



THE HUGE BOOK OF Studio One® TIPS AND TRICKS



A C2 C#2 D2 D#2
B S M 1 S M 1 S M 1 S M 1
C G#1 A1 A#1 B1
D S M 1 S M 1 S M 1 S M 1
E E1 F1 F#1 G1
F Kick Low Beat Element Clap Explosion

Filter Transpose Tune A H D Vel Env

Cutoff Res A H D Vel Env

Drive Punch Soft

NORMAL VIBRATO

VOLUME TREBLE MIDDLE BASS BRIGHT

REVERB

VOLUME TREBLE MIDDLE BASS REVERB SPEED INTENSITY

Dirt 17.5% Funk Cutoff 392 Hz Funk Res 29.1% Funk Mix 88.0% Bass 2.99 dB Mid -2.95 dB Treble 3.59 dB Compressor 100%

Tube Driver

EQUALIZER guitar bass

REVERB SIZE MIX LC HC DAMP

TRICOMP

INPUT GAIN 0.00 LOW 1.9 HIGH 1.7

REDUCTION

OUT 6.00 KNEE 6.00 GAIN

MIX 100% LOW FREQ 360 Hz HIGH FREQ 3.29 k COMPRESS 7.1 RELEASE 100.0 ms SATURATION 0.0%

1 - Mixtool 2 - Pro EQ 3 - RedlightDist 4 - Dual Pan

PeakRMS K-20 K-14 K-12 Reduction -1.06 dB

Envelope Attack Release Fast Normal Slow 100.0 ms

Splitter 1

Splits 2

Mute Output

Levels 1 0dB 2 0dB

Split Mode Normal Channel Split Frequency Split

Mixtool

RedlightDist

Dual Pan

CRAIG ANDERTON

Osc 1 8' 4' 16' 2' 32' RP

Semi Fine Level Spread Sub Pan

Filter Soft Drive Punch Key Cutoff Res

About PreSonus, Sweetwater Publishing, and eBooks

Going forward, Sweetwater Publishing will be publishing selected Studio One eBooks, as well as other eBooks. This is great news, because it will spread the word about Studio One even further. Best of all, this doesn't affect anyone who has bought, or will buy, eBooks from the PreSonus shop.

For owners of the existing books, revisions will still be in your PreSonus account as free updates, and you'll still be able to buy new editions at a reduced price (typically half-price). Sweetwater is following this model too, so new customers who buy these eBooks from Sweetwater can also download free revisions, and take advantage of discounts on new editions.

Although "The Huge Book of Studio One Tips and Tricks" is a new edition, it doesn't say second edition on the cover, because that might be confusing to those seeing the eBook for the first time when they visit Sweetwater. This eBook replaces the first edition, which already had one free revision, and is being discontinued.

As always, these eBooks are available only in electronic form, as PDFs. This allows for much lower cost, because there's no printing, paper, warehousing, shipping, or books that need to be thrown away when they become outdated. Also, the contents page links to relevant sections, and of course, there's a search function. Many customers load the eBooks onto a tablet, so they can follow along with the tablet while using their computer. Those who want a printed version can take the PDF to a store like FedEx Office (Kinko's).

We're happy to be working with Sweetwater to bring these publications to a wider audience. When we started publishing eBooks, we had no idea whether this publishing model would work or not. Well, your support is what's making it possible to keep publishing revised versions of existing eBooks, as well as draw up plans for new ones. We hope that these Books continue to help you make better music, and realize your artistic dreams.

—*Your Friends at PreSonus*

The Huge Book of Studio One Tips and Tricks

Version 2.0

Published by Sweetwater and Craig Anderton, Inc.

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Preface

In December 2017, I wrote the first Friday Tip of the Week for Studio One. Since then, when I discover cool Studio One techniques, they're shared with the community as a new tip in the PreSonus blog. The tips cover a wide range: for beginners to experts, rockers to EDM fans...and hopefully, for everyone in between.

This book consolidates, updates, refreshes, and categorizes the tips. Each tip is like its own project, so you can look through the contents, see what interests you, and check out the tip. Note that this isn't a "How to Use Studio One" book, because it assumes you have some familiarity with the program. For example, if there's a tip involving Impact XT, it's assumed you know what Impact XT is, how to insert it, and its main uses. If you get lost, no worries—hit the Studio One help menu to fill in any gaps in your knowledge. That's also part of the learning process.

Furthermore, this book has been revised in several ways to keep it up to date. In addition to reflecting graphic interface changes that have given Studio One a cleaner "look," several tips improve upon the original versions—for example, by replacing tips based on the older version of Ampire, with tips that incorporate the superior, third-generation amp models. Several tips also include audio examples.

Also, there's a folder of free files ([see page 11](#)), with many of the FX Chains and presets described in the book. Although this means you can just load the file and use the tip, it's well worth reading any background information. This will make it easier to modify the files for your own needs, as well as provide ideas on how to create your own FX Chains and presets. Note that although the files are optimized for Version 5, they'll open in Version 4 (although of course, they won't incorporate the new features added in Version 5, so you may need to do some minor tweaks).

Finally, this revised version includes changes to the overall layout. Because this is an eBook, there's no need for wide margins, which allows covering more material on a page, as well as including larger images. These changes make the book more readable for those who import it into a tablet or smartphone, and read the book on those devices while working with Studio One on their main computer.

While assembling and revising the tips, I was reminded once again of Studio One's versatility. I hope these tips help you get more out the program, solve some problems you may have encountered, and most of all—inspire you to make some great music. —*Craig Anderton*

Acknowledgements:

Thanks and respect to Lee Meril for the outstanding cover art.

Thanks to Daniel Schauer, who hosts the Democratizing Music podcast (<https://dsmagic.us/democratizing-music>), for his comments and suggestions.