



## Liquid\_Metal

Waterphone\_Bowed\_01\_Contact\_Mic.wav  
Waterphone\_Bowed\_02\_Contact\_Mic.wav  
Waterphone\_Bowed\_03\_Contact\_Mic.wav  
Waterphone\_Bowed\_04\_Contact\_Mic.wav  
Waterphone\_Bowed\_05\_Contact\_Mic.wav  
Waterphone\_Bowed\_06\_Contact\_Mic.wav  
Waterphone\_Bowed\_07\_Contact\_Mic.wav  
Waterphone\_Bowed\_08\_Contact\_Mic.wav  
Waterphone\_Bowed\_09\_Contact\_Mic.wav  
Waterphone\_Bowed\_10\_Contact\_Mic.wav  
Waterphone\_Bowed\_11\_Contact\_Mic.wav  
Waterphone\_Bowed\_12\_Contact\_Mic.wav  
Waterphone\_Bowed\_13\_Contact\_Mic.wav  
Waterphone\_Bowed\_14\_Contact\_Mic.wav  
Waterphone\_Bowed\_15\_Contact\_Mic.wav  
Waterphone\_Bowed\_16\_Contact\_Mic.wav  
Waterphone\_Bowed\_17\_Contact\_Mic.wav  
Waterphone\_Bowed\_18\_Contact\_Mic.wav  
Waterphone\_Bowed\_19\_Contact\_Mic.wav  
Waterphone\_Bowed\_20\_Contact\_Mic.wav  
Waterphone\_Bowed\_21\_Contact\_Mic.wav  
Waterphone\_Bowed\_22\_Contact\_Mic.wav

# the soundcatcher

Sounddesign libraries & sound fx packs

[www.thesoundcatcher.com](http://www.thesoundcatcher.com)  
[mail@thesoundcatcher.com](mailto:mail@thesoundcatcher.com)

Thanks to: Richard Waters <http://www.waterphone.com>

Waterphone\_Bowed\_23\_Contact\_Mic.wav  
Waterphone\_Bowed\_24\_Contact\_Mic.wav  
Waterphone\_Bowed\_25\_Contact\_Mic.wav  
Waterphone\_Bowed\_26\_Contact\_Mic.wav  
Waterphone\_Bowed\_27\_Contact\_Mic.wav  
Waterphone\_Bowed\_28\_Contact\_Mic.wav  
Waterphone\_Bowed\_29\_Contact\_Mic.wav  
Waterphone\_Bowed\_30\_Contact\_Mic.wav  
Waterphone\_Bowed\_31\_Contact\_Mic.wav  
Waterphone\_Bowed\_32\_Contact\_Mic.wav  
Waterphone\_Bowed\_33\_Contact\_Mic.wav  
Waterphone\_Bowed\_34\_Contact\_Mic.wav  
Waterphone\_Bowed\_35\_Contact\_Mic.wav  
Waterphone\_Bowed\_36\_Contact\_Mic.wav  
Waterphone\_Bowed\_37\_Contact\_Mic.wav  
Waterphone\_Bowed\_38\_Contact\_Mic.wav  
Waterphone\_Bowed\_39\_Contact\_Mic.wav  
Waterphone\_Bowed\_40\_Contact\_Mic.wav  
Waterphone\_Bowed\_41\_Contact\_Mic.wav  
Waterphone\_Bowed\_42\_Contact\_Mic.wav  
Waterphone\_Bowed\_43\_Contact\_Mic.wav  
Waterphone\_Bowed\_44\_Contact\_Mic.wav  
Waterphone\_Bowed\_45\_Contact\_Mic.wav  
Waterphone\_Bowed\_46\_Contact\_Mic.wav  
Waterphone\_Bowed\_47\_Contact\_Mic.wav  
Waterphone\_Bowed\_48\_Contact\_Mic.wav  
Waterphone\_Bowed\_49\_Contact\_Mic.wav  
Waterphone\_Bowed\_50\_Contact\_Mic.wav  
Waterphone\_Bowed\_51\_Contact\_Mic.wav  
Waterphone\_Bowed\_52\_Contact\_Mic.wav  
Waterphone\_Bowed\_53\_Contact\_Mic.wav  
Waterphone\_Bowed\_54\_Contact\_Mic.wav  
Waterphone\_Bowed\_55\_Contact\_Mic.wav  
Waterphone\_Bowed\_56\_Contact\_Mic.wav  
Waterphone\_Bowed\_57\_Contact\_Mic.wav  
Waterphone\_Bowed\_58\_Contact\_Mic.wav  
Waterphone\_Bowed\_59\_Contact\_Mic.wav  
Waterphone\_Bowed\_60\_Contact\_Mic.wav  
Waterphone\_Bowed\_61\_Contact\_Mic.wav  
Waterphone\_Bowed\_62\_Contact\_Mic.wav  
Waterphone\_Bowed\_63\_Contact\_Mic.wav  
Waterphone\_Bowed\_64\_Contact\_Mic.wav  
Waterphone\_Bowed\_65\_Contact\_Mic.wav  
Waterphone\_Bowed\_66\_Contact\_Mic.wav  
Waterphone\_Bowed\_67\_Contact\_Mic.wav

