

DataSheet_CrowdsAndApplause_SmallToMedium

FileName	Description
Crowds_Applause_INT_Church_150 ppl_ShortClappingLeaving_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: medium, 150, one hundred fifty - Room: internal, INT, inside, church, performance, large, stone walls - Intensity: strong - Character: sparse reverby and muddy clapping, stopping, leaving and starting to chatter
Crowds_Applause_INT_Church_200ppl_MediumClapping_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: medium, 200, two hundred - Room: internal, INT, inside, church, high ceiling, large - Intensity: medium - Character: reverby and muddy clapping starting slow, picking up and slowly dying. One huh. One person continuous longer than the rest
Crowds_Applause_INT_Cinema_500ppl_Applause_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: many, 500, fivehundred - Room: internal, INT, inside, cinema, large, balcony - Intensity: strong - Character: multiple laughing than clapping and single whistling, short
Crowds_Applause_INT_Cinema_500ppl_ApplauseLongScreensAndWhistles_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: many, 500, fivehundred - Room: internal, INT, inside, cinema, large, balcony - Intensity: strong - Character: multiple uhhs / yelling / shouting than clapping and single whistling, long, some talking in bg, second wave in the middle, in the end dying
Crowds_Applause_INT_Cinema_500ppl_HUHToShortApplause_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: many, 500, fivehundred - Room: internal, INT, inside, cinema, large, balcony - Intensity: strong - Character: multiple huh / shouts / yelling than clapping and single - short and laughing in the end
Crowds_Applause_INT_Cinema_500ppl_LaughterToShortApplause2_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: many, 500, fivehundred - Room: internal, INT, inside, cinema, large, balcony - Intensity: medium - Character: multiple laughing (mostly male) than clapping and single - short
Crowds_Applause_INT_Cinema_500ppl_LaughterToShortApplause_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: many, 500, fivehundred - Room: internal, INT, inside, cinema, large, balcony - Intensity: medium - Character: medium long, coughing in the end, slow start
Crowds_Applause_INT_Cinema_500ppl_LightLaughterToShortApplause_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: many, 500, fivehundred - Room: internal, INT, inside, cinema, large, balcony - Intensity: medium / light - Character: short light laughter to short clapping with one rather intense dark / deep clapping.
Crowds_Applause_INT_ConferenceRoom2_30ppl_Clapping_MS.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 30, thirty - Room: internal, INT, inside, conference room, performance.treated acoustic. - Intensity: medium to strong - Character: dry, cold clapping, no vocals.
Crowds_Applause_INT_ConferenceRoom2_30ppl_ClappingLongEncore_MS.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 30, thirty - Room: internal, INT, inside, conference room, performance.treated acoustic. - Intensity: medium to strong - Character: dry, cold clapping, no vocals, a few whoos / yelling / shouts, a few steps, encore, long
Crowds_Applause_INT_ConferenceRoom2_30ppl_ClappingWhoa_MS.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 30, thirty - Room: internal, INT, inside, conference room, performance.treated acoustic. - Intensity: strong - Character: dry, cold clapping, few vocals, a few whoos / yelling / shouts, a few steps, encore, medium long - strong start slowly dying.
Crowds_Applause_INT_ConferenceRoom_40ppl_ClappingMediumStrong_German_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 40, forty - Room: internal, INT, inside, conference room, performance.treated acoustic. - Intensity: medium to strong - Character: dry, cold clapping, no vocals, medium long, very smooth, even crowd
Crowds_Applause_INT_ConferenceRoom_40ppl_FinalClappingLongEncore_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 40, forty - Room: internal, INT, inside, conference room, performance.treated acoustic. - Intensity: medium to strong - Character: long, encore, single whistles, whoos / shouts / yelling, light talking, transition from clapping to talking and laughing, rhythmic, dying in the end
Crowds_Applause_INT_ConferenceRoom_40ppl_LaughterClappingWithIntro_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 40, forty - Room: internal, INT, inside, conference room, performance.treated acoustic. - Intensity: strong - Character: one person claps first, followed by laughter, then everybody clapping, single person clapping, light.
