

Rolling & Spinning - Flicsteet

FileName	Time	Description	Originator	Take	Scene
RollingAndSpinning_BatOnSteelParabol_RollsAndSides.wav	0.36	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Tennis Ball (heavy) - Ground / Floor: steel parabolic in dish - Tempo: medium - Character / Performance: soft with a light tone but also not really beautiful because it stops spinning and just slides in between	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Tennis Ball
RollingAndSpinning_BicycleOnMast_Rolling_BI1.wav	0.17	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Bicycle (Holland Bike) - Ground / Floor: Mastel Path - Tempo: medium - Character / Performance: crackle / sizzle as the shells burst - also usable for a borrow on a construction site	www.soundteson.com	Nils Mosh SD 744: KMR BI1	Mustats
RollingAndSpinning_BicycleOnSandyForestGround_Rolling_BI1EQ.wav	0.54	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Bicycle (Holland Bike) - Ground / Floor: Sandy Forest Path - Tempo: medium - Character / Performance: light crackle / sizzle as the shells burst under the wheels while driving - also usable for a borrow on a construction site	www.soundteson.com	Nils Mosh SD 744: KMR BI1	Sandy Forest Path
RollingAndSpinning_BicycleOnSandyForestGround_Rolling_BI1.wav	0.51	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Bicycle (Holland Bike) - Ground / Floor: Sandy Forest Path - Tempo: fast - Character / Performance: soft and warm with sparse crackles - feels very much like being in the woods	www.soundteson.com	Nils Mosh SD 744: KMR BI1	Sandy Forest Path
RollingAndSpinning_BikeSqueakyWithSupportingWheelsOnGrass.wav	0.22	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Bicycle (Kids Bike with Supporting Wheels) - Ground / Floor: Grass / Meadow - Tempo: medium - Character / Performance: squeaky as the wheels touch and lift from the ground with a pinch of noise from the dry grass	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Plastic Wheels & Rubber Wheels
RollingAndSpinning_BikeWithSupportingWheelsOnDirtStreet.wav	0.26	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Bicycle (Kids Bike with Supporting Wheels) - Ground / Floor: Dirty Street - Tempo: medium - Character / Performance: clattering / clanging as the wheels touch and lift from the ground with bumps now and then	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Plastic Wheels & Rubber Wheels
RollingAndSpinning_BikeWithSupportingWheelsOnGrass.wav	0.36	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Bicycle (Kids Bike with Supporting Wheels) - Ground / Floor: Grass - Tempo: medium - Character / Performance: clattering / clanging as the wheels touch and lift from the ground with slight noise from the grass	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Plastic Wheels & Rubber Wheels
RollingAndSpinning_BikeWithSupportingWheelsOnStreet.wav	0.40	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Bicycle (Kids Bike with Supporting Wheels) - Ground / Floor: Street - Tempo: medium - Character / Performance: little ticking from the wheel hub and lift from the ground that is pushed	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Plastic Wheels & Rubber Wheels
RollingAndSpinning_BikeWithSupportingWheelsOnStreet_Slower.wav	0.59	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Bicycle (Kids Bike with Supporting Wheels) - Ground / Floor: Dirty Street - Tempo: slow - Character / Performance: clattering / clanging as the wheels touch and lift from the ground with bumps now and then	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Plastic Wheels & Rubber Wheels
RollingAndSpinning_Beepy_ConstantBigCobblestone_QTC50.wav	0.35	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Buggy / Stroller - Ground / Floor: Cobblestone Street - Tempo: medium - Character / Performance: harsh clattering with the wheels jumping up and down - feels like a lot of work	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Plastic Wheels
RollingAndSpinning_ByPass_CandleThick_OnWoodFloor_AB.wav	0.21	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Candle (big/large thick) - Ground / Floor: wood parquet floor - Tempo: medium - Character / Performance: rolls heavy - by-pass - side to side - hard but gentle	www.soundteson.com	Nils Mosh SD 744: 4055	Candle
RollingAndSpinning_ByPass_CandleThin_OnWoodFloor_Mono.wav	0.11	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Candle (big/large thick) - Ground / Floor: wood parquet floor - Tempo: medium - Character / Performance: rolls heavy - multiple - hard but gentle	www.soundteson.com	Nils Mosh SD 744: KMR BI1	Candle
RollingAndSpinning_ByPass_CartilageConkettTube_OnWoodFloor_AB.wav	0.17	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Cartilage Conkett Tube - Ground / Floor: wood parquet floor - Tempo: medium & fast - Character / Performance: rolls rustling - multiple - you can hear each turn of the paper	www.soundteson.com	Nils Mosh SD 744: 4050	Cartilage
RollingAndSpinning_ByPass_CartilageConkettTube_OnWoodFloor_Mono.wav	0.17	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Cartilage Conkett Tube - Ground / Floor: wood parquet floor - Tempo: medium & fast - Character / Performance: rolls rustling - multiple - you can hear each turn of the paper plus dark rumbles and impacts	www.soundteson.com	Nils Mosh SD 744: KMR BI1	Cartilage
RollingAndSpinning_ByPass_Drumsick(Wood)_OnWoodFloor_AB.wav	0.25	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Wood Drumsick - Ground / Floor: wood parquet floor - Tempo: medium & fast - Character / Performance: rolls rustling - multiple - by-pass - pass - side to side - light wooden rolls	www.soundteson.com	Nils Mosh SD 744: DPA 4050	Wood
RollingAndSpinning_ByPass_Drumsick(Wood)_OnWoodFloor_Mono.wav	0.25	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Wood Drumsick - Ground / Floor: wood parquet floor - Tempo: medium & fast - Character / Performance: rolls crackle - multiple - away from the mic	www.soundteson.com	Nils Mosh SD 744: KMR BI1	Wood
RollingAndSpinning_ByPass_EmptyPlasticWaterBottle_OnWoodFloor_AB.wav	0.13	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Empty Water Bottle (1.5 liter plastic) - Ground / Floor: wood parquet floor - Tempo: medium & fast - Character / Performance: rolls light - multiple - by-pass - pass - side to side - soft plastic feel	www.soundteson.com	Nils Mosh SD 744: DPA 4050s	Plastic
RollingAndSpinning_ByPass_EmptyPlasticWaterBottle_OnWoodFloor_Mono.wav	0.13	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Empty Water Bottle (1.5 liter plastic) - Ground / Floor: wood parquet floor - Tempo: medium & fast - Character / Performance: rolls light - multiple - by-pass - pass - side to side - soft plastic feel - away from the mic - with initial impact when it hit the floor.	www.soundteson.com	Nils Mosh SD 744: KMR BI1	Plastic
RollingAndSpinning_ByPass_FilledGlassBottle_OnWoodFloor_AB.wav	0.15	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Filled Glass Bottle (0.75 liter) - Ground / Floor: wood parquet floor - Tempo: medium & fast - Character / Performance: rolls glassy - multiple - by-pass - pass - side to side - you can feel the weight and that it is very balanced	www.soundteson.com	Nils Mosh SD 744: DPA 4050s	Glass
RollingAndSpinning_ByPass_FilledPlasticBottle_OnWoodFloor_AB.wav	0.15	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Filled Plastic Bottle (0.5 liter) - Ground / Floor: wood parquet floor - Tempo: medium & fast - Character / Performance: rolls while you can hear the plastic getting dented - multiple - by-pass - pass - side to side - cracking	www.soundteson.com	Nils Mosh SD 744: DPA 4050s	Plastic
RollingAndSpinning_ByPass_HeavyTomatoCanFull_OnWoodFloor_AB.wav	0.11	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Tomato Can (Filled Aluminum) - Ground / Floor: wood parquet floor - Tempo: medium & fast - Character / Performance: rolls heavy - multiple - by-pass - pass - side to side - you can feel the weight of the full can - steel / iron / metal	www.soundteson.com	Nils Mosh SD 744: DPA 4050	Aluminum
RollingAndSpinning_ByPass_HeavyTomatoCanFull_OnWoodFloor_Mono.wav	0.11	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Tomato Can (Filled Aluminum) - Ground / Floor: wood parquet floor - Tempo: medium & fast - Character / Performance: rolls heavy - away from the mic - you can feel the weight of the full can - steel / iron / metal - rhythmic rumbling	www.soundteson.com	Nils Mosh SD 744: KMR BI1	Aluminum
RollingAndSpinning_ByPass_PlasticToyExcavator_OnWoodFloor_AB.wav	0.15	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Plastic Toy Excavator (with raised and lowered shovel) - Ground / Floor: wood parquet floor - Tempo: medium & fast - Character / Performance: rolls stily - multiple - by-pass - pass - side to side - sometimes shovel dragged across the floor making a grinding but lightweight noise	www.soundteson.com	Nils Mosh SD 744: DPA 4050	Plastic
RollingAndSpinning_ByPass_SprayCan_OnWoodFloor_AB.wav	0.17	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Spray Can (Spray Paint) - Ground / Floor: wood parquet floor - Tempo: medium & fast - Character / Performance: steel can rolling hollow - half filled - by-pass - pass - side to side	www.soundteson.com	Nils Mosh SD 744: DPA 4050	Metal
RollingAndSpinning_ByPass_SprayCan_OnWoodFloor_Mono.wav	0.17	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Spray Can (Spray Paint) - Ground / Floor: wood parquet floor - Tempo: medium & fast - Character / Performance: steel can rolling hollow - away from mic - half filled	www.soundteson.com	Nils Mosh SD 744: KMR BI1	Metal
RollingAndSpinning_ByPass_ThinTinCanInSlopedKeen_OnWoodFloor_AB.wav	0.20	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Spray Tin Can (SlopedKeen) - Ground / Floor: wood parquet floor - Tempo: medium - Character / Performance: rolling with rustling thin aluminum (metal / steel / iron) - by-pass - pass - side to side	www.soundteson.com	Nils Mosh SD 744: DPA 4050	Tin
RollingAndSpinning_ByPass_WaterBottleCap(Alu)_OnWoodFloor_AB.wav	0.08	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Water Bottle Cap (Alu / Aluminium) - Ground / Floor: wood parquet floor - Tempo: medium - Character / Performance: rolling with light start - by-pass - bys - pass - side to side - tiny noise	www.soundteson.com	Nils Mosh SD 744: DPA 4050	Aluminum
RollingAndSpinning_Ca_MudTdsop_RoughWheel_SM57.wav	0.29	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Car Tire (Rubber) - Ground / Floor: Muddy Street / Mud - Tempo: medium to halt - Character / Performance: slushing through wet surface fill the car is stopped - with a lot of velocity - driving	www.soundteson.com	Nils Mosh SD 744: SM 57	Car - Rubber Wheel
