

## 11 The Cubase advantage

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### Creativity First



#### **The Cubase experience: finest tools for artists**

In 1984, Steinberg was founded on an ideal: to help artists to make music in ways that put their creativity first, and using technology that almost anyone could afford. Since then, Steinberg has developed some of the most successful music products and technologies including Cubase, the world's most popular software for composing, recording and mixing music.

#### **Defining industry standards for more than 26 years**

Since the foundation of the company in 1984, Steinberg has constantly pushed back the boundaries of what is possible in digital audio. The advanced technologies included in Cubase 6 offer flexible, cost-effective and intuitive ways of realizing the artists full creative and professional potential. Steinberg's experience in developing highly performing cross-platform applications gives Mac and Windows PC users the option to enjoy Cubase on the hardware of choice.



#### **VST 3.5: The latest version of Steinberg's industry standard Virtual Studio Technology**

The leading Virtual Studio Technology (VST) standard, developed by Steinberg, creates a full, professional studio environment on your PC or Mac and allows the seamless integration of virtual effect processors and instruments right into your sequencing software. The revolutionary VST standard recently reached a new stage with the release of VST 3.5, a groundbreaking new version with a host of new capabilities, including VST 3 controller and Note Expression support as well as VST Expression Maps integration.

#### **VST Sound: Steinberg's universal media management format**



Steinberg's universal media management format – VST Sound – is a fundamental part of VST 3, the latest version of Steinberg's industry standard Virtual Studio Technology.

By supporting VST Sound, plug-ins and instruments from third party manufacturers can be directly integrated into MediaBay – the media management system used in Steinberg's host applications. This integration makes the entire process of finding and working with any form of media file including audio, loops, VSTi presets, videos, MIDI parts and Track Presets, much faster and simpler.

#### **ASIO: Steinberg's low-latency, high-performance audio standard**



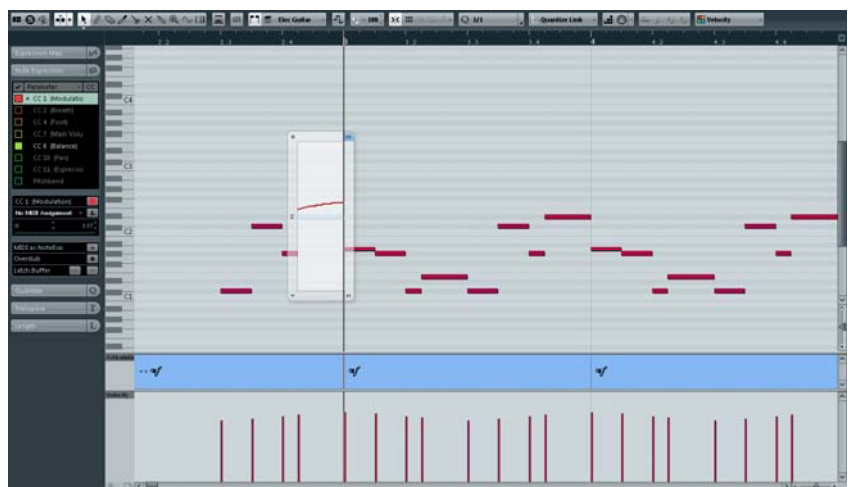
The Audio Stream Input/Output (ASIO) architecture forms the backbone of VST. ASIO addresses any needs a professional audio recording solution might have. It does this by supporting variable bit depths and sample rates, multi-channel operation and synchronization. As a result, the user gets low latency, high performance, easy set up and stable audio recording within VST.

Since its introduction, ASIO has become a supported standard by many leading audio hardware manufacturers — for good reason.

## Creative composing and sequencing

### Intuitive music notation and professional MIDI sequencing has never been easier

Cubase 6 includes the most intuitive MIDI sequencer available. Based on more than 26 years of experience in developing easy-to-use editing and powerful composing features, Cubase once again sets a milestone with version 6. Cubase 6 features a significantly redesigned graphical user interface that not only looks good but makes the powerful features even more accessible. Color and contrast optimization minimize eye strain and viewing fatigue during extended working sessions, not to forget the revised Inspector for refined usability. Cubase offers perhaps the most functionally complete MIDI composing and sequencing toolset on the planet. The strengths of the Cubase MIDI environment lie not only in the sheer depth of its capabilities, because it has been designed from the ground up to be accessible, easy to work with and effortlessly intuitive.