Crowds_Applause_INT_ConferenceRoom_40ppl_LightLaughterClappingMediumStrong_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 40, forty - Room: internal, INT, inside, conference room, performance.treated acoustic. - Intensity: medium - Character: light laughter and talking with short clapping
Crowds_Applause_INT_ConferenceRoom_40ppl_ScatteredClappingAndWalla_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 4-5, four to five - Room: internal, INT, inside, conference room, performance.treated acoustic. - Intensity: medium to strong - Character: sparse clapping, only a few people but they clap very strong, second wave / starting again, bg talking / walla and light laughter
Crowds_Applause_INT_ConferenceRoom_40ppl_SeatedAdultsAndChildren_German_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 40, forty - Room: internal, INT, inside, conference room, performance.treated acoustic. - Intensity: strong - Character: starting off strong, long, some steps in the bg.
Crowds_Applause_INT_ConferenceRoom_40ppl_ShortClappingMediumStrong_German_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 40, forty - Room: internal, INT, inside, conference room, performance.treated acoustic. - Intensity: strong - Character: short, very full clapping
Crowds_Applause_INT_ConferenceRoom_40ppl_ShortClappingMediumToStrong_German_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 40, forty - Room: internal, INT, inside, conference room, performance.treated acoustic. - Intensity: medium to strong - Character: dry, cold clapping, no vocals, medium long.
Crowds_Applause_INT_ConferenceRoom_40ppl_SlowDying_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 40, forty - Room: internal, INT, inside, conference room, performance.treated acoustic. - Intensity: medium to strong - Character: strong clapping with a single whistle, and very early talking while applauding, slowly transitioning into walla, German
Crowds_Applause_INT_ConferenceRoom_40ppl_StrongWhistleWhoa_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 40, forty - Room: internal, INT, inside, conference room, performance.treated acoustic. - Intensity: strong - Character: encore, strong whistles and whoo / shouting / yelling in the beginning, short
Crowds_Applause_INT_ConferenceRoom_40ppl_WhoozClappingMediumStrong_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 40, forty - Room: internal, INT, inside, conference room, performance.treated acoustic. - Intensity: medium to strong - Character: whoo / yelling / shouting, soon talking sets in, short, cautious beginning, unsure wether to clap or not.
Crowds_Applause_INT_ConferenceRoom_40ppl_WhoozShortClappingMediumStrong_German_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 40, forty - Room: internal, INT, inside, conference room, performance.treated acoustic. - Intensity: medium - Character: single unmotivated whoo / yelling / shouting, courtesy clapping
Crowds_Applause_INT_ConferenceRoom_70ppl_XY.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 70, seventy - Room: internal, INT, inside, conference room, performance.treated acoustic. - Intensity: medium - Character: talking in the end, coughing, juicy
Crowds_Applause_INT_LargeIndustrialPlace_250ppl_ApplauseAtPressConference_German_MS.wav	Crowds & Applause - Small to Medium size venues - Amount of people: filled, 250, twohundredfifty - Room: internal, INT, inside, concert room, industrial, room, museum, press room, large ceiling, concrete walls - Intensity: intense - Character: nice reverb and medium long applause
Crowds_Applause_INT_Room_5ppl_ChildrenClapping_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 5, five - Room: internal, INT, inside, room, living room, flat, house, home - Intensity: playful - Character: dry, close, kids / children clapping.
Crowds_Applause_LargeIndustrialConcertRoom_20people_Applause_XY.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 20, twenty - Room: internal, INT, inside, concert room, performance, industrial, concrete - Intensity: strong - Character: reverby and muddy clapping, very short with a single talking voice
Crowds_Applause_LargeIndustrialConcertRoom_20people_ApplauseLong_XY.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 20, twenty - Room: internal, INT, inside, concert room, performance, industrial, concrete - Intensity: strong - Character: reverby and muddy clapping, almost like water dripping, long
Crowds_Laughter_INT_ConferenceRoom_40ppl_LaughterToMumurt_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 20, twenty - Room: internal, INT, inside, concert room, performance, industrial, concrete - Intensity: strong - Character: reverby and muddy clapping
Crowds_Laughter_INT_ConferenceRoom_40ppl_LightLaughterShort_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 20, twenty - Room: internal, INT, inside, concert room, performance, industrial, concrete - Intensity: strong - Character: reverby and muddy clapping