RollingAndSpinning_Ca_OnCobblestone_LetWheel_4051.wav	0.27	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Car Tire (Rubber) - Ground / Floor: Smooth Cobblestone Street - Tempo: medium to halt - Character / Performance: driving without motor on access a constant pattern of stone - nice even dark rattle	www.soundteson.com	Nils Mosh SD 744: 4051	Car - Rubber Wheel
RollingAndSpinning_Ca_OnCobblestone_RighWheel_SM57.wav	0.27	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Car Tire (Rubber) - Ground / Floor: Smooth Cobblestone Street - Tempo: medium to halt - Character / Performance: driving without motor on access a constant pattern of stone - nice even dark rattle at one point you hear the suspension	www.soundteson.com	Nils Mosh SD 744: SM 57	Car - Rubber Wheel
RollingAndSpinning_Ca_OnRoughCobblestone_LetWheel_4051.wav	0.28	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Car Tire (Rubber) - Ground / Floor: Rough Cobblestone Street - Tempo: medium to halt - Character / Performance: by soft squeaks and in the end swapping gas. Great irregular pattern. Rattle while driving.	www.soundteson.com	Nils Mosh SD 744: 4051	Car - Rubber Wheel
RollingAndSpinning_Ca_OnRoughCobblestone_RighWheel_SM57.wav	0.28	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Car Tire (Rubber) - Ground / Floor: Rough Cobblestone Street - Tempo: medium to halt - Character / Performance: by soft squeaks and in the end swapping gas. Great irregular pattern. Rattle while driving.	www.soundteson.com	Nils Mosh SD 744: SM 57	Car - Rubber Wheel
RollingAndSpinning_Ca_Street_BackWheel_QTC50.wav	0.37	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Car Tire (Rubber) - Ground / Floor: Regular Street - Tempo: medium to halt - Character / Performance: constant driving - almost like wind sound - noisy	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Car - Rubber Wheel
RollingAndSpinning_Ca_Street_RightWheel_SM57.wav	0.27	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Car Tire (Rubber) - Ground / Floor: Regular Street - Tempo: medium - Character / Performance: constant driving - almost like wind sound - noisy with bumps	www.soundteson.com	Nils Mosh SD 744: 4057	Car - Rubber Wheel
RollingAndSpinning_Ca_StreetMud_BackWheel_BI1.wav	0.12	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Car Tire (Rubber) - Ground / Floor: Forest Street with logs and mud - Tempo: medium - Character / Performance: driving in and out a pile of mud / dirt / earth while also hitting branches and balls	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Car - Rubber Wheel
RollingAndSpinning_Ca_StreetMud_LetWheel_4051.wav	0.12	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Car Tire (Rubber) - Ground / Floor: Forest Street with logs and mud - Tempo: medium - Character / Performance: driving in and out a pile of mud / dirt / earth while also hitting branches and balls	www.soundteson.com	Nils Mosh SD 744: 4051	Car - Rubber Wheel
RollingAndSpinning_CaOnRoughCobblestone_INT_QTC50.wav	0.11	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Car Tires (Rubber) - Ground / Floor: Cobblestone Street - Tempo: medium - Character / Performance: driving recorded from inside - deep rumbling and a little rattling of the axelbar	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Car - Rubber Wheels
RollingAndSpinning_CheapWalkingBike_PlasticFreeTireSpin_Multiple_QTC50.wav	0.08	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Cheap Walking Bike (RubberCasted Plastic) - Ground / Floor: Free Spin - Tempo: fast - Character / Performance: almost snappy hiss (like a creature) - spinning and coming to a halt quickly. Deep sound.	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	RubberCasted Plastic Wheel
RollingAndSpinning_CheapWalkingBike_PlasticFreeTireSpin_Multiple_QTC50.wav	0.17	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Cheap Walking Bike (RubberCasted Plastic) - Ground / Floor: Free Spin - Tempo: fast - Character / Performance: almost snappy hiss (like a creature) - spinning and coming to a halt quickly. Scratzy sound as the plastic rubs against itself. Sounds like a toy.	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Plastic Wheel
RollingAndSpinning_ErgoF200_ExerciseCyle_Driving.wav	0.35	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Ergo F200 Exercise Bike (Metal And Plastic) - Ground / Floor: Free Spin - Tempo: medium - Character / Performance: deep grunting. Repetition. Hard steps. A very full and satisfying sound.	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Wheel with a belt
RollingAndSpinning_ErgoF200_ExerciseCyle_PedalSpin.wav	0.18	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Ergo F200 Exercise Bike Pedal (Metal And Plastic) - Ground / Floor: Free Spin - Tempo: fast to stop - Character / Performance: a whirring spin that doesn't stop too early.	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Plastic Pedal on metal
RollingAndSpinning_ExerciseCycle2_AmnotWhiteNoise.wav	2.15	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Exercise Bike (Metal And Plastic) - Ground / Floor: Free Spin - Tempo: start to fast to stop - Character / Performance: From some grip to almost white noise - that sounds like a saw. With a metallic noise.	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Plastic & Metallic Wheel
RollingAndSpinning_ExerciseCycle2_AmnotWhiteNoise_Pastion2.wav	2.15	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Exercise Bike (Metal And Plastic) - Ground / Floor: Free Spin - Tempo: start to fast to stop - Character / Performance: From some grip to almost white noise - that sounds like a saw. With a metallic noise. More of the hum than in position 1.	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Plastic & Metallic Wheel
RollingAndSpinning_ExerciseCycle2_PedalSpin_MicP02.wav	0.20	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Exercise Bike (Metal And Plastic) - Ground / Floor: Free Spin - Tempo: start fast to stop - Character / Performance: Gritty spin - short movement - harsh but with a jiggle	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Hard Plastic
RollingAndSpinning_ExerciseCycle2_PedalSpin_MicP02.wav	0.02	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Exercise Bike (Metal And Plastic) - Ground / Floor: Free Spin - Tempo: start fast to stop - Character / Performance: Gritty spin - short movement - harsh but with a jiggle - a little softer the position 1	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Hard Plastic
RollingAndSpinning_FuturequeThumpSpin_Multiple_QTC50.wav	0.26	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Plastic Wheel - Ground / Floor: Free Spin - Tempo: fast - Character / Performance: Almost like the shot from a weapon of the future - a very deep spin with substance / meat	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Hard Plastic
RollingAndSpinning_GaTsTape_RollingMultipleShor_4050Inside.wav	0.03	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Broad GaTs Tape / Duck Tape (Mic inside the roll) - Ground / Floor: Carpet - Tempo: medium - Character / Performance: hard bumps combined with soft rolling - very accented	www.soundteson.com	Nils Mosh SD 744: 4050 - Wivymon MPR51 & MTP41	Adhesive Tape
RollingAndSpinning_GarbageCan_OnStreet_Fast_EXT_4050.wav	0.26	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Garbage Can (Hard Plastic / approx. 1.10m height / 240 litre volume) - Ground / Floor: Regular Street / Tar - Tempo: fast constant - Character / Performance: lots of rattling and rumbling weight - someone you hear the metal pivot - can be turned into rolling stones when pitch shifted	www.soundteson.com	Nils Mosh SD 744: 4050	Plastic Wheel & Body
RollingAndSpinning_GarbageCan_OnStreet_Fast_INT_QTC50.wav	0.26	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Garbage Can (Hard Plastic / approx. 1.10m height / 240 litre volume) - Ground / Floor: Regular Street / Tar - Tempo: fast constant - Character / Performance: lots of rattling and rumbling weight - someone you hear the metal pivot - can be turned into rolling stones when pitch shifted - Hollow because mics are fixed inside the em	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Plastic Wheel & Body
RollingAndSpinning_GarbageCan_OnStreet_Medium_INT_4050.wav	1.47	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Garbage Can (Hard Plastic / approx. 1.10m height / 240 litre volume) - Ground / Floor: Regular Street / Tar - Tempo: medium with slight changes in the long take - Character / Performance: lots of rattling and rumbling weight - someone you hear the metal pivot and most of the grinding - sometimes little stones on the st	www.soundteson.com	Nils Mosh SD 744: 4050	Plastic Wheel & Body
RollingAndSpinning_GarbageCan_OnStreet_Medium_INT_QTC50.wav	1.47	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Garbage Can (Hard Plastic / approx. 1.10m height / 240 litre volume) - Ground / Floor: Regular Street / Tar - Tempo: medium with slight changes in the long take - Character / Performance: lots of rattling and rumbling weight - reverberat / hollow (because mics are fixed inside) - sometimes little stones on the street and some	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Plastic Wheel
RollingAndSpinning_GarbageCan_OnTires_EXT_4050.wav	0.35	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Garbage Can (Hard Plastic / approx. 1.10m height / 240 litre volume) - Ground / Floor: Tires inside a house floor - Tempo: medium with slight changes in the long take - Character / Performance: lots of rattling / grinding sound - high noise. Also lots of cracks from dirt.	www.soundteson.com	Nils Mosh SD 744: 4050	Plastic Wheel & Body
RollingAndSpinning_GarbageCan_OnTires_INT_QTC50.wav	0.36	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Garbage Can (Hard Plastic / approx. 1.10m height / 240 litre volume) - Ground / Floor: Tires inside a house floor - Tempo: medium with slight changes in the long take - Character / Performance: lots of deep / bassy sliding / grinding sound - Some cracks from dirt - Almost like a gear work or metal wheel spinning inside a react	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Plastic Wheel & Body
RollingAndSpinning_GlassMarbleOnHollowMetal_RollingMedium_QTC50.wav	0.09	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Glass Marble - Ground / Floor: Hollow Metal Cookie Jar - Tempo: start - accelerating to medium to jumping off - Character / Performance: lots of sliding hollow metal (iron / steel / aluminium / tin) sound. tonal.	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Glass on Metal