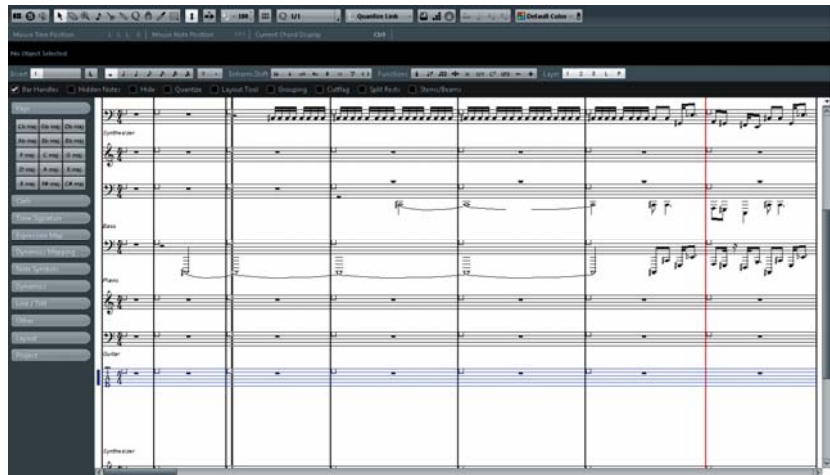
### Key Editor

The Key Editor is a breathtakingly powerful yet transparent where melodies, chords, arrangements and performances take shape, and where ideas are sketched out, developed and taken to their full potential. Entering, cutting, moving and transposing individual notes or whole chords, editing any of the hundreds of MIDI parameters available or reworking even the most subtle nuances of a MIDI performance are just some of the tasks for which the Key Editor has been developed and refined continuously by Steinberg for over two decades. With the In-place Editing function, you can also process MIDI parts directly in the Project window in context with other tracks.

At the heart of MIDI sequencing in Cubase is the Key Editor, which offers a practically peerless functional wealth of MIDI tools that open up almost limitless possibilities for songwriters and composers. The strengths of the Cubase MIDI environment lie not only in the sheer depth of its capabilities, because it has been designed from the ground up to be accessible, easy to work with and effortlessly intuitive. The Key Editor is a breathtakingly powerful yet transparent where melodies, chords, arrangements and performances take shape, and where ideas are sketched out, developed and taken to their full potential. Entering, cutting, moving and transposing individual notes or whole chords, editing any of the hundreds of MIDI parameters available or reworking even the most subtle nuances of a MIDI performance are just some of the tasks for which the Key Editor has

been developed and refined continuously by Steinberg for over two decades.

Cubase also offers other editors specifically engineered for other MIDI-oriented musical tasks. Steinberg has pioneered many aspects of MIDI sequencing on a computer, and tools such as the Score, Drum and List Editors have become indispensable to modern music production.

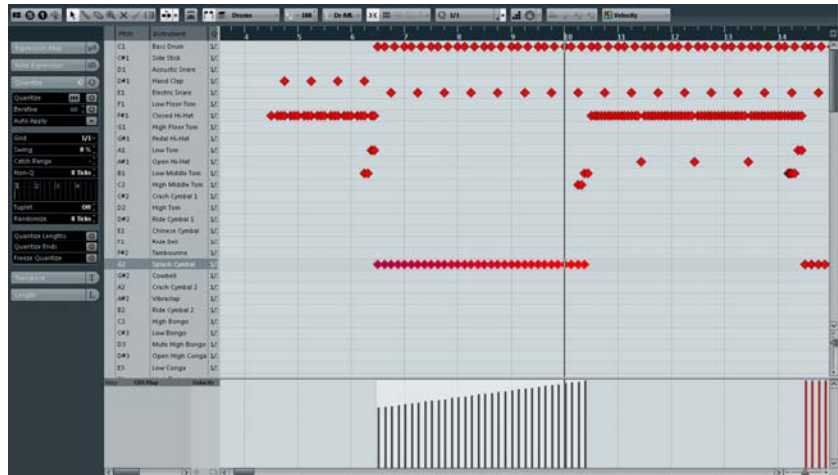


### Score Editor

The Score Editor is a full notation environment completely integrated within Cubase and lets you view your music in the form of scores, with full support for just about all symbol, display and editing options that this entails. With support for lyrics and remarks as well as drum notes, guitar tablature and lead sheets, the Cubase Score Editor includes hundreds of professional notation symbols: simply select the tools needed to create fully professional score layouts for others including soloists, orchestras and choirs.

Thanks to the full Music XML Import / Export support, even exchanging scores with other notation packages is only a matter of seconds. Adding to the stunning MIDI Meaning feature, the Expression Maps of the VST Expression 2 set\* have been engineered to offer new levels of speed and intuitiveness when working with large sample libraries by introducing dynamic support for articulations and expressive notation that is automatically interpreted by a VST instrument. Cubase 6 features an unparalleled combination of a fully featured composition, recording and mixing environment with comprehensive scoring features - ideal for composers.

\* Cubase 6 exclusive



### Drum Editor

The Drum Editor is a highly intuitive yet powerful window for constructing and reworking beats, rhythms and grooves, offering a plethora of features to let you come up with the perfect rhythm for your song or production. The List Editor is a powerful MIDI editing tool that gives fast access to every single aspect of a MIDI note, and can be a huge timesaver in complex projects.

### List Editor

The List Editor is a powerful MIDI editing tool that gives fast access to every single aspect of a MIDI note and can be a huge timesaver in complex projects.

### VST Expression 2\*

With Cubase 6, Steinberg has innovated even further to offer even more creative compositional tools. Note Expression is a revolutionary approach to create and edit multiple controller values in a single graphical interface, directly on the note they belong to. Invaluable for demanding orchestral arrangements as well as cutting-edge electronic music, Note Expression reinvents the composer's editing workflow. To complement this feature, Expression Maps enhance radically the way you work with instrument articulations. Expression Maps allow seamless, transparent and most importantly integrated editing of articulations, with full control over multiple articulations in the Key and Score Editors. Articulations noted in the Score Editor can be played back immediately by sample-based orchestra libraries — in real time. Also, the new virtual MIDI keyboard allows you to play and record notes by using the computer mouse or the keyboard — ideal for composing when on the go.