# the soundcatcher

Sounddesign libraries & sound fx packs

[www.thesoundcatcher.com](http://www.thesoundcatcher.com)  
[mail@thesoundcatcher.com](mailto:mail@thesoundcatcher.com)

Thanks to: Richard Waters <http://www.waterphone.com>

Waterphone\_Bowed\_68\_Contact\_Mic.wav  
Waterphone\_Bowed\_Randomized\_With\_Water\_Movement\_01\_Contact\_Mic.wav  
Waterphone\_Bowed\_Randomized\_With\_Water\_Movement\_02\_Contact\_Mic.wav  
Waterphone\_Bowed\_Randomized\_With\_Water\_Movement\_03\_Contact\_Mic.wav  
Waterphone\_Bowed\_Randomized\_With\_Water\_Movement\_04\_Contact\_Mic.wav  
Waterphone\_Bowed\_Randomized\_With\_Water\_Movement\_05\_Contact\_Mic.wav  
Waterphone\_Bowed\_Randomized\_With\_Water\_Movement\_06\_Contact\_Mic.wav  
Waterphone\_Bowed\_Randomized\_With\_Water\_Movement\_07\_Contact\_Mic.wav  
Waterphone\_Bowed\_Randomized\_With\_Water\_Movement\_08\_Contact\_Mic.wav  
Waterphone\_Bowed\_Short\_01\_Contact\_Mic.wav  
Waterphone\_Bowed\_Short\_02\_Contact\_Mic.wav  
Waterphone\_Bowed\_Short\_03\_Contact\_Mic.wav  
Waterphone\_Bowed\_Short\_04\_Contact\_Mic.wav  
Waterphone\_Bowed\_Short\_05\_Contact\_Mic.wav  
Waterphone\_Bowed\_Short\_06\_Contact\_Mic.wav  
Waterphone\_Bowed\_Short\_07\_Contact\_Mic.wav  
Waterphone\_Bowed\_Short\_08\_Contact\_Mic.wav  
Waterphone\_Bowed\_Short\_09\_Contact\_Mic.wav  
Waterphone\_Bowed\_Short\_10\_Contact\_Mic.wav  
Waterphone\_Bowed\_Short\_11\_Contact\_Mic.wav  
Waterphone\_Bowed\_Short\_12\_Contact\_Mic.wav  
Waterphone\_Bowed\_Short\_13\_Contact\_Mic.wav  
Waterphone\_Bowed\_Short\_14\_Contact\_Mic.wav  
Waterphone\_Deep\_Hit\_With\_Water\_Movement\_01\_Contact\_Mic.wav  
Waterphone\_Deep\_Rattle\_With\_Water\_Movement\_01\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_01\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_02\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_03\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_04\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_05\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_06\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_07\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_08\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_09\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_10\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_11\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_12\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_13\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_14\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_15\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_16\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Fingers\_17\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Leather\_Mallet\_With\_Water\_Movement\_1\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Leather\_Mallet\_With\_Water\_Movement\_2\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Leather\_Mallet\_With\_Water\_Movement\_3\_Contact\_Mic.wav

