BOOM Library VIOLENT COMBAT

BOOM Library today announced the release of VIOLENT COMBAT, a new sound effects library created to capture the intensity, versatility, and physicality of on-screen fighting. Built for film, television, and games, VIOLENT COMBAT delivers everything from sharp martial arts precision to bone-crunching realism and stylised cinematic drama. At the helm of the project was David Philipp, with more than fifteen years in high-end game and film sound, Philipp and the rest of the BOOM team approached the recordings with one goal: to make every hit land with impact.

“These sounds sit right at the surface of the mix,” Philipp explains. “They don’t just support the action; they define how brutal, believable or stylised a fight feels. That’s why we pushed hard to capture weight, clarity, and variety you can’t fake with EQ.”

VIOLENT COMBAT was produced through a series of inventive recording setups. Contact mics and resonating chambers were used to create body and resonance impossible to generate artificially. A punching bag mounted on a cardboard box with contact mics delivered tight transients combined with low-end vibration, while a wooden cupboard became an unlikely but effective resonance chamber.

Sessions were physically demanding. The BOOM team themselves stepped in front of the microphones, spending days punching, kicking, tearing fabric and forcing

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whooshes. “By the end you were sweaty and bruised,” Philipp recalls. “But you hear that energy in the results.”

The gore recordings were equally challenging, with fruit and vegetables smashed to capture visceral textures. Protecting microphones from flying juices required improvised shielding, and cleaning up became as big a part of the process as the recording itself.

On the Designed side, VIOLENT COMBAT is divided into four clear categories:

- Martial Arts – stylised, precision hits
- Grounded – authentic, documentary-style impacts
- Over The Top – exaggerated cinematic blows
- Gory – gruesome, visceral textures

This structure gives sound designers immediate access to the style they need without sifting through unrelated material. The versatility of the recordings extends well beyond fight scenes. Punch transients can reinforce gunshots, tears can add bite to creature vocals, and thumps can anchor vehicle collisions. This flexibility makes VIOLENT COMBAT not only a dedicated combat library but also a broader toolkit for professional sound design.

“VIOLENT COMBAT is about giving designers options that hold up everywhere,” says Philipp. “We did the bruising, the sweat, and even the clean-up so that others can drop these sounds straight into a mix with confidence.”

Product Specifications

- Available as: Construction Kit, Designed, Bundle
- Construction Kit: 524 stereo WAV files (96kHz/24-bit)
- Designed Sounds: 100 stereo WAV files (96kHz/24-bit)
- Download Size: 5.6 GB (CK), 0.7 GB (Designed)
- File Format: WAV, embedded with full metadata
- Licensing: Royalty-free for commercial use

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