

Sound TrackZ 001 – Horror Show

title	description	length	file	composer
Enter in the hell	Low and hollow drone with ethereal feedback and occasional rhythm pattern – evoking Hell, underground world, strange heart beat and boiling	2'00	01 - Enter in the hell.mp3	MrKey
The hellish pursuit	Dynamic drum and percussion beat with metallic creaking sounds – for action chase and escape	1'13	02 - The hellish pursuit.mp3	MrKey
A world of despair	Suite of low and hollow layers with shinning sounds – beatless – between horror and science-fiction – evoking post-apocalyptic world and desolation – calm after the storm	3'12	03 - A world of despair.mp3	MrKey
The charon boat	Dramatic and low layers progression with flight of rhythm patterns – evolution with rhythm horns and strings – dynamic and – for suspense before action	2'40	04 - The charon boat.mp3	MrKey
Zombie walk	Low and worrying layers with dreadful and driven sweeps + discreet rhythm – for zombie progress	2'22	05 - Zombie walk.mp3	MrKey
The invasion of parasites	Electronic and dramatic music with intensity crescendo – mid-tempo rhythm – evoking B movies	2'40	06 - The invasion of parasites.mp3	MrKey
The song of the dead whale	Heavy atmosphere of underground or underwater world with occasional disruptive sounds and percussive hits – for suspense and waiting tension	3'52	07 - The song of the dead whale.mp3	MrKey
In the corner of my eye	Low and hollow drone with ethereal sound sweeps and occasional metallic hits – evoking someone walking in an underground world full of malefic spirits	1'36	08 - In the corner of my eye.mp3	MrKey
The ruined city	Low and heavy futuristic atmosphere with arpeggios and distant voice samples – evolution with dynamic rhythm and ambient end – between horror and science-fiction – post-apocalyptic world	3'30	09 - The ruined city.mp3	MrKey
The soulless army	Dynamic music with rhythm and violins gimmick + organic sound sweeps – evoking the climax of a zombies attack	1'06	10 - The soulless army.mp3	MrKey
Sound Blowing ambient – scene 01	Worrying and chaotic atmosphere based on bowed strings and reverse sounds – for suspense and tension progression	3'20	11 - Sound Blowing ambient – scene 01.mp3	MrKey

Sound Blowing ambient – scene 02	Worrying and chaotic atmosphere based on bowed strings and feedbacks – intensity crescendo – for suspense and tension progression	2'54	12 - Sound Blowing ambient – scene 02.mp3	MrKey
Sound Blowing ambient – scene 03	Worrying and chaotic atmosphere based on bowed and martellato strings - for suspense and tension progression	3'53	13 - Sound Blowing ambient – scene 03.mp3	MrKey
Sound Blowing ambient – scene 04	Worrying and chaotic atmosphere based on driven bowed and martellato strings – for suspense and tension progression	3'09	14 - Sound Blowing ambient – scene 04.mp3	MrKey
Sound Blowing ambient – scene 05	Worrying and chaotic atmosphere based on bowed and martellato strings + metallic creaking - for suspense and tension progression	3'16	15 - Sound Blowing ambient – scene 05.mp3	MrKey
Sound Blowing ambient – scene 06	Worrying and chaotic atmosphere based on bowed and martellato strings and feedbacks – with sounds to frighten – for suspense and tension progression	3'08	16 - Sound Blowing ambient – scene 06.mp3	MrKey
Sound Blowing ambient – scene 07	Worrying and chaotic atmosphere based on bowed and martellato strings and feedbacks – for suspense and tension progression	2'31	17 - Sound Blowing ambient – scene 07.mp3	MrKey
Guitar Blowing Bass FX SOUND	Bonus track – sounds of tortured bass guitar for sound design	1'28	18 - Guitar Blowing Bass FX SOUND.mp3	MrKey