

Звук (Sound)

- Музыка (Music)
- Окружение (Ambience)
- Эффекты (SFX)

Музыка (Music)

| ID | Name |
|---|---|
| a_painful_story | A Painful Story |
| aluminum | Aluminum |
| arcade_night | Arcade Night |
| arctic_lakes_in_your_pure_eyes | Arctic Lakes In Your Pure Eyes |
| awkwardness | Awkwardness |
| burita | Burita |
| chiba_overdrive | Chiba Overdrive |
| clarity_of_purpose | Clarity of Purpose |
| datfeelz_love_money_rocknroll | The Datfeelz - Love, Money, Rock'n'Roll |
| ddd_take_three | DDD Take Three |
| ddd_take_two | DDD Take Two |
| dont_care | Don't Care About It |
| driving_through_the_night | Driving Through The Night |
| echo_avenue | Echo Avenue |
| popurri | Ellie's Popurri |
| embers | Embers |
| empty_streets | Empty Streets |
| enter_omegashima | Enter Omegashima |
| everlasting_reference | Everlasting Reference |
| fast_lane_to_love | Fast Lane To Love |
| fractal | Fractal Alley |
| free_me | Free Me |
| glitches_on_the_other_side_of_the_rainbow | Glitches on the Other Side of the Rainbow |
| autumn | Golden Autumn |
| green_and_orange | Green and Orange |
| hear_the_wind | Hear The Wind |
| hearteater | Heart-eater Strikes Again |

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|--------------------------|--------------------------|
| hollow | Hollow |
| hurt_me | Hurt Me |
| i_know_you_know | I Know You Know |
| i_will_believe_in_you | I Will Believe In You |
| im_so_glad_weve_met | I'm So Glad We've Met |
| in_this_very_moment | In This Very Moment |
| insomnia | Insomnia Drive |
| last_man | Last Man Standing |
| last_night | Last Night |
| lets_go | Let's Go! |
| lets_go_further | Let's Go Further |
| lipstick_hurricane | Lipstick Hurricane |
| lonely_train_to_odaiba | Lonely Train To Odaiba |
| love_money_rocknroll | Love, Money, Rock'n'Roll |
| machi_no_iruminashon | Machi no Iruminashon |
| mirai_minato | Mirai Minato |
| mistery_of_loneliness | Mistery Of Loneliness |
| misty_dream | Misty Dream |
| neon_skyscrapers | Neon Skyscrapers |
| new | New |
| not_over_yet | Not Over Yet |
| not_too_late | Not Too Late |
| nowhere_station | Nowhere Station |
| one_day_in_the_limelight | One Day In The Limelight |
| ono_sendai | Ono-Sendai |
| peaceful_dream | Peaceful Dream |
| perfect_blue | Perfect Blue |
| quaalude_interlude | Quaalude Interlude |
| miata | Red Miata |
| reflections | Reflections |
| regeneration | Regeneration |
| rockin | Rockin' Around Here |

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| running_wild | Running Wild |
| sakura_blossom | Sakura Blossom |
| satellite_dishes | Satellite Dishes |
| skyscrapers | Skyscrapers |
| solution | Solution |
| speeding | Speeding |
| strange_apparition | Strange Apparition |
| sudden_trip | Sudden Trip |
| summertime | Summertime |
| sunset_horizons | Sunset Horizons |
| pancakes | Sweet Pancakes With Strawberry Jam |
| take_a_deep_breath | Take a Deep Breath |
| the_door_to_nowhere | The Door to Nowhere |
| the_finetest_hour | The Finest Hour |
| heist | The Heist |
| the_spiral_of_revival | The Spiral Of Revival |
| the_wind_is_electric_tonight | The Wind Is Electric Tonight |
| thoughts | Thoughts And Time |
| to_die_or_not_to_die | To Die Or Not To Die |
| two_hearts_in_turbulent_times | Two Hearts in Turbulent Times |
| ultraviolet_stream | Ultraviolet Stream |
| unchained | Unchained |
| vanilla | Vanilla Sky With Bitter Tears |
| we_own_the_night | We Own The Night |
| what_happens_after | What Happens After |
| city_sleeps | While City Sleeps |
| yokohama | Yokohama |
| you_know_this_is_the_end | You Know, This Is The End |
| fresh_air | You Need a Bit of Fresh Air |

