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List of Ambiences & Soundscapes:

All of the **Ambience/Soundscape tracks below**, are designed so that they **can be continuously looped if crossfaded** - for an ongoing evolving experience. They can be combined with any of the rhythmic loops.

Strange Ocean Dive

2 min. 34 sec. - 44,1KHz, 16 bit, Wav

Dangerous Ocean Dive

2 min. 34 sec. - 44,1KHz, 16 bit, Wav

The Mountain Temple

3 min. 20 sec. - 44,1KHz, 16 bit, Wav

A Dark Future 1

4 min. 07 sec. - 83 bpm. - 44,1KHz, 16 bit, Wav

A Dark Future 1 w/Taiko Drums

4 min. 07 sec. - 83 bpm. - 44,1KHz, 16 bit, Wav

A Dark Future 2

3 min. 33 sec. 95 bpm. - 44,1KHz, 16 bit, Wav

A Dark Future 2 w/wardrums

3 min. 40 sec. 95 bpm. - 44,1KHz, 16 bit, Wav

Moving In Slowmotion

3 min. 40 sec. 95 bpm. - 44,1KHz, 16 bit, Wav

Dark Wastelands

11 min. 16 sec. - no pulse/120 BPM. - 44,1 Khz, 16 bit, Wav

Somewhere In The Galaxy

10 min. 09 sec. - 85 BPM. - 44,1 Khz, 16 bit, Wav

List of Rhythmic content:

All of the **Rhythmic slices** below, are solely made up of **percussive instruments**. All designed to be looped as is, or cut in bars - repeated, timestretched, crossfaded etc. They can be used on their own - or **layered with the Ambiences/Soundscapes**.

Drums of War 1

120 bpm. 40 bars build-up.

Drums of War 2

95 bpm. 40 bars build-up

Drums of War 3

95 bpm. 40 bars build-up

Drums of War 4

95 bpm. 40 bars build-up

Taiko & Surdo

83 bpm. 16 bars build-up

Taiko & Surdo 2

83 bpm. 16 bars build-up.