

Cubase 5.5 Update

Cubase Studio 5.5 Update

Addendum to the Product Guides of Cubase 5 /
Cubase Studio 5

V 1.0

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Steinberg Media Technologies GmbH
Marketing department

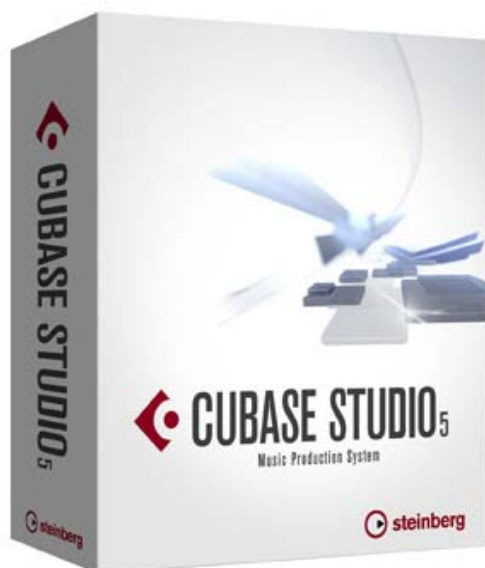


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1 About

About this document

This document gives an overview of the new features, enhancements and product facts for Steinberg's latest update of its advanced music production system, Cubase 5.5.

Otherwise specially noted, all information in this document regarding Cubase 5.5 is valid for Cubase Studio 5.5 as well.

For more in-depth and version-independent information about Cubase as a whole, please have a look at the respective product guides.

About the Cubase family

Cubase is a household name in many parts of the world — a byword for musical creativity using a computer. First released in 1989, Cubase is the most successful music production system, having sold in almost countless numbers to musicians, producers and composers all over the globe. The Cubase philosophy puts the latest computer and audio technologies at the disposal of artists in a way that opens up new possibilities, allows musicians and producers to venture into new artistic territory and give their creativity free reign.

Cubase supports artists through every stage of music production, from the inception of the first fleeting idea through its development right into the final version, regardless of the task at hand. And because it has been built to support individual creativity, Cubase owners are among the most successful artists in just about any musical genre or activity conceivable, from engineers recording and mixing rock albums to dance DJs, hip hop producers, songwriters creating pop hits, film composers scoring for Hollywood blockbusters or anything in between.

Cubase 5 condenses 25 years of Steinberg development into the most cutting-edge digital audio workstation anywhere. Designed for professional artists, Cubase combines the best sound quality, intuitive handling and a vast range of highly advanced audio and MIDI tools for composition, recording, editing and mixing.

Together with a range of hardware products designed specifically for Cubase, including the MR816 CSX and MR816 X Advanced Integration DSP studio and the CC121 Advanced Integration controller, Cubase 5 offers the complete system solution for the demands of today's music creation and production — from entry level to professional musicians and composers.

About Cubase 5

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Cubase 5 combines the latest composition and mixing tools with a streamlined workflow to help artists bring their creative visions to life.

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Fully integrated new tools for working with beats and vocals combine with new composition enhancements and the first VST3 convolution reverb to take musical creativity to new heights. Additional enhancements boost productivity and performance.

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Cubase 5 adds even more creative possibilities and new technologies to the world's premier music production software — providing the finest tools to artists in any musical genre. VariAudio and Pitch Correct provide integrated intonation editing for monophonic vocal recordings. Groove Agent ONE and Beat Designer change the game for beat creation, while the revolutionary LoopMash seamlessly blends loops, creating unimaginable variations. VST Expression tools for composers combine with the first VST3 convolution reverb and improved automation for more dynamic mixes. And an array of additional enhancements and 64-bit technologies boost performance — all designed to inspire further musical creativity and productivity.

Key features

- State-of-the-art music production environment used in hundreds of thousands of studios
- Award-winning 32-bit floating-point Steinberg Audio Engine with end-to-end 5.1 surround support
- Unlimited MIDI and audio tracks with up to 24-bit resolution and 96 kHz sampling rate
- Superb audio and MIDI recording, editing and mixing application
- Comprehensive set of 8 outstanding virtual instruments, with over 1,500 instrument sounds and 56 high-quality audio effect processors with thousands of presets
- VariAudio for MIDI-style note editing of monophonic audio tracks
- VST Expression for easy instrument articulation management
- Professional music notation and score printing
- New automation handling plus tempo and time signature tracks
- MediaBay file and preset management system, supporting the VST Sound standard
- Native 64-bit support under Windows Vista / Windows 7
- Cross-platform: Windows and Mac OS X Universal binary

About Cubase Studio 5

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Cubase Studio 5 is the comprehensive workstation tailored to project studios and creative musicians, offering professional composition and mixing tools at a very attractive price.