### VST MIDI plug-ins

To inspire you even further, Cubase includes a huge set of VST MIDI plug-ins that take your composition to the next level, with their vast array of additional tools to manipulate MIDI information in your project.



While Cubase 6 offers probably the most feature-rich MIDI sequencing toolset in the audio industry today, Steinberg's development philosophy is constantly focused on the creativity of musicians, composers and producers, resulting in a MIDI environment that is not only technologically advanced but highly intuitive and instantly accessible for anyone.

\* Cubase 6 exclusive

## Peerless recording and editing

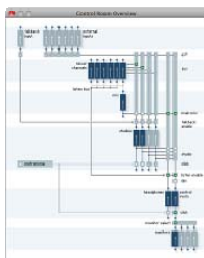
### The sixth generation of powerful tools for recording and editing



Steinberg's wealth of engineering experience in digital audio stretching back over two decades provides the basis for a new generation of capabilities for recording and editing in Cubase 6. With its emphasis not only on technology and precision but also on user friendliness, usability and ergonomics, Cubase 6 provides you all the tools you need to record and edit with peerless precision and speed. At the same time, Cubase 6 is even more easy to use than ever before.

### Next-generation audio engine

The award-winning Cubase audio engine delivers a crystal-clear 32-bit floating-point resolution and 192 kHz sample rate, with a pristine sound quality that is the hallmark of the Cubase 6 music production experience. The next-generation audio engine includes true surround capability throughout, with each track and channel offering up to six discrete channels, ready for 5.1 surround and powered by Virtual Studio Technology that opens up a myriad of VST instruments at your fingertips.



### Convenient recording

Cubase 6 also offers convenient recording capabilities such as Retrospective Record, which means that no take ever gets lost because record mode wasn't engaged in time. With the exemplary FX handling any VST plug-in can be recorded with the signal, or simply used for monitoring while the untouched, pristine signal is recorded in Cubase. The intuitive user interface supports even the largest recording rigs, with easy-to-use folders, customizable Track views and custom color schemes for Tracks that differentiate track types at a glance. Handling inputs and outputs in Cubase is effortless: the VST Connections window allows you to not only setup custom I/O setups and customize port names but also switch between different I/O setups on the fly.

Developed in conjunction with recording professionals and top-flight studio drummers, Cubase 6 incorporates state-of-the-art transient and tempo detection, audio quantization and drum replacement functions for perfecting the timing, feel and flavor of live-recorded drum tracks.

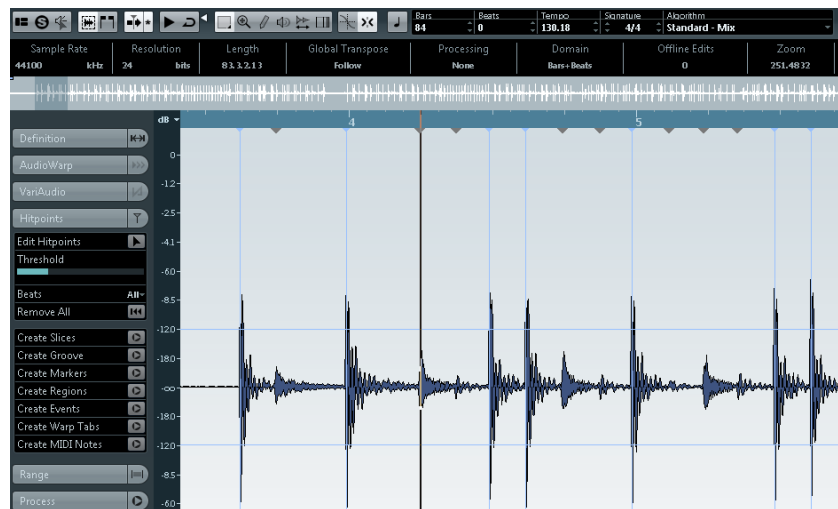
Building the perfect take has never been easier. Cubase 6 comes with a new Lane Track concept for lightning-fast multitrack comping. Simply select the best parts of a take with a single click for the fastest way to perfection.

Simple and efficient — the new Track Edit Groups\* refine the work with multitrack recordings in Cubase. When activated, related events on multiple tracks are tied together and can be edited at once, making this new feature a huge time-saver in the studio.

