Of Tenor Tonal Atmosphere	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	05	01	2:03	Ambiance, Tonal Whir: Whirring Choral Textures Of Atmospheric Alto / Tenor	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	06	01	4:01	Ambiance, Tonal Space Travel: Whirring Hum Of Mixed Voices Subtly Changing	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	07	01	0:48	Ambiance, Tonal Hum: Droning Airy Alto / Soprano Tones	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	08	01	1:19	Ambiance, Tonal Whirl : Swirling Changing Mixed Choral Tones Move Through	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	09	01	2:45	Ambiance, Tonal: Gaseous Glassy Resonance's Swirl Though Space	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	10	01	3:01	Ambiance, Tonal Fog And Horn: Mixed Tones Rise And Fall Through Fog W /	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	11	01	2:15	Fog Horn, Musical: Low Fog Horn Gently Changes Its Low Musical Song With	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	12	01	1:18	Wind, Tonal: Vocal Wind Crescendos And Decrescendos	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	13	01	1:13	Ambiance, Tonal : Intense Glassy Voices Praise Space	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	14	01	2:40	Ambiance, Metal And Steam: Steamy Hisses Amidst Intermittent Low Metal	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	15	01	1:36	Ambiance, Metal And Steam: Steamy Large Metal Pipes Intermittently Shutter,	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	16	01	0:09	Bang, Metal: Big Heavy Low Reverberant Metal Hit	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	16	02	0:09	Bang, Metal: Big Heavy Low Reverberant Metal Hit	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	16	03	0:08	Bang, Metal: Big Heavy Low Rolling Reverberant Metal Hit	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	17	01	0:14	Bang, Metal: Thunderous Reverberant Metal Hit	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	17	02	0:13	Bang, Metal: Thunderous Reverberant Metal Hit	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	17	03	0:12	Bang, Metal: Thunderous Reverberant Metal Hit	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	18	01	1:52	Ambiance, Airy Bass: Mid Bass Airy Light Mechanical Drone W / Changing	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	19	01	1:02	Ambiance, Airy Bass: Mid Bass Airy Mechanical Drone W / Changing Tonal	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	20	01	0:56	Ambiance, Bass Air: Disquieting Surreal Apartment Stairwell Presence	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	21	01	1:02	Ambiance, Metal Fan: Airy Light Bass Tonal Mechanical Whir	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	22	01	1:41	Ambiance, Mid Bass Hum: Surreal Drone Of Textured Beating Hum W / Subtle	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	23	01	1:52	Ambiance, Mid Bass: Roaring Slightly Palpitating Drone	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	24	01	2:01	Ambiance, Light Bass: Airy Singing Textured Industrial Whir	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	25	01	2:31	Ambiance, Bass Drone: Intense Tonal Continual Presence	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	26	01	1:15	Ambiance, Mid Bass: Airy Palpitating Machine Running	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	27	01	0:22	Ambiance, Mid Bass: Textured Presence	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	28	01	1:07	Ambiance, Bass Air Rushing: Industrial Amorphous Textured Presence	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	29	01	3:47	Ambiance, Tonal Bass: Industrial Presence Of Musical Layers Of Deep Tone	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	30	01	1:12	Ambiance, Bass Whirring: Tonal Airy Machine	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	31	01	1:34	Ambiance, Tonal Bass: Ominous Low Machine Presence	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	32	01	1:52	Ambiance, Mid Bass Drone: Medium Light Drone With Very Subtle Changing	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	33	01	2:16	Ambiance, Bass Tonal Drone: Textures Of Whirring Machinery Like The Inside	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	34	01	1:31	Ambiance, Light Bass : Moving Air With Changing Tonal Texture	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	35	01	1:59	Ambiance, Bass: Subterranean Atmosphere	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	36	01	1:13	Ambiance Low Bass: Subterranean Atmosphere	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	37	01	1:07	Musical, Bass Note: Very Low Bass Surreal Coherent Note	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-01	38	01	3:18	Musical , Bass Tones: Subtle Bass Changing