

## Mitä ääniä näistä prosesseista oikein lähtee?

<b>ahoogah</b>	the sound of a particular type of horn.
<b>ambience</b>	Atmospheric sounds to build the space of a scene.
<b>beam</b>	A steady synthetic sound.
<b>beep</b>	The tonal sound of a button press.
<b>bell tree</b>	The sound of chimes that usually ascend or descend in pitch.
<b>body fall</b>	The sound of bodyweight hitting the floor. Usually on multiple surfaces.
<b>bodyfall</b>	a sound made by a body falling onto a hard surface.
<b>boing</b>	the noise representing the sound of a compressed spring suddenly released.
<b>boom</b>	a loud, deep, resonant sound. <i>Also look up: explosion, slam, crash, drum, taiko, rumble</i>
<b>bork</b>	A cartoonish sound that conveys disappointment.
<b>brush</b>	The sound of leaves or foliage.
<b>buzz</b>	a humming or murmuring sound made by or similar to that made by an insect.
<b>by</b>	This modifier should be added to searches for moving objects like Jet or Car, characterized by an increase and decrease in volume as the object passes by.

<b>chatter</b>	A repetitive sound that conveys shaking, commonly associated with cartoonish teeth movement.
<b>chitter</b>	small animal noise, repetitive and often cute sounding. Think squirrel or hamster.
<b>chomp</b>	munch or chew vigorously and noisily.
<b>click</b>	a short, sharp sound as of a switch being operated or of two hard objects coming quickly into contact
<b>crackle</b>	a sound made up of a rapid succession of slight cracking sounds.
<b>crash</b>	a sudden loud noise as of something breaking or hitting another object.
<b>creak</b>	a harsh scraping or squeaking sound.
<b>debris</b>	A cacophonous sound, usually starting thick and eventually settling. Can be used as aftermath of an event as big as an explosion or as small as kicking up dirt.
<b>doppler</b>	A sound that changes pitch as it passes by. Think truck horn starting from a distance and dropping in pitch as it crosses your path.
<b>drop</b>	The sound of something falling to the ground.
<b>dust</b>	earth or other matter in fine, dry particles.
<b>electricity</b>	The sound of an electrical current, often wavering in volume and intensity.
<b>flap</b>	A good term for erratic fast movement. Great as a descriptor for cloth movement.

<b>flap</b>	The sound of a material moving in the wind, such as a cape, parachute, or flag. Also the sound a bird's wings make whilst flying
<b>flutter</b>	Any sound with a very fast cycle of volume from low to high. Think of a humming bird's wings or pod racers from Star Wars.
<b>flutter</b>	the sound of flying unsteadily or hovering by flapping the wings quickly and lightly.
<b>gallop</b>	A fast walk cycle of a horse or other four legged creature, usually with 3-4 audible steps.
<b>ghost</b>	Ethereal, often melodic and scary in nature.
<b>glug</b>	the sound of drinking or pouring (liquid) with a hollow gurgling sound.
<b>goo</b>	The sound of a sticky and slimey substance.
<b>gore</b>	The general sound of blood, guts or violence.
<b>groan</b>	a low creaking or moaning sound when pressure or weight is applied to an object OR an inarticulate sound in response to pain or despair.
<b>guts</b>	Squishy, slimy, movement or impacts that are typically wet and gross sounding.
<b>honk</b>	the cry of a wild goose.
<b>hydraulic</b>	The very distinct sound of something propelled by liquid moving in a confined space. Think forklift or fancy door hinges.
<b>impact</b>	The sound of a collision, be it small or large.
<b>jaw harp</b>	An instrument placed in one's mouth used to make twangy boings.

<b>jingle</b>	a light ringing sound such as that made by metal objects being shaken together.
<b>konk</b>	A hollow hit, usually tonal in nature.
<b>laser</b>	The sound of a synthetic weapon.
<b>movement</b>	This modifier can be added to any search requiring both a material and motion.
<b>multi whoosh</b>	Very fast repetitive whooshes or swishes. Great for spinning.
<b>neigh</b>	a characteristic high-pitched sound uttered by a horse.
<b>old</b>	A modifier for sounds that are typically somewhat poor in quality, as though they were recorded a long time ago. This term is about looking for a specific character in your sound
<b>parking lot</b>	
<b>maneuver</b>	useful int/ext vehicle SFX for piecing together vehicle scenes where a car is doing different moves
<b>pat</b>	The sound of a hand coming into contact with a surface, such as cloth, skin, wood, etc.
<b>peel</b>	Sound of a tire squeal as it accelerates away (vs. a “skid” or a “chirp” for a tire squeal on a brake)
<b>poink</b>	A short, pointy sound.
<b>poof</b>	used to convey the suddenness with which someone or something disappears.
<b>pop</b>	a light explosive sound.
<b>puff</b>	a short, explosive burst of breath or wind.

