



NEW

Studio One® 3

Creative Music Production Environment



Software

It's time to ***RAISE YOUR STANDARDS!***

The Studio One 3.0 music production environment promises to forever change how audio is produced and music is created.

Exclusive features like Arranger Tracks with unlimited Scratch Pads, stunning new Virtual Instruments, powerful Multi-Instrument and extended FX Chains, and built-in Mastering stimulate creativity and speed workflow.

Hardcore users of other DAWs finally have overwhelming reasons to switch to the ***only complete production tool*** for both audio and music: Studio One 3.

...And your customers can actually buy it instead of just renting it.





Top 5 New Studio One 3 Features

1. All-new Arranger Track with unlimited Scratch Pads
2. New Virtual Instruments (Presence XT and Mai Tai) with over 15 GB of content
3. Powerful Multi Instrument and extended FX Chains with parallel processing
4. New Note FX including Arpeggiator, Chorder and Repeater
5. Redesigned User Interface with iPad remote and Multi-Touch support

Studio One 3 – Key Differentiators

These should always be mentioned when speaking about Studio One and part of your demo.

Arranger Track with Unique Scratch Pads	Arranger provides fast and intuitive re-arranging of a song by copying or moving entire song section with simple drag-and-drop. Scratch Pads let you experiment with different arrangements or versions of a section without the hassle of saving copies or working your way back through an undo history.
Flexible Multi Instrument and Extended FX Chains	Combine multiple instruments or effects with free routing and parallel processing to create complex layered sounds, unique textures, or ultra-frequency-specific effects.
Intuitive Drag & Drop Operation with Powerful Browser	Drag & Drop still rules! Adding instrument and effects, loops or presets has never been easier. Just drag content onto a channel, track or single event. Or try the other way: drag contents back to the browser to create Audioloops, Musicloops or presets.
Acclaimed Audio Engine	Up to 32-bit floating point recording with up to 64-bit mixing resolution. Studio One is known throughout the professional audio industry for its great-sounding audio recording/playback and mixing engine. Native 64-bit effects and super-efficient multi-processing
Project Page for Mastering and Digital Delivery	Studio One is the only DAW with true end-to-end workflow: recording, editing, mixing, mastering. Project Page is fully integrated mastering suite! Only Studio One keeps track of changes made to songs and automatically updates these changes in the mastering project.
Integrated Melodyne Pitch Editing	Using ARA (Audio Random Access) technology; co-developed by PreSonus and Celemony, Studio One has Melodyne Essentials (\$99 value) seamlessly integrated into the editor. This is state-of-the-art pitch correction and editing from the market leaders.
User-Configurable Interface with Multi-Touch Support	Works great on notebooks just as on multi-monitor desktop systems. Supports high-DPI displays and multi-touch on both PC and Mac.
Integrated SoundCloud and Presonus Shop	State-of-the-art cloud services; SoundCloud sharing and direct PreSonus Shop downloads from Browser. It's amazing how easy it is to publish on SoundCloud directly from Studio One. Plus Studio One's still the only DAW with SoundCloud upload AND download directly from the Browser. New PreSonus Shop is now seamlessly integrated in the Browser as well.
Lean and Fast	Small footprint / fast download – tight codebase. Even with Version 3, Studio One is still a >200MB download. New users will be up and running within minutes. Launching the application, opening and switching songs – everything is quick and snappy.



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IF YOU ONLY HAVE
30 seconds
to **SELL** the
customer,
tell them:

Built by creative people for creative music production, Studio One 3 contains everything you'd expect from a modern digital audio powerhouse, and adds innovative songwriting and production tools that inspire new ways to craft unique and evocative sounds, plus built-in mastering and digital delivery.

- **Elegant single-window work environment** with powerful drag-and-drop functionality and multi-touch support
- **Unlimited audio and instrument tracks**, virtual instruments, buses, and FX channels
- **Pristine sound quality**, with new synthesis engine, native 64-bit resolution, and support for up to 384 kHz audio
- **NEW Arranger Track** with innovative Scratch Pads
- **NEW Build unique sounds** with Multi Instrument and Extended FX Chains
- **NEW Presence XT sampler** with 15+ GB sound library and EXS, Kontakt, and Giga support
- **NEW Mai Tai polyphonic**, analog modeling synth with character morphing, modulation matrix, and zero-delay feedback filters
- **Integrated Melodyne Essentials** pitch and timing editor (a \$99 value)
- **Native Fat Channel plug-in** from StudioLive AI mixers

WHEN YOU HAVE
60 seconds,
continue
by telling
'em that...