RollingAndSpinning_GlassMarbleOnMediumThinMetal_RollingFast_QTC50.wav	0.18	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Glass Marble - Ground / Floor: Hollow Metal Cookie Jar Thin - Tempo: fast to stop off - Character / Performance: moving in cycles - tonal aluminium / iron / steel	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Glass on Metal
RollingAndSpinning_GlassMarbleOnRoughMetal_RollingBackAndForth_QTC50.wav	0.26	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Glass Marble - Ground / Floor: Hollow Metal Cookie Jar - Tempo: back and forth start to stop - Character / Performance: tauntistic phasing effect rolling back and forth - noisy because of low volume - very tonal - changing pitches - usable for broken robotic movements	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Galis on Thin Metal
RollingAndSpinning_GlassMarbleOnThinMetal_Rolling_QTC50.wav	0.34	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Glass Marble - Ground / Floor: Hollow Metal Cookie Jar Thin - Tempo: medium to off - Character / Performance: whirring in cycles on metal / steel / iron / aluminium	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Galis On Metal
RollingAndSpinning_GlassMarbleOnThinMetal_RollingFast_QTC50.wav	0.09	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Glass Marble - Ground / Floor: Hollow Metal Cookie Jar - Tempo: fast - Character / Performance: weird whirring effect when spinning in cycles - tonal with high content (metal / steel / iron / aluminium)	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Galis On Metal
RollingAndSpinning_GlassMarbleOnThinMetal_RollingSlow_QTC50.wav	0.46	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Glass Marble - Ground / Floor: Hollow Metal Cookie Jar - Tempo: slow - Character / Performance: very constant rolling on metal / aluminium / steel / iron - great sound on pitch grinding - nice ringing	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Galis On Metal
RollingAndSpinning_GoKart_OnConcreteAndDirr_Mono.wav	0.40	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Go-Kart (rubber wheels / sleekie body) - Ground / Floor: pavement - Tempo: medium - Character / Performance: rattle and lots of creaking plus iron his while driving on dry ground - exhausting and constant	www.soundteson.com	Nils Mosh SD 744: KMR BI1	Rubber Wheels
RollingAndSpinning_Handbat_SpinningTire_4050.wav	0.23	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Hand Cart (Aluminium with Rubber Wheels) - Ground / Floor: Free Spin - Tempo: fast to slow / decelerating - Character / Performance: very low in volume - clattering like a damped ball	www.soundteson.com	Nils Mosh SD 744: 4050	Rubber Wheel
RollingAndSpinning_Handbat_SpinningTire_QTC50.wav	0.23	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Hand Cart (Aluminium with Rubber Wheels) - Ground / Floor: Free Spin - Tempo: fast to slow / decelerating - Character / Performance: less noise than poss1 - clattering like a damped ball - his	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Rubber Wheel
RollingAndSpinning_HistoricWoodWheelsOnCarpet_Roll_Fast_QTC50.wav	0.21	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Historic Wood Toy Truck (plus two trailers - self built around 1930) - Ground / Floor: Carpet - Tempo: fast - Character / Performance: Very high screeches plus clatter in different tonalities and a small element of carpet	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Wood Wheels
RollingAndSpinning_HistoricWoodWheelsOnCarpet_Roll_Medium_QTC50.wav	0.52	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Historic Wood Toy Truck (plus two trailers - self built around 1930) - Ground / Floor: Carpet - Tempo: medium - Character / Performance: Very high screeches plus more mid squeaks and clatter in different tonalities and an element of carpet	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Wood Wheels
RollingAndSpinning_HistoricWoodWheelsOnCarpet_Roll_Load_Fast_QTC50.wav	0.21	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Historic Wood Toy Truck (plus two trailers - self built around 1930) - Ground / Floor: Carpet - Tempo: fast - Character / Performance: Very high screeches plus clatter in different tonalities and a small element of carpet - mic attached to the load - more spinning sound of the wheels - rattle / rustle / metallic sounds	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Wood Wheels
RollingAndSpinning_HistoricWoodWheelsOnCarpet_Roll_Load_Medium_QTC50.wav	0.52	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Historic Wood Toy Truck (plus two trailers - self built around 1930) - Ground / Floor: Carpet - Tempo: medium - Character / Performance: Very high screeches plus clatter in different tonalities and a small element of carpet - mic attached to the load - more spinning sound of the wheels - rattle / rustle / metallic sounds	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Wood Wheels
RollingAndSpinning_HistoricWoodWheelsOnTires_Roll_Fast_QTC50.wav	0.14	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Historic Wood Toy Truck (plus two trailers - self built around 1930) - Ground / Floor: Tires - Tempo: fast - Character / Performance: Very constant rolling on metal / rustle / metallic sounds and light rumbling	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Wood Wheels
RollingAndSpinning_HistoricWoodWheelsOnTires_Roll_Slow_QTC50.wav	0.36	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Historic Wood Toy Truck (plus two trailers - self built around 1930) - Ground / Floor: Tires - Tempo: slow - Character / Performance: Very high short screeches plus clatter in different tonalities clatter / rattle / rustle / metallic sounds - could almost be a cart pushed across the street	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Wood Wheels
RollingAndSpinning_HistoricWoodWheelsOnTires_Roll_Load_QTC50.wav	0.14	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Historic Wood Toy Truck (plus two trailers - self built around 1930) - Ground / Floor: Tires - Tempo: fast - Character / Performance: Very high and light constant sound - great rolling - with almost tonal bumps / rattle	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Wood Wheels
RollingAndSpinning_HistoricWoodWheelsOnTires_Roll_Load_Slow_QTC50.wav	0.36	Rolling & Spinning - Turning wheels & balls and spinning tires - Object: Historic Wood Toy Truck (plus two trailers - self built around 1930) - Ground / Floor: Tires - Tempo: slow - Character / Performance: rhythmic click / bump sounds and great rolling that can be used for a variety of rolling objects - mic attached to the load	www.soundteson.com	Nils Mosh SD 744: Earthworks QTC 50	Wood Wheels

Rolling & Spinning - Fleetsheet

RollingAndSpinning_KitchenShredder_SpinningBladesConstant_QTC50.wav	0.04	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Kitchen Shredder (plastic / empty) - Ground / Floor: Free Spin - Tempo: Fast to off - Character / Performance: like loading up something. Great chatter. Short spin sounds of the iron / steel blades in the plastic container	www.soundflesheet.com	Nils Mosh	SD 744: - Earthworks QTC 50	Metal Blade
RollingAndSpinning_KitchenShredder_SpinningBladesMultiple_QTC50.wav	0.06	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Kitchen Shredder (plastic / empty) - Ground / Floor: Free Spin - Tempo: Medium to off - Character / Performance: like loading up something. Great chatter. Short spin sounds of the iron / steel blades in the plastic container - multiple single	www.soundflesheet.com	Nils Mosh	SD 744: - Earthworks QTC 50	Metal Blade
RollingAndSpinning_KitchenShredder_SpinningBladesConstant_QTC50.wav	0.06	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Kitchen Shredder (plastic / empty) - Ground / Floor: Free Spin - Tempo: Fast to off - Character / Performance: plastic spins- two plastics grate over each other - blades were taken out	www.soundflesheet.com	Nils Mosh	SD 744: - Earthworks QTC 50	Metal Blade
RollingAndSpinning_MatteOnSteelParaboll_RollBackAndForth.wav	0.11	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Glass Matrite - Ground / Floor: Metals: Parabolic TV Dish - Tempo: slow to fast to off - Character / Performance: Back and forth almost like an iron / steel / roller by a creature / monster	www.soundflesheet.com	Nils Mosh	SD 744: - Earthworks QTC 50	Glass on Steel
RollingAndSpinning_MatteOnSteelParaboll_RollBackAndForth_Concave.wav	0.11	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Glass Matrite - Ground / Floor: Metals: Parabolic TV Dish - Tempo: slow to fast to off - Character / Performance: Back and forth almost like an iron / steel / roller by a creature / monster - more drent but also flatter than the regular mic	www.soundflesheet.com	Nils Mosh	SD 744: -JF Contact C Series	Glass on Steel
RollingAndSpinning_MatteOnSteelParaboll_RollBackForth.wav	1.47	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Glass Matrite - Ground / Floor: Metals: Parabolic TV Dish - Tempo: start to medium to off / stop - Character / Performance: constant rolling with a underlying almost wind howl - outside and sweet -	www.soundflesheet.com	Nils Mosh	SD 744: - Earthworks QTC 50	Glass on Metal
RollingAndSpinning_MatteOnSteelParaboll_RollBack_Spinner_Concave.wav	1.47	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Glass Matrite - Ground / Floor: Metals: Parabolic TV Dish - Tempo: start to medium to off / stop - Character / Performance: constant rolling with a underlying almost wind howl - outside and sweet - hard and spoozy dsarrt - metal- iron - steel	www.soundflesheet.com	Nils Mosh	SD 744: -JF Contact	Catss on Steel
RollingAndSpinning_MeatRingOnMetalScrew_Mono.wav	0.06	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Screws and plates (iron on iron) - Ground / Floor: steel - Tempo: fast - Character / Performance: high ringing metal sound almost like a dancing con	www.soundflesheet.com	Nils Mosh	SD 744: -KMR BU	Metal
RollingAndSpinning_MeatRingOnMetalScrew_Mono_PD.wav	0.25	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Screws and plates (iron on iron) - Ground / Floor: steel - Tempo: slow - Character / Performance: lots of resonance spinning - large / big metal rings	www.soundflesheet.com	Nils Mosh	SD 744: -KMR BU	Pitched metal
RollingAndSpinning_MeatRingOnPlastic_QTC50.wav	0.15	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Metal - Ground / Floor: Plastic - Tempo: Quick Start - then reloading and starting again before stopping - Character / Performance: lryr twist - like the hungry roar of a mini dinosaur	www.soundflesheet.com	Nils Mosh	SD 744: - Earthworks QTC 50	Metal
RollingAndSpinning_MinMetalPlasticBallRoute_Spin_Multiple_QTC50.wav	0.17	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Mini Toy Roulette (Metal Ball) - Ground / Floor: Plastic: Rotary Disk - Tempo: Start to Spin to End - Character / Performance: ringing small steel ball after pushing a metal knob in a plastic hub. Spins very interlocked	www.soundflesheet.com	Nils Mosh	SD 744: - Earthworks QTC 50	Plastic: Wheel & Metal Ball