Окружение (Ambience)

attraction_park

bar

ba_ext_day

ba_ext_night

ba_interior_day

canteen

catherine_room_day

catherine_room_night

catherine_room_sunset

class_break

class_lesson

class_lesson_soccer_outside

club

club2

corporation_in_day

corporation_in_night

corporation_office

corridor_mc_day

corridor_mc_morning

corridor_mc_night

corridor_mc_sunset

downtown_day

downtown_day2

downtown_morning

downtown_night

downtown_sunset

elevator

eli_house_day

eli_house_night

eli_house_sunset
eli_repbased
garden_day
garden_night
garden_sunset
himi_day_inside
himi_day_outside
himi_night_inside
himi_night_outside
himi_sunset_inside
himi_sunset_outside
interrogation_room
kagome_room_day
kagome_room_night
kagome_room_sunset
kitchen_day
kitchen_morning
kitchen_night
kitchen_sunset
kyosuke_room_day
kyosuke_room_night
kyosuke_room_sunset
matsuri
mike_room_day
mike_room_night
music_class
outside_day
outside_morning
outside_night
outside_sunset
principals_office
railway_station_day
railway_station_night
railway_station_sunset

restaurant_day
restaurant_in_day
restaurant_in_night
restaurant_in_sunset
restaurant_night
restaurant_sunset
river_side_day
river_side_night
room_mc_day
room_mc_morning
room_mc_night
room_mc_sunset
ryokan_hotel_day
ryokan_hotel_night
ryokan_room_day
ryokan_room_night
ryokan_street_day
ryokan_street_early_morning
ryokan_street_night
ryokan_street_sunset
school_hallway_break
school_hallway_lesson
school_old_hallway
school_roof_ac
school_roof_birds
school_roof_birds_ac
street_morning
tokyo_hotel_room_day
tokyo_hotel_room_night
tokyo_street_day
train_interior
warehouse_in
warehouse_out
waterpool_girls

Эффекты (SFX)

alarm_clock
alarm_clock_hit
auto_horn
bar_noise
battle_begins
beeps
beeps_short
bento
bird_nasty_sing
break_plates1
break_plates2
break_plates3
break_plates4
cart_fish_impact
car_drive_up_outside
car_drove_up
car_horn
car_horn_outside
car_stops_tires_screeching
clock_slow
clock_ticked_fading
clock_ticking
close_door_light
creepy_sound
desk_creak
distort_shutter
domophone
doorbell
door_bell_bar
door_bell_close

door_bell_outside
door_bell_outside_ca
door_bell_outside_close
door_bell_outside_far
door_bell_outside_hi
door_close_far
door_close_keys
door_close_shoji
door_fists_punch
door_keys_footsteps
door_open_bar_footsteps_heavy
door_open_bar_footsteps_light
door_open_close_light
door_open_creak
door_open_creak_slow
door_open_far
door_open_keys
door_open_keys_light
door_open_keys_light_outside
door_open_light
door_open_magnetic_lock
door_open_metal_fast
door_open_slow
door_slam
door_slams_roof
door_wind_stairwell
drinking_water
dripping_water
ellie_salver
engine_noise_outside
face_hit
fan_outside_room
fan_room
fatwomen_impact
flush_toilet

food_preparing
fridge
frying_eggs
glass_water
guitar_fail
guitar_falls_floor
heels_knock_concrete
hitting_table_rage
hitting_table_rage1
hit_desk
hit_folder_table
hit_head_chipboard
intercom
intercom_opened
kagome_incedent
kicks_bench
kick_can_soda
knock_syncopation
metal_rumble
nya
papier_mache
payphone_down
payphone_up
pebble_in_glass
pebble_in_glass_louder
pen_write_adress
petard
phone_disk
phone_international
phone_put
phone_ringing
phone_ringing_electric_far
phone_ringing_outside
phone_take
pointer

police_whistle
port
railroad_poezd_vlevo
railroad_poezd_vlevo_short
railroad_poezd_vpravo
railroad_poezd_vpravo_short
railroad_signal
revolver_clank
running_concrete
running_hallway
run_breath
rustles_garden
rusty_wheels
school_bell
school_bell_far
shop_door_bell
short_wistle
shot
shots
shot_dull
shoving
skirmish
slaps_pencil_table
squeaky_door_open
steps_corridor
steps_corridor_louder
steps_corridor_short
steps_heavy
steps_mansion
stomach_grumble
string_breaks_bass
table_knock_knuckles
teapot_whistle_close
teapot_whistle_far
tear_off_tape

thunder_far
trash
tv_noise
tv_turn_off
vandals
washing_dishes
waterpool_girls_distant
water_sink
wind_cold
wind_like_applause
wooden_sticks
wood_floor_footsteps
wood_knock
wood_knock_close
wood_knock_close_2
wood_knock_far
wood_knock_far_light
wood_knock_far_louder
wood_knock_light
wood_knock_louder
wood_pound_far