A huge range of functions engineered to accelerate recording workflows are included in the latest version of Cubase. When preparing to record large sessions with high track counts, the Arm/Disarm All Tracks function speeds up handling of large recording setups. To prevent accidentally disabling the record button when recording, the Lock Record function can be set using a key command. And the new Remaining Record Time display keeps you up to date on how much recording space you've got left on your system, letting you

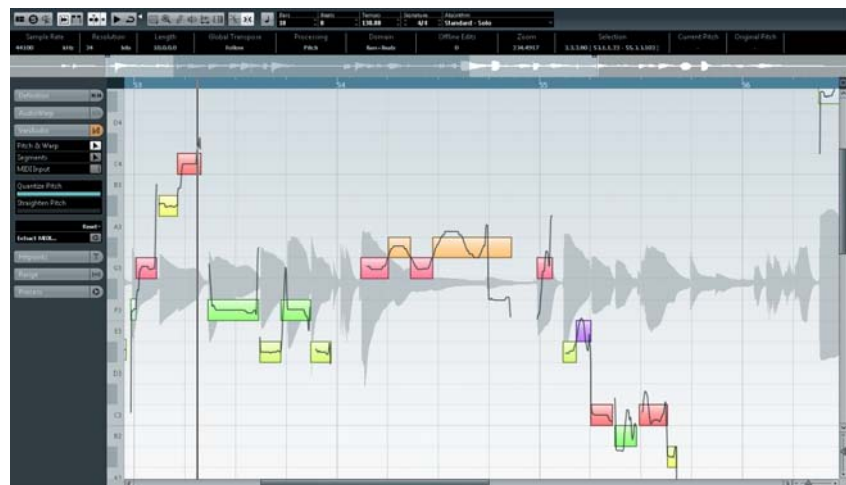
\* Cubase 6 exclusive

keep a watchful eye over valuable hard drive space and helping you plan your recording session accordingly.



## Sample Editor

The Cubase Sample Editor allows you almost limitless creative freedom while editing audio. A full editing toolset offers a huge range of functions that not only cover common editing tasks right down to the sample level. The Cubase 6 loop functions are a boon for anyone using loops in their project, including state-of-the-art transient and tempo detection, audio quantization and drum replacement functions for perfecting the timing, feel and flavor of live-recorded drum tracks.



Whether you want to adapt drum loops to the song tempo, transpose and timestretch instruments or analyze and directly edit notes of monophonic vocal recordings with the VariAudio\* technology, apply any of the myriad audio processes or the included VST 3 plug-ins: Cubase 6 is the complete production environment for fast, intuitive and qualitatively outstanding audio tools that allow you to manipulate audio in almost any way imaginable.

Simply put, Cubase 6 is the ideal music recording environment, tailored for a smooth and creative recording workflow that is as fluid and seamless as it is powerful.

\* Cubase 6 exclusive

## Control Room\*



But that's not all, the Cubase 6 Control Room is a uniquely powerful recording and monitoring environment with custom buses and setups for up to four studio sends for performers, full talkback and metronome integration, custom monitor setups and much more.

Engineered exclusively for Steinberg's audio production systems and unavailable on any other software workstations, the Control Room section is a unique recording and monitoring environment seamlessly integrating performer mixes and monitoring setups into your recording and mixing workflow. Control and switch between several different speaker setups in different configurations on the fly, create and manage up to four unique Studio mixes feeding performers their own tailored mix, use the integrated Talkback function, manage audio sources feeding from tape, CD or DVD — all from one easy-to-use panel. And in conjunction with Steinberg's MR816 CSX/X Advanced Integration DSP Studio FireWire interface, the Control Room offers latency-free recording completely integrated into the Cubase mixer and Control Room panels, with no need to use an additional mixing application.

Dispensing with the need for hardware mixing consoles, the Cubase 6 Control Room represents the final paradigm shift for software in integrating real-world studio setups, and firmly puts Cubase 6 the heart of any recording environment.

## Pure mixing



### **Polish your mix with the most advanced mixing engine available.**

The 32-bit floating-point mixing engine in Cubase 6 has been engineered to deliver so much more than just a sumptuous smoothness and depth to your mixes. For a smooth yet powerful mixing workflow that supports your creative artistry, you also need high levels of configurability and flexibility to adapt all those powerful tools to your individual workflow.

### **Freely configurable**

Three freely configurable mixer views allowing you to show specific combinations of channels, channel types and zoom — guaranteeing full control over your session. The unique Track Presets system lets you store, recall and archive your track settings for just about any audio track or VST instrument for almost instant recall through the MediaBay.

### **Fully equipped professional mixer**

And with 256\*\* physical inputs and outputs, 8 inserts per Channel, 64 FX sends as well as 256 groups/buses and unlimited routing between audio channels, buses, groups and FX returns mean that Cubase 6 is fully equipped for even the most complex recording setup. And even in the largest projects, the system-wide automatic latency compensation synchronizes all audio streams in your system automatically.

### **Full automation**

The automation handling in Cubase 6 provides a dedicated automation panel for quick access to all automation functions. The enhanced transparency and flexibility provides professionals with the capability to set up a complete automation within minutes and control the session clearly.

\* Cubase 6 exclusive

## Free routing

Cubase 6 gives you complete freedom when routing audio in your project. The routing capabilities allow totally unlimited routing between group channels regardless of their order, and supports sending from groups to FX returns as well as from FX returns into group channels. For even more flexibility, audio tracks cannot only send signals into groups and FX returns with help of the pre fader sends, but also patch signals post fader from the output tab to group channels and FX returns.

## Sidechain input for VST 3 plug-ins

Sidechain inputs are available on most VST 3 plug-ins included with Cubase 6. Thanks to the “free routing” architecture virtually any signal in the VST mixer can be used as a sidechain input signal. Sidechain is a crucial function for audio-controlled effects such as ducking (compression controlled by an audio source), but can be used creatively in many ways (for example controlling the LFO in modulation effects).

