

Epic Stock Media Game Triggers

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Epic Stock Media Game Triggers: Game Triggers are as flexible as the Swiss knife and are a fantastic source for any game you're developing. With game designers and sound engineers in mind, we have carefully created these game-ready audio assets to ensure that you get a wide range of sound choices, aesthetics, and all the variations you may require to meet your game's requirements. Every sound set typically includes 4-10 variations. All sound files were mixed mastering, optimized for memory, and mixed to save you time and editing hassles. Say goodbye to poor quality, monotonous, and boring game audio!

Memory Optimized and Game Ready

Most sound effects are short, which is great for speedy actions. The library includes attacks, crafting digs, collecting inventory, clanks chests, wooden coins, bubble pops, drinks, liquids, potions, mechanical action, mining and notifications, animated voices and toons, animals, and toy sounds. They also have classic cartoon sounds such as boings, violin plucks, bomb whistles, bonks trains, farts, and train whistles. It breaks glass, paper scrapes, metal instruments, sounds of the user interface cute robots' voices, and much more.

The possibilities are limitless. The greatest feature? The sounds are all playable but flexible enough to edit, mix, and mix to suit your needs! The library was created to function as an open-ended sound bank that allows users to create distinctive sonic designs for the future. It's like an eternal gift that keeps on giving. Sound sets are generally used in diverse uses. For instance, the UI Cartoon Bubble Swish sound set can be an enjoyable arcade game item collection sound, or it could trigger a Liquids Squish set, a craft material pickup, or a building sound effect.

UCS Compliant & Soundminer Metadata

The labeling of all sound effects is UCS compatible and organized into categories that help you navigate using a clear structure of folders that include: Crafting, Attacks Digging inventory, Liquids Mining, Mechanics Notifications, Tools Voices for Characters, UI Robots Source: Animals, Glass, Atmospherics Tonal, Toys Transportation, and many more. In addition to UCS, Game Triggers features an extensive set of metadata in the files, using sound miner metadata that helps you locate the appropriate sound for the right moment.

Includes Entire Library In Multiple Formats

All 1928 sound files have been designed to help you make your life easier and speed up production workflow. They are available in 24-bit/96kHz .WAV file format, ensuring high-quality audio quality. In addition, you receive the glue-ed version (all single sound files are converted to one sound set file) and a 44.1k 16-bit. WAV Version of the complete collection, so you don't have to convert the files. Game Triggers' mixed audio can be used to drop into your film or game. Choose the format that best suits your needs and make your project sound fantastic!

- 1928 sound effects from a video game
- 423 sound sets/glued files
- 2.09 GB of audio assets from games
- All in 96k 24bit .wav
- More than the course of 46 minutes worth of recorded
- More than 1 hour of music
- The library includes multiple formats of the complete library, including 24-bit 96kHz .WAV, 44.1k, 16-bit. WAV and the Glued
- It also includes embedded Soundminer metadata
- UCS Compliant
- 38 Attacks - slap, hit, whack, swing, bite, whip



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平面设计

SOUND EFFECTS

- 190 Crafting chests, cloth discard, harvest making metal, plastic sci-fi, wood, etc.
- 55 Digging Shovels on dirt and metal crunch garbage grass
- 165 Inventory - weaponry, containers, currency, fabrics
- 40 Liquids: bubbles, drinks, food items, and fishing. Squishes, squishes, squids
- 175 Mech - Electric metal, metallic small, large spins, hits swords
- 67 Mining - mining on multiple surfaces
- 57 Notifications - For creatures, sci-fi, and synth Based, vocal-based
- The 139 source animals - are cartoon-based toys that sound like sheep, pigs, and birds. dog, duck
- 23 Atmospherics: Rainsticks and thunder tube, as well as waves and the wind
- 39 Glasses - Toss, Clink, Clack, Drop, and Break.
- 129 Paper - book, crumple, handling, remove, shuffle, page turns
- 292 Tonal Instruments with melodic samples from accordions, chimes, didgeridoos, horns, harmonica, glockenspiel mouth whistle, harp, the police whistle violin, and many more.
- 85 Toys - Bobble Heads, silly putty rattles, and teeth chatter
- 67 Transportation - train brake, train whistle, car sounds made in cartoon style
- 90 Tools - ax hand hammer, handle tools, shovel, scissors wrench
- 50 UI - cartoon, mouth, bubbles, organic, sci-fi
- The voice of 154 adorable characters, unmistakable chipmunks, giant orcs, princesses, tiny warrior
- 73 Cute Robot Character Voices - indistinguishable beeps/chirps - angry, broken, junkyard, petite, retro, future ai
- All files are game-ready with mastery and optimized for memory footprint
- Great for game developers and sound designers
- All sound effects on YouTube are YouTube-compatible and royalty-free
- RTU-OTB (Ready to use straight out of the box)

Includes

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 and much more

What are Media game triggers?

"Media game triggers" is not a well-defined term in the context of gaming or media. However, it seems you may be referring to "game triggers" or "gaming triggers," which are specific elements, events, or actions within video games or other media that prompt response, action, or emotion in the player or audience. These triggers are designed to engage, challenge, or entertain the player, enhancing their overall experience.

These triggers are carefully designed by game developers to enhance the player's engagement and overall enjoyment of the game. In the context of media studies or game design, understanding and analyzing these triggers can provide insights into player behavior, motivation, and the impact of video games and other media forms on individuals and society.



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