Notes Moving Higher And Lower	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	01	01	0:11	Horn, Train And Fog: 2 Ambient, Reverberant, Mournful Toots Of Cross	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	01	02	0:12	Horn, Train And Fog: 1 Long Ambient, Reverberant, Mournful Toot Of Cross	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	01	03	0:15	Horn, Train And Fog: 1 Long Ambient, Reverberant, Mournful Toot Of Cross	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	02	01	0:27	Whistle, Factory And Train: 2 Ambient, Reverberant Blows Of A Cross Between	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	03	01	0:21	Horn, Train And Fog: 1 Long Melodious, Ambient, Reverberant Toot Of A Cross	

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	03	02	0:20	Horn, Train And Fog: 1 Long Melodious, Ambient, Reverberant Toot Of A Cross
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	03	03	0:22	Horn, Train And Fog: 1 Long Melodious, Ambient, Reverberant Toot Of A Cross
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	04	01	1:16	Horn, Ship And Fog: 10 Melodious, Ambient, Reverberant Toots That Sound
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	05	01	0:15	Horn, Fog: 1 Ambient Blow Of A Fog Horn With Long Reverberant Decay
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	05	02	0:22	Horn, Fog: 2 Ambient Blows Of A Fog Horn With Long Reverberant Decay
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	05	03	0:21	Horn, Fog: 2 Ambient Blows Of A Fog Horn With Long Reverberant Decay
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	05	04	0:20	Horn, Fog: 2 Ambient Blows Of A Fog Horn With Long Reverberant Decay
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	06	01	2:01	Water, Bubbling: Cu Intense Bubbling Of Massive Slightly Metallic Reservoir Of
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	07	01	2:49	Ambiance, Machine: Presence Of Large Machine Running W / Watery
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	08	01	2:07	Ambiance, Machine: Steamy Throbbing Large Distant Machine With Vague Low
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	08	02	2:02	Ambiance, Machine: Steamy Throbbing Large Distant Machine With Vague Low
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	09	01	0:34	Ambiance, Exotic Insect: Intense Steamy Insect Presence
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	10	01	2:19	Ambiance, Tonal Gas: Intense Gaseous Or Steamy Presence With Tonal
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	11	01	1:22	Ambiance, Exotic Insect: Intense Steamy Insects W / Lt. Rhythmic Water Drops
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	12	01	1:29	Ambiance, Machine Pulse: Regular Rhythmic Pulse Heavy Machine Medium Cu
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	13	01	1:13	Ambiance, Machine Pulse: Rhythmic Three Beat Steamy Mechanical Pulse
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	13	02	1:38	Ambiance, Machine Pulse: Rhythmic 3 Beat Steamy Mechanical Pulse More
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	14	01	1:28	Ambiance, Machine Pulse: Rhythmic, 3 Beat, Med Cu, Heavy Reverberant
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	15	01	1:23	Ambiance, Machine Pulse: Rhythmic Reverberant Pounding Of Heavy Metal
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	16	01	1:35	Ambiance, Machine Pulse: Rhythmic Slow Reverberant Heaving, Pounding Of
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	17	01	2:01	Ambiance, Machine Pulse: Rhythmic Doppler Pulsing Machine - The Pulse
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	17	02	2:18	Ambiance, Machine Pulse: Rhythmic, Doppler, Pulsing Machine - The Pulse
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	18	01	1:00	Ambiance, Machine Pounding: Distant Machine Pounds At Even Intervals With
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	19	01	1:08	Ambiance, Machine Throb: Constant, Mid Range, Throbbing Mechanical
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	19	02	1:23	Ambiance, Machine Throb: Constant, Bass, Throbbing Mechanical Presence,
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	20	01	1:17	Ambiance, Machine Throb: Constant, Bass Droning Mechanical Presence
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	21	01	2:08	Ambiance, Machine Throb: Constant Throb Of A Spinning Machine Shaft
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	22	01	1:47	Ambiance, Machine Wind Down: Drones For 1 Min. And Then Slowly Winds
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	22	02	0:35	Ambiance, Machine Wind Down: Drones For 20 Secs And Then Slowly Winds