## High-end EQ and pro reverb

By using the renowned Cubase Channel Studio EQ\*, you're able to create high-quality mixes right out of the box, including multiple filter modes and characteristics. But the Cubase Channel EQ is not the only plug-in that means you'll be reaching for expensive additional plug-ins and hardware less often: the exceptional REVERence\* convolution reverb in Cubase 6 sets standards within the audio mixing process.



## Total export — to almost any audio file type

Once your mix is ready, you're able to export in almost all standard formats for instance, AIFF, Sound Designer II, Wave, Wave 64, Broadcast Wave, MP3\* and MP3 surround\* and Windows Media Audio Pro.

As an extension of the Export Audio Mixdown window, the Channel Batch Export feature allows the export of the audible output of a multiple selection of mixer channels to audio files. Channel Batch Export is also an ideal way of reorganizing a project to give the maximum available CPU power, with all files and VSTi tracks exported to audio tracks, freeing up system resources.

## Surround Mixing

Mixing for surround or thinking of moving to surround? The fully surround-capable architecture developed for Cubase puts all these capabilities at your command in the context of a surround mix.\* All Cubase 6 VST 3 plug-ins are fully surround-ready, intelligently adapting their I/O configuration as required for mono, stereo or surround. With its complete multi-channel audio signal path from input to output and the ability to export to the MP3 surround\* format for convenient delivery and distribution Cubase offers a consistent end to end surround workflow.



## Made for musicians

Cubase 6 provides a complete mixing environment that not only equips you to produce stunning mixes in stereo or surround, but allows you to tailor your mixing workflow to suit your own personal artistic and creative vision.

\* Cubase 6 exclusive

## Outstanding effects



Cubase 6 comes with an impressive arsenal of high-quality VST effect processors, including EQ, Dynamics, Modulation, Reverb, Filters, Distortion and special effects. Together with the also included “Legacy Set” of original Cubase SX 3 effects, Cubase 6 offers a total of 60 real-time audio effects right out of the box, making it Steinberg’s most complete plug-in set ever. More than 1.280 great-sounding presets, which really allow experiencing the excellent quality of these effects from the first moment on are waiting to be explored.

Here is a complete overview of the included suite of real-time audio effect and tool processors:

### EQ:

#### Standard Channel EQ

This is a full four-band parametric control with variable band-width and shelving modes.



#### StudioEQ

This powerful and versatile equalizer offers full four-band parametric control with variable response curves and shelving modes, as well as analog-style peak filters



#### GEQ10

This graphic equalizer comes with 10 bands; features drawing of EQ curves, an invert parameter and seven different response types. It also features a global range control for overall amount of equalization.



#### GEQ30\*

This graphic equalizer boasts 30 bands; features drawing of EQ curves, an invert parameter and seven different response types. It also features a global range control for overall amount of equalization.



#### Dual Filter

This is a classic dual low-pass and high-pass filter with resonance: filters out certain frequencies while allowing others to pass through.



#### Step Filter

This is a pattern-controlled multimode filter that can create rhythmic, pulsating filter effects. It supports up to 16 steps for individual settings of cutoff-frequency and filter resonance.



#### Tonic: Analog modeling filter\*

Tonic is a versatile and powerful analog modeling filter designed to be a creative tool to add color and punch to any track. Its variable characteristics plus the powerful modulation functions make it an excellent choice for all current music styles.



#### WahWah

This is a typical wah-wah pedal modeling effect which lets you emulate your favorite wah-wah pedals. It features parameters for frequency range, filter width, and gain range.



\* Cubase 6 exclusive

## Dynamics

### Compressor



This is a classic compressor with auto release, auto make-up gain, hard/soft knee, RMS/Peak, and “Live” mode which disables look-ahead for low-latency use.

### VintageCompressor\*



VintageCompressor is modeled after one of the most famous vintage compressors. It is easy to use but very effective.

### MultibandCompressor\*



The new MultibandCompressor features four independent bands with three crossover frequencies. Each band has its own independent compressor (with Threshold, Ratio, Attack, Release and Makeup Gain); it features independent Solo and Bypass per band, and auto mode for automatic attack/release control. Each compressor band has an independent automatic make-up gain.

### VSTDynamics



This is the VST 3 version of the classic VST Dynamics multi-effect plug-in. It combines Compressor, Gate, Limiter and Soft Clipper with flexible routing capabilities.

### DeEsser\*



This special type of compressor reduces excessive sibilance, primarily for vocal recordings. Close proximity microphone placement and equalizing can lead to situations where the overall sound is just right, but there is a problem with sibilants — that’s where DeEsser shines.

### Limiter



Straightforward low-distortion limiter with auto-release which puts a “hard ceiling” on any signal, and is also suitable for the master stage.

### Maximizer



This is a hard limiter/loudness enhancer for master channel that features soft clipping and automatic attack/release.

### Gate



This is a flexible gate with independent attack and release controls, auto-release, a side-chain input filter for ducking effects, as well as a “live” mode for low-latency use.