# the soundcatcher

Sounddesign libraries & sound fx packs

[www.thesoundcatcher.com](http://www.thesoundcatcher.com)  
[mail@thesoundcatcher.com](mailto:mail@thesoundcatcher.com)

Thanks to: Richard Waters <http://www.waterphone.com>

Waterphone\_Hit\_With\_Leather\_Mallet\_With\_Water\_Movement\_4\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Leather\_Mallet\_With\_Water\_Movement\_5\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Leather\_Mallet\_With\_Water\_Movement\_6\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Leather\_Mallet\_With\_Water\_Movement\_7\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Leather\_Mallet\_With\_Water\_Movement\_8\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Leather\_Mallet\_With\_Water\_Movement\_9\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Leather\_Mallet\_With\_Water\_Movement\_10\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Leather\_Mallet\_With\_Water\_Movement\_11\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Leather\_Mallet\_With\_Water\_Movement\_12\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_01\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_02\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_03\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_04\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_05\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_06\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_07\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_08\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_09\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_10\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_11\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_12\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_13\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_14\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_15\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_16\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_17\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_18\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_19\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_20\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_21\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_22\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_23\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_24\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_25\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_26\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_27\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_28\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_29\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_30\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_31\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_32\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_33\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_34\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_35\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_36\_Contact\_Mic.wav

# the soundcatcher

Sounddesign libraries & sound fx packs

[www.thesoundcatcher.com](http://www.thesoundcatcher.com)  
[mail@thesoundcatcher.com](mailto:mail@thesoundcatcher.com)

Thanks to: Richard Waters <http://www.waterphone.com>

Waterphone\_Hit\_With\_Metal\_Mallet\_37\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_38\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_39\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_40\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_41\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_42\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_43\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_44\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_45\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_46\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_47\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_48\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_Water\_Movement\_02\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Metal\_Mallet\_With\_Water\_Movement\_07\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_01\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_02\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_03\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_04\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_05\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_06\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_08\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_09\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_10\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_11\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_12\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_13\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_14\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_15\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_16\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_17\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_18\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_19\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_20\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_21\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_22\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_23\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_24\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_25\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_26\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_27\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_28\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Soft\_Mallet\_With\_Water\_Movement\_29\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Wood\_Mallet\_With\_Water\_Movement\_1\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Wood\_Mallet\_With\_Water\_Movement\_2\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Wood\_Mallet\_With\_Water\_Movement\_3\_Contact\_Mic.wav



# the soundcatcher

Sounddesign libraries & sound fx packs

[www.thesoundcatcher.com](http://www.thesoundcatcher.com)  
[mail@thesoundcatcher.com](mailto:mail@thesoundcatcher.com)