Studio One 3 introduces innovative songwriting and production tools, inspiring new ways to craft unique and evocative sounds, iPad control, and a re-engineered console for more accurate and intuitive mixing. Its stunning new interface adds dual-platform multi-touch support, is optimized for high-resolution displays.

- **NEW Note FX** (Arpeggiator, Chorder, Repeater, Input Filter) to assist composition and add dynamism
- **UPDATED Content browser** with powerful drag-and-drop functionality and keyword based "musical" search
- **NEW Integrated online PreSonus Shop** provides easy in-app access to more professionally produced content
- **NEW Studio One Remote** for iPad
- **UPDATED AudioBend** real-time time stretching and pitch shifting sounds better than ever with Elastic Pro 3.0
- **Integrated mastering suite** with automatic mix updating, DDP, Redbook CD burning, and digital release
- **Transient detection and editing** with groove extraction, multitrack comping, editable Folder Tracks, step recording, event-based effects

WHEN YOU HAVE
90 seconds
or more,
continue
with...

Studio One 3 is built by and for creative people. It's become one of the most widely adopted digital audio workstations in professional and project studios worldwide due to its fast, flow-oriented, drag-and-drop interface; ease of use; and superb 64-bit sound quality.

- **40 Native Effects™** 64-bit effects and 5 virtual instruments
- **Over 4,000 included audio and music loops**
- **Score video and edit audio** for film with video track
- **Seamless import of Capture recordings** with StudioLive AI mixer scenes and Fat Channel settings
- **Wireless transfer of audio** from Capture for iPad
- **Automatic delay compensation** ensures tight synchronization and phase alignment
- **AU, VST2, VST3, and ReWire support**
- **Import and export WAV, MP3, MIDI files, and more**
- **Integrated SoundCloud® dashboard** for sharing your music online
- **Use Pro Tools®, Cubase®, or Logic®** shortcut key commands or create your own
- **Compatible with ASIO-, Windows Audio-, and Core Audio-compliant audio interfaces**

For experienced users of other DAWs (they can use the keystrokes they already know!)

SWITCH FROM Pro Tools®

Compared to Pro Tools, Studio One offers many of the same work flows and features but generally offers a more intuitive workflow and fewer restrictions including no dongle and no frustrating subscription model. It is also considered by many ex-pro Tools users to simply sound better thanks to our advanced 64-bit audio engine.

- **No subscription and free tech support**
- **Unlimited tracks**
- **Unlimited open songs (sessions)**
- **Unlimited inserts**
- **VST/AU support**
- **Melodyne integration (ARA)**
- **32-bit float and 384 kHz**
- **audio recording/playback**
- **Unlimited headroom in console**
- **Track transform**
- **Project page for CD mastering and digital release to SoundCloud**
- **Arranger Track with Scratch Pad**
- **Multi Instrument**
- **Extended Effect Chains**

SWITCH FROM Logic® Pro

As an alternative for Logic Pro users, Studio One 3 is cross-platform compatible (Windows and OS X) so customers can share and collaborate with more people. Unlike “Garage Band-friendly” new features introduced with Logic Pro X, new Studio One 3’s innovative features like Arranger Tracks are aimed at serious DAW users. Plus customers can buy Studio One right now from you! Studio One offers:

- **Import your EXS libraries**
- **Fast and intuitive drag-and-drop workflow**
- **VST2 / VST3 instrument and plug-in support**
- **32-bit or 64-bit operation (better compatibility with plugins and instruments)**
- **32-bit float and 384 kHz audio recording/playback**
- **Unlimited headroom in console**
- **Event effects and Track transform**
- **Melodyne integration (ARA)**
- **Project page for CD mastering and digital release to SoundCloud**

SWITCH FROM Cubase®

*The #1 reason for Cubase users to consider Studio One as an alternative is that it is the next-generation DAW from the original developers of Cubase and Nuendo. With its modern, lean and fast state-of-the-art framework and audio engine, Studio One is considered the better sounding and more stable solution. It’s the original dynamic **single-window** mixer that adapts to your needs.*