\* Cubase 6 exclusive



### Expander\*

Expander is a classic expander which also features auto-release and “live” mode for low-latency use



### EnvelopeShaper

Envelope Shaper manipulates the transients of ideally percussive input signals and offers variable attack gain and length, as well as release gain controls.



### MIDI Gate

This is a gate effect that is not triggered by threshold levels, but instead by MIDI notes. It silences audio signals depending on incoming MIDI notes and their velocity.



### Chopper

This is a combined tremolo and autopan effect which can use different waveforms to modulate the level (tremolo) or left-right stereo position (pan), either using tempo sync or manual modulation speed settings.

## Distortion:



### VST Amp Rack

Steinberg’s all new reference virtual guitar tone suite, featuring seven legendary amp models, sixteen vintage stomp boxes, six classic speaker cabinets and two studio-grade microphone types. Be it jazz, rock or metal, this comprehensive collection is ready to infuse guitar recordings with drive, punch and clarity.



### AmpSimulator

AmpSimulator is a guitar amp simulation with speaker simulation. It features various amp and cabinet models to choose from. Its additional controls resemble a classic guitar combo. AmpSimulator is also suitable for bass and may be used in combination with the ToneBooster if the guitar lacks output gain.



### ToneBooster

This is a simple volume booster with a variable filter stage for tone control. It simulates classic stomp boxes like Range Booster and is very useful in combination with AmpSimulator to adjust output volume from low-level output instruments.

\* Cubase 6 exclusive



### Distortion

Distortion can add a nice palette of crunch effects to any track.



### SoftClipper\*

This is a soft clipper with independent 2nd and 3rd harmonics controls.



### DaTube

DaTube simulates the characteristic warm, lush sound of a tube amplifier.



### Grungelizer

Grungelizer adds noise and static to recordings — kind of like listening to a radio with bad reception, or a worn and scratched vinyl record with a mangling distortion effect.



### Bitcrusher

The perfect tool for getting into lo-fi sound, Bitcrusher offers the possibility of decimating and truncating the input audio signal by bit reduction, to get a noisy, distorted sound.

## Reverb and Convolution:



### Roomworks\*

This is a highly adjustable reverb plug-in for creating realistic room ambience and reverb effects in stereo and surround formats. The CPU usage is adjustable to fit the needs of any system. From short room reflections to cavern-sized reverb, this plug-in delivers high quality reverberation.



### Roomworks SE

This is a “light” version of Steinberg’s appraised Roomworks reverb: great sound, low on CPU load.



### REVerence\*

The world’s first VST3 high-end multi-channel convolution reverb processor, being capable of emulating speakers, analog gear and any natural room or hall imaginable — in stereo or surround with over 70 responses included.

\* Cubase 6 exclusive

## Modulation:

### StudioChorus\*

StudioChorus is a powerful dual-stage chorus with two identical stages running in serial; each stage also features a filter stage and a spatial parameter which creates modulation offsets between channels, also in surround configurations.



### Chorus

This is a single stage chorus effect with filters.

### Flanger

This is a powerful flanger with editable Lo/Hi Range, a filter stage, manual mode and a spatial parameter for multi-channel modulation offsets.

### Phaser

This is a classic phaser with variable filter stage, manual mode, tempo sync and a spatial parameter for multi-channel modulation offsets.

### Tremolo

Tremolo is a classic tremolo effect with optional tempo sync and a spatial parameter to add multi-channel modulation offsets.

### Vibrato

This is a classic vibrato effect with optional tempo sync and a spatial parameter to add multi-channel modulation offsets.

### AutoPan

AutoPan is an automatic panning effect with adjustable width, rate, two wave shapes and features tempo sync.

### Cloner\*

The Cloner simulates the effect of double-tracking by creating up to four “cloned” signals from the original input source. Cloned signals have variable delay, detune and panning. Very useful — not only for creating thick backing vocal performances from single tracks.

### Rotary

This is a rotor speaker cabinet effect with very powerful editing capabilities. Features independent Lo/Hi cabinet control, overdrive, slow/fast/stop modes.

\* Cubase 6 exclusive



### ModMachine\*

ModMachine is a powerful multi-stage delay/modulation effect (see diagram for signal flow). Combines a wide-range delay with LFO controlled delay time, as well as a resonant filter with dual LFOs for frequency and resonance modulation. The filter can either be inserted into the output stage or into a delay feedback loop. The Spatial parameter controls the modulation offset between channels.



### Tranceformer

This is a ring modulator effect, in which the incoming audio is ring modulated by an internal, variable frequency oscillator, producing new harmonics. A second oscillator can be used to modulate the frequency of the first oscillator, in sync with the Song tempo if needed.



### Ringmodulator

Ringmodulator can produce complex, bell-like enharmonic sounds by multiplying two audio signals. The ring modulated output contains added frequencies generated by the sum of, and the difference between, the frequencies of the two signals.



### Metalizer

Metalizer feeds the audio signal through a variable frequency filter, with tempo sync or time modulation and feedback control.

## Delay:

### MonoDelay



MonoDelay is a monophonic delay processor with filter stage and tempo sync — the Steve Reich of delays!