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	23	01	1:01	Machine, Wind Up And Down: Large Centrifuge Clicks On, Winds Up And Down.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	23	02	0:38	Machine, Wind Up And Down: Large Centrifuge Clicks On, Winds Up And Down.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	24	01	0:41	Ambiance, Machine Whir: Intense Dissonant Tonal Drone
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	25	01	0:57	Ambiance, Machine: Steady Running Of Weird Little Machine
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	26	01	1:13	Steam Pipe, Malady: Steam Runs Through Pipe With Varying Pressure.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	27	01	1:28	Ambiance, Tonal Gas: Steady Intense Swirl Of Gas Inside A Heavy Metal Pipe
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	28	01	0:33	Ambiance, Tonal Gas: Steady Airy Light Swirl Of Gas With Metallic Texture
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	29	01	1:18	Ambiance, Machine Textures: Steady Atmospheric Layers Of Mid Bass
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	30	01	0:53	Ambiance, Machine Drone: Steady Textured Tonal Machine Drone
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	30	02	1:20	Ambiance, Machine Drone: Steady Textured Tonal Machine Drone W /
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	31	01	1:56	Ambiance, Machine Textures: Layers Of Airy Mechanical Tones
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	32	01	0:54	Clock Tower, Inside: Slow Mechanical Movement Inside The Bell Tower Of An
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	32	02	0:54	Clock Tower, Inside: Slow Mechanical Movement Inside The Bell Tower Of An
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	33	01	0:32	Machine, Stirrers: Magnetic Lab Machine Turned On / Off, Liquid Stirred In
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	34	01	1:04	Tones, Whirling: Gentle Magical Tonal Changes
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	35	01	2:39	Wind, Moaning: Textured Contemplative Wind Gently Rises And Falls 4x
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	36	01	1:07	Wind, Moaning: Textured Night Wind Gently Rises And Falls
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	37	01	2:16	Wind, Choral: Subtle Choral Textures Weave Through A Slowly Rising And
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-02	38	01	1:32	Wind, Ancient: Wind Blows Through Ancient Scottish Chapel

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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	01	01	0:11	Soda Can: Opens W / A Moving Zing From Right To Left Channel; Fizz .
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	02	01	0:18	Soda, Pour: Soda Poured Into Glass, Tinkling Bell Like Fizz And Glassy
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	03	01	0:06	Bottle Cap, Open: Opening Bottle W / Cap Falling On Hard Surface And Twirling
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	04	01	1:07	Ambiance, Fizz: Swirling Liquid Fizz W / Glassy Ring, Changing Texture
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	04	02	1:12	Ambiance, Fizz: Swirling Liquid Hissing Fizz Building In Intensity And Then
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	04	03	1:06	Ambiance, Fizz: Swirling Liquid Breathly Airy Hissing Fizz W / Intensity And
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	05	01	0:11	Water, Bubbles: Dramatic Bubbles Burble And Bang Ending In Fizz ( Water Into
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	06	01	0:14	Water, Hiss: 3 Blasts Of Wet Fizz And Air; Sharp Air Release Then Another
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	06	02	0:12	Water, Hiss: Intense Steam Like Release Of Fizz Ending In Light Gurgles ( Air
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	06	03	0:05	Water, Hiss: Lighter Release Of Fizz And Water ( Air Released From Old
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	07	01	0:05	Water, Spray: Short Bursts Of Spray Each Followed By Rhythmic Plastic Bonks (
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	08	01	0:59	Steam, Metal And Electricity: Light Steamy Hiss And Electrical Hum Build Slowly
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	09	01	1:37	Ambiance, Internal Steam: Starts With Light Hiss, Flame Poof And Long Stretch
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	10	01	2:10	Metal, Heater: Large Gas Floor Heater Clicks On, Flame Poofs, There Is Interior
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	11	01	1:17	Liquid, Drips And Drops: Oil Poured From Tin, Dribbles Drops, Burbles And
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	11	02	0:23	Liquid, Drops: Oil Drops Rhythmically Echoing Between Left And Right
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	12	01	0:26	Water, Steam: Burst Of Steam Followed By Drips Down Drain Right Channel