Crowds_Walla_EXT_Bar_30ppl_Goldbar_FemaleLaughter_Young_GermanEnglishFrench_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 20, twenty - Room: internal, INT, inside, concert room, performance, industrial, concrete - Intensity: strong - Character: reverby and muddy clapping
Crowds_Walla_EXT_BeachPavilion_FamiliesGermanDutch_25.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 25, twentyfive - Room: external, EXT, outside, open air, beach pavilion, close to the sea - Intensity: light chatter - Character: families talking and walking on sandy wood, children, crying dishes, German, Dutch, windy
Crowds_Walla_EXT_Cafe_Restaurant_Dishes_WindyLeaves_40ppl_MS.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 25, twentyfive - Room: external, EXT, outside, open air, cafe, restaurant, terrace, patio, food - Intensity: lively chatter - Character: sitting at tables talking while eating, dishes, clatter, German, windy in the surrounding leaves
Crowds_Walla_EXT_Ceremony_800ppl_Pas2_XY.wav	Crowds & Applause - Small to Medium size venues - Amount of people: many, 800, eighthundred - Room: external, EXT, outside, open air, pavilion, giant tent, sunroof - Intensity: anxious chatter, strong - Character: close talking, distant rumor, German, coughing, very present woman & man in the foreground in the beginning and in the end
Crowds_Walla_EXT_Ceremony_800ppl_XY.wav	Crowds & Applause - Small to Medium size venues - Amount of people: many, 800, eighthundred - Room: external, EXT, outside, open air, pavilion, giant tent, sunroof - Intensity: anxious chatter, medium - Character: close talking, distant rumor, German, coughing, very present woman & man in the foreground in the end, still filling up, recorded from the middle of the crowd
Crowds_Walla_EXT_City_Playground_Ball_30ppl_TurkishGerman_MS.wav	Crowds & Applause - Small to Medium size venues - Amount of people: many, 30, thirty - Room: external, EXT, outside, open air, playground, park - Intensity: lazy play - Character: distant talking and chatter, Turkish, German, wind, city bg, girls and boys, children, ball sounds, basketball.
Crowds_Walla_EXT_CityCenter_100ppl_PassingShoppingOneCarBG_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: many, 100, onehundred - Room: external, EXT, outside, open air, city center, shopping street - Intensity: strong lively chatter - Character: close talking, distant walla, German, whistling, pedestrian zone
Crowds_Walla_EXT_DistantPlayground_Kids_BirdsCars_20ppl_AB.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 20, twenty - Room: external, EXT, outside, open air, patio, playground - Intensity: lazy chatter and shouting - Character: distant kids and parents, bg birds and cars, city life, atm, atmosphere, ball play, children, wind
Crowds_Walla_EXT_InFrontOfCinema_40ppl_Waiting_German_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 40, forty - Room: external, EXT, outside, open air, entrance - Intensity: greetings and friendly talking - Character: laughing, chatting, shaking hands - outside, but with a roof and a wall, women and men, sniffling, cue, waiting
Crowds_Walla_EXT_Innenhof_30ppl_Laughter_German_DPA.wav	Crowds & Applause - Small to Medium size venues - Amount of people: medium, 30, thirty - Room: external, EXT, outside, open air, patio, playground, bars, cafes, restaurants - Intensity: happy chatter - Character: men shouting while - distant chatter from bars, lots of laughing, early evening after sunset.
Crowds_Walla_EXT_Sportscrowd_40ppl_heyShout_MS.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 40, forty - Room: external, EXT, outside, sport event, football field - Intensity: strong - Character: shouting, hey, american football, soccer, fans.
Crowds_Walla_EXT_SportsField_30ppl_Children_PlayingSoccerInTheRain_XY.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 20, twenty - Room: internal, INT, inside, concert room, performance, industrial, concrete - Intensity: strong - Character: reverby and muddy clapping
Crowds_Walla_INT_Bar_70ppl_CafeClick_MediumToOldAge_German_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: full, 70, seventy - Room: internal, INT, inside, cafe, restaurant, bar - Intensity: medium strong talk - Character: dry, discussion, women and men, laughter, contorted room, some glasses / dishes, bistro.
Crowds_Walla_INT_Bar_90ppl_DePrinz_MixedAge_German_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: packed, 90, ninety - Room: internal, INT, inside, bar, restaurant, cafe - Intensity: strong - Character: young people chatting and laughing, lots of discussions, occasional glasses, good atmosphere, happy mood
Crowds_Walla_INT_BigGarage_40ppl_DishesKids_XY.wav	Crowds & Applause - Small to Medium size venues - Amount of people: medium filled, 40, forty - Room: internal, INT, inside, big garage, brestation - Intensity: strong bg and light foreground - Character: reverby and muddy bg, lots of dishes clatter in the end, mostly parents and kids, lots of women.
