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	FILE NAME	DESCRIPTION	DURATION (Min.)
1	gOng0001-Airport_Exterior_01.mp3	 Airport Terminal drop off area (Crowd, voices, autos, buses).	3:00
2	gOng0001-Airport_Exterior_02.mp3	 Airport Terminal (Tarmac ambience, idle, taxi, take off).	4:00
3	gOng0001-Airport_Interior.mp3	 Airport Interior (Crowd walla, Footsteps, Luggage carts, Ambience).	4:00
4	gOng0001-Airport_NewYork.mp3	 Airport Terminal drop off area (Crowd, voices, autos, general activity ambience).	3:00
5	gOng0001-Bank.mp3	 Bank general ambience (Light voices, paper stamping, other clerical sounds).	3:00
6	gOng0001-Bar_Light.mp3	 Bar (Light small crowd, general ambience).	4:00
7	gOng0001-Bar_Medium.mp3	 Bar (Busy, medium crowd, general ambience).	3:00
8	gOng0001-Beach.mp3	 Beach (Ocean ambience, light waves, seagulls, children playing).	3:00
9	gOng0001-City_Australia.mp3	 Traffic Melbourne, Australia (Medium city traffic ambience).	3:00
10	gOng0001-City_Construction.mp3	 Construction (Distant jackhammers with city rumble and traffic in background).	3:00
11	gOng0001-City_England.mp3	 England city traffic (Heavy ambience, pedestrians).	3:00
12	gOng0001-City_France.mp3	 Paris, France (Busy street traffic, pedestrians, horns, whistle ambience).	3:00
13	gOng0001-City_Germany.mp3	 Berlin, Germany (Heavy downtown traffic, pedestrians ambience).	3:00
14	gOng0001-City_Heavy.mp3	 City (Heavy traffic and pedestrians. City rumble ambience).	4:00
15	gOng0001-City_Light.mp3	 City (Light traffic and pedestrians. City Rumble ambience).	4:00
16	gOng0001-City_Medium.mp3	 City (Medium traffic and pedestrians. City Rumble ambience).	4:00
17	gOng0001-City_NewYork.mp3	 New York City (Light traffic, pedestrians, general city ambience).	3:00
18	gOng0001-Convention.mp3	 Indoor medium crowd (Convention, walk trough, light music, general ambience).	3:00
19	gOng0001-Crowd_Indoor_01.mp3	 Indoor small crowd (Lobby, footsteps, voices, doors ambience).	4:00
20	gOng0001-Crowd_Indoor_02.mp3	 Indoor large crowd (Concourse, footsteps ambience, corridor).	4:00
21	gOng0001-Crowd_Indoor_03.mp3	 Indoor small crowd (Small room, light conversation ambience).	3:00
22	gOng0001-Crowd_Indoor_04.mp3	 Indoor small crowd (Large room, general walla ambience).	3:00
23	gOng0001-Crowd_Indoor_05.mp3	 Indoor medium crowd (Foyer, general ambience).	3:00
24	gOng0001-Crowd_Indoor_06.mp3	 Indoor medium crowd (Hotel lobby, voices, telephone, elevator bell, general ambience).	3:00
25	gOng0001-Crowd_Outdoor_01.mp3	 Outdoor small crowd (Adults and children ambience).	4:00
26	gOng0001-Crowd_Outdoor_02.mp3	 Outdoor medium crowd (Campus, city rumble in background, general ambience).	4:00
27	gOng0001-Crowd_Outdoor_03.mp3	 Outdoor medium crowd (Adults and children, passing by ambience).	4:00

