BOOM ONE September Update



BOOM Library has released the September 2025 update to its BOOM ONE collection, adding more than 680 new sound files, over 4,100 individual sounds, and 6 GB of fresh production-ready content. This month’s update delivers two focused categories designed to enhance cinematic impact and interactive realism, making it an essential toolkit for game developers, trailer editors, and post-production teams.

Featuring 180 designed impact sounds, the category DESIGNED IMPACTS is built for those moments that need to land hard. From warped hits and shockwaves to stylised explosions and sweeteners, these sounds bring cinematic weight and sonic character to trailers, action sequences, and sci-fi scenes.

Content includes:

- Designed Impacts
- Impact Sweeteners
- Stylised Explosions

With over 500 recordings, the category LOOT & RUMMAGE for Games and UI brings realism and texture to interactive experiences. From quiet searches through boxes and bookshelves to rewarding chest opens and glinting coin drops, these sounds are ideal for loot systems, inventory screens, casual games, or detailed scene work.

Content includes:

- Boxes, Bags and Chests
- Search and Handling Foley
- Coins, Clinks and Currency
- UI Loot Sounds and Musical Cues

Phoca PDF

- Organic Interaction Elements

Total September Collection Overview:

- 680+ Carefully Organised Files
- 4,100+ Individual Sounds
- 6GB+ of Content

This update delivers a balance of power and precision. Whether you are crafting a cinematic sting or building immersive gameplay systems, the latest BOOM ONE release offers practical and expressive tools to enhance every detail.

www.boomlibrary.com

Phoca PDF