

Soundscape Library

Sounds for actions

Boom!
Crash!
Thud!
Splat!
Blast off sound (PPPfffffffffff)
Sound of motor (Brrrooom)
Sound of lasers (Pew-Pew-Pew)
Sound of hovering (wahwahwah)

Sounds for settings

Squishing (like mud)
Gushing (like a river)
Creaking (like a door)
Erupting (like a volcano)
Buzzing (like an electric trap)
Beeping (like a security pad)
Wooshing (like wind)
Crashing (like an avalanche)
Booming (like thunder)
Exploding (like a bomb)

Sounds to use instead of dialogue

Grunting
Growling
Wheezing
Whimpering
Cooing
Singing
Humming
Laughing
Chuckling
Sobbing
Gasping
Screaming
Sighing

Sounds to create mood and transitions

Dun dun **DUN!**
(mystery or dramatic ending)

Wah wah **WAH!**
(sad horn for silliness or failure)

DA-da da da
DA DA DA **DAAAAAAAAAAAA!**
(fanfare for a character entrance or for success!)