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Cubase Studio 5 is the comprehensive workstation tailored to project studios and creative musicians. Based on the same core technologies as Steinberg's Cubase 5 advanced music production system, the streamlined Cubase Studio 5 offers professional tools for composition, recording, editing and mixing at an extremely attractive price. Boasting a wealth of new capabilities unmatched in its price range, such as VST Expression and up-to-the-minute VST3 instruments and effects, like the new Groove Agent ONE drum machine and Beat Designer step sequencer as well as the new Pitch Correct intonation effect, Cubase Studio 5 offers unsurpassed performance in its price class.

Key features

- Features the same core technologies as Steinberg's Cubase 5 advanced music production system used in hundreds of thousands of studios
- Award-winning 32-bit floating-point Steinberg Audio Engine
- Superb audio and MIDI recording, editing and mixing application
- Comprehensive set of VST3 virtual instruments and effects
- VST Expression for easy instrument articulation management
- Professional music notation and score printing
- New automation handling plus tempo and time signature tracks
- MediaBay file and preset management system, supporting the VST Sound standard
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About the Cubase 5.5 Update

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Cubase 5.5 and Cubase Studio 5.5 are the latest freely available update to Steinberg's advanced music production systems, featuring performance, automation and video enhancements, as well as refined beat tools and workflow improvements.

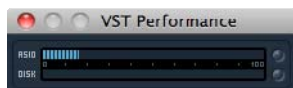
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Cubase 5.5 and Cubase Studio 5.5 are the latest freely available update to Steinberg's highly successful Cubase 5 advanced music production systems, featuring optimized performance, automation and video enhancements plus updates to tools like Groove Agent ONE and the Sample Editor for even smoother meddling with beats. And as if that were not enough, there is a ton of workflow improvements that round out this value update.

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The 5.5 release is the latest freely available update to Cubase 5 and Cubase Studio 5. Not only does this version feature optimized performance for multi-core processors, reduced CPU demand of plug-ins as well as an awesomely revisited VST Bridge, but further enhancements have been introduced to the mixing and video functionality of Cubase. What's more, the Sample Editor provides now even better beat slicing and editing, while further updates feature even greater beat-making tools, including 19 fresh and exclusive drum kits made up of over 800 finest vintage drum machine samples. The many small workflow refinements that Cubase 5.5 has to offer cannot go unnoticed as they increase productivity and convenience.

2 New Feature Highlights



Optimized performance

The Cubase audio engine has been tweaked for an even better low-latency performance on systems with four or more CPU cores. Updated versions of LoopMash* and REVerence* reduce CPU demand for these plug-ins. The native x64 version of Cubase 5.5 now features an improved VST Bridge that boasts higher performance and dramatically enhanced compatibility with the majority of bridged 32-bit VST2.4 plug-ins.



More mixing and video

The automation panel has been given a smart facelift, and now sports additional automation functionality such as the new Fill modes. For even more convenient access to all required track, mixing and plug-in parameters, the Quick Control system has been expanded to Group, FX, Input and Output channels, while the setup of VST Connections has been simplified. A new Open GL accelerated video engine with full HD support*, scalable performance and the ability to play out videos via FireWire on Windows round out this much anticipated update.



Bigger beats

The Cubase Sample Editor has witnessed significant refinements when it comes to reworking with beat-laden loops, including a new sensitive hitpoint-detection algorithm and the introduction of a local timeline for the AudioWarp definition mode. Groove Agent ONE boasts extended Export/Import functionality, visual adjusting of sample start and end point and 19 brand-new and exclusive drum kits made up of over 800 finest vintage drum machine samples. LoopMash* has been updated with track-dedicated level meters and volume controls plus a new global similarity threshold slider for controlling the overall density of a loop construct.

Workflow consolidation

The MediaBay interface has been redesigned to provide improved usability besides simply looking pretty neat. It now also comes with an integrated virtual keyboard and memo recorder to quickly record preview phrases. The Channel Batch Export provides user-definable file naming options and includes a non-modal audio export window which remains open for adjusting settings whenever required. Both the Infoline and the toolbars have been cleaned up and consolidated for improved legibility and faster access. The scrubbing function features a much smoother and acoustically accurate feedback for precision editing.

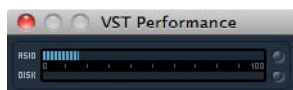
(* Available in Cubase 5.5 only)



3 What's New in Cubase 5.5 ?

3.1 Optimized Performance

Audio Engine Optimization



The Cubase 5.5 audio engine boasts significant enhancements under the hood, bringing to the user cutting-edge multi-core CPU performance with low latencies. In particular systems with four or more cores will greatly benefit from these optimizations.