- **No dongle required. Run it on up to 5 computers**
- **Fast and intuitive drag-and-drop workflow**
- **Project Page for CD mastering and digital release to SoundCloud**
- **Melodyne integration (ARA)**
- **Event effects**
- **Track transform**
- **Plus Studio One 3 key features such as:**
 - **Arranger Track with ScratchPads**
 - **Multi Instrument powerful layer / split combinations**
 - **Extended FX Chains**
 - **Stunning native high-dpi graphics and multi-touch support**
 - **User-definable 1:1 Track / Console linkage**
 - **Rock-solid, stable operation**



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Instruments and Audio Effects

Studio One 3.0 introduces two new virtual instruments: Mai Tai and Presence XT. Both are based on a new, fully modular virtual instrument engine, which builds the foundation for any future virtual instrument in Studio One.

Feature	Description	Highlights
New synth: Mai Tai	<p>Mai Tai is a new polyphonic analog modeling synth based on Studio One's brand new instrument engine. This engine builds the framework for all future sound generation components in Studio One.</p> <ul style="list-style-type: none"> • 2 oscillators with sub-oscillator • Noise generator • Multimode filter with five types • Character module • 3 envelope generators • 2 LFOs • 16-stage modulation matrix • Built-in effects • Scalable CPU performance 	<p>"Character" section provides subtle or drastic sound changes, morphing-like effects and unique timbres</p> <p>"Quality" modes affect overall performance and sound by changing the resolution or fine-tuning of oscillators, filters, character section</p> <p>The powerful modulation matrix allows for enormously complex sounds; almost like having a modular synth. Modulation sources can be the destination for other modulation</p> <p>Envelope generators have scalable curve shapes. Oscillators and LFOs can operate in free-run mode, exactly like real analog synths.</p> <p>The various filter types cover a range from vintage analog (Moog and Obeheim style) to modern state-of-the-art "zero feedback" filters that can be found in soft-synth costing hundreds of \$\$\$</p>

New sampler: Presence XT

Presence XT is the successor of the original Presence sample-player. Like Mai Tai it's based on our new instrument engine and offers the same, great-sounding filters, effects, and powerful modulation matrix. Presence XT is much more than a sample-player. It comes with an entirely new first-class sample library with dozens of new instruments. Presence XT offers disk streaming for large samples, as well as articulation key-switching and powerful scripting capabilities. Many instruments have custom controls for unique sound parameters.

Presence XT not only reads any original Presence content, it also reads the most

Entirely new sampler engine and disk streaming engine, as well as articulation and scripting support make this sample-player state-of-the-art, allowing content providers and sound designers to create first-class sampler instruments of any size.

This is not a simple player; it's a full-features sampler under the hood. Studio One's reputation for perfect sound quality now extends into the instruments and their content

Users of other samplers (like Logic users using EXS24 or Kontakt users) can bring in their personal sound library. These formats don't even need conversion – Presence XT just reads them. A simple tab in Studio One's file browser pointing





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Feature	Description	Highlights
Presence XT (continued)	<p>popular sampler formats (EXS, Kontakt, Giga, SoundFont – S1 Professional only). It also introduces a new generic multi-sample format for exchange with other hosts. Currently Bitwig Studio supports this format, making Presence XT compatible with all of Bitwig's sound-libraries.</p> <p>Presence XT in Studio One Professional 3 comes bundled with a brand-new 15GB sampler instrument library covering the entire palette of acoustic and electric instruments (keyboards, basses, guitars, brass, woodwinds, strings, mallets and percussion). Presence XT in Studio One Artists 3 includes a light core library covering the same range of instruments.</p> <p>The Presence XT library can easily be expanded with more content available on the PreSonus Shop. At launch time, several new titles will be available, such as the Presence Studio Grand Piano and the Presence Symphonic Orchestra.</p>	<p>to the sampler instruments makes them available just like native Presence XT instruments.</p> <p>With a special sound design license, the full mapping, editing and scripting functions can be unlocked. We plan on making this edit page available as an Add-on to be sold on the PreSonus Shop ("Presence Editor").</p>
New audio plug-in: Bitcrusher	<p>New powerful lo-fi plug-in, by popular demand.</p>	<p>Combines overdrive, bit-reduction, down-sampling and clipping into a single plug-in. The tools of destruction.</p>
New audio plug-in: Rotor	<p>Audio effects plug-in re-creating the classic sound of a Leslie cabinet. Besides offering the typical motor controls (on/off; slow/fast) the plugin also offers pre-amp controls for drive and tone (Horn-Q), as well as mic positioning controls.</p>	<p>The tube modeling pre-amp stage is based on State Space Modeling technology. Changing the rotor speed re-creates the authentic acceleration and braking effects. Works great with Presence XT and our new Hammond B3 organ instruments.</p>





