

# The Netherlands

File Name	Metadata	Length	Channels	Bit Depth/Sample Rate
1. EA - Amsterdam Central Station Exterior 01.wav	sNOTE=Walla, Foot Traffic, Luggage, Trams & Distant Traffic	05:00	2   5	24bit/96khz
2. EA - Amsterdam Central Station Exterior 02.wav	sNOTE=Walla, Foot Traffic, Luggage, Trams & Distant Traffic	05:08	2   5	24bit/96khz
3. EA - Amsterdam Central Station Interior 01.wav	sNOTE=Train Announcements, Walla, Foot Traffic & Elevators	05:00	2   5	24bit/96khz
4. EA - Amsterdam Central Station Interior 02.wav	sNOTE=Train Announcements, Walla, Foot Traffic & Elevators	05:01	2   5	24bit/96khz
5. EA - Amsterdam Central Station Interior 03.wav	sNOTE=Walla, Foot Traffic, Trains Passing Overhead & Train Announcements	05:00	2   5	24bit/96khz
6. EA - Amsterdam Central Station Interior 04.wav	sNOTE=Walla, Foot Traffic, Trains Passing Overhead & Train Announcements	05:05	2   5	24bit/96khz
7. EA - Amsterdam Central Station Platform 01.wav	sNOTE=Trains Arriving & Departing & Train Announcements	05:00	2   5	24bit/96khz

8.	EA - Amsterdam Central Station Platform 02.wav	sNOTE=Trains Arriving & Departing & Train Announcements	05:05	2   5	24bit/96khz
9.	EA - Amsterdam Ferry Terminal 01.wav	sNOTE=Ferry's Departing_Arriving, Walla, Bikes, Wind, Nearby Bus Station	05:00	2   5	24bit/96khz
10.	EA - Amsterdam Ferry Terminal 02.wav	sNOTE=Ferry's Departing_Arriving, Walla, Bikes, Wind, Nearby Bus Station	05:31	2   5	24bit/96khz
11.	EA - Amsterdam Film Academy 01.wav	sNOTE=Exterior, Traffic, Bikes Passing, Distant Sparse Walla & Birds	05:00	2   5	24bit/96khz
12.	EA - Amsterdam Film Academy 02.wav	sNOTE=Exterior, Traffic, Bikes Passing, Distant Sparse Walla & Birds	03:51	2   5	24bit/96khz
13.	EA - Amsterdam Film Academy 03.wav	sNOTE=Trams, Traffic, Bikes Passing, Birds, Distant Walla & Pedestrian Crossing	05:00	2   5	24bit/96khz
14.	EA - Amsterdam Film Academy 04.wav	sNOTE=Trams, Traffic, Bikes Passing, Birds, Distant Walla & Pedestrian Crossing	05:00	2   5	24bit/96khz
15.	EA - Amsterdam Garden 01.wav	sNOTE=Early Morning, Distant Traffic, Light Wind Through Trees & Wind Chimes	05:00	2   5	24bit/96khz
16.	EA - Amsterdam Harbour 01.wav	sNOTE=Moderate Wind, Boats Passing, Distant Traffic, Distant Walla & Seagulls	05:00	2   5	24bit/96khz
17.	EA - Amsterdam Harbour 02.wav	sNOTE=Moderate Wind, Boats Passing, Distant Traffic, Distant Walla & Seagulls	04:58	2   5	24bit/96khz
18.	EA - Amsterdam Munt Plein 01.wav	sNOTE=Walla, Foot Traffic, Trams, Bikes Passing & Light Traffic	05:00	2   5	24bit/96khz
19.	EA - Amsterdam Munt Plein 02.wav	sNOTE=Walla, Foot Traffic, Trams, Bikes Passing & Light Traffic	05:00	2   5	24bit/96khz