### StereoDelay



StereoDelay is a dual-channel delay with separate and independent left and right delay stages. It features variable filters and tempo sync for each channel.

### PingPongDelay



This is a mono delay with automatic L/R bounce for the classic ping-pong delay effect. It also features a filter stage and tempo sync.

## Spatial:

### MonoToStereo



MonoToStereo can create a pseudo-stereo signal from any mono source and also includes controls for “color” and “delay”.

\* Cubase 6 exclusive



### StereoEnhancer

StereoEnhancer can enhance the stereo width of a stereo input signal. It features controls for “color” and “delay” to further enhance the effect.

### Pitch:

#### Pitch Correct



Designed for vocal and solo instrument recordings, the Pitch Correct VST 3 plug-in brings easy and automatic intonation control and scale correction of vocal and monophonic instrument recordings to Cubase.

#### Octaver



This is a sub-octave pitch shifter that creates two additional signals, one and two octaves below the input signal, each with variable level.

#### Tuner



This is an instrument tuner plug-in with hardware-like accuracy.

### Mastering:

#### UV22 HR



The UV22 HR is a dithering plug-in, based on an advanced algorithm developed by Apogee.

### Tools:

#### Multiscope\*



Multiscope can be used for viewing the waveform, phase linearity or frequency content of a signal.

#### SMPTE Generator\*



SMPTE Generator sends out SMPTE time code to an audio output in order to synchronize other equipment to Cubase. This can be very handy in case there is no access to a MIDI-to-time code converter.

#### Test Generator\*



Test Generator generates an audio test signal for measurements and testing purposes of various kinds. The audio signal is based on a waveform generator which can generate a number of basic waveforms such as sine and saw and various types of noise.

\* Cubase 6 exclusive



### **Surround Panner\***

This is used for positioning the sound source dynamically in the surround field.



### **MixConvert\***

This allows downmixing of surround channels for monitoring purposes.



### **Mix6to2\***

This allows controlling the levels of up to six surround channels, and to mix these down to a stereo output.



### **Mixer Delay\***

If you need to delay certain signals in your audio system this is your plug-in to go.

## Premium instruments and content

### Innovative instruments that put creativity first.

Cubase 6 delivers a rich palette of finest virtual instruments and each of them comes ready to play with hundreds of fantastic preset sounds — amounting to over 1,900 sounds right out of the box.

### HALion Sonic SE

HALion Sonic SE is a streamlined version of HALion Sonic, Steinberg's premier VST workstation. Incorporating the same pristine audio and synth engine as its award-winning brother, HALion Sonic SE offers tight integration with Cubase 6 and more than 900 (Artist: 550) production-ready sounds and instruments that will truly inspire your creative work.

HALion Sonic SE replaces HALion ONE, but all HALion ONE sounds have been refurbished and are now included in HALion Sonic SE — together with new content taken from HALion Sonic. HALion Sonic SE supports VST 3.5, being among the first to benefit from the revolutionary VST Expression 2 technology. This includes time-saving tools for composers such as the automatic VST Expression map setup and the Note Expression feature. With HALion Sonic SE, Cubase 6 also introduces a MIDI file import mode, making full use of HALion Sonic SE's 16-part multi-timbral mode. Equipped with detailed acoustic instruments, brilliant synthesizers and up-to-the-minute beats, the SE version is an extensive pool of sounds for everyday studio work. Intuitive handling, instant playability and VST 3.5 support make this new instrument the perfect choice for productive songwriting or just playing along.

### Summed up

- Same pristine audio quality as the award-winning HALion Sonic
- More than 900 production-ready instruments (Artist: 550)
- 16-part multitimbral
- Eight Quick Controls for intuitive sound tweaking
- VST 3.5 compatible — perfectly integrated in Cubase 6



## Groove Agent ONE

Groove Agent ONE pairs powerful drum-sampling with detailed sound shaping — seamlessly integrated into Cubase. Not only does it boast sliced loop and MPC-import but rocks right out of the box with its own custom library of only the finest acoustic, urban, hip-hop and dance drum kits (66 total)!

Each of its virtual pads features a complete sound processing section that gives full control of textures, timbres and expressive qualities of each drum sound. Creation of custom kits with drag and drop from the MediaBay and Multi selection Pad Editing allow an extremely fluid and easy workflow

Support for WAV, AIFF and the legendary MPC format means that creating your own kits and using custom MPC kits are only a few clicks away. And because the interface and workflow have been optimized to provide fast access and easy import and kit creation features, Groove Agent ONE is the perfect fusion of functionality and simplicity.

### Summed up

- Easy-to-use interface — the perfect fusion of functionality and simplicity
- Includes 66 producer-ready drumkits and supports importing WAV, AIFF and the legendary MPC format
- Powerful editing section for each drum sound
- Automatically maps sliced Cubase audio parts or multiple audio events across the pads by simply dragging them directly to Groove Agent ONE
- Convert sliced audio loops to MIDI by dragging them back to a MIDI track



## LoopMash 2

LoopMash is a revolutionary virtual instrument that offers a unique and innovative way of working with loops and beats to create stunning new rhythms and grooves. Seamlessly blendable variations of both the included loops and any loop from your library open up myriad new creative possibilities.