RollingAndSpinning_MinMetalPlasticBallRoute_Spin_MultipleLong_QTC50.wav	0.17	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Mini Toy Roulette (Metal Ball) - Ground / Floor: Plastic: Rotary Disk - Tempo: Start to Spin to End - Character / Performance: ringing small steel ball after pushing a metal knob in a plastic hub. Spins very interlocked but also bell like	www.soundflesheet.com	Nils Mosh	SD 744: - Earthworks QTC 50	Plastic: Wheel & Metal Ball
RollingAndSpinning_ObBasketball_RollingOnConcrete_466attached.wav	0.02	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Basket Ball - Ground / Floor: Concrete - Tempo: Medium - Character / Performance: short roll over a floor with the mic attached. Dark - grumpy - swooshing - bassy sound.	www.soundflesheet.com	Nils Mosh	SD 744: -4060	Basketball
RollingAndSpinning_OneArmedBanditSmall_3hardBreaks_EtMlc.wav	0.11	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Mini One Armed Bandit (Gambling) - Ground / Floor: Plastic & Metal - Tempo: Quick Start - Fast and then decelerating with quick stop - Character / Performance: Nice spin with abrupt / sudden stop. Almost like a broken / wrong gear in a car / vehicle. External Mic.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Plastic
RollingAndSpinning_OneArmedBanditSmall_3hardBreaks_EtMlc.wav	0.11	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Mini One Armed Bandit (Gambling) - Ground / Floor: Plastic & Metal - Tempo: Quick Start - Fast and then decelerating with quick stop - Character / Performance: Nice spin with abrupt / sudden stop. Almost like a broken / wrong gear in a car / vehicle. Also like a spaceship slowing down. Internal Mic.	www.soundflesheet.com	Nils Mosh	SD 744: -4060	Plastic
RollingAndSpinning_OneArmedBanditSmall_QuickReloadSpinSequence_EtMlc.wav	0.22	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Mini One Armed Bandit (Gambling) - Ground / Floor: Plastic & Metal - Tempo: Quick Start - then reloading and starting again before stopping - Character / Performance: Internal Mic. Almost like a trottler / accelerator. Fast spins over and over.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Plastic
RollingAndSpinning_OneArmedBanditSmall_QuickReloadSpinSequence_IntMlc.wav	0.22	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Mini One Armed Bandit (Gambling) - Ground / Floor: Plastic & Metal - Tempo: Quick Start - then reloading and starting again before stopping - Character / Performance: Internal Mic. Almost like a trottler / accelerator. Fast spins over and over. Long tail.	www.soundflesheet.com	Nils Mosh	SD 744: -4060	Plastic
RollingAndSpinning_OneArmedBanditSmall_RegularSpin_EtMlc.wav	0.03	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Mini One Armed Bandit (Gambling) - Ground / Floor: Plastic & Metal - Tempo: Quick Start - then reloading and starting again before stopping - Character / Performance: Internal Mic. Regular spin with spring back / snapping back motion. Can be used for machines.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Plastic
RollingAndSpinning_OneArmedBanditSmall_RegularSpin_IntMlc.wav	0.03	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Mini One Armed Bandit (Gambling) - Ground / Floor: Plastic & Metal - Tempo: Quick Start - then reloading and starting again before stopping - Character / Performance: Internal Mic. Regular spin with spring back / snapping back motion. Can be used for machines.	www.soundflesheet.com	Nils Mosh	SD 744: -4060	Plastic
RollingAndSpinning_OneArmedBanditSmall_RegularSpin_EtMlc.wav	0.03	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Mini One Armed Bandit (Gambling) - Ground / Floor: Plastic & Metal - Tempo: Quick Start - then reloading and starting again before stopping - Character / Performance: Internal Mic. Regular spin with spring back / snapping back motion. Can be used for machines.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Plastic
RollingAndSpinning_OneArmedBanditSmall_RegularSpin_IntMlc.wav	0.03	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Mini One Armed Bandit (Gambling) - Ground / Floor: Plastic & Metal - Tempo: Quick Start - then reloading and starting again before stopping - Character / Performance: Internal Mic. Regular spin with spring back / snapping back motion. Can be used for machines. The beginning almost sounds like starting a motor.	www.soundflesheet.com	Nils Mosh	SD 744: -4060	Plastic
RollingAndSpinning_OneArmedBanditSmall_RegularSpinsSequence_EtMlc.wav	0.17	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Mini One Armed Bandit (Gambling) - Ground / Floor: Plastic & Metal - Tempo: Quick Start - then medium before stopping - Character / Performance: External Mic. Regular spin with spring back / snapping back motion. Can be used for machines. - Multiple.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Plastic
RollingAndSpinning_OneArmedBanditSmall_RegularSpinsSequence_IntMlc.wav	0.17	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Mini One Armed Bandit (Gambling) - Ground / Floor: Plastic & Metal - Tempo: Quick Start - then medium before stopping - Character / Performance: Internal Mic. Regular spin with spring back / snapping back motion. Can be used for machines. - Multiple.	www.soundflesheet.com	Nils Mosh	SD 744: -4060	Plastic
RollingAndSpinning_OneArmedBanditSmall_ReloadSpinSequence_EtMlc.wav	0.08	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Mini One Armed Bandit (Gambling) - Ground / Floor: Plastic & Metal - Tempo: Quick Start - then reloading multiple times before stopping soft - Character / Performance: Internal Mic. Regular spin with reload motion and smooth ending. Can be used for machines. - Multiple. Almost like winding up some kind of watch.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Plastic
RollingAndSpinning_OneArmedBanditSmall_ReloadSpinSequence_IntMlc.wav	0.08	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Mini One Armed Bandit (Gambling) - Ground / Floor: Plastic & Metal - Tempo: Quick Start - then reloading multiple times before stopping soft - Character / Performance: Internal Mic. Regular spin with reload motion and smooth ending. Can be used for machines. - Multiple. Almost like winding up some kind of watch. Grity.	www.soundflesheet.com	Nils Mosh	SD 744: -4060	Plastic
RollingAndSpinning_OneArmedBanditSmall_StopSpinSequence_EtMlc.wav	0.10	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Mini One Armed Bandit (Gambling) - Ground / Floor: Plastic & Metal - Tempo: Quick Start - then multiple breaks before stopping - Character / Performance: External Mic. Spin with slowing down in between - Multiple. Almost like a drill from the turr / a space.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Plastic
RollingAndSpinning_OneArmedBanditSmall_StopSpinSequence_IntMlc.wav	0.10	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Mini One Armed Bandit (Gambling) - Ground / Floor: Plastic & Metal - Tempo: Quick Start - then multiple breaks before stopping - Character / Performance: Internal Mic. Spin with slowing down in between - Multiple. Almost like a drill from the turr / a space.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Plastic
RollingAndSpinning_OneArmedBanditSmall_ThroatedSpin_EtMlc.wav	0.28	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Mini One Armed Bandit (Gambling) - Ground / Floor: Plastic & Metal - Tempo: Medium to slow to dying down - Character / Performance: External Mic. Spin very long and slowing down. Like a wheel of fortune. Slowly decelerating.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Plastic
RollingAndSpinning_OneArmedBanditSmall_ThroatedSpin_IntMlc.wav	0.28	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Mini One Armed Bandit (Gambling) - Ground / Floor: Plastic & Metal - Tempo: Medium to slow to dying down - Character / Performance: Internal Mic. Spin very long and slowing down. Like a wheel of fortune. Slowly decelerating.	www.soundflesheet.com	Nils Mosh	SD 744: -4060	Plastic
RollingAndSpinning_PepperMill_Screwing_QTC50.wav	0.08	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Pepper Mill (Plastic) - Ground / Floor: Pepper - Tempo: Medium spins - Character / Performance: Screwing and turning a mill. Crunch / crackle / click with grit.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Plastic
RollingAndSpinning_PlatePot_Hollow_Roll_EtMlc.wav	0.05	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Plate Pot (Ceramics) - Ground / Floor: Concrete - Tempo: Medium roll - Character / Performance: Hollow vessel rolling across the floor. Nice tonal tone. A little dirty but clean.	www.soundflesheet.com	Nils Mosh	SD 744: -KMR BU	Ceramics
RollingAndSpinning_PlasticPushCar_DeepTrackSpins_QTC50.wav	0.12	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Push Car (Babycar / Hard Plastic) - Ground / Floor: Free Spin - Tempo: Fast to stop - Character / Performance: Wheel spin that comes to a quick stop with a deep bassy stick sound. Lots of grading. Almost like a futuristic weapon shutting down / being turned off.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Hard Plastic: Wheel
RollingAndSpinning_PlasticPushCar_FreeSpin_Multiple_QTC50.wav	0.10	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Push Car (Babycar / Hard Plastic) - Ground / Floor: Free Spin - Tempo: Fast to medium to stop - Character / Performance: Wheel spin that comes to a stop after some free turning. Some high frequency sounds from plastic rubbing on plastic. Could be turned in a loss of a magic monster / animal.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Hard Plastic: Wheel
RollingAndSpinning_PlasticPushCar_LongSpin_QTC50.wav	0.09	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Push Car (Babycar / Hard Plastic) - Ground / Floor: Free Spin - Tempo: Fast to medium to stop - Character / Performance: Long wheel spin that comes to a slow stop. Restored twice. Constant high sounding grading of plastic.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Hard Plastic: Wheel
RollingAndSpinning_PlasticPushCar_PlasticSlentire_QTC50.wav	0.10	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Push Car (Babycar / Hard Plastic) - Ground / Floor: wood / parquet - Tempo: medium pushes - Character / Performance: Silent tires are pushed across the floor. Like a cautious pushing of a cart. Also sounds nervous.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Hard Plastic: Wheel