<b>quack</b>	the characteristic harsh sound made by a duck.
<b>quick</b>	Use this modifier when looking for sounds with very short duration.
<b>ratchet</b>	A repetitive clicking sound.
<b>rattle</b>	a rapid succession of short, sharp, hard sounds.
<b>ribbit</b>	the characteristic croaking sound of a frog.
<b>ricco</b>	This shorthand for Ricochet is the sound of a bullet bouncing. Can be used in cartoony moments when a character zips off screen very quickly.
<b>ringout</b>	Describes a high pitched sound with a long decay. Usually a metal/sword hit with a long tail.
<b>rise</b>	A cinematic musical or tonal element ascending in pitch, usually for the purpose of creating suspense.
<b>ronk</b>	stress movement of a certain material. Great less transient alternative for Hits or Impacts.
<b>ruckle</b>	The repetitive, throaty warble character of a sound. Typically emanating from the depths of a large animal or monster. Think of the T-Rex growl from Jurassic Park.
<b>rumble</b>	a continuous deep, resonant sound.
<b>rummage</b>	Quickly digging through various materials.
<b>rustle</b>	a soft, muffled crackling sound like that made by the movement of dry leaves, paper, cloth, or similar material
<b>sail zip</b>	A long trailing whistle. Great for something being thrown.

<b>scream</b>	a long, loud, piercing cry expressing extreme emotion or pain
<b>screamer</b>	Another term for a firework whistle
<b>screech</b>	a loud, harsh, piercing cry.
<b>scuff</b>	To walk without lifting ones foot. Dragging one's foot across a surface of dirt, cement, grass, snow, etc.
<b>servo</b>	Short for servomechanism, this is the sound you would typically associated with the moments of a robot or other motorized electronics
<b>shing</b>	A sharp metal scrape indicating movement, usually for a sword.
<b>skid</b>	an act of skidding or sliding.
<b>slide</b>	This modifier signifies a changing in pitch; a character often associated with violin recordings or whistles to convey emotion in cartoony moments.
<b>slurp</b>	a loud sucking sound made while eating or drinking.
<b>splash</b>	a sound made by something striking or falling into liquid.
<b>splat</b>	a sound made by a wet object hitting a hard surface.
<b>splatter</b>	splash with a sticky or viscous liquid.
<b>splinter</b>	The sound of small breaking or cracking wood.
<b>squawk</b>	a loud, harsh or discordant noise made by a bird or a person
<b>squeak</b>	a short, high-pitched sound or cry.

<b>squish</b>	a soft squelching sound.
<b>Squish</b>	to make a gushing or splash sound.
<b>Stinger</b>	A musical sweetener that helps place emphasis on a dramatic moment.
<b>swish</b>	a light sound of an object moving through the air.
<b>swoosh</b>	the sound produced by a sudden rush of air.
<b>telemetry</b>	Rhythmic and somewhat repetitive beeps. The sound of calculating technology.
<b>thunk</b>	the sound of a cork being pull out of or placed into a bottle or jug.
<b>trill</b>	A musical ornamentation consisting of rapid alternation between two notes. Great for toony twinkling.
<b>twang</b>	a strong ringing sound such as that made by the plucked string of a musical instrument, a released bowstring, or a ruler held steady on one end and plucked from the other.
<b>up/down</b>	Add these modifiers to your search to convey the pitch motion of your sound. Slide whistle Up, for example, would start at a low pitch and end on a high pitch.
<b>valoop</b>	The sound of something squeezing out of a small space.
<b>whinny</b>	The sound of a horse Neigh, usually high in pitch.
<b>whip crack</b>	the loud and sudden sound of a whip moving faster than the speed of sound, creating a small sonic boom
<b>whoosh</b>	a heavy sound of an object moving through the air.
<b>wobble</b>	A repetitive, quick pitching sound used for moments of shakiness.

<b>woof</b>	the sound made by a barking dog. <i>Also look up: bark, howl, yelp, whimper, dog</i>
<b>wronk</b>	The sound of ripping/scraping metal.
<b>yelp</b>	a short sharp cry, especially of pain or alarm.
<b>zap</b>	a sudden burst of energy or sound.
<b>zip</b>	Any fast movement, often with some sort of musical character.