20.	EA - Amsterdam Museum Plein 01.wav	sNOTE=Grassed Area, Walla, Calm Wind Through Trees, Light Traffic, Birds, Nearby Sports & Trams	05:00	2   5	24bit/96khz
21.	EA - Amsterdam Museum Plein 02.wav	sNOTE=Grassed Area, Walla, Calm Wind Through Trees, Light Traffic, Birds, Nearby Sports & Trams	05:01	2   5	24bit/96khz
22.	EA - Amsterdam Museum Plein 03.wav	sNOTE=Walla, Tourists, Distant Basketball Court, Trams, Foot Traffic & Church Bells	05:00	2   5	24bit/96khz
23.	EA - Amsterdam Museum Plein 04.wav	sNOTE=Walla, Tourists, Distant Basketball Court, Trams, Foot Traffic & Church Bells	05:01	2   5	24bit/96khz
24.	EA - Amsterdam Nieuw Markt 01.wav	sNOTE=Pedestrians Passing, Bikes Passing, Traffic, Walla & Church Bells	05:00	2   5	24bit/96khz
25.	EA - Amsterdam Nieuw Markt 02.wav	sNOTE=Pedestrians Passing, Bikes Passing, Traffic, Walla & Church Bells	05:00	2   5	24bit/96khz
26.	EA - Amsterdam Side Street 01.wav	sNOTE=Pub Walla, Bikes Passing, Birds, Light Traffic, Trams & Church Bells	05:00	2   5	24bit/96khz
27.	EA - Amsterdam Side Street 02.wav	sNOTE=Pub Walla, Bikes Passing, Birds, Light Traffic, Trams & Church Bells	05:01	2   5	24bit/96khz
28.	EA - Amsterdam Street 01.wav	sNOTE=Bikes Passing, Distant Quiet Walla, Light Wind Through Trees	05:00	2   5	24bit/96khz
29.	EA - Amsterdam Street 02.wav	sNOTE=Bikes Passing, Distant Quiet Walla, Light Wind Through Trees	04:59	2   5	24bit/96khz
30.	EA - Amsterdam Street 03.wav	sNOTE=Wind Through Trees, Bikes Passing, Birds, Distant Walla, Distant Traffic & Trams	05:00	2   5	24bit/96khz
31.	EA - Amsterdam Street 04.wav	sNOTE=Wind Through Trees, Bikes Passing, Birds, Distant Walla, Distant Traffic & Trams	05:00	2   5	24bit/96khz

32.	EA - Amsterdam Street 05.wav	sNOTE=Walla, Tourists, Foot Traffic, Bikes Passing & Light Traffic	05:00	2   5	24bit/96khz
33.	EA - Amsterdam Street 06.wav	sNOTE=Walla, Tourists, Foot Traffic, Bikes Passing & Light Traffic	05:00	2   5	24bit/96khz
34.	EA - Amsterdam Street 07.wav	sNOTE=Walla, Tourists, Foot Traffic, Bikes Passing & Light Traffic	05:02	2   5	24bit/96khz
35.	EA - Amsterdam Street 08.wav	sNOTE=Walla, Tourists, Foot Traffic, Bikes Passing & Light Traffic	05:00	2   5	24bit/96khz
36.	EA - Bike Tunnel 01.wav	sNOTE=Passing Bikes, Foot Traffic, Walla & Train Pass Rumble	05:00	2   5	24bit/96khz
37.	EA - Breda Cafe 01.wav	sNOTE=Exterior, Busy Walla	05:00	2   5	24bit/96khz
38.	EA - Breda Cafe 02.wav	sNOTE=Exterior, Busy Walla & Church Bells	05:00	2   5	24bit/96khz
39.	EA - Eye Film Museum 01.wav	sNOTE=Interior Cafe, Walla, Glasses & Wide Perspective	05:00	2   5	24bit/96khz
40.	EA - Haarlem Side Street 01.wav	sNOTE=Bikes Passing, Walla, Restaurants & Foot Traffic	05:00	2   5	24bit/96khz
41.	EA - Haarlem Side Street 02.wav	sNOTE=Bikes Passing, Walla, Restaurants & Foot Traffic	05:03	2   5	24bit/96khz
42.	EA - Haarlem St Bravo Church 01.wav	sNOTE=Interior, Walla with Nice Reverb	05:00	2   5	24bit/96khz
43.	EA - Haarlem Station Exterior 01.wav	sNOTE=Trains, Buses, Walla, Birds & Passing Bikes	06:56	2   5	24bit/96khz
44.	EA - Haarlem Weekend Market 01.wav	sNOTE=Birds, Walla, Bikes Passing & Foot Traffic	05:00	2   5	24bit/96khz
45.	EA - Haarlem Weekend Market 02.wav	sNOTE=Birds, Walla, Bikes Passing & Foot Traffic	05:00	2   5	24bit/96khz
46.	EA - Intercity Train Interior 01.wav	sNOTE=Intercity Train	05:00	2   5	24bit/96khz
47.	EA - Rembrant Square 01.wav	sNOTE=Pub Walla, Bikes Passing, Scooters & Trams	05:00	2   5	24bit/96khz
48.	EA - Rembrant Square 02.wav	sNOTE=Walla, Birds & Trams	05:00	2   5	24bit/96khz
49.	EA - Rotterdam Central Station Exterior 01.wav	sNOTE=Wind, Walla, Trams, Bikes & Traffic	05:00	2   5	24bit/96khz

