



Why upgrade to Studio One™ Pro 1.6?

If you look at the features comparison chart that starts on page 5, you may think, “Studio One Pro doesn’t seem to have that many more features than Studio One Artist. Why is it worth the cost of upgrading?” The answer is simple: Studio One Pro’s differences are major, fundamental enhancements that add tools you need to create and master truly professional-quality productions.

A complete mastering program built in

This is huge!

Either you know what audio mastering is—or you **should** know what it is (if you want to produce pro-quality work). Mastering is the difference between a raw mixdown and a polished final song.

It’s the art and science of getting a collection of songs to unfurl as a complete experience and preparing the overall collection for final delivery.

Yet each song must stand on its own. No wonder that folks have made a career out of just this step of album production. No wonder, also, that other DAWs give up at this point and send you shopping for another application or two.

Phrases like “art and science” and “making a career out of it” suggest that mastering is a black art only for experts. Dog logs!

Studio One Pro provides the professional tools you need to assemble, sequence, EQ, compress, normalize, and super-size your album for any playback medium.

Basically you’re doing the following:

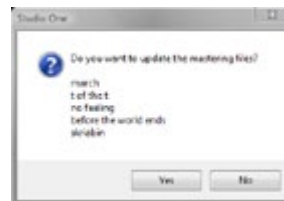
- Applying noise reduction, if necessary, to eliminate clicks, dropouts, hum, and hiss
- Adjusting stereo width
- Adding additional ambience
- Equalizing audio across tracks
- Normalizing volume
- Dynamic range expansion or compression
- Peak limiting
- Setting the order of songs and the transitions between them
- Embedding metadata, such as titles, album art, artist’s Web URL, etc.

Just click on the Studio One Pro **Project** window, and you’re in Mastering Land — *without having to open another program.*

And that’s where Pro leaves other DAWs behind. You can create a Project at any time during a recording project. Studio One Pro links all Song files associated with a Project so that any changes made to Songs or tracks are automatically updated in the Project.

That includes changes to tracks, effects, virtual instruments, automation, and submixes.

Whenever you open a Project, Studio One Pro checks all associated Songs, looking for recent changes, flags them, and prompts you to update. If you approve, the Song will be automatically updated, and the Project will be re-rendered.¹



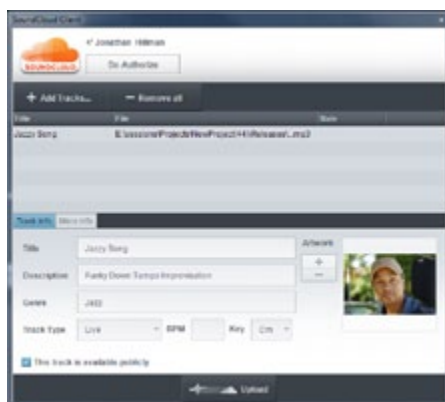
1. Let’s be specific. You can add a chorus or tweak the vocals on Song 3, track 12, by 0.5 dB without having to completely rebuild your album. These changes would require remaking the Project and reloading an entire Song file in any other DAW. Studio One Pro watches for all these changes—big or little—and lets you update them in the one and only Project version you’re working with.

Studio One Pro Project Window



Instant digital release to “the cloud”—only in Studio One Pro!

Without leaving Studio One Pro, you can publish your songs to FaceBook, MySpace, your own Web site, and practically anywhere else on the Web with just a few more clicks!



PreSonus has partnered with the popular SoundCloud™ Web service to make it possible for you to upload your music to SoundCloud from within Studio One. This integration is the first of its kind.

A SoundCloud account is free just by going to www.soundcloud.com

SoundCloud supports the upload of any audio file from Studio One Pro, at any resolution, and at any file size. Any number of Tracks can be uploaded at once, and you can choose whether or not you want the tracks accessible to the public.



Third-party plug-ins: AU, VST 2, VST 3.1, and ReWire support

Granted, you get 28 PreSonus Native Effects plug-ins with Studio One Pro.

But we’re not kidding ourselves. If you’ve been involved in computer-based music production for any length of time, you’ve accumulated your own library of favorite plug-ins.

When you upgrade to Pro, you can use them to your heart’s content, thanks to Studio One Pro Audio Unit, VST 2, VST 3.1, and ReWire support.

Export to MP3

You won't become successful by leaving your creativity on your hard drive.



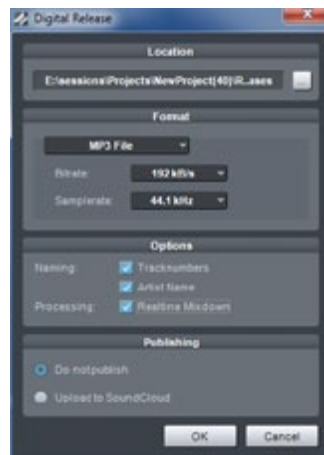
With Studio One Pro, it's easy to publish your Project to a single folder containing all Tracks in your Project, properly tagged with the appropriate metadata.

You can quickly create an MP3 album in one folder and then upload it to a Web site or online retailer for distribution.