Its revolutionary new audio analysis/synthesis engine, developed in collaboration with Yamaha, matches similar elements across loops and beats, generating fresh and inspiring mash-ups from any rhythmic audio material — entirely synced to the Cubase Tempo. Integrated editing and the powerful live performance mode with user-definable scenes and automation support and its over 20 MIDI-controllable live and slice-based effects such as scratches, stutters and tape stops, make this instrument a powerful creative tool for any artist serious about their beats!

LoopMash is the first-of-its-kind interactive loop synthesizer that creative musicians working in many genres have been waiting for and offers almost limitless variations: all with the sole aim of getting the beats creative again.

### Summed up

- Creates entirely new grooves by matching similar elements across loops and beats
- More than 20 MIDI-controllable live and slice-based effects
- 24 scene memory slots with full undo / redo
- Drag-and-drop integration with Groove Agent ONE
- VST 3.5 compatible — perfectly integrated in Cubase 6



## Prologue

Prologue is a polyphonic subtractive synthesizer with great-sounding multi-mode variable resonance filters, powerful modulation capabilities and cranking onboard effects.

Powered by VirSyn technology, this punchy virtual analog synthesizer is fed by hundreds of great-sounding presets covering a wide range of sounds reaching from traditional analog to indescribable.

Prologue's intuitive user interface provides full editing capabilities with access to its three oscillators, powerful multi-mode filter, four envelopes, two LFOs, a powerful modulation matrix, and on-board effects.



## Spector

This unique instrument is based on two extremely colorful and versatile spectrum filters and can utilize up to six oscillators per voice with two different waveforms each. Separate independent spectrum filters process each of the two waveforms. Creating new, unique sounds by simply drawing new filter curves and then shifting or morphing the two filter's spectrums is as much fun as browsing through the really showcasing presets included.

Identical to Prologue, Spector offers four envelope generators, two LFOs, a powerful modulation matrix and on-board effects. With access to all sound parameters, Spector provides full editing capabilities.



## Mystic

Mystic is a very unusual but inspiring instrument with lots of personality, making it the perfect complement to Cubase 6's other integrated instruments.

Its synthesis uses a combination of physical modelling and comb filtering to generate unique and colourful sounds and is based on three parallel comb filters with feedback. Sound source is an "impulse sound" based on physical modelling technology. The harmonic spectrum of this sound is based on one of six waveforms and a set of two spectrum filters. The sound can be shaped with a filter (Damping), by adding an offset to the comb filters (Detune), or by adding a noise component (Crackle).



### Embracer\*

Embracer is a simple but powerful polyphonic synthesizer designed entirely for producing pads and accompaniment sounds.

With its easy-to-use envelope and tone controls, it gives fast access to the sounds needed without having to search through thousands of presets. However, the most powerful feature of Embracer is its surround output. With a single switch, the instrument can be turned from stereo to surround and the width control allows spreading its pad sound anywhere from mono to stereo to full 360° surround. The unique “eye” controller gives an exact idea of how the sound will be placed in a mix.



### Monologue\*

Monologue is a monophonic analog synthesizer based on physical modelling technology. It offers full, rich and colorful sounds without consuming a lot of CPU power. The Monologue synthesizer is the perfect tool for bass, lead and sequenced sounds.



\* Cubase 6 exclusive

### **Access delicious Sequel Content Sets**

The first-class content sets for Sequel 2 feature hundreds of outstanding loops from top producers in a range of styles and genres. With each content set Cubase customers get access to a stunning array of loops to ignite song ideas and fuel the creative flow. Conveniently organized into easy-to-use construction kits, the Sequel Content Sets are so easy to get them into a project straight away.

## **Collaborate and distribute**

### **Show the world your talent**

The Cubase 6 package includes a trial version of REBEAT, a music distribution software by Rebeat Digital GmbH, which aids in promoting your creativity to a worldwide audience. Imagine placing your music directly in every leading online music store across the globe — that's REBEAT. It spreads your music to over 300 online shops such as iTunes, Vodafone, o2, Napster, Musicload and takes care of all administrative duties regarding the sale of your music, letting you focus on your creativity.

The included trial version allows the release of up to two albums with a total of 10 songs and can be upgraded in the Steinberg Online Shop with the purchase of an unlock key to the unlimited retail version.



*\* Please note that for publishing a song via REBEAT a purchase of an EAN/UPC codes per product (album) and an ISRC codes per track with a credit card is necessary (outside the EU a PayPal account is required).*

### **Backup and collaborate**

Before publishing your music, of course you've to finish your project with doing a mix down of the selected tracks. The Channel Batch Export enables an unprecedented flexibility by exporting individual audio files for each channel from all available channels/buses. This helps you exporting the audible output of a multiple selection of mixer channels to audio files — fully configurable. This function is ideal for exchanging projects without third-party plug-in dependencies, to create an audio-only archive of projects or to start a mixing session with all available CPU resources you have.

Cubase 6 is also fully compatible to other production platform through support of almost all standard formats for instance, OMF, AIFF, Sound Designer II, Wave, Wave 64, Broadcast Wave, MP3\* and Windows Media Audio Pro.

\* Cubase 6 exclusive