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	12	02	0:32	Water, Steam: Watery Steam Followed By Drips Down Drain, Right Channel
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	13	01	1:12	Water, Run And Drops: Water Runs In Metal Container And Drips Big And Little
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	14	01	0:26	Water, Glug: Enormous Glug Of Water In Container ( Pulling Bathtub Plug )
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	15	01	1:14	Ambiance, Water And Alarm: Water Flushes, Runs And Gurgles W / Metallic
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	15	02	1:15	Ambiance, Water And Alarm: Water Flushes, Runs And Gurgles W / Metallic
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	16	01	0:34	Teakettle, Whistle: Pot Comes To A Boil And Strong Whistling Alarm Goes Off
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	17	01	1:00	Ambiance, Water: Water Flushes Runs And Gurgles ( R And L Channels Played
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	18	01	1:32	Machine, Rhythmic: Pumping Watery Machine Increases Rhythm And Intensity,
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	18	02	1:26	Machine, Rhythmic: Pumping Watery Machine Increases Rhythm And Intensity,
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	19	01	0:30	Machine, Grind: Begins W / Water Drips And Faucet Running, A Grinder Starts
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	20	01	0:10	Machine, Drill: Hand Drill Drills Metal With Misc. Short Bursts Like A Drill With
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	20	02	0:22	Machine, Drill: Hand Drill Drills Metal With One Long Burst
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	20	03	0:29	Machine, Drill: Hand Drill Drills Metal With Long Textured Burst Followed By
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	20	04	0:23	Machine, Drill: Hand Drill Drills Metal With Misc. Short Varied Bursts
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	21	01	2:34	Ambiance, Watery Machine: 2 Beeps And The Machine Warms Up Slowly
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	21	02	1:41	Ambiance, Watery Machine: Machine Warms Up Slowly Churning And Filling
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	21	03	2:35	Ambiance, Watery Machine: Machine Clicks, Drains Water, @20 Secs
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	22	01	0:46	Ambiance, Machine: Rickety Humming Machine Starts Up Runs And Dies Down,
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	23	01	0:36	Ambiance, Machine: Ambient Machine Throb Moves Slowly Into A Second
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	24	01	1:02	Ambiance, Machine: Machine Runs W / Hum And Underlying Ticky Latin Watery
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	24	02	0:49	Ambiance, Machine: Machine Runs W / Buzzing Hum And More Distant
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	25	01	0:46	Ambiance, Machine: Coins Clink And Set Off Machine Running With Heavy Low
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	26	01	0:51	Ambiance, Machine: Plastic Machine Grinds Pulp, Pauses W / Two Clicks And
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	27	01	0:30	Machine, Wind Down: Metal Machine Winds Down Slowly
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	28	01	0:50	Machine, Wind Up And Down: Motor Clicks On, Airy Machine Runs With
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	29	01	0:58	Machine, Wind Up And Down: Motor Clicks On Machine Runs W / Intense
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	29	02	1:01	Machine, Wind Up And Down: Same As 27-1 But Slightly More Distant
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	30	01	1:01	Computer, Running: Interior Perspective Of A Slightly Off Computer Running
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	30	02	0:17	Computer, Off: Interior Perspective Of Computer Shutting Down
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	31	01	1:18	Machine, Electronic: Machine Whirs, Buzzes, And Grinds Rhythmically For A
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	32	01	0:40	Machine, Printer: Clicks Whirs, Starts, Pauses, Stops Runs And Makes General

# The Hollywood Edge Sound Effects Librarian

## Condensed Printout

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	32	02	0:30	Machine, Printer: Humus, Clicks Whirs, Starts, Pauses, Stops Runs And Makes
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	33	01	0:48	Machine, Printer: Clicks On, Readies Itself And Breaks Into A Regular Rhythmic
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	33	02	1:34	Machine, Printer: Clicks On, Readies Itself And Breaks Into A Regular Rhythmic