Click on the **Release** button at the top of the Project page to open the **Digital Release** menu.

Choose whether you want to create WAV, AIFF, Ogg Vorbis, or MP3 files; where you wish to store the files; and the sample rate and resolution (bit rate), depending on the format.

Naturally, we've also included DVD and Red Book CD burning, again without leaving Studio One Pro.



QuickTime video playback and sync



Whether you're making a band video or scoring a motion picture, Studio One Pro 1.6 has you covered.

Studio One Pro has a built-in QuickTime video player that enables you to score to picture by syncing Song and video playback.



It includes features like

- **Import Video:** Click to browse for a video file to import.
- **Extract Audio:** Click to extract the audio from the video and place it on an audio track in the arrangement.
- **Follow Edit Position with Video**
- **Display size**
- **Transport controls**

To import a video file, locate it in the Studio One Browser and drag-and-drop it from the File Browser into the arrangement. How simple is that?

64-bit memory addressing

Studio One (Artist and Pro versions) can be run as a 64-bit application in Windows and Mac OS X (10.6 or later), which allows you to break the 4 GB RAM limitation of 32-bit programs. As a result, as explained in *Mix* magazine, "large data sets (tracks, plug-ins, samples, etc.) can be loaded entirely into memory, reducing the need for slower disk access. In addition, increased bus and I/O bandwidth allow for faster and wider data throughput. Simply put, you can do a lot more and do it faster than ever before."²

Combined with a multiprocessing engine that ensures CPU loads are well balanced across all available cores, this ability to address large amounts of RAM enables you to run more tracks and more plug-in instances at once without bogging down your computer.

64-bit process precision

Studio One Pro is not only capable of taking full advantage of today's 64-bit Macs and PCs as a 64-bit application; it also offers end-to-end 64-bit process precision, delivering the best audio quality possible with today's technology. Again, quoting *Mix*:

"In digital audio, sound gets turned into numbers. So it comes down to how big a number you can represent with a single digital word:

$$\begin{aligned} 2^{32} &= && 4,294,967,296 \\ 2^{64} &= && 18,446,744,073,729,551,616 \end{aligned}$$

"Anyone who has used a sampler or recorded digital audio knows that the more bits you use to represent an audio sample, the more dynamic range you can represent. Dynamic range is proportional to word length:

32-bit = 192 dB

64-bit = 384 dB

“When digital processing for audio occurs, the math involved can produce some very large values, as coefficients are computed for processing digital audio signals. With 32-bit processing really big values get truncated or rounded off when they’re bigger than the registers available to store them. Thus, one of the great benefits of 64-bit internal processing is that a high degree of audio precision can be maintained through successive rounds of computation.”²

Studio One Pro uses 64-bit process precision across the entire audio signal path, providing much greater summing accuracy than with 32-bit process precision and ensuring you get the best possible audio quality.

64-bit plug-ins

Since most plug-ins are software simulations of complex, real-world acoustical or analog-electronic effects, getting realistic results requires major processing power and extremely accurate audio reproduction. To ensure the best audio quality, all of the Native Effects plug-ins that ship with Studio One Pro make full use of 64-bit process precision.



More plug-ins

Studio One Pro’s powerful 64-bit processing allowed us to create new Version 1.6 plug-ins that simply wouldn’t be practical in 32-bit Artist.

Upgrading to Pro adds:



- **Pipeline** hardware-insert plug-in with scope and delay compensation. The Pipeline plug-in routes audio to and from a hardware signal processor via specified inputs and outputs on your audio interface, while compensating for the round-trip latency incurred in that process. User-created presets allow instant drag-and-drop of configured hardware inserts; Send and Return Gain controls provide precise level matching; the Dry/Wet control can mix the send and return signals for parallel processing; and the Offset control corrects for any physical signal path delay.



- **Groove Delay** multitap and tempo-synchronized delay. This extremely flexible and creative delay plug-in includes Control Feedback, Level, Filters, and Pan within each of up to four delay taps; Groove parameter adjustment for the delay time relative to the Beat setting (variable from Triolic [= 66.67%, the last note of the previous triplet] to Dotted [= 150%]); Adjustable Tap (Beats, Groove, Feedback, Level, Pan, Filters); Beat Length; Cutoff (Beats); Tempo Sync; and Variable Wet/Dry Mix parameters.
- **Multiband Dynamics** mono/stereo multiband compressor/expander. This powerful plug-in provides five completely independent compression/expansion bands, optional simultaneous adjustment over all bands, and multiband metering.



2. Excerpted from *Mix* magazine, “When I’m Sixty-Four (Bit)” by Ron Franklin, October 2005.

Use it to reduce unwanted signals or banded noise and to emphasize or limit instruments. In practice, this effect can function as a dynamic equalizer or can be used for mastering compression on a complete mix.

Vorbis, or MP3 files; where you wish to store the files; and the sample rate and resolution (bit rate), depending on the format.

Naturally, we've also included automatic CD burning to Red Book specs, again without leaving Studio One Pro.

