

BOOM Library MECHS & ROBOTS



BOOM Library today released MECHS & ROBOTS, a professional sound effects library built to solve a problem every mech sound designer knows: starting from scratch on every project because nothing in your library was built to work together at scale. Eight fully designed robot characters across four size classes share a single design language, so a Microbot and a Titan can coexist in the same session and occupy the same sonic space cleanly. The Construction Kit provides the source material to extend any character or build new ones, giving sound designers a complete mechanical design system in a single library. MECHS & ROBOTS is available in three editions: Designed, Construction Kit, and Bundle.

The Designed edition contains eight fully realised robot characters: Microbot and Nanotron (Small), Android, Automaton, and Summoner (Medium), Gunbuster, Colossus, and Titan (Large), plus Extra Large characters. Each includes 12 sound categories and up to 57 individual variations. Sound categories include Footstep, Movement, Bodyfall, Damage Impact, Transform, Dismantle, Calculate, Expression, Rotation, Power Up, Power Down, and Idle sequence. Each character includes Footstep (10 variations) and Movement (10 variations) files.

The Construction Kit is organised into four component categories: Metal,

Mechanical, Servo, and Synthetic. Metal recordings cover footsteps, movements, impacts, scrapes, rattles, and debris at small, medium, and large sizes. Mechanical recordings include gears, clunks, clicks, levers, slides, and rotations sourced from industrial and vintage mechanical objects. The Servo category spans six motor configurations: plastic and metal housing in small, medium, and large, captured from real motors, including 3D printer arms, servo-driven industrial equipment, and robot components. The Synthetic category provides granular and wavetable-processed elements, including braams, glitches, textures, power-up sweeps, telemetry sequences, and vocal-quality droid sounds. All files are delivered at 96kHz / 24-bit WAV with full UCS-compliant metadata embedded for use with Soundminer, Basehead, and Soundly.

Axel Rohrbach, Creative Director of BOOM Library, said: "Every mech project we've seen starts the same way: designers sourcing and patching together elements that were never built to work at different scales. MECHS & ROBOTS fixes that. One coherent system, from nanobots to ship-sized mechs, with the designed characters and the raw material to build your own."

Key Specifications:

- Editions: Designed, Construction Kit, Bundle
- Files: 96 (DS), 745 (CK), 841 (Bundle)
- Sounds: 456 (DS), 4,745 (CK), 5,201 (Bundle)
- Size: 1.3 GB (DS), 10.5 GB (CK), 11.8 GB (Bundle)
- Characters (Designed): 8 characters x 12 sound categories x up to 57 variations
- Construction Kit categories: Metal, Mechanical, Servo, Synthetic
- File format: WAV, 96kHz / 24-bit
- Metadata: UCS-compliant, embedded
- License: Royalty-free, perpetual sync rights
- Compatibility: Windows and Mac; all major DAWs and audio management tools

MECHS & ROBOTS is available now at the website below for the following prices:

- Regular Pricing – Designed: \$139/119€ / Construction Kit: \$209/179€ / Bundle: \$265/229€
- Introductory 20% Off for 2 weeks – Designed: \$111.20/€95.20 / Construction Kit: \$167.20/€143.20 / Bundle: \$212.00/€183.20

Promo pricing ends June 11th, 2026.

www.boomlibrary.com