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Note FX

A new plug-in category has been added in Studio One 3.0: Note FX. As opposed to audio plug-ins, Note FX plug-ins process the instrument note data instead of the audio output signal. In other sequencers, these plug-ins are often referred to as “MIDI Plug-ins”. However, due to the nature of Studio One not using MIDI inside the application, we decided for a different name. Note FX can be used on any Instrument Track and are saved with the song or the new “Instrument + FX” presets.

Feature	Description	Highlights
Arpeggiator (S1 Professional only)	This is probably the most requested of all Note FX plug-ins in Studio One. It re-creates the classic arpeggiator effect but it's actually much more. In addition to the typical controls for direction and range, it also offers a pattern mode with individual velocity and gate time settings for up to 32 individual steps. In Chord Mode, the notes of a chord are not arpeggiated but played through the pattern, creating cool rhythmic effects. In Manual mode, the notes are arpeggiated in the same order as they're played on the input. This creates cool step-sequencer like effects.	Chord and manual modes Graphic display and editing
Chorder (S1 Professional only)	This plug-in creates automatic chords from single notes played on the input. Each Note on the keyboard can have a different chord assigned to it. Creating presets is simple using the “Learn” and “Copy” functions. So presets can be anything from the same chord on every key to complex chords on each individual key. With Transpose, the chord pattern can be shifted to any key.	Learn, copy, fill functions speed up programming
Repeater (S1 Professional only)	Repeater can create anything from basic delay/echo effects to complex patterns and glissandi. Individual pitch offsets for each step in pattern mode give this tool a unique twist. Like the Arpeggiator, the Repeater also features a graphic display and graphic editing of complex patterns.	Manual pitch mode for creating complex note-sequences Graphic display and editing





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Feature	Description	Highlights
Input Filter (S1 Professional only)	The Input Filter plug-in replaces the input filter found in the track inspector for instrument tracks. It can be used to limit the key range and/or velocity range of instruments at the input.	

Arrangement

Feature	Description	Highlights
Arranger Track (S1 Professional only)	A central part of Studio One 3.0 is the new Arranger Track. It provides fast and intuitive re-arranging of a song by copying or moving entire song section with simple drag-and-drop. Found below the marker track, the Arranger Track has its own track inspector that shows a list of all Arranger sections of a song. Sections can be drawn into the track using the pencil tool. These sections are automatically named. Of course, name and color can then be changed on the fly. Re-arranging even large songs is easy: just drag sections to a different place in the track inspector and the entire arrangement will follow right away.	Arranging a song from the inspector is extremely fast and intuitive. It's never been easier to work "pattern-style" in a timeline-based sequencer/DAW.

Scratch Pads (S1 Professional only)	<p>Often you want to try different versions of a song section but you're afraid of messing up the arrangement. Scratch Pads provide a powerful and easy-to-use way to experiment with different arrangements or versions of a section without the hassle of saving copies or working your way back through an undo history.</p> <p>Clicking on the "Scratch Pad" button on the menu bar creates a vertical split of the timeline. The song arrangement is on the left, the Scratch Pad is on the right of the divider. Now you can simply drag events, part or entire Arranger sections from left to right, or create a copy. Click on either side to change the playback focus.</p> <p>The Scratch Pad always has the exact</p>	<p>No other timeline-based sequencer or DAW has anything like this.</p> <p>Using the Scratch Pads is extremely fast and intuitive — and risk-free at the same time. It's a unique feature that will change the way people create and arrange.</p>
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Scratch Pads (continued)

same track and console layout as the main arrangement. Now do your edits and creative experiments inside the Scratch Pad — independently from the main arrangement. When you're satisfied, just drag its contents back anywhere inside the main arrangement. It's that easy.

You can create multiple Scratch Pads for every song and all their contents are automatically saved with the song. No more need to create multiple versions, no more need to copy elements of a song to some space far down the timeline (which is what many users do these days).