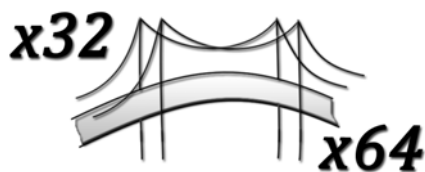
Plug-in Performance Updates



LoopMash*, the first-of-its-kind interactive beat mangling synthesizer, has been updated for enhanced overall performance, resulting in faster scene switching and faster user interface updates. The CPU performance of our sophisticated REVerence* VST3 convolution reverb has also been improved, especially when used in low-latency environments.

(* Available in Cubase 5.5 only)

VST Bridge Revisited



Cubase 5.5 features important improvements made to the VST Bridge, Steinberg's bit-map technology enabling 32-bit VST effect and instrument plug-ins to be used in the native 64-bit version of Cubase under Microsoft Windows Vista and Windows 7 operating systems. The new version is optimized to achieve overall higher performance when working with bridged plug-ins containing large sets of parameters.

Thanks to a newly implemented error handling for third-party plug-ins not complying fully to the VST2.4 standard as well as further optimizations of inter-process communication, the reliability and compatibility with the majority of available 32-bit plug-ins has been enhanced dramatically in the Cubase 5.5 x64 version.

3.2 More Mixing and Video

More Automation and Control



The eagerly anticipated automation panel introduced in Cubase 5 has been given a smart facelift, now sporting additional functionality. The new fill modes complete automation data between the initial and final data written as well as the project's starting and ending points in four different ways, making regular automation tasks so much more flexible and convenient to use. The significantly enhanced Trim automation mode makes trimming of existing automation now even easier by adding a Trim curve that can be edited independently of the main automation. This is very useful when it comes to raising and lowering a parameter for a whole scene relatively to already existing automation.

Supporting the smooth and powerful mixing workflow of Cubase, the Quick Control system plays its established role by giving access to the most important parameters of a track — right on the screen or on capable remote hardware. In Cubase 5.5 these handy macro controls has been enhanced to support Group, Effect, Input as well as Output channels.

In the StudioEQ*, a small feature, which has often been requested, has finally been added to the Channel Edit window: the Gain inverse function lets the user quickly revert the gain sign. Changing the gain from, for example, 10 dB to -10 dB of gain in order to find the sweet spot by comparison is now only a click away!

(* Available in Cubase 5.5 only)

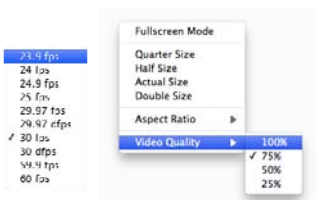
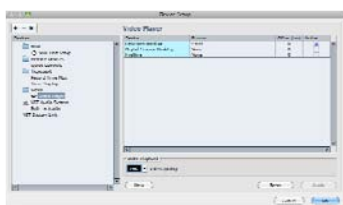
Quicker Routing Setup



Various enhancements are also to be noticed in the VST Connection window, allowing an overall quicker handling and assigning of ports. The new option “Exclusive Device Ports for Monitor Channels”* helps to avoid sudden jumps in the volume when multiple outputs use the same ASIO device ports.

(* Available in Cubase 5.5 only)

Smoother Video and HD Support



Cubase 5.5 boasts an entire new video engine that supports OpenGL hardware acceleration and the output of high-quality HD material via FireWire — now also on machines running Windows. A newly redesigned video settings panel provides quicker access to common tasks.

Working with video material delivered in high-resolution formats has never been easier: HD frame-rates*, such as 23.9 fps, 24.9 fps, 59.9 fps and 60 fps, are now fully supported. The new video engine also sports a quality parameter, seamlessly blending between performance and visual quality of played back video.

(* Available in Cubase 5.5 only)

3.3 Bigger Beats

Precision Slicing



The Sample Editor has witnessed massive refinements when it comes to working with slices and AudioWarp editing features. Thanks to the greatly improved hitpoint detection algorithm, not a single transient attack goes missing in the analyzed loop. This means that possible misdetections of hitpoints silent or low-energy material areas have significantly been reduced.

Working with AudioWarp also just got easier thanks to the new local timeline in definition mode, which displays the loop in context to the project timeline.

Groove Agent ONE. Point One.



The powerful drum-sampling solution with detailed sound shaping, Groove Agent ONE, has been updated to version 1.1 and comes packed with new features requested by our customers along with brand-new content!

