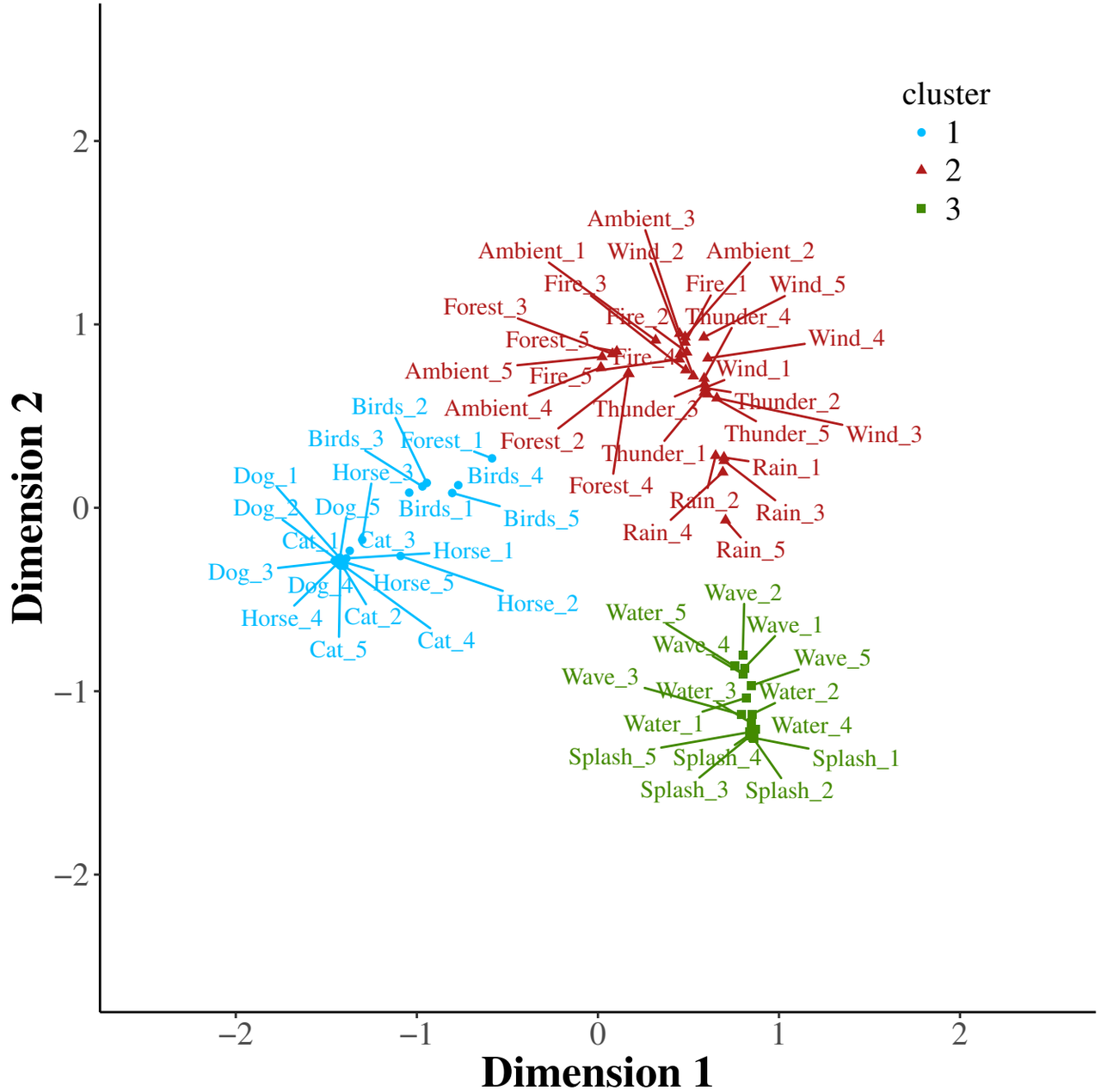
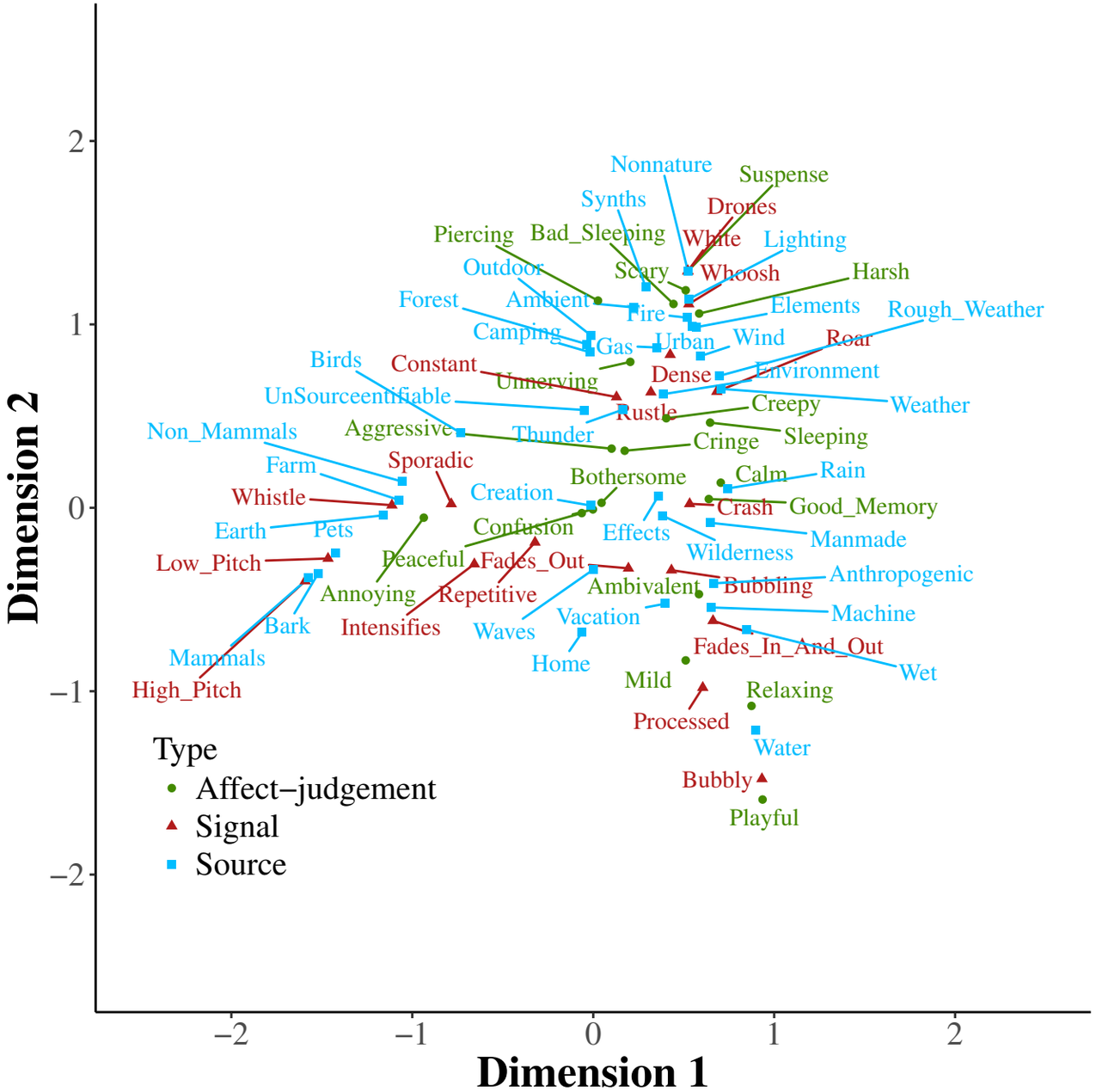

cluster
1
2
3
Dimension 1
Dimension 2
Ambient_3
Ambient_1
Wind_2
Ambient_2
Fire_3
Fire_1
Wind_5
Forest_3
Fire_2
Thunder_4
Forest_5
Wind_4
Ambient_5
Fire_4
Fire_5
Wind_1
Birds_2
Ambient_4
Thunder_3
Thunder_2
Birds_3
Forest_1
Forest_2
Thunder_5
Wind_3
Thunder_1
Rain_1
Dog_1
Horse_3
Birds_4
Forest_4
Dog_2
Dog_5
Birds_1
Rain_2
Rain_3
Birds_5
Cat_1
Cat_3
Rain_4
Horse_1
Rain_5
Dog_3
Dog_4
Horse_5
Horse_2
Horse_4
Cat_2
Cat_4
Cat_5
Wave_2
Water_5
Wave_1
Wave_4
Wave_5
Wave_3
Water_3
Water_2
Water_1
Water_4
Splash_5
Splash_4
Splash_1
Splash_3
Splash_2


Type
Affect−judgement
Signal
Source
Dimension 1
Dimension 2
Nonnature
Suspense
Synths
Drones
Piercing
Bad_Sleeping
White
Lighting
Outdoor
Scary
Whoosh
Harsh
Forest
Ambient
Fire
Elements
Rough_Weather
Camping
Gas
Urban
Wind
Roar
Birds
Constant
Dense
Environment
Unnerving
UnSourceentifiable
Rustle
Creepy
Weather
Non_Mammals
Aggressive
Thunder
Cringe
Sleeping
Farm
Sporadic
Bothersome
Calm
Rain
Whistle
Creation
Crash
Good_Memory
Earth
Pets
Confusion
Effects
Manmade
Wilderness
Low_Pitch
Peaceful
Fades_Out
Anthropogenic
Annoying
Repetitive
Ambivalent
Bubbling
Machine
Bark
Intensifies
Waves
Vacation
Fades_In_And_Out
Mammals
Home
Wet
High_Pitch
Mild
Relaxing
Processed
Water
Bubbly
Playful