Crowds_Walla_INT_Church_100ppl_FillingUpTheRanks_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: medium filled, 100, onehundred - Room: internal, INT, inside, concert room, performance, church, large room, big room - Intensity: medium strong - Character: reverby talking, people getting seated and walking with squeaky soles, lots of coughing, reflections, ranks filling up, more people coming in
Crowds_Walla_INT_Church_130ppl_ChatterMovement_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: medium filled, 130, onehundredthirty - Room: internal, INT, inside, concert room, performance, church, large room, big room - Intensity: medium strong - Character: reverby talking, people getting seated and walking, reflections, ranks filling up, more people coming in, child shouting in the bg, jackets undesseed, walking
Crowds_Walla_INT_Church_150ppl_LeavingSqueakyShoesCough_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: medium filled, 150, onehundredfifty - Room: internal, INT, inside, concert room, performance, church, large room, big room - Intensity: quiet - Character: reverby talking, people leaving the church and walking with squeaky soles, light chatter, passing by the mics, laughter in the middle.
Crowds_Walla_INT_Church_600ppl_WaitingForChristmas_Children_XY.wav	Crowds & Applause - Small to Medium size venues - Amount of people: almost packed, 600, sixhundred - Room: internal, INT, inside, concert room, performance, church, large room, big room - Intensity: restrained chatter - Character: reverby talking, children and parent talking, some trying to whisper, kids, murmur, Waiting for the christmas ceremony to begin, coughing & sneezing, light singing
Crowds_Walla_INT_Cinema_500ppl_GettingEmpyLaughter_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: almost filled, 500, fivehundred - Room: internal, INT, inside, concert room, performance, cinema, large room, big room, theatre - Intensity: medium strong - Character: young adults talking, light chatter, people leaving, chatter dying down, some walking, laughing
Crowds_Walla_INT_Cinema_500ppl_QuiteWhisperWalking_German_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: almost filled, 500, fivehundred - Room: internal, INT, inside, concert room, performance, cinema, large room, big room, theatre - Intensity: quiet whisper - Character: young adults talking, light chatter, whispers, coughing, waiting for the start.
Crowds_Walla_INT_Cinema_500ppl_RisingFromSeatsInTheEndLaughter_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: almost filled, 500, fivehundred - Room: internal, INT, inside, concert room, performance, cinema, large room, big room, theatre - Intensity: medium strong - Character: young adults talking, light chatter, coughing, rising from seats, seats fold up, people leaving the room, zipping up, dressing, taking their glass bottles
Crowds_Walla_INT_CinemaBathRoom_500ppl_OneLevelUnderTheCrowd_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: almost filled, 500, fivehundred - Room: internal, INT, inside, concert room, performance, cinema, large room, big room, theatre, under the lobby, bathroom - Intensity: strong but far away - Character: young adults talking, light chatter, heavy distant discussions,
Crowds_Walla_INT_Cinematobby_130ppl_Walla_German_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: starting to fill, 130, onehundredthirty - Room: internal, INT, inside, concert room, performance, cinema, lobby, entrance hall, theatre - Intensity: medium strong - Character: young adults talking, light chatter, people coming, laughing, excited
Crowds_Walla_INT_Cinematobby_350ppl_TakingHectic_German_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: crowded, 350, threehundredfifty - Room: internal, INT, inside, concert room, performance, cinema, lobby, entrance hall, theatre - Intensity: medium strong - Character: young adults talking, light chatter, laughing, coughing, dishes / bottles clatter, party.
Crowds_Walla_INT_Cinematobby_500ppl_AfterPartyLaughter_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: almost filled, 500, fivehundred - Room: internal, INT, inside, concert room, performance, cinema, lobby, entrance room, theatre - Intensity: medium strong - Character: young adults talking, happy chatter, afterparty, some walking, laughing, discussion
Crowds_Walla_INT_Cinematobby_500ppl_AfterPartyPeopleLeaving_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: almost filled, 500, fivehundred - Room: internal, INT, inside, concert room, performance, cinema, lobby, entrance room, theatre - Intensity: intense - Character: young adults talking, light chatter, discussions, people leaving, chatter dying down, some walking, laughing, very close voices, bg door, atm, atmosphere
Crowds_Walla_INT_CinemaStaircaseInTheLobby_190ppl_Walla_German_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: half filled, 190, onehundredninety - Room: internal, INT, inside, concert room, performance, cinema, lobby, entrance room, staircase, theatre - Intensity: medium strong - Character: young adults talking, distant chatter, recorded from the staircase leading from the lobby to the ranks, next room.