Combined with the Arranger Track, the Scratch Pads are a powerful editing tool that will change the way how people work on timeline-based sequencers!

Browser

The Browser in Studio One 3.0 receives a major overhaul in order to add new features and improve the overall user experience. The Browser is one of the Studio One key components and essential for the acclaimed intuitive drag-and-drop operation Studio One is known for. It will be the home for more new features planned in the future.

Feature	Description	Highlights
New Layout	The new browser in Studio One 3.0 has a vastly improved user interface and workflow. All pages and tabs have been consolidated and reorganized at the top of the screen. This improves navigation and visibility.	Finding your way around the browser and file system is much easier.
New "Loops" Tab	The Sounds page — which used to show content by installed libraries — now has a new meaning: selecting "Loops" shows all factory-content and Add-on expansion loops installed on the computer or linked to it. This is the new place for searching musical loop content and browsing results in a more musical way. The original Sounds page is now part of the	All factory loops in one place – easy to find using musical search terms. Find matching loops fast – no matter how large the library.





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Feature	Description	Highlights
“Loops” Tab (continued)	Files page as a separate tab showing content by library. All loop-content has been tagged with musical keywords for convenient searching and browsing.	
Keyword Search	Part of the new Loops and Home tabs is a musical search for content. This includes loops, instrument presets and FX presets. Search also incorporates musical terms (tags) such as Style, Instrument, Character and works for both core library content (included) and content purchased and downloaded from the PreSonus Shop.	Finding the right loop or sound is just a few clicks away.
New “Cloud” Tab with integrated PreSonus Shop	The Cloud tab consolidates all web content locations accessible from inside Studio One: SoundCloud, Exchange (user platform for free content) and the new PreSonus Shop, which offers direct access to a growing number of Studio One Add-ons available for purchase. PreSonus Shop content will include loops, sounds, plug-ins and even new features that can be installed or unlocked.	Add the content that’s missing without having to leave the application. Studio One Artist users will be able to purchase and unlock additional features as an alternative to upgrading to Professional.

Console

The Console in Studio One 3 has been updated with a new look & feel, including many useful details and workflow improvements. With its Channel Editor, Macro Controls and new extended FX Chains, mixing becomes a creative playground with endless possibilities.

Feature	Description	Highlights
Channel Editor and Extended FX Chains (S1 Professional only)	Extended FX Chains in Studio One 3.0 is the continuation of FX Chains. The Insert section of the Studio One console now allows for plug-ins to be chained and combined in a much more flexible and creative way. Each console channel now has a new “edit” button, which opens the routing view of FX Chains. An Extended FX Chain can be any combination	Extended FX Chains expand the original FX Chains Provide parallel processing with multiple splits Process up to 5 parallel paths Almost limitless possibilities by using splits within splits



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Feature	Description	Highlights
Channel Editor and Extended FX Chains (continued)	<p>of serial or parallel effects. In order to run plug-ins in parallel, a new Splitter tool has been implemented. It allows splitting the audio path in different ways: normal (parallel), by channel, or by frequency. This allows for very precise and extremely creative audio processing solutions.</p> <p>All editing is drag-and-drop. The Inspector View on the left side shows a micro-view of the selected effect and provides access for the most essential parameters. Each plug-in used can also be accessed from its tab in the same window.</p>	
Multi Instruments (S1 Professional only)	<p>Like FX Chains, Multi Instruments allow the user to combine multiple Instruments (as layers or splits) on a single Instrument Track and record, edit and play them like a single instrument. This opens a huge new range of possibilities for creative production and sound-design.</p> <p>Adding a Multi Instrument to a song starts with loading a new Multi Instrument into a track. The routing editor looks and works just like the one for FX Chains. Multiple VST or AU instruments can be dragged into the routing window.</p> <p>Each instrument has its own key range, so splits and layers can be set-up by simple drag-and-drop.</p> <p>The fun starts when adding Note FX, controlling individual instruments, or by adding a Splitter to control multiple instruments at the same time.</p> <p>To facilitate editing this complex sound, each Multi Instrument has a Macro Panel with knobs and faders that can be assigned to any instrument parameter. Finally, everything is saved into a Multi Instrument Preset.</p>	<p>Multi Instruments are a powerful and unique way to create complex sounds. At the same time, they're easy to use from Macro Controls</p> <p>Studio One 3.0 will include an entire library of Multi Instrument Presets that are ready to play and easy to control from their Macro Page</p> <p>With Studio One 3.0, even single instruments can be saved with their associated plug-ins into Instrument + FX Presets</p>