Transferring user drum kits between different systems has been heavily improved: using the import and new export button is now quicker and more transparent than ever before. A handy search function has also been added to expedite the search process, just in case one of the custom samples used by an imported drum kit goes missing on the target system. Another often requested feature has found its way into Groove Agent ONE: adjusting sample start / end points directly in the Voice Edit window. The clever auto-zooming mechanism ensures that the right portion of the sample is displayed so the user doesn't need to manually zoom or scroll around. It's also possible to use the mouse wheel to control any parameters of Groove Agent ONE with a simple mouse click.



But that's not all. We brought together 19 brand-new and exclusive drum kits made out of over 800 finest vintage drum machine samples in order to give the user an even bigger arsenal that is bound to fuel the user's creativity!

LoopMash* 1.2



LoopMash, the revolutionary beat-mangling instrument that offers a unique way of creating stunning new rhythms and grooves, has been updated to version 1.2. Customer feature requests have also flown into this release: each track now features an automatic volume control as well as an individual level meter to adjust and control level inconsistencies between source loops. A ruler and beat numbers have been added as well to improve control.

To provide a macro-control of loop mangling results, a new global threshold control has been implemented. This ensures that across all tracks only slices with a similarity factor above the threshold will be considered for playback, while slices below the threshold won't be taken into account. Now it's even easier to control the overall density of a loop construct - from silky smooth to ultra-intense with just one slider!

(* Available in Cubase 5.5 only)

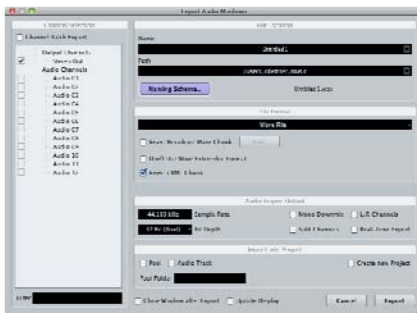
3.4 Workflow Consolidation

MediaBay Revamp



The MediaBay interface has been redesigned to provide a comprehensive yet elegant layout design. In addition the preview section now includes a virtual keyboard and memo recorder for recording phrases and previewing them using different virtual instrument sounds.

Channel Batch Export



To improve export functionality, the Channel Batch Export features now user-definable file naming options. When importing the exported files into the project the user can now define a specific pool folder in which the files are stored. The Audio Export window can now remain open while working in the project!

Consolidated Editors



The Infoline in all editors has also been redesigned which increases legibility. The toolbars in all editors have been cleaned up and consolidated for space-saving purposes and to enhance consistency across the application.

Scrubbing That Much Deeper



The overhauled scrubbing function now allows a smoother and acoustically accurate scrubbing which further refines precision editing.

Not to Forget...



The Marker track and the Marker windows have been redesigned in order to be able to distinguish easier between cycle and normal markers. The Edit History window is now displayed as floating panel for quick browsing of previous actions.

4 Product Fact Sheet

Public Announcement and Web Info Online (Messe preview) March 24, 2010 (FFM 2010)

Release (Web-Update) June 1, 2010

Full Product Pages online June 1, 2010

- Marketing and PR Actions**
- Announcement Frankfurt Musikmesse 2010
 - Special web coverage (FFM2010)
 - Updated product pages on the Steinberg website
 - Press release to magazines and Steinberg website
 - Product guide addendum

Supported Languages EN, DE, IT, FR, JA, ES

Pricing/Version The Cubase 5.5 and Cubase Studio 5.5 updates can be downloaded from the Steinberg website free of charge by all registered Cubase 5 or Cubase Studio 5 customers (including EDU versions).*

* Please see the separate price list and Material Master list for more detailed information about pricing and available versions of the Cubase product range.

- Components**
- Cubase 5.5 Update Installer (PC / OS X)
 - Cubase Studio 5.5 Update Installer (PC / OS X)

Minimum System Requirements

Macintosh	Windows
Supported operating systems: Mac OS X 10.5.8 and 10.6	Supported operating systems: Windows XP (32-bit), Windows Vista* and Windows 7*
PowerPC G5 (Intel Core Duo CPU recommended)	2 GHz CPU (dual core CPU recommended)
1024 MB RAM	1024 MB RAM
Display resolution 1280 x 800 pixels recommended	Display resolution 1280 x 800 pixels recommended
CoreAudio compatible audio hardware	Windows DirectX compatible audio hardware (ASIO compatible audio hardware recommended for low-latency performance)
DVD-ROM drive with dual-layer support	DVD-ROM drive with dual-layer support
4 GB of free HD space	4 GB of free HD space
USB component port for USB-eLicensor/Steinberg Key (copy protection)	USB component port for USB-eLicensor/Steinberg Key (copy protection)
Internet connection for license activation	Internet connection for license activation
	*Included Cubase 5 64-bit version natively supports 64-bit versions of Vista and Windows 7

For recommended systems, please refer to our website www.steinberg.net in the Support section under DAW Components