Crowds_Walla_INT_CommunityCenterCafe_30ppl_TalkingDishes_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 30, thirty - Room: internal, INT, inside, community centre, cafe - Intensity: light, scattered talking - Character: mostly old people, seated at tables, some walking around, laughing, good mood, coughing
Crowds_Walla_INT_ConferenceRoom_15ppl_PreparingAndChildren_German_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 15, fifteen - Room: internal, INT, inside, concert room, performance, conference room - Intensity: very little talking - Character: lots of walking (party on stage) and putting props around, some times doors open into reflecte hallway, kids and adults talking.

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Crowds_Walla_INT_ConferenceRoom_25ppl_AdultsAndChildren_German_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 25, twentyfive - Room: internal, INT, inside, concert room, performance, conference room - Intensity: light chatter - Character: parents talking to children, coughing, running in bg, some seated, some walking around, kids laughing
Crowds_Walla_INT_ConferenceRoom_40pp_LaughterChattingDuringBreak_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: medium filled, 40, forty - Room: internal, INT, inside, concert room, performance, conference room - Intensity: very little talking - Character: lots of walking, kids and adults talking, break chatter, some bg laughing,
Crowds_Walla_INT_ConferenceRoom_40pp_ReallyQuiet_German_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: medium filled, 40, forty - Room: internal, INT, inside, concert room, performance, conference room - Intensity: mostly moving on seats - Character: no talking, harrumph, clearing their throats, still, quiet room
Crowds_Walla_INT_ConferenceRoom_40pp_SeatedAdultsAndChildren_German_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: medium filled, 40, forty - Room: internal, INT, inside, concert room, performance, conference room - Intensity: amused group - Character: happy chatter, light talking at an equal level, adults and one child, coughing, laughing kid,
Crowds_Walla_INT_ConferenceRoom_70pp_Chatting_XY.wav	Crowds & Applause - Small to Medium size venues - Amount of people: medium filled, 70, seventy - Room: internal, INT, inside, concert room, performance, conference room - Intensity: normal talking - Character: mostly women, thin sounding, not very dynamic, steady, some coughing
Crowds_Walla_INT_ConferenceRoom_70pp_GettingQuieter_Shithh_XY.wav	Crowds & Applause - Small to Medium size venues - Amount of people: medium filled, 70, seventy - Room: internal, INT, inside, concert room, performance, conference room - Intensity: normal talking - Character: mostly women, thin sounding, not very dynamic, steady, some coughing, at the end, hushing, shh, getting quiet, transition, shortly before the concert begins, lush
Crowds_Walla_INT_Hotel_20pp_BreakfastFamilies_MS.wav	Crowds & Applause - Small to Medium size venues - Amount of people: medium filled, 25, twentyfive - Room: internal, INT, inside, restaurant, breakfast room, hotel, bar, cafe - Intensity: light talking - Character: six families, crying / gouching kids, children talking, coffe machine and dishes, coughing baby
Crowds_Walla_INT_LargeIndustrialMuseum_30pp_CameraMotorsClickingAndLightChatter_German_MS.wav	Crowds & Applause - Small to Medium size venues - Amount of people: filled, 30, thirty - Room: internal, INT, inside, concert room, industrial, room, museum, press room, large ceiling, concrete walls - Intensity: few questions - Character: lots camera clicking by the press, some grunts and sounds of annoyance,
Crowds_Walla_INT_LargeIndustrialMuseum_30pp_LightChatterWaitingCoughingAndSomeCameras_German_MS.wav	Crowds & Applause - Small to Medium size venues - Amount of people: filled, 30, thirty - Room: internal, INT, inside, concert room, industrial, room, museum, press room, large ceiling, concrete walls - Intensity: light chatter - Character: waiting for a press conference to happen, soft talking by single persons, very reverby
Crowds_Walla_INT_LargeIndustrialPlace_60pp_BeforePressConference_German_MS.wav	Crowds & Applause - Small to Medium size venues - Amount of people: half filled, 60, sixty - Room: internal, INT, inside, concert room, industrial, room, museum, press room, large ceiling, concrete walls - Intensity: lively talks - Character: lots of short chats, reverb, distant and sound of the dirty floor
Crowds_Walla_INT_LargeIndustrialRoom_150pp_LeavingStepsAndDry_German_MS.wav	Crowds & Applause - Small to Medium size venues - Amount of people: nearly filled, 150, onehundredfifty - Room: internal, INT, inside, concert room, industrial, room, museum, press room, large ceiling, concrete walls - Intensity: faint - Character: distant talking, steps on dirty concret floor, preparing the room