Thanks to: Richard Waters <http://www.waterphone.com>

Waterphone\_Hit\_With\_Wood\_Mallet\_With\_Water\_Movement\_4\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Wood\_Mallet\_With\_Water\_Movement\_5\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Wood\_Mallet\_With\_Water\_Movement\_6\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Wood\_Mallet\_With\_Water\_Movement\_7\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Wood\_Mallet\_With\_Water\_Movement\_8\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Wood\_Mallet\_With\_Water\_Movement\_9\_Contact\_Mic.wav  
Waterphone\_Hit\_With\_Wood\_Mallet\_With\_Water\_Movement\_10\_Contact\_Mic.wav  
Waterphone\_Manipulated\_With\_Drill\_01\_Contact\_Mic.wav  
Waterphone\_Manipulated\_With\_Drill\_02\_Contact\_Mic.wav  
Waterphone\_Manipulated\_With\_Drill\_03\_Contact\_Mic.wav  
Waterphone\_Manipulated\_With\_Drill\_04\_Contact\_Mic.wav  
Waterphone\_Manipulated\_With\_Drill\_05\_Contact\_Mic.wav  
Waterphone\_Manipulated\_With\_Drill\_06\_Contact\_Mic.wav  
Waterphone\_Manipulated\_With\_Drill\_07\_Contact\_Mic.wav  
Waterphone\_Manipulated\_With\_Drill\_08\_Contact\_Mic.wav  
Waterphone\_Manipulated\_With\_Drill\_09\_Contact\_Mic.wav  
Waterphone\_Multiple\_Hit\_Rattle\_With\_Water\_Movement\_01\_Contact\_Mic.wav  
Waterphone\_Multiple\_Hit\_Rattle\_With\_Water\_Movement\_02\_Contact\_Mic.wav  
Waterphone\_Multiple\_Hit\_Rattle\_With\_Water\_Movement\_03\_Contact\_Mic.wav  
Waterphone\_Multiple\_Hit\_Rattle\_With\_Water\_Movement\_04\_Contact\_Mic.wav  
Waterphone\_Multiple\_Hit\_Rattle\_With\_Water\_Movement\_05\_Contact\_Mic.wav  
Waterphone\_Multiple\_Hit\_Rattle\_With\_Water\_Movement\_06\_Contact\_Mic.wav  
Waterphone\_Multiple\_Hit\_Rattle\_With\_Water\_Movement\_07\_Contact\_Mic.wav  
Waterphone\_Multiple\_Hit\_Rattle\_With\_Water\_Movement\_08\_Contact\_Mic.wav  
Waterphone\_Multiple\_Hit\_Rattle\_With\_Water\_Movement\_09\_Contact\_Mic.wav  
Waterphone\_Multiple\_Hit\_Rattle\_With\_Water\_Movement\_10\_Contact\_Mic.wav  
Waterphone\_Multiple\_Hit\_Rattle\_With\_Water\_Movement\_11\_Contact\_Mic.wav  
Waterphone\_Multiple\_Hit\_Rattle\_With\_Water\_Movement\_12\_Contact\_Mic.wav  
Waterphone\_Multiple\_Hit\_Rattle\_With\_Water\_Movement\_13\_Contact\_Mic.wav  
Waterphone\_Multiple\_Hit\_Rattle\_With\_Water\_Movement\_14\_Contact\_Mic.wav  
Waterphone\_Multiple\_Hit\_Rattle\_With\_Water\_Movement\_15\_Contact\_Mic.wav  
Waterphone\_Multiple\_Hit\_Rattle\_With\_Water\_Movement\_16\_Contact\_Mic.wav  
Waterphone\_Multiple\_Hit\_Rattle\_With\_Water\_Movement\_17\_Contact\_Mic.wav  
Waterphone\_Multiple\_Hit\_Rattle\_With\_Water\_Movement\_18\_Contact\_Mic.wav  
Waterphone\_Multiple\_Hit\_Rattle\_With\_Water\_Movement\_19\_Contact\_Mic.wav  
Waterphone\_Multiple\_Hit\_With\_Leather\_Mallet\_Water\_Movement\_01\_Contact\_Mic.wav  
Waterphone\_Multiple\_Rattle\_With\_Water\_Movement\_04\_Contact\_Mic.wav  
Waterphone\_Soft\_Hit\_With\_Water\_Movement\_01\_Contact\_Mic.wav  
Waterphone\_Soft\_Hit\_With\_Water\_Movement\_02\_Contact\_Mic.wav  
Waterphone\_Soft\_Hit\_With\_Water\_Movement\_03\_Contact\_Mic.wav  
Waterphone\_Soft\_Hit\_With\_Water\_Movement\_04\_Contact\_Mic.wav  
Waterphone\_Soft\_Hit\_With\_Water\_Movement\_05\_Contact\_Mic.wav  
Waterphone\_Soft\_Hit\_With\_Water\_Movement\_06\_Contact\_Mic.wav  
Waterphone\_Soft\_Hit\_With\_Water\_Movement\_07\_Contact\_Mic.wav  
Waterphone\_Soft\_Hit\_With\_Water\_Movement\_08\_Contact\_Mic.wav

# the soundcatcher

Sounddesign libraries & sound fx packs

[www.thesoundcatcher.com](http://www.thesoundcatcher.com)  
[mail@thesoundcatcher.com](mailto:mail@thesoundcatcher.com)

Thanks to: Richard Waters <http://www.waterphone.com>

Waterphone\_Soft\_Hit\_With\_Water\_Movement\_09\_Contact\_Mic.wav