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Feature	Description	Highlights
Instrument + FX Presets	As a by-product of Multi Instruments, a single instrument can also be saved together with its Note FX and audio effects into a single Instrument Preset. Instrument Presets are shown in the browser alongside the plug-in presets and marked with their own icon.	Allows for Instrument/FX combinations such as organ + rotor, or arpeggiator + synth.
Macro Controls	Each console channel and Multi Instrument now has a custom Macro Controls page, which allows any of the associated instrument or plug-in parameters to be assigned to eight macro control knobs and switches. Multiple parameters can be assigned to the same control, with independent range/polarity/curve controls. These settings are then saved either with the Multi Instrument or Instrument + FX and FX Chain preset.	Perfect for making even complex instrument or FX combinations easy to use. Additional XY vector pads can be assigned with individual parameters.
User-configurable track-mixer synchronization	The new Options panel in the mix console provides users with more control over the linkage between tracks in the arrangement and channels in the console. This includes the order of tracks and channels, organization of fx and busses, behavior of folder tracks and associated channels, as well as track selection and channel focus.	Always keeps the mix console organized, regardless of the size of the current song.
Gain Reduction Meters	The new expanded console view features gain-reduction-meters for every channel. The reduction display is shown right beside the level meters and corresponds with the gain reduction display of built-in dynamics plug-ins (including the Fat Channel).	
Mono Buses	Buses and FX Channels now have a Mono/Stereo switch, so any bus can now easily be switched to mono (and back).	





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Feature	Description	Highlights
Macro Controls	The new Macro Controls have been implemented for the Project Page as well. Eight assignable knobs and switches, plus two vector pads for touch control allow for precise control of even the most complex multi-plugin FX Chains.	

User Interface

One of the most frequently asked questions about Studio One has been: “Are you planning to update the look of the UI?” Of course, the answer is “Yes!” We wanted to give Studio One a fresh and modern look that shows on the outside what Studio One is all about on the inside. However, the problem with any UI evolution is the difference in taste and the many different use-cases and workflow scenarios.

In order to satisfy the needs of all Studio One users, we decided not only to improve the overall look and feel, but also give the user some flexibility to customize the look to their taste or for different work environments.

Feature	Description	Highlights
New Direct2D rendering engine (Windows)	Studio One 3.0 sports a new high-quality, high-performance graphics engine for Windows (Direct2D)	Direct2D brings native support for high-dpi monitors (comparable to “Retina” display resolution on OS X). Studio One 3.0 has the same state-of-the-art graphics support on both PC and Mac.
Multi-touch support (Windows, OS X)	For the first time ever in any DAW, Studio One 3.0 supports multi-touch operation from any suitable touch display – on both PC and Mac. On PC, Windows 8 is required. On Mac we’re using the free TUIO protocol (OS X currently doesn’t have native support for multi-touch). Areas of the user interface that are optimized for touch operation are the console (faders, pan, plug-in micro-views), the browser (drag & drop of content), and the arrangement (scrolling and zooming). We will be adding touch optimization for other areas in future updates.	This is the first cross-platform sequencer/DAW application providing multi-touch support. It opens a whole new range of use-cases, like running the Studio One console on a separate touch-enabled display.





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Feature	Description	Highlights
New look and feel – True high-dpi graphics	<p>Studio One 3.0 comes with a fully updated user interface design. The new look is cleaner, darker and flatter compared to Studio One 2. Text is clearer and more readable due to a new custom-integrated type font and true high-dpi resolution (on suitable displays).</p> <p>With consolidated controls, better window navigation and resizing, and cleaner looking parts and events, the application is overall more comfortable to work with, specially over long periods of time.</p>	<p>With its lean and stable code, superior sound quality and ultra-fast workflow, Studio One has always been the 21st century DAW. With version 3.0, Studio One now looks like a 21st century DAW as well.</p> <p>This new design will help to translate the message of what's under the hood and bring more people to our platform.</p>

Workflow Enhancements

Over the past few years, we have collected hundreds of feature requests from Studio One users across the globe. These workflow features and improvements have been part of every Studio One release. Studio One 3.0 includes several enhancements, all of which have been popular requests ranking high on Studio One user's wish lists.