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	34	01	0:21	Machine, Electronic: Annoying Grinding Whirring Machine Punctuated With
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	35	01	0:39	Machine, Electronic: Whirs, Clicks, Humus And Changes Speed ( Vcr )
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	35	02	0:19	Machine, Electronic: Whirs, Pauses, Clicks, Reverses, Runs ( Vcr )
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	35	03	1:08	Machine, Electronic: Variations On Medley 1and2 New Machine Loads, Runs,
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	36	01	0:13	Machine, Electronic: Whirs Clicks, Starts And Stops. Left And Right Channels
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	37	01	1:58	Machine, Electronic: Radio Hash Changes Frequencies And Notes Like Outer
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	38	01	0:46	Metal, Ricochets: Springy Metal Bounces And Echoes Reverberant Metallic
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	39	01	0:27	Metal, Internal Vibrations: Smooth Metal Roars, Vibrates, Shimmers And Echoes
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	39	02	0:10	Metal, Internal Vibrations: Reverberant Cascade Of Metal Bumps
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	40	01	0:08	Metal, Foil Crinkle: Foil Lightly Crinkles ( Aluminum Foil )
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	40	02	0:53	Metal, Foil Crinkle: Foil Lightly Crinkles And Tinkles ( Aluminum Foil )
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	41	01	0:03	Rip, Cascading: Strong Intense Rippling Cascading Rip ( Duct Tape )
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	41	02	0:04	Rip, Stretching: Strong Taut Rubbery Stretching Rip ( Duct Tape )
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	41	03	0:01	Rip, Rubbery: Quick Strong Rubbery Rip ( Duct Tape )
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	42	01	0:11	Metal, Movement
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	42	02	0:10	Metal, Movement
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	42	03	0:02	Metal, Movement: Metal Moving Into Another Realm
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	43	01	1:38	Metal, Movement: Breathing, Hissing Gurgling, Clanking, Moving Metal Monster
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	44	01	0:38	Metal, Movement: Metal Massages And Rolls Over Broad, Flat Surface Tickling
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	44	02	1:14	Metal, Movement: Metal Massages And Rolls Over Broad, Flat Surface Tickling
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	45	01	0:08	Metal And Cord, Movement: Interior Movement Of Cord Pulled Against Metal
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	45	02	0:11	Metal And Cord, Movement: Interior Movement Of Cord Pulled Against Metal
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	46	01	0:12	Metal, Grind: Turning Grinding Metal Against Coffee Beans
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	46	02	0:13	Metal, Grind: Slow Turning Grinding Metal Against Coffee Beans ( Hand Coffee
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	47	01	0:17	Metal, Movement: Rippling Metal Moves In Circular Motion And Snaps At End (
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	48	01	0:15	Metal, Grind: Circular Motion Of Wood Inside Metal Grinder ( Pencil Sharpener )
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	48	02	0:08	Metal, Grind: Circular Motion Of Wood Inside Metal Grinder. Deeper Than 46-1(
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	49	01	0:11	Metal, Squeal: Slow Nerve Racking, Extremely Loud, And Intense Heavy Metal
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	49	02	0:30	Metal, Squeals: Various Slow, Nerve Racking, Extremely Loud And Intense
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	50	01	1:02	Mechanical, Vocals: Whines, Whimpers, Squeals, Warbles, Complaints, Creeks,
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	50	02	0:41	Mechanical, Vocals: Group Of Mechanical Critters, Like Puppies, Whines,
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	51	01	0:18	Wood, Creaks: Slow Light Creak Followed By Heavier Ones. ( Pantry Bin )
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	51	02	0:04	Wood, Creak: Heavy Creak ( Pantry Bin )
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	51	03	0:34	Wood, Creaks: A Series Of Short Fairly Heavy Wood Creaks ( Pantry Bin Open
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	52	01	0:23	Wood, Creaks: Medium Long Expressive Creaks ( 3 ) ( Office Door )
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SDR	SDR-03	52	02	1:36	Wood, Creaks: Very Long Expressive Squealing Creaks Rise And Fall In Pitch