Gigs more creative resources

Studio One Artist comes with a lot of loops and samples. But when you upgrade to Pro you get yet even more:



- 100 additional premium Digital Sound Factory sampled instruments for PreSonus' Presence virtual instrument
- Custom SoundPack for Kore™ Player, with 200 more instruments
- More than 2,000 additional loops (4 GB) by Bandmate Loops

Have we made our point?

If you've bravely read this far, you can easily see that Studio One Pro is far more than just a few more feature check-marks on the chart below. It's a whole extra kit of important tools for working faster, sounding even better, and getting your songs published.

Don't wait. Upgrade today!



STUDIO ONE FEATURES	PRO	ARTIST
Elegant single-window work environment	✓	✓
Powerful drag-and-drop functionality	✓	✓
Unlimited audio tracks, MIDI tracks, virtual instruments, buses, and FX channels	✓	✓
Content Browser with convenient sort options and preview player	✓	✓
Automatic delay compensation	✓	✓
Advanced automation	✓	✓
Audio processing	64-bit	32-bit
Easy-to-use sidechain routing	✓	✓
Stunning virtual instruments	✓	✓
User-friendly sampler	✓	✓
Most intuitive MIDI-mapping system available	✓	✓
Real-time audio timestretching and resampling	✓	✓
Compatible with any ASIO-, Windows Audio-, or Core Audio-compliant audio interface	✓	✓
Works with key commands from Pro Tools, Cubase, and Logic—or create your own key commands.	✓	✓
Integrated mastering suite with automatic mix updating, Red Book CD burning, and digital release	✓	
Export to SoundCloud	✓	
QuickTime Video Playback and Sync	✓	
MP3 import and export	✓	
AU, VST2, VST3, and ReWire support	✓	

STUDIO ONE NATIVE EFFECTS PLUG-INS	PRO 64-bit	ARTIST 32-bit
Ampire - Amplifier-Modeling	✓	✓
Analog Delay - Tape-delay Emulation	✓	✓
Auto Filter - Envelope Filter	✓	✓
Beat Delay - Tempo-Synchronized Delay	✓	✓
Binaural Pan - Stereo Panning Effect	✓	✓
Channel Strip - Dynamics Processing and Equalizer	✓	✓
Chorus - Mono/Stereo Chorus	✓	✓
Compressor - Mono/Stereo Variable Compressor	✓	✓
Expander - Mono/stereo Expander	✓	✓
Flanger - Stereo/Mono Flanger	✓	✓
Gate - Noise Gate, now with MIDI Trigger	✓	✓
Level Meter - sizable Peak/RMS Meter	✓	✓
Limiter - Mono/Stereo Limiter	✓	✓
Mixtool - Phase and MS Utility	✓	✓
MixVerb - Mono/Stereo Reverb	✓	✓
Phase Meter - Phase-Correlation Analysis	✓	✓
Phaser - Mono/Stereo Phaser	✓	✓
Pro EQ - 7-band Parametric EQ	✓	✓
Red Light Distortion - Distortion Processor	✓	✓
Room Reverb - Stereo/Mono Room Reverb	✓	✓
Scope - Full-featured Oscilloscope with Sidechain Input	✓	✓
Spectrum Meter - Frequency Analyzer	✓	✓
Tricomp - 3-band Compressor	✓	✓
Tuner - Instrument Tuner	✓	✓
X-Trem - Mono/Stereo Tremolo	✓	✓
Groove Delay - Multitap and Tempo-synchronized Delay	✓	
Multiband Dynamics - Mono/Stereo Multiband Compressor/Expander	✓	
Pipeline - Hardware Insert (use external hardware processor, with scope and delay compensation)	✓	

STUDIO ONE VIRTUAL INSTRUMENTS	PRO	ARTIST
Impact™ Sample Trigger Drum Instrument with 32 drum kits by Ueberschall™ - now with multi-velocity layer capability	✓	✓
Presence™ Sample Player Virtual Instrument with 200 sampled instruments by Digital Sound Factory™ - now with multi-FX section and up to 96 voices and new Synth Session Soundset that adds over 150 new instruments	✓	✓
SampleOne™ Sampler Virtual Instrument - New design with high quality filter and switchable filter types, and now up to 96 voices	✓	✓
100 additional premium Digital Sound Factory sampled instruments for Presence	✓	
Mojito™ Analog-Modeling Subtractive Synthesizer	✓	✓

STUDIO ONE THIRD-PARTY CONTENT	PRO	ARTIST
Native Instruments™ Kore™ Player with 150 instruments	✓	✓
Native Instruments™ Guitar Rig LE	✓	✓
Toontrack™ EZDrummer Lite	✓	✓
Nearly 1,400 drum loops (1.4 GB!) by Bandmate™ Loops	✓	✓
Custom SoundPack for Kore™ Player , with 200 more instruments	✓	
More than 2,000 additional loops (4 GB) by Bandmate Loops	✓	

 **Studio One™**



“Studio One Pro 1.5 is a monumental upgrade that adds some 50 features, ranging from video sync for composing to picture to a built-in SoundCloud client for uploading audio files directly to the Web.” — *Mix* magazine, March 2010



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