Feature	Description	Highlights
Automation Curves	Automation is no longer limited to straight lines. So instead of having to create many automation points connected with lines in order to create a curved shape, a user-definable curve can now be created directly between two min/max points.	This allows for much finer control and smoother transitions.
Step Recording	The Music Editor has been equipped with a new step record mode, which allows for easy and intuitive step-by-step entry of notes (single or chords).	Enter precise note or chord progressions quickly, which would otherwise be hard or impossible to play.
Studio One Remote support (S1 Professional only)	Includes support for <i>Studio One Remote for iPad</i> , which provides transport control, mixing, macro-controls, keyboard and pads.	Free for Studio One Professional 3 users. Works with UCNET.
New Time-stretch / Pitch-shift Algorithm	The updated time-stretching / pitch-shifting algorithm provides higher quality, lower CPU load.	We now support stretch factors up to 10x (up from 4x).





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Manual and Help

Wait, there's more! Studio One 3.0 not only offers plenty of new creative tools and workflow improvements. We also added several features, which make it easier for new users to come on board and get up to speed. .

Feature	Description	Highlights
Simplified Activation / Registration	Registering and activating Studio One is now easier and faster than ever. Online customers with a single product license will benefit from auto-activation.	
New integrated User Manual	Instead of a separate PDF, Studio One 3 has a fully integrated dynamic user manual, which opens in a separate window in Studio One. The manual is downloaded and installed as an Extension and can easily be updated or expanded without having to update Studio One. This includes translations to other languages.	
Extended Info View	The Info View area ("?" in menu bar) has been expanded to include context sensitive help for essential features and program areas. It links to the User Manual and updates with Studio One as well.	

Additional features and improvements

Arrangement

- New "Render Instrument Tracks" function renders Note FX and Transpose/Velocity track parameters.
- New "All Notes Off" (Panic) command in MIDI Monitor panel. Keyboard shortcut is assigned to "#".
- New option to apply folder channel track color to enclosed tracks and channels (Advanced/Editing/Tracks).

User Interface

- "Track List" and "Inspector" buttons have been moved and no longer jump.
- Dividers in Mixer and Track Inspector now resize dynamically.
- Playback cursor visual improvements (incl. red on record)
- New Focus Frame highlights screen area with key command focus.

Device Setup

- MIDI input filters are now available per MIDI Input Device (moved from global settings).

Mixer

- Output routing menu follows output channel order.
- Synchronized Mixer Channel and Track Lists. "Banks" have been replaced with "Scenes"



Browser

- Drag folder to create a new tab.
- Cmd+F always opens browser and search field (incl. Pool)
- “Category” is now included in plug-in search.
- Search results are automatically grouped by type.

Editing

- “Delete Time” also deletes markers/ tempo/time-signature events.
- Selecting “Delete Time” without selection opens Start/End time window.
- New assignable key commands for “Insert Silence in Loop” and “Delete Time in Loop” have been added.

Automation

- A “dot” on knobs indicates automated controls of plug-ins and instruments.

Instruments and Plug-ins

- Mono processing is now available for mono AU plug-ins.
- VST2/VST3 plug-in side-chaining now supports I/O configuration changes.

Installation / Activation

- A Windows version check has been implemented for the Windows installer. Prevents installation on non-supported Windows systems.

System Requirements

WINDOWS

- Windows® 7 x64/x86 SP1 + platform update, Windows 8.1 x64/x86
- Intel® Core™ Duo or AMD Athlon™ X2 processor (Intel Core 2 Duo or AMD Athlon X4 or better recommended)
- 4 GB RAM minimum (8 GB or more recommended)
- Internet connection (needed for installation and activation)
- Monitor with 1366 x 768 resolution (high-dpi monitor recommended)
- A multi-touch enabled monitor is required for touch operation
- 30 GB hard-drive space

MAC

- Mac® OS X 10.8.5 or later
- Intel® Core™ 2 Duo processor (Core i3 or better recommended)
- 4 GB RAM minimum (8 GB or more recommended)
- Internet connection (needed for installation and activation)
- Monitor with 1366 x 768 resolution (Retina display recommended)
- A multi-touch enabled monitor with TUIO support is required for touch operation
- 30 GB hard-drive space