

# The Soundcatcher

Sounddesign Libraries & SFX Packs

[www.thesoundcatcher.com](http://www.thesoundcatcher.com)

[mail@thesoundcatcher.com](mailto:mail@thesoundcatcher.com)

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

## The Glas Smash Sessions

Bassins\_Hit\_With\_Sledgehammer\_Break\_Debris\_Interior.wav  
Bucket\_Color\_Pour\_Out\_Wet\_Stereo\_01.wav  
Bulb\_Hit\_Together\_Implosion\_Debris\_On\_Ground\_Interior\_01.wav  
Bulb\_Smash\_Debris\_Interior\_03.wav  
Footsteps\_On\_Glas\_Debris\_Fast\_Interior\_01.wav  
Footsteps\_On\_Glas\_Debris\_Fast\_Interior\_02.wav  
Footsteps\_On\_Glas\_Debris\_Interior\_01.wav  
Footsteps\_On\_Glas\_Debris\_Movement\_Interior.wav  
Footsteps\_On\_Massive\_Glas\_Debris\_Interior.wav  
Glas\_Debris\_Movement\_Footsteps\_Interior\_01.wav  
Glas\_Debris\_Movement\_Interior\_01.wav  
Glas\_Debris\_Movement\_Interior\_02.wav  
Glas\_Debris\_Movement\_Interior\_03.wav  
Glas\_Debris\_Movement\_Slices\_01.wav  
Glas\_Debris\_Movement\_Slices\_Drop\_On\_Floor\_01.wav  
Glas\_Debris\_Movement\_Slices\_Drop\_On\_Floor\_02.wav  
Glas\_Hit\_Smash\_With\_Glas\_Debris\_Interior.wav  
Glas\_Multiple\_Slices\_Drop\_On\_Floor\_Debris\_01.wav  
Glas\_Multiple\_Windows\_Hard\_Impact\_Breaking\_Interior\_01.wav  
Glas\_Multiple\_Windows\_Heavy\_Impact\_Interior\_01.wav  
Glas\_Multiple\_Windows\_Heavy\_Impact\_Interior\_02.wav  
Glas\_Single\_Slice\_Drop\_On\_Floor\_Debris\_Interior.wav  
Glas\_Slice\_Drop\_On\_Floor\_Bouncing\_Debris\_Interior.wav  
Glas\_Slices\_Drob\_On\_Floor\_Debris\_Interior\_01.wav  
Glas\_Slices\_Drop\_On\_Floor\_Interior.wav  
Glas\_Slices\_Drop\_On\_Glas\_Slices\_Interior\_01.wav  
Glas\_Smash\_On\_Glas\_Movement\_Pressure\_Debris\_01.wav  
Glas\_Window\_Crackling\_Crisp\_Movement\_Interior.wav  
Glas\_Window\_Debris\_Drop\_Slices\_On\_Floor\_Interior\_01.wav  
Glas\_Window\_Debris\_Movement\_01.wav  
Glas\_Window\_Debris\_Movement\_Drop\_Slices\_On\_Floor\_Interior.wav  
Glas\_Window\_Debris\_Movement\_Slices\_Drop\_On\_Floor\_01.wav  
Glas\_Window\_Drop\_Impact\_Debris\_Interior\_01.wav  
Glas\_Window\_Drop\_Medium\_Impact\_Breaking\_Debris\_Interior\_01.wav  
Glas\_Window\_Drop\_Slices\_On\_Floor\_01.wav  
Glas\_Window\_Frame\_Drop\_Debris\_Breaking\_01.wav  
Glas\_Window\_Hard\_Impact\_Breaking\_Debris\_Interior\_01.wav  
Glas\_Window\_Hard\_Impact\_Crisp\_With\_Frame\_Wood\_01.wav  
Glas\_Window\_Hard\_Impact\_Debris\_01.wav  
Glas\_Window\_Medium\_Impact\_Debris\_01.wav  
Glas\_Window\_Medium\_Impact\_Debris\_Interior\_01.wav  
Glas\_Window\_Multiple\_Hard\_Impact\_Debris\_Movement\_Smash\_Interior\_01.wav  
Glas\_Window\_Slices\_Drop\_Impact\_Interior\_01.wav

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Glas\_Window\_Slices\_Hard\_Drop\_Impact\_Debris\_Movement\_Interior\_02.wav  
Glas\_Window\_Slices\_Hard\_Drop\_Impact\_Debris\_Movement.wav  
Glas\_Window\_Slices\_Movement\_Debris\_Interior\_01.wav  
Glas\_Window\_Drop\_Slices\_Movement\_Interior\_02.wav  
Glas\_Wood\_Impact\_Debris\_Interior\_01.wav  
Light\_Bulb\_Smash\_Debris\_Interior\_01.wav  
Light\_Bulb\_Smash\_Debris\_Rolling\_Implosion\_Interior\_02.wav  
Plastic\_Tube\_Handling\_Rattling\_Drop\_On\_Floor.wav  
Sledgehammer\_Drop\_On\_Glas\_Debris\_On\_Soft\_Floor\_.wav  
Tiles\_Debris\_Movement\_Drop\_Slices\_On\_Ground\_Interior\_01.wav  
Tiles\_Drop\_Against\_Tiles\_Drop\_On\_Ground\_Debris\_Interior\_01.wav  
Tiles\_Drop\_Against\_Tiles\_Drop\_On\_Ground\_Debris\_Movement\_Slices\_Interior\_02.wav  
Tiles\_Drop\_On\_Tiles\_On\_Ground\_Interior\_01.wav  
Tiles\_Drop\_On\_Tiles\_On\_Ground\_Interior\_02.wav  
Tiles\_Drop\_On\_Tiles\_On\_Ground\_Interior\_03.wav  
Tiles\_Drop\_On\_Tiles\_On\_Ground\_Interior\_04.wav  
Tiles\_Movement\_Debris\_Smash\_On\_Ground\_Interior.wav  
Trodden\_Glas\_Debris\_Movement\_Interior.wav  
Window\_Frame\_Hit\_With\_Sledgehammer\_Movement\_Debris\_Wood\_Break.wav