

BOOM Library MAGIC UI



BOOM Library today announced the release of MAGIC UI, a professional sound effects library built for the interfaces of fantasy, RPG, strategy and adventure games. The library covers the complete interaction range in a single coherent set, from menu navigation and selection through to loot, rewards, quests and progression, arranged along a defined hierarchy so that each sound scales in proportion to the moment it marks.

MAGIC UI is built on a hybrid construction. An organic layer, recorded from real wood, stone, metal, glass and leather, carries the motion and physical weight of each interaction. A magical tonal layer, drawn from resonant sources including bowed and struck crystal glasses, metal singing bowls, glass harmonicas and tuned wind chimes, gives each interaction its own recognisable signature. The tonal layer is applied selectively rather than constantly, so subtle actions such as a hover or a basic click sit on the organic material alone. "For me, the strongest idea behind MAGIC UI is the balance between something believable and something magical. We started with real materials to give the library an organic foundation, then added tonal magic to create clear feedback and character." said Benjamin Drumeaux, project lead on MAGIC UI.

MAGIC UI ships in three editions. The Construction Kit contains the organic source material and magical design layers across categories including cloth, coin, glass, leather, liquid, paper, stone, wood and metal, alongside pings, whooshes, sparkles,

magical bursts, magical movement and tonal beds, pings, swells and whooshes, plus dedicated tiny, small and large select material.

The Designed edition contains finished, ready-to-use events across menu navigation and gameplay, including focus, select, tab switch, confirm, invalid, notification, progress, menu open and close, four reward tiers, quest accept, checkpoint, complete and fail, level up, chest openings, potions, buy and sell, and map interactions. The Bundle includes both editions.

The organic foundation was captured on location in historic castles and old buildings: heavy wooden doors creaking on iron hinges, ancient locks turning, latches snapping into place, chests opening and closing, ornate brass mechanisms, parquet floors under weight and leather-bound books being opened. A typewriter museum provided the mechanical voice of the library, with individual key actions supplying subtle clicks for hover and selection, heavier strikes and carriage returns supplying defined confirmation tones, and internal gears, levers, springs and ribbon mechanics supplying raw material for complex interface and chest sounds. Complementary studio sessions captured the same material families close and controlled, giving the library both the character of real spaces and clean elements that layer without inherited room tone.

MAGIC UI sits between BOOM's Modern UI and Casual UI libraries as the dedicated fantasy and RPG interface set, and connects to the Magic Series, which covers spell and combat sound design rather than interface work. MAGIC UI is delivered as WAV files at 96kHz / 24-bit with UCS-compliant metadata. The library is compatible with all major DAWs, video editing software and professional audio management tools, and integrates directly into Unity, Unreal Engine, Wwise and FMOD pipelines. All content is royalty-free under a perpetual license covering commercial use across games, film, television and advertising.

MAGIC UI is available now on the website below in Construction Kit, Designed and Bundle editions.

www.boomlibrary.com