50.	EA - Rotterdam Central Station Exterior 02.wav	sNOTE=Wind, Walla, Trams, Bikes & Traffic	04:55	2   5	24bit/96khz
51.	EA - Rotterdam Central Station Interior 01.wav	sNOTE=Foot Traffic, Walla & Announcements	05:00	2   5	24bit/96khz
52.	EA - Rotterdam Central Station Interior 02.wav	sNOTE=Foot Traffic, Walla & Announcements	05:08	2   5	24bit/96khz
53.	EA - Rotterdam Central Station Platform 01.wav	sNOTE=Trains Arriving and Departing, Walla, Hum, Foot Traffic & Announcements	05:00	2   5	24bit/96khz
54.	EA - Rotterdam Central Station Platform 02.wav	sNOTE=Trains Arriving and Departing, Walla, Hum, Foot Traffic & Announcements	05:00	2   5	24bit/96khz
55.	EA - Rotterdam Dock 01.wav	sNOTE=Birds, Waves Lapping, Distant Traffic, Boat Rigging & Moderate Wind	05:00	2   5	24bit/96khz
56.	EA - Rotterdam Markthal Exterior 01.wav	sNOTE=Wind Through Trees, Traffic, Trams, Setting Up Stalls & Walla	05:00	2   5	24bit/96khz
57.	EA - Rotterdam Markthal Exterior 02.wav	sNOTE=Wind Through Trees, Traffic, Trams, Walla, Setting Up Stalls & Church Bells	05:00	2   5	24bit/96khz
58.	EA - Rotterdam Rooftop 01.wav	sNOTE=Morning, Birds & Distant Traffic	05:00	2   5	24bit/96khz
59.	EA - Rotterdam Rooftop 02.wav	sNOTE=Morning, Birds & Distant Traffic	05:00	2   5	24bit/96khz
60.	EA - Rotterdam Willemsbrug 01.wav	sNOTE=Under Bridge, Traffic Passing Overhead, Occasional Car Passing & Pigeons	05:00	2   5	24bit/96khz
61.	EA - Train Interior 01.wav	sNOTE=Walla, Passenger Movement & Stop Announcements	05:00	2   5	24bit/96khz
62.	EA - Train Interior 02.wav	sNOTE=Walla, Passenger Movement & Stop Announcements	05:00	2   5	24bit/96khz

63.	EA - Train Interior 03.wav	sNOTE=Walla, Passenger Movement & Stop Announcements	05:00	2   5	24bit/96khz
64.	EA - Ulvenhout Forest 01.wav	sNOTE=Morning, Birds	03:34	2   5	24bit/96khz
65.	EA - Ulvenhout Forest 02.wav	sNOTE=Morning, Birds	05:00	2   5	24bit/96khz
66.	EA - Ulvenhout Forest 03.wav	sNOTE=Morning, Birds	05:00	2   5	24bit/96khz
67.	EA - Vondelpark 01.wav	sNOTE=Late afternoon, bikes passing, walla, birds & joggers	05:00	2   5	24bit/96khz
68.	EA - Vondelpark 02.wav	sNOTE=Late afternoon, bikes passing, walla, birds & joggers	05:00	2   5	24bit/96khz
69.	EA - Vondelpark 03.wav	sNOTE=Late afternoon, bikes passing, walla, birds & joggers	05:07	2   5	24bit/96khz
70.	EA - Vondelpark 04.wav	sNOTE=Late afternoon, bikes passing, walla, birds & joggers	05:00	2   5	24bit/96khz