RollingAndSpinning_PlasticPushCar_PlasticSlentireMultiple_QTC50.wav	0.14	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Push Car (Babycar / Hard Plastic) - Ground / Floor: Free Spin - Tempo: Fast to stop - Character / Performance: Little clacking / but very smooth overall sound. Feels like soft plastic and almost erotic.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Hard Plastic: Wheel
RollingAndSpinning_PlasticPushCar_RollOnCarpet_QTC50.wav	0.13	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Push Car (Babycar / Hard Plastic) - Ground / Floor: Carpet - Tempo: Constant medium driving to stop / halt - Character / Performance: A little ruttling and some undefined sound. Almost like rolling down a hill.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Hard Plastic: Wheel
RollingAndSpinning_PlasticToyCar(Police)_RubberTireSpin_Multiple_QTC50.wav	0.07	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Plastic Toy Car (With rubber wheels / Playmobil) - Ground / Floor: Free Spin - Tempo: Fast to stop - Character / Performance: Wheel spin accelerated by hand. Tiny sounds with a good glide. Almost sounds like something rolling free out of a factory down a slide.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Plastic: Wheel
RollingAndSpinning_PlasticToyFirestoneHarris_4600side.wav	0.05	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Plastic Toy Figure with Firestone (Masters of The Universe) - Ground / Floor: Free Spin - Tempo: Fast to stop - Character / Performance: You can the sparks and the grinding of the stone on stone. Harsh - grity - dirty - rough. Internal mic.	www.soundflesheet.com	Nils Mosh	SD 744: -4060	Firestone
RollingAndSpinning_PlasticToyWithFirestoneHarris_QTC50.wav	0.05	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Plastic Toy Figure with Firestone (Masters of The Universe) - Ground / Floor: Free Spin - Tempo: Fast to stop - Character / Performance: You can the sparks and the grinding of the stone on stone. Harsh - grity - dirty - rough. External mic.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Firestone
RollingAndSpinning_PlasticToyWithFirestoneMultipleStarts_4600side.wav	0.19	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Plastic Toy Figure with Firestone (Masters of The Universe) - Ground / Floor: Free Spin / Reloading - Tempo: Fast to continuous to stop - Character / Performance: You can the sparks and the grinding of the stone on stone. Harsh - grity - dirty - rough. Internal mic. When slowed down almost sounds like bubbling rocks. Like a snakewww.soundflesheet.com	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Firestone
RollingAndSpinning_PlasticToyWithFirestoneMultipleStarts_QTC50.wav	0.19	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Plastic Toy Figure with Firestone (Masters of The Universe) - Ground / Floor: Free Spin / Reloading - Tempo: Fast to continuous to stop - Character / Performance: You can the sparks and the grinding of the stone on stone. Harsh - grity - dirty - rough. Internal mic. Multiple starts with long tail.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Firestone
RollingAndSpinning_PlasticToyWithFirestoneMultipleStarts_4060.wav	0.11	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Plastic Toy Figure with Firestone (Masters of The Universe) - Ground / Floor: Free Spin - Tempo: Fast to continuous to stop - Character / Performance: You can the sparks and the grinding of the stone on stone. Harsh - grity - dirty - rough. Internal mic. Multiple starts with long tail. Almost like data crash in the end or a dwww.soundflesheet.com	www.soundflesheet.com	Nils Mosh	SD 744: -4060	Firestone
RollingAndSpinning_PlasticToyWithFirestoneMultipleStarts_QTC50.wav	0.11	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Plastic Toy Figure with Firestone (Masters of The Universe) - Ground / Floor: Free Spin / Reloading - Tempo: Fast to continuous to stop - Character / Performance: You can the sparks and the grinding of the stone on stone. Harsh - grity - dirty - rough. Internal mic. Multiple starts with long tail. Almost like data crash in the end or a dwww.soundflesheet.com	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Firestone
RollingAndSpinning_RopeWalkBackAndForth_Mono.wav	0.09	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: RopeWalk (On a Playground) - Ground / Floor: metallic cord and saving with small wheels - Tempo: Fast to continuous to stop - Character / Performance: swinging along. Almost like mountain rescue or firemen.	www.soundflesheet.com	Nils Mosh	SD 744: -KMR BU	Steel chord
RollingAndSpinning_RubberBallInPlastic_RollFast_ConstantEXT_QTC50.wav	0.40	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Rubber Ball (Bouncy Ball) - Ground / Floor: Plastic bucket - Tempo: Fast to continuous to sudden stop - Character / Performance: Rolling and sliding could also be used for office chairs. Neutral - flexible sound.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Rubber Ball
RollingAndSpinning_RubberBallInPlastic_RollFast_ConstantINT_QTC50.wav	0.40	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Rubber Ball (Bouncy Ball) - Ground / Floor: Plastic bucket - Tempo: Fast to continuous to sudden stop - Character / Performance: Rolling and sliding could also be used for office chairs. Neutral - flexible sound. Internal mic.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Rubber Ball
RollingAndSpinning_RubberBallInPlastic_RollMedium_ConstantEXT_QTC50.wav	0.28	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Rubber Ball (Bouncy Ball) - Ground / Floor: Plastic bucket - Tempo: Medium to continuous to sudden stop - Character / Performance: Rolling and sliding could also be used for office chairs. Neutral - flexible sound. External mic.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Rubber Ball
RollingAndSpinning_RubberBallInPlastic_RollMedium_ConstantINT_QTC50.wav	0.28	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Rubber Ball (Bouncy Ball) - Ground / Floor: Plastic bucket - Tempo: Medium to continuous to sudden stop - Character / Performance: Rolling and sliding could also be used for office chairs. Neutral - flexible sound. Internal mic.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Rubber Ball
RollingAndSpinning_RubberBallInPlastic_RollSlow_ConstantEXT_QTC50.wav	0.54	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Rubber Ball (Bouncy Ball) - Ground / Floor: Plastic bucket - Tempo: Slow to continuous to sudden stop - Character / Performance: Rolling and sliding - nice clatter. Could be used as a layer in landscapes on concrete. Neutral - flexible sound. Internal mic.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Rubber
RollingAndSpinning_RubberBallInPlastic_RollSlow_ConstantINT_QTC50.wav	0.54	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Rubber Ball (Bouncy Ball) - Ground / Floor: Plastic bucket - Tempo: Slow to continuous to sudden stop - Character / Performance: Rolling and sliding - nice clatter. Could be used as a layer in landscapes. Neutral - flexible sound. Internal mic.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Rubber Ball
RollingAndSpinning_RubberBallInTomTom_Roll_ConstantEXT_QTC50.wav	0.16	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Rubber Ball (Bouncy Ball) - Ground / Floor: Tom Tom Drum - Tempo: Medium to continuous to stop - Character / Performance: Almost essoteric / calming feel to it. Can easily be turned into a layer of a arriving space ship / UFO / extraterrestrial / alien vehicle. External mic.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Rubber Ball
RollingAndSpinning_RubberBallInTomTom_Roll_ConstantINT_QTC50.wav	0.16	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Rubber Ball (Bouncy Ball) - Ground / Floor: Tom Tom Drum - Tempo: Medium to continuous to stop - Character / Performance: Almost essoteric / calming feel to it but also bassy tension. Can easily be turned into a layer of a arriving space ship / UFO / extraterrestrial / alien vehicle. Internal mic.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Rubber Ball
RollingAndSpinning_RubberBallInTubDrum_RollBamp_ConstantEXT_QTC50.wav	0.08	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Rubber Ball (Bouncy Ball) - Ground / Floor: Occaban Tube Drum - Tempo: Medium to continuous to stop - Character / Performance: Could almost be a cooking noise. External mic.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Rubber Ball
RollingAndSpinning_RubberBallInTubDrum_RollBamp_ConstantINT_QTC50.wav	0.08	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Rubber Ball (Bouncy Ball) - Ground / Floor: Occaban Tube Drum - Tempo: Medium to continuous to stop - Character / Performance: Could be the sound of a gambling / fortune wheel or something like Lots.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Rubber Ball
RollingAndSpinning_RubberBallInTubDrum_RollFree_ConstantEXT_QTC50.wav	0.21	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Rubber Ball (Bouncy Ball) - Ground / Floor: Occaban Tube Drum - Tempo: Medium to continuous to stop - Character / Performance: Nice tonal touch. Also a bit new evn'wicking.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Rubber Ball
RollingAndSpinning_RubberBallInTubDrum_RollFree_ConstantINT_QTC50.wav	0.21	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Rubber Ball (Bouncy Ball) - Ground / Floor: Occaban Tube Drum - Tempo: Medium to continuous to stop - Character / Performance: Nice tonal touch. Also a bit new evn'wicking. Internal mic. Great groan in the end - could be a pun of a dinosaur.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Rubber Ball
RollingAndSpinning_RubberBallOnCarpetInkLeather_Roll_Constant_QTC50.wav	0.23	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Rubber Ball (Bouncy Ball) - Ground / Floor: Carpet & Leather - Tempo: Fast to continuous to stop - Character / Performance: Like spinning cubes inside a cup.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Rubber Ball
RollingAndSpinning_RubberBallOnCymbal1_Roll_ConstantSlow_QTC50.wav	0.02	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Rubber Ball (Bouncy Ball) - Ground / Floor: Cymbal 1 - Tempo: Medium to continuous to stop - Character / Performance: Metal / Iron / Steel touch. Tonal / Musically.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Rubber Ball
RollingAndSpinning_RubberBallOnCymbal1_Roll_ConstantUP_QTC50.wav	0.02	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Rubber Ball (Bouncy Ball) - Ground / Floor: Cymbal 1 - Tempo: Medium to continuous to stop - Character / Performance: Metal / Iron / Steel touch. Tonal / Musically. Above Mic. Clinking.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Rubber Ball
