



Boom Library World War II Firearms Designed

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Boom Library World War II Firearms Designed: Bring your games based on World War II and films up to the top using the largest-ever World War II firearms library. It was recorded in high quality with the most up-to-date methods; this library includes weapons from every side of the famous war.

It contains 25 well-known World War II firearms, from first assault rifles to pistols that still have designs in use; this collection contains the most powerful guns from this Second World War period. With the possibility of both mechanical and shot sounds, this pack is essential regarding the sound effects used in films and other interactive media focusing on the mid-20th century battle.

Gfx plugin details of Boom Library World War II Firearms Designed

The product is in the **SOUND EFFECTS** category, for more information about this post you can click on the home page link in the sidebar.

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RENOWNED WEAPONS

These were the guns that defined the wars they were involved in. The sound quality of this level and caliber are a requirement for sound design in any film, game, or movie that explores the topic of World War II and can be used for any topic that has to do with guns - criminality and sports, war, and other such. We've provided ten different sounds for each gun. Additionally, we've recorded one single burst and wholly automated firing by the weapon. This gives you the maximum flexibility to speed up workflows.

PRISTINE, NATURAL REVERB

The sound was recorded from a hilltop close to the forest, with the natural outdoor reverb providing ultra-crisp and full tails. Our collection of cutting-edge microphones, from shotguns, omnidirectional microphones, AB and XY ORTF configurations, Ambisonics, and ORTF 3-D audio sets. We were able to record every sound with full, vibrant intensity.

ULTRA-REALISTIC SHOTS AND FX

Not only were firing sounds recorded, but we also recorded all mechanical sounds. Our recordings covered everything from changing magazines and firing pickups to dryfire and cocking actions. We even got bipod sounds if the gun had one.

ACTION, ASSAULT, AUTOMATIC, BIPOD, BLOWBACK, BOLT, BRIT, BUCKSHOT, BULLET, BURSTS, CLOSE, COLLAR, DROP, GAS, GAUGE, GUN, HANDHELD, MACHINE, MAGAZINE, MECHANICAL, MUZZLE, PISTOL, RATTLE, RECOIL, RIFLE, SEMIAUTOMATIC, SHOTGUN, SUBMACHINE, WAR, WEAPONS, WWII



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