gOng0001 - AMBIENCE SOUNDS:			
	FILE NAME	DESCRIPTION	DURATION (Min.)
28	gOng0001-Harbour_City.mp3	 Harbour (Boats, voices, seagulls, city rumble in background, general ambience).	4:00
29	gOng0001-Highway_Light.mp3	 Highway (Light cars and trucks pass, 40-50 MPH, crickets ambience).	4:00
30	gOng0001-Hospital.mp3	 Hospital (Nurses station, general ambience, P.A. announcements).	3:00
31	gOng0001-Library.mp3	 Library (Quiet library, light voices ambience).	3:00
32	gOng0001-Mall_Spain.mp3	 Valencia, Spain (Mall, pedestrians, voices, foreign, shopping, crowd).	3:00
33	gOng0001-Office_Medium.mp3	 Medium office (General ambience, voices, telephone, typewriter).	4:00
34	gOng0001-Park_City.mp3	 City Park (Children yelling & playing, traffic and city rumble ambience).	4:00
35	gOng0001-Park_Residential.mp3	 Residential Park (Wind through trees, birds, voices and fountain in background).	4:00
36	gOng0001-Residential_Day_01.mp3	 Residential day (Birds, traffic rumble, cars pass ambience).	4:00
37	gOng0001-Residential_Day_02.mp3	 Residential day (Intersection traffic, pedestrians, birds ambience).	4:00
38	gOng0001-Residential_Day_03.mp3	 Residential morning (Various birds, no traffic ambience).	3:00
39	gOng0001-Residential_Day_04.mp3	 Residential early evening (Various birds, no traffic ambience).	3:00
40	gOng0001-Restaurant.mp3	 Restaurant (Fast food, order counter, voices, cash registers, general ambience).	3:00
41	gOng0001-Restaurant_Spain.mp3	 Valencia, Spain (Restaurant, light crowd, voices, dishes ambience, foreign).	3:00
42	gOng0001-School_Elementary.mp3	 Elementary School (Hallway, heavy voice walla, children, general ambience).	3:00
43	gOng0001-School_University.mp3	 University (Lecture hall, large wooden hall, general ambience).	3:00
44	gOng0001-Stadium.mp3	 Stadium (Large crowd, general ambience)	3:00
45	gOng0001-Store.mp3	 Store (Small Mall, busy, crowd, shopping, general ambience).	3:00
46	gOng0001-Subway.mp3	 Subway (Platform area, trains, footsteps, light voices, general ambience).	3:00
47	gOng0001-Swamp_Night.mp3	 Swamp, Night (Frogs, insects, birds ambience).	4:00
48	gOng0001-SwimmingPool.mp3	 Indoor swimming pool (Community pool, children playing, water, general ambience).	3:00
49	gOng0001-Theatre.mp3	 Movie Theatre (Crowd exiting theatre area, carpeted surface ambience).	3:00
50	gOng0001-TrainStation.mp3	 Train Station (Medium crowd, general ambience).	3:00
TOTAL			165:00

gOng0001 - MUSIC:			
	FILE NAME	DESCRIPTION	DURATION (Min.)
1	gOng0001-AutoPilot.mp3	🎵 Auto Pilot (New Age: Shuffling, Percolating, Orbital).	2:23
2	gOng0001-ClubMed.mp3	🎵 Club Med (Electronica: Holiday in the Sand and Snow).	1:40
3	gOng0001-DinnerForTwo.mp3	🎵 Dinner for Two (Jazz Quintet: Romantic, Intimate).	3:03
4	gOng0001-LetItGo.mp3	🎵 Let It Go (Jazz: Light, Swinging, Upbeat).	1:01
5	gOng0001-Moments.mp3	🎵 Moments (Easy Listening: Gentle, Graceful).	1:01
6	gOng0001-OhZone.mp3	🎵 Oh Zone (Electronica: Busy and Multi-Faceted).	2:40
7	gOng0001-SistersOfTheStreet.mp3	🎵 Sisters of The Street (Pop: Slick, Bold, Strutting).	2:39
8	gOng0001-Spheres&Stars.mp3	🎵 Spheres & Stars (New Age: Lytic, Viscous, Vibrant).	2:19
9	gOng0001-Turbolift.mp3	🎵 Turbolift (Electronica: Solemn drone with high whine).	1:01
10	gOng0001-Urbamatic.mp3	🎵 Urbamatic (Pop: Punctuated, Rhythmic, Pulsing).	2:33
TOTAL			20:20

-  Outdoor Crowd: Small, Medium, Large.
-  Indoor Crowd: Small, Medium, Large.
-  Highway: Light, Medium, Heavy.
-  City: Light, Medium, Heavy.
-  Park: Residential, City.
-  Places: Nature, City.
-  Music.

Content: Over 185 recording minutes of High Quality Sounds!

50 Ambience FX Sounds + 10 Royalty Free Music.

Format: CD Quality MP3 (320 Kbps).