RollingAndSpinning_RubberBallOnCymbal2_Roll_ConstantSlow_QTC50.wav	0.40	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Rubber Ball (Bouncy Ball) - Ground / Floor: Cymbal 2 - Tempo: Medium to continuous to stop - Character / Performance: Metal / Iron / Steel touch. Tonal / Musically. Below Mic. Clinking. Mic below. Could be a layer in any metallic object rolling.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Rubber Ball
RollingAndSpinning_RubberBallOnCymbal2_Roll_ConstantUP_QTC50.wav	0.40	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Rubber Ball (Bouncy Ball) - Ground / Floor: Cymbal 2 - Tempo: Medium to continuous to stop - Character / Performance: Metal / Iron / Steel touch. Tonal / Musically. Above Mic. Clinking. Mic below. Could be a layer in any metallic object rolling.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Plastic: Wheel
RollingAndSpinning_RubberBallOnDrumSkinn1_Roll_ConstantSlow_QTC50.wav	1.00	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Rubber Ball (Bouncy Ball) - Ground / Floor: Drum Skin - Tempo: Medium to continuous to stop - Character / Performance: Above mic. Repetitive and a whirr.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Rubber Ball
RollingAndSpinning_RubberBallOnDrumSkinn1_Roll_ConstantUP_QTC50.wav	1.00	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Rubber Ball (Bouncy Ball) - Ground / Floor: Drum Skin - Tempo: Medium to continuous to stop - Character / Performance: Above mic. Repetitive and a whirr. Much more sliding	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Rubber Ball
RollingAndSpinning_RubberBallOnSmallDrumSkinn2_Roll_ConstantSlow_QTC50.wav	0.23	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Rubber Ball (Bouncy Ball) - Ground / Floor: Drum Skin 2 / Deep / Bassy - Tempo: Medium to continuous to stop - Character / Performance: Great texture source sound. Chuckle / Gurgle.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Rubber Ball
RollingAndSpinning_SaltGrinder_Screwing_QTC50.wav	0.13	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Salt Grinder - Ground / Floor: Plastic Mill - Tempo: Medium - Character / Performance: Sparsly turns of the small mill. Could also be used for canton hotspots.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Plastic: Mill
RollingAndSpinning_Skateboard_CobblestoneToStop_QTC50.wav	0.13	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Skateboard - Ground / Floor: Cobblestone - Tempo: Medium to continuous to stop - Character / Performance: Medium cobblestone and a skateboard riding along. Small hits from the wheels. Can also be used in a layer in designing a transport on dirt.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Skateboard
RollingAndSpinning_Skateboard_CorridorRollOnAsphalt_QTC50.wav	0.43	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Skateboard - Ground / Floor: Street / Tar - Tempo: Medium to continuous to stop - Character / Performance: Regular sound of the street with some hearing sounds from leaves. When slowed down can also be used in a layer in designing a transport on dirt.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Skateboard
RollingAndSpinning_Skateboard_CorridorRollOnAsphalt_QTC50_PD1.wav	2.54	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Skateboard - Ground / Floor: Street / Tar - Tempo: Medium to continuous to stop - Character / Performance: Regular sound of the street with some hearing sounds from leaves. Pitched down. Iron rattling.	www.soundflesheet.com	Nils Mosh	SD 744: -Earthworks QTC 50	Skateboard

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RollingAndSpinning_Skateboard_ConstarRollOnRampShot_QTC50_P02.wav	2.29	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Skateboard - Ground / Floor: Street / Tar - Tempo: Medium to continuo to stop - Character / Performance: Regular sound of the street with some hearing sounds from leaves. Pitched down twice, iron rattling and deep rumbling.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Skateboard
RollingAndSpinning_Skateboard_KickinAway_QTC50.wav	0.18	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Skateboard - Ground / Floor: Street / Tar / Pavement - Tempo: Medium to continuo to stop - Character / Performance: Kicking the board away with no rider. Rolling free above bumping.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Skateboard
RollingAndSpinning_Skateboard_RegularPushFromBackAndObstaclezone_QTC50.wav	0.57	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Skateboard - Ground / Floor: Street / Tar - Tempo: Medium to continuo to stop - Character / Performance: Putting board on the ground. Starting. Driving. Transition to short obbstacles. Pushing. Stopping and getting the board up.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Skateboard
RollingAndSpinning_SlidingToy_WoodTreeSpin_Multiple_QTC50.wav	0.06	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Sliding Toy / Wheel - Ground / Floor: Free Spin - Tempo: Fast to stop - Character / Performance: Almost like discharging energy / electricity. Hard - dark but warm wooden spin.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Wood Wheel
RollingAndSpinning_SmifFirewheel_SparkySpin_QTC50.wav	0.16	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Plastic Firewheel - Ground / Floor: Free Spin - Tempo: fast to stop - Character / Performance: A very bumpy hiss. When pitched down great metallic clatter and sparks. Can be used for all kind of turning wheels.	www.soundfession.com	SD 744: - Earthworks QTC50		Plastic Firewheel
RollingAndSpinning_SteelBallInWoodBoard_Game_HissAndRolls.wav	0.03	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Wood Labyrinth Game with steel ball - Ground / Floor: Wood - Tempo: Medium to stop - Character / Performance: Bouncing off the edges of the board game and hitting the wood with a clank. Metallic / metal / steel / iron bullet.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Steel Ball
RollingAndSpinning_SteelBallOnDarkWoodBoard_Game_RollEQ.wav	0.24	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Wood Labyrinth Game with steel ball - Ground / Floor: Wood - Tempo: Slow to stop - Character / Performance: Dark - somber rolls on thin but hard wood. Could be an object rolling on the other side of a wall / ceiling.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Steel Ball
RollingAndSpinning_SteelBallOnWoodBoard_Game_Hiss.wav	0.01	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Wood Labyrinth Game with steel ball - Ground / Floor: Wood - Tempo: Medium to stop - Character / Performance: Bouncing off the edges of the board game with the wood with multiple clanks. Metallic / metal / steel / iron bullet.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Steel Ball
RollingAndSpinning_SteelBallOnWoodBoard_Game_RollEQ.wav	0.01	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Wood Labyrinth Game with steel ball - Ground / Floor: Wood - Tempo: Medium to stop - Character / Performance: Short phasay roll on damped wood.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Steel Ball
RollingAndSpinning_StoneOnPlasticSlideWater_Grind_QTC50.wav	0.01	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Stone - Ground / Floor: Plastic Slide - Tempo: Fast to stop - Character / Performance: Stone sliding down a kids slide. Landing in mud / water.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Stone
RollingAndSpinning_StoneOnPlasticSlideWater_QTC50.wav	0.01	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Stone - Ground / Floor: Plastic Slide - Tempo: Fast to stop - Character / Performance: Stone rolling down a kids slide. Landing in mud / water. Bumpy / jumpy roll.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Stone
RollingAndSpinning_StudyMetalTransportCar_Zli.wav	0.12	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Metallic transport cart - Ground / Floor: Concrete - Tempo: Medium - Character / Performance: Stucky as the wheels don't spin very well. Hesitant and stagnant rolls.	www.soundfession.com	Nils Mosh	SD 744: - KHR 8U	Plastic Wheels
RollingAndSpinning_SummerToboganRunSingleRoll_Mono.wav	0.16	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Tobogan Run (plastic sledje / sleigh on plastic wheels / slide) - Ground / Floor: plastic - Tempo: fast - Character / Performance: Performance: multiple reels / rolls spinning as the vessel glides along - almost like the vanishing hiss of an animal - by pass	www.soundfession.com	Nils Mosh	SD 744: - KHR 8U & Ambient Emeser	lots of plastic wheels
RollingAndSpinning_SummerToboganRunSingleRoll_Mono.wav	0.48	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Tobogan Run (plastic wheels / slide) - Ground / Floor: plastic - Tempo: fast to slow - Character / Performance: one reel / roll spinning multiple and decelerating - slowly dying - almost like single wheel	www.soundfession.com	Nils Mosh	SD 744: - KHR 8U	Plastic Reel
RollingAndSpinning_TennisBallOnSteelParabol_ContactPicEQ.wav	3.15	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Tennis Ball - Ground / Floor: Steel Parabolic TV Dish - Tempo: slow to stop - Character / Performance: Almost like a distant tumble drier or another spinning machine. Could be almost a scary alarm.	www.soundfession.com	Nils Mosh	SD 744: - JF Contact	Tennis Ball
RollingAndSpinning_TennisBallOnSteelParabol_DeepEQ.wav	0.99	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Tennis Ball - Ground / Floor: Steel Parabolic TV Dish - Tempo: slow to stop - Character / Performance: Great deep rumbles - could almost be emitted from a helicopter. In addition a noisy / hazy sizzling. Makes a great atmosphere.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Tennis Ball
RollingAndSpinning_ToyDragonWithWheels_DrainBack_QTC50.wav	0.02	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Dragon with Wheels - Ground / Floor: Free Spin - Tempo: fast to stop - Character / Performance: Winding up. Almost like a alarm clock. Or spinning any kind of knob.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Plastic Wheel
RollingAndSpinning_ToyDragonWithWheels_ExplosivSpin_QTC50.wav	0.00	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Dragon with Wheels - Ground / Floor: Free Spin - Tempo: fast to stop - Character / Performance: Like a hiss or like emitting flames. Has a disagreeing sound to it.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Plastic Wheel
RollingAndSpinning_ToyPlasticAndMetalMotorBallBackAndForthOnCarpet_4060.wav	0.14	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Motorbike / plastic & metal - Ground / Floor: Carpet - Tempo: medium back and forth - Character / Performance: Polishing / Sanding sound to it.	www.soundfession.com	Nils Mosh	SD 744: -4060	Toy Bike
RollingAndSpinning_ToyPlasticAndMetalMotorBallBackAndForthOnCarpet_4060.wav	0.14	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Motorbike / plastic & metal - Ground / Floor: Carpet - Tempo: medium back and forth - Character / Performance: Polishing / Sanding sound to it. Rough and hard.	www.soundfession.com	Nils Mosh	SD 744: -4060	Toy Bike