Crowds_Walla_INT_Museum_100pp_Talking_EnglishGerman_MS.wav	Crowds & Applause - Small to Medium size venues - Amount of people: half filled, 60, sixty - Room: internal, INT, inside, concert room, industrial, room, museum, press room, large ceiling, concrete walls, modern - Intensity: lively talks - Character: lots of short talks, bg murmur, laughing, opening party, very constant
Crowds_Walla_INT_Museum_100pp_Talking_German_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: half filled, 60, sixty - Room: internal, INT, inside, concert room, industrial, room, museum, press room, large ceiling, concrete walls, modern - Intensity: lively talks, a little hold back - Character: reverberant talks, coughing and laughing, a nice clean dark murmur
Crowds_Walla_INT_Opera_Stage_Rehearsel_40pp_Pos2_XY.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 40, forty - Room: internal, INT, inside, concert room, performance, opera, stage - Intensity: strong - Character: steps on wood floor, single talks, clearing throat, reverberant,
Crowds_Walla_INT_Opera_Stage_Rehearsel_40pp_XY.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 40, forty - Room: internal, INT, inside, concert room, performance, opera, stage - Intensity: strong - Character: steps on wood floor, single talks, clearing throat, reverberant, , rehearsef, getting ready, singing, theatre, coughing, laughing,
Crowds_Walla_INT_Party_Terr_300pp_MS.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 40, forty - Room: internal, INT, inside, big tent, with wood floor - Intensity: strong - Character: party, laughing, talking & chatting, a little drunk
Crowds_Walla_INT_Room_4pp_ChildrenExplosiveLaughingShort_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 5, five - Room: internal, INT, inside, room/living room, flat, house, home - Intensity: explosive - Character: dry, close, kids / children laughing, impact, short
Crowds_Walla_INT_Room_4pp_ChildrenPlayingShort_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 5, five - Room: internal, INT, inside, room/living room, flat, house, home - Intensity: explosive - Character: dry, close, kids / children playing, arguing, talking, chatting
Crowds_Walla_INT_Room_5pp_ChildrenCountingTfFour_German_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 5, five - Room: internal, INT, inside, room/living room, flat, house, home - Intensity: intense fun - Character: dry, close, kids / children counting to four, German, vier, ein, zwei, drei
Crowds_Walla_INT_Room_5pp_ChildrenLaughingAndOneTalking_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 5, five - Room: internal, INT, inside, room/living room, flat, house, home - Intensity: stuttering - Character: dry, close, kids / children laughing, one is talking
Crowds_Walla_INT_Room_5pp_ChildrenLaughingShort_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 5, five - Room: internal, INT, inside, room/living room, flat, house, home - Intensity: constant - Character: dry, close, kids / children laughing, impact, short
Crowds_Walla_LargeIndustrialConcertRoom_20people_ChattingWakingSneezingXY.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 20, twenty - Room: internal, INT, inside, concert room, performance, industrial, concrete - Intensity: quiet - Character: few people walking around the room (reverberant) and talking, lots of show noise, sneezing
Crowds_Walla_LargeIndustrialConcertRoom_20people_WallaI.a.ughing_XY.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 20, twenty - Room: internal, INT, inside, concert room, performance, industrial, concrete - Intensity: medium - Character: talking and a lot of laughing, very reverberant, movement in the bg (doors & steps)
Crowds_Walla_LargeIndustrialRoom_4people_XY.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 4, four - Room: internal, INT, inside, concert room, performance, industrial, concrete - Intensity: light - Character: only a small group talking and speaking, coughing and walking
Crowds_WallaApplause_INT_LargeIndustrialConcertRoom_20people_ApplauseTGWalla_XY.wav	Crowds & Applause - Small to Medium size venues - Amount of people: few, 20, twenty - Room: internal, INT, inside, concert room, performance, industrial, concrete - Intensity: light - Character: very few people talking after applauding / clapping, rather distant, recorded from above
REWork_NachstePosition_Crowds_Walla_INT_Cinemat.lobby_350pp_Walla_German_QTC50.wav	Crowds & Applause - Small to Medium size venues - Amount of people: almost filled, 350, fivehundred - Room: internal, INT, inside, concert room, performance, cinema, lobby, entrance room, theatre - Intensity: strong - Character: young adults talking, light chatter, some coughing,