RollingAndSpinning_ToyPlasticAndMetalMotorBallFast_4060_mofat.wav	0.02	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Motorbike / plastic & metal - Ground / Floor: Free Spin - Tempo: medium to stop - Character / Performance: Lots of rattle and clatter. Comes to an halt very quick.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Toy Bike
RollingAndSpinning_ToyPlasticAndMetalMotorBallFast_QTC50.wav	0.02	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Motorbike / plastic & metal - Ground / Floor: Free Spin - Tempo: medium to stop - Character / Performance: Lots of rattle and clatter. Comes to an halt very quick. Try smooth.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Toy Bike
RollingAndSpinning_ToyPlasticCarSpinningMultiple_4060.wav	0.05	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Car / Trile (plastic) - Ground / Floor: Free Spin - Tempo: fast to stop - Character / Performance: Chirp / Thrum spin. Cute.	www.soundfession.com	Nils Mosh	SD 744: -4060	Toy Car
RollingAndSpinning_ToyPlasticCarSpinningMultiple_4060.wav	0.19	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Car / plastic - Ground / Floor: Free Spin - Tempo: fast to stop - Character / Performance: Chirp / Thrum spin. Cute.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Toy Car
RollingAndSpinning_ToyPlasticCarSpinningMultiple_DeepEQ.wav	0.09	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Car / plastic - Ground / Floor: Constant Spin - Tempo: Medium to stop - Character / Performance: Feel good spin - Long - Tender and gentle turns.	www.soundfession.com	Nils Mosh	SD 744: -4060	Toy Car
RollingAndSpinning_ToyPlasticCarSpinningMultiple_DeepEQ.wav	0.19	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Car / plastic - Ground / Floor: Constant Spin - Tempo: Medium to stop - Character / Performance: Feel good spin - Long - Tender and gentle turns.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Toy Car
RollingAndSpinning_ToyPlasticCarSpinningMultiple_DeepEQ.wav	0.33	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Car / plastic - Ground / Floor: Constant Spin - Tempo: Medium to stop - Character / Performance: Constant Impetus / stimulus. Nice bearings.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Toy Car
RollingAndSpinning_ToyPlasticCarSpinningMultiple_DeepEQ.wav	0.12	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Car / plastic - Ground / Floor: Free Spin - Tempo: Fast to stop - Character / Performance: Some rattle - rich in tone - with power but still soft.	www.soundfession.com	Nils Mosh	SD 744: -4060	Toy Car
RollingAndSpinning_ToyPlasticCarSpinningMultiple_DeepEQ.wav	0.13	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Car / plastic - Ground / Floor: Free Spin - Tempo: Fast to stop - Character / Performance: Some rattle - rich in tone - with power but still soft.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Toy Car
RollingAndSpinning_ToyPlasticCubeCar_BackAndForth_4060undercar.wav	0.10	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Car / plastic - Ground / Floor: Back and Forth on Carpet - Tempo: Medium - Character / Performance: some tiny metallic rattle from the trucks. Clicking.	www.soundfession.com	Nils Mosh	SD 744: -4060	Toy Car
RollingAndSpinning_ToyPlasticCubeCar_BackAndForth_4060undercar.wav	0.15	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Car / plastic - Ground / Floor: Constant Spinning - Tempo: Medium - Character / Performance: High rattling / rattle. Almost like a meter running fast.	www.soundfession.com	Nils Mosh	SD 744: -4060	Toy Car
RollingAndSpinning_ToyPlasticCubeCar_ConstantDriving_QTC50.wav	0.15	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Car / plastic - Ground / Floor: Constant Spinning - Tempo: Medium - Character / Performance: High rattling / rattle. Almost like a meter running fast.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Toy Car
RollingAndSpinning_ToyPlasticCubeCar_ConstantDriving_QTC50.wav	0.07	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Car / plastic - Ground / Floor: Driving on Carpet - Tempo: Medium - Character / Performance: some tiny metallic rattle from the trucks. Clicking. Lots of clatter from the plastic.	www.soundfession.com	Nils Mosh	SD 744: -4060	Toy Car
RollingAndSpinning_ToyPlasticCubeCar_DrivingOnCarpet_4060undercar.wav	0.07	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Car / plastic - Ground / Floor: Driving on Concrete - Tempo: Medium - Character / Performance: Nice jingles from the metal - lots of movement and rumble.	www.soundfession.com	Nils Mosh	SD 744: -4060	Toy Car
RollingAndSpinning_ToyPlasticCubeCar_DrivingOnCarpet_4060undercar.wav	0.22	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Car / plastic (Playmetl Quad) - Ground / Floor: Free Spin - Tempo: Fast to stop - Character / Performance: Withdrawal engine. Clean run. Almost like a short drill.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Toy Car
RollingAndSpinning_ToyPlasticCubeCar_DrivingOnCarpet_4060undercar.wav	0.03	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Car / plastic (Playmetl Quad) - Ground / Floor: Free Spin - Tempo: Fast to stop - Character / Performance: Drawback / winding up with lots of creaks and squeaks.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Toy Car
RollingAndSpinning_ToyPlasticCubeCar_DrivingOnCarpet_4060undercar.wav	0.06	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Car / Trile (plastic) - Ground / Floor: Free Spin - Tempo: Fast to stop - Character / Performance: Rear - Grun. Could also be turned into a gun shot.	www.soundfession.com	Nils Mosh	SD 744: -4060	Toy Car
RollingAndSpinning_ToyPlasticCubeCar_DrivingOnCarpet_4060undercar.wav	0.05	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Car / Trile (plastic) - Ground / Floor: Free Spin - Tempo: Fast to stop - Character / Performance: Rear - Grun. Could also be turned into a gun shot. With movement between the tires.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Toy Car
RollingAndSpinning_ToyPlasticCubeCar_DrivingOnCarpet_4060undercar.wav	1.13	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Car / Trile (plastic) - Ground / Floor: Free spin long / driving - Tempo: Medium to stop - Character / Performance: Volatile sound. Going at medium speed and some rattling.	www.soundfession.com	Nils Mosh	SD 744: -4060	Toy Trile
RollingAndSpinning_ToyPlasticCubeCar_DrivingOnCarpet_4060undercar.wav	1.13	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Car / Trile (plastic) - Ground / Floor: Free spin long / driving - Tempo: Medium to stop - Character / Performance: Volatile sound. Going at medium speed and some rattling.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Toy Trile
RollingAndSpinning_ToyPlasticCubeCar_DrivingOnCarpet_4060undercar.wav	0.02	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Spinning Top - Ground / Floor: Carpet - Tempo: Fast to stop - Character / Performance: Rotating. Could be used to edit a magic spell.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Spinning Top
RollingAndSpinning_ToyPlasticCubeCar_DrivingOnCarpet_4060undercar.wav	0.11	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Train (plastic & metal / Marklin) - Ground / Floor: Steel track - Tempo: Medium to stop - Character / Performance: Driving free with engine off. Smooth gliding with metallic sounds.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Toy Train
RollingAndSpinning_ToyTrain_Drained_QTC50.wav	0.04	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Train (plastic & metal / Marklin) - Ground / Floor: Steel track - Tempo: Medium to stop - Character / Performance: Driving free with engine off. Detailed from with onw wheel later with at.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Toy Train
RollingAndSpinning_ToyTrain_Drained_QTC50.wav	0.03	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Train (plastic & metal / Marklin) - Ground / Floor: Free Spin - Tempo: Medium to stop - Character / Performance: Swoosh - Rise - swoosh - Woosh - sFX - Pass	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Toy Train
RollingAndSpinning_ToyTrain_FreeRun_QTC50.wav	0.08	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Toy Train (plastic & metal / Marklin) - Ground / Floor: Steel track - Tempo: Fast to stop - Character / Performance: Rattling run with lots of bumps.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Toy Train
RollingAndSpinning_ToyTrain_RattlingDrive_QTC50.wav	0.24	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Trily (Metal & Plastic) - Ground / Floor: Pavement / Concrete - Tempo: Medium to stop - Character / Performance: Driving with nice dark layer from the bearings and a swoosy glide from the wheels. Uneven ground.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Plastic Wheels
RollingAndSpinning_ToyTrain_RattlingDrive_QTC50.wav	0.15	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Trily (Metal & Plastic) - Ground / Floor: Wood deck - Tempo: Medium to stop - Character / Performance: Small grooves in hollow wood. Lots of quick rattling.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Trily
RollingAndSpinning_ToyTrain_RattlingDrive_QTC50.wav	0.03	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Uneven Piece of Wood - Ground / Floor: Steel Parabolic TV Dish - Tempo: Medium to stop - Character / Performance: Nice tonal / musica - i almost like a bell tree - up and down sound. Metallic clatter. Like a future frog. Pitched Up.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Wood
RollingAndSpinning_UnevenWoodOnSteelBall.wav	1.21	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Uneven Piece of Wood - Ground / Floor: Steel Parabolic TV Dish - Tempo: Medium to stop - Character / Performance: Nice tonal / musica - i almost like a bell tree - up and down sound. Metallic clatter. Like a future frog. Pitched Up.	www.soundfession.com	Nils Mosh	SD 744: - JF Contact	Wood
RollingAndSpinning_UnevenWoodOnSteelBall.wav	0.28	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Vacuum Cleaner - Ground / Floor: Wood / Parquet Floor - Tempo: Medium to stop / Changing - Character / Performance: Dark gliding. Dirty noise. Almost like a icy wind.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Vacuum
RollingAndSpinning_Vacuum_RollingOnWood_ChangingSpeed_QTC50.wav	0.13	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Vacuum Cleaner - Ground / Floor: Wood / Parquet Floor - Tempo: Fast to stop / Changing - Character / Performance: Dark gliding. Dirty noise. Almost like a icy wind with a touch of rattle.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Vacuum
RollingAndSpinning_Vacuum_RollingOnWood_ChangingSpeed_QTC50.wav	0.21	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Vacuum Cleaner - Ground / Floor: Wood / Parquet Floor - Tempo: Slow to stop / Changing - Character / Performance: Dark gliding. Dirty noise. Almost like a icy wind.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Vacuum
RollingAndSpinning_Vacuum_RollingOnWood_ConstantFast_QTC50.wav	0.03	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Vacuum Cleaner - Ground / Floor: Wood / Parquet Floor - Tempo: Medium to stop / Changing - Character / Performance: Dark gliding. Dirty noise. Almost like a icy wind. Swoosh / Woosh.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Vacuum
RollingAndSpinning_Vacuum_RollingOnWood_ConstantFast_QTC50.wav	0.25	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Walking Bike (Wood) - Ground / Floor: Free Spin - Tempo: Fast to stop - Character / Performance: Dark spin - very catchy. Pleasant and unharmed	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Wood Wheel
RollingAndSpinning_WalkingBike_WoodTreeSpin_Multiple_QTC50.wav	2.08	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Bicycle - Ground / Floor: Free Spin - Tempo: Medium to stop - Character / Performance: You hear the pedel but also the bike hub. Easy riding with free backwards spins in between.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Bicycle
RollingAndSpinning_Where_Bike_Drive_Free_2ndPerspective.wav	2.08	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Bicycle - Ground / Floor: Free Spin - Tempo: Medium to stop - Character / Performance: You hear the pedel but also the bike hub. Easy riding with free backwards spins in between. 2nd perspective. Also usable as fortunewheel.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Bicycle
RollingAndSpinning_Where_Bike_Drive_Free_2ndPerspective.wav	0.13	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Bicycle - Ground / Floor: Free Spin - Tempo: Fast to stop - Character / Performance: getting slower and some banging.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Bicycle
RollingAndSpinning_Where_Bike_Drive_Free_2ndPerspective.wav	0.13	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Bicycle - Ground / Floor: Free Spin - Tempo: Fast to stop - Character / Performance: getting slower and some banging. 2nd perspective.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Bicycle
RollingAndSpinning_Wheelchair_OnCobblestone_BackMic_QTC50.wav	0.51	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Wheelchair - Ground / Floor: Cobblestone - Tempo: Medium to stop - Character / Performance: Lots of heavy rattling. Bumpy ride. Clatter and bangs from loose parts.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Wheelchair
RollingAndSpinning_Wheelchair_OnCobblestone_BackMic_QTC50.wav	0.51	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Wheelchair - Ground / Floor: Cobblestone - Tempo: Medium to stop - Character / Performance: Lots of heavy rattling. Bumpy ride. Clatter and bangs from loose parts.	www.soundfession.com	Nils Mosh	SD 744: -4060	Wheelchair
RollingAndSpinning_Wheelchair_OnCobblestone_BackMic_QTC50.wav	0.55	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Wheelchair - Ground / Floor: Regular Street / Tar - Tempo: Medium to stop - Character / Performance: Lots of rattling. BG bird in the beginning. Can be used for most rolling objects.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Wheelchair
RollingAndSpinning_Wheelchair_TappedBack_OnStreet_BackMic_QTC50.wav	0.47	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Wheelchair - Ground / Floor: Regular Street / Tar - Tempo: Medium to stop - Character / Performance: Lots of rattling. Can be used for most rolling objects. Wheelchair tapped back so you hear the small supporting wheels. Very gritty and scratchy.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Wheelchair
RollingAndSpinning_Wheelchair_TappedBack_OnStreet_BackMic_QTC50.wav	0.45	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Wheelchair - Ground / Floor: Regular Street / Tar - Tempo: Medium to stop - Character / Performance: Lots of rattling. Can be used for most rolling objects. Wheelchair tapped back so you hear the small supporting wheels. Very gritty and scratchy.	www.soundfession.com	Nils Mosh	SD 744: - DPA 4060	Wheelchair
RollingAndSpinning_Wheelchair_TappedBack_OnStreet_BackMic_QTC50.wav	0.27	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Wheelchair - Ground / Floor: Regular Street / Tar - Tempo: Fast to stop - Character / Performance: Lots of rattling. Can be used for most rolling objects. Wheelchair tapped back so you hear the small supporting wheels. Very gritty and scratchy. Also lots of short rattling creaks -	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Wheelchair
RollingAndSpinning_WoodBallOnWood_ShortRollPush_Toy_Follow_QTC50.wav	0.07	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Wood Ball - Ground / Floor: Wood - Tempo: Medium to stop - Character / Performance: Lots of his and ralls. Clicky.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Wood Ball
RollingAndSpinning_WoodBallOnWood_ShortRollPush_Toy_Follow_QTC50.wav	0.07	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Wood Ball - Ground / Floor: Wood - Tempo: Medium to stop - Character / Performance: Lots of his and ralls. Clicky.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Wood Ball
RollingAndSpinning_WoodBallOnWood_ShortRollPush_Toy_Static_QTC50.wav	0.06	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Wood Char (Piano Stool) - Ground / Floor: Wood - Tempo: Medium to stop - Character / Performance: Spinnign up - with wood grinding on wood and some squeaks. Rough old sound. Could be turned for a giant spinning wood wheel.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Wood Chair
RollingAndSpinning_WoodBallOnWood_ShortRollPush_Toy_Static_QTC50.wav	0.05	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Wood Char (Piano Stool) - Ground / Floor: Wood - Tempo: Medium to stop - Character / Performance: Spinnign up - with wood grinding on wood and some squeaks. And more squeaks. Rough old sound. Could be turned for a giant spinning wood wheel.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Wood Chair
RollingAndSpinning_WoodBallOnWood_ShortRollPush_Toy_Static_QTC50.wav	0.10	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Wood Chair (Piano Stool) - Ground / Floor: Wood - Tempo: Medium to stop - Character / Performance: Spinnign up - with wood grinding on wood and some squeaks. Rough old sound. Could be turned for a giant spinning wood wheel. Multiple.	www.soundfession.com	Nils Mosh	SD 744: -4060	Wood Chair
RollingAndSpinning_WoodBallOnWood_ShortRollPush_Toy_Static_QTC50.wav	0.10	Rolling & Spinning - Turning wheels & balls and spinning tires	Object: Wood Chair (Piano Stool) - Ground / Floor: Wood - Tempo: Medium to stop - Character / Performance: Spinnign up - with wood grinding on wood and some squeaks. Rough old sound. Could be turned for a giant spinning wood wheel. Some groans as well. Multiple.	www.soundfession.com	Nils Mosh	SD 744: - Earthworks QTC 50	Wood Chair

Rolling & Spinning - Fliesheet

RollingAndSpinning_WoodFigureOnWood_ShorRollPushHi_Toy_Follow_QTC50.wav	0.11	Rolling & Spinning - Turning wheels & balls and spinning trees - Object: Wood Figure - Ground / Floor: Wood - Tempo: Medium to stop - Multiple - Character / Performance: Wobbling woody. Tiny clicky hits.	www.soundflessen.com Nils Mosh	SD 744 - Earthworks QTC 50	Wood
RollingAndSpinning_WoodFigureOnWood_ShorRollPushHi_Toy_Static_QTC50.wav	0.11	Rolling & Spinning - Turning wheels & balls and spinning trees - Object: Wood Figure - Ground / Floor: Wood - Tempo: Medium to stop - Multiple - Character / Performance: Wobbling woody. Tiny clicky hits.	www.soundflessen.com Nils Mosh	SD 744 - Earthworks QTC 50	Wood
RollingAndSpinning_WoodTransportCart_B11.wav	0.33	Rolling & Spinning - Turning wheels & balls and spinning trees - Object: Wood Cart with rubber taped wheels - Ground / Floor: Concrete - Tempo: Medium to stop - Multiple - Character / Performance: Constant squeaky but at the same time with a deep rumble and the sound of heavy wood.	www.soundflessen.com Nils Mosh	SD 744 - KMR B11	Wood Cart
RollingAndSpinning_x1StickyWoodenTrainsOnSandyWood_Rolls_Stereo.wav	0.23	Rolling & Spinning - Turning wheels & balls and spinning trees - Object: Outside Toy Freight Train (one wood waggon with two plastic reels on a single rail) - Ground / Floor: wood - Tempo: slow - Character / Performance: the rail is dirty with sand - so it is a mixture of driving and grinding on the wooden rail while the waggon gets stuck a lot - almost like a carpenter planes the wood	www.soundflessen.com Nils Mosh	SD 744 - KMR B11	wood
RollingAndSpinning_x2StickyWoodenTrainsOnSandyWood_Rolls_Stereo.wav	0.36	Rolling & Spinning - Turning wheels & balls and spinning trees - Object: Two Store Scaffolding on Wheels (metal with plastic wheels) - Ground / Floor: linoleum - Tempo: medium - Character / Performance: pulled through a museum with a person on board - almost like a big shopping cart with a little clutter in a resonant room	www.soundflessen.com Nils Mosh	SD 744 - KMR B11	Four Plastic Wheels
RollingAndSpinning_x3MarblesOnSteelParabolid_RollsSpins.wav	1.13	Rolling & Spinning - Turning wheels & balls and spinning trees - Object: Three Marbles (glass) - Ground / Floor: steele parabolic dish - Tempo: medium - Character / Performance: circulating and slowing down in the end creating a meditating murmur - almost like a job cutting off trees	www.soundflessen.com Nils Mosh	SD 744 - Earthworks QTC 50	Glass Marbles
RollingAndSpinning_x3WoodenTrainsOnSandyWood_Rolls.wav	0.14	Rolling & Spinning - Turning wheels & balls and spinning trees - Object: Outside Toy Freight Train (three wood waggon with two plastic reels each on a single rail) - Ground / Floor: wood - Tempo: slow - Character / Performance: the rail is dirty with sand - so it is a mixture of driving and grinding - also very squeaky when forced to continue.	www.soundflessen.com Nils Mosh	SD 744 - Earthworks QTC 50	Sandy Wood
RollingAndSpinning_x3WoodenTrainsOnSandyWood_Rolls_Stereo.wav	0.14	Rolling & Spinning - Turning wheels & balls and spinning trees - Object: Outside Toy Freight Train (three wood waggon with two plastic reels each on a single rail) - Ground / Floor: wood - Tempo: slow - Character / Performance: the rail is dirty with sand - so it is a mixture of driving and grinding - also very squeaky when forced to continue. A little more space than the mono version.	www.soundflessen.com Nils Mosh	SD 744 - KMR B11 + Ambient Emitter	Sandy Wood

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