
Steinberg Cubase SX 2 2 (H2O)

i really liked the aiff support in nuendo sx. the audio files are automatically tagged as vbr (variable bit rate) aiff files, if you choose not to use the vbr tag. the aiff files retain the original sample rate, and the editing functions such as noise reduction and normalization work correctly with an aiff file's volume range. if you're working with audio in 24-bit/96khz format, you'll be pleased to hear that you can switch to using aes (advanced encoding settings) format when importing the files into nuendo, where this format gives you better compatibility with third-party software, such as pro tools, and steinberg's own pro tools plug-ins, and if you're using a recording containing stereo audio, for example, using the dp (dual pairs) format, you can export files in this format and work with them in vst, au, rtas and rtasi plug-ins in nuendo. climbing again to 120mb, adobe premiere pro cs3 has been updated with a new media browser, which is much nicer than its previous version, although the drive itself and the cd/dvd authoring features are both new, and these are really missing compared with the regular adobe programs. other features include new audio processing plug-ins, such as the volume pitch plug-in for audio e.g. volume (and normalization) can be controlled using a small button on the left of the screen, instead of being an on/off switch, and an export label function, enabling you to add text to audio files which will appear in their properties window and in metadata on the cd or dvd. one of the things that set cubase sx apart from other daws is the concept that it takes cues from higher-end pro tools workflow. for example, rather than setting the default input levels according to the incoming signal, and then adjusting these from the mixer page, you can instead use the mixer page to automatically set the input levels of channels to your specifications.



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of course, you can still record midi data, but in sx 2 you can now record as many takes as you like, and the interface to do this in the editor is very similar to the cycle record process in the old cubase sx. everything is in a single, horizontal, single-column pane of the editor and the recording is available in an identical fashion, although only up to 16 tracks are supported; plus midi data can be edited, but not recorded. the number of cycles to record over is set on the project page, and then this information is reflected in a progress meter in the status section in the main cubase window. you can also set the recording preference, where you can set whether you want to just record data from controllers, from midi data, or both. the name of each take is reflected in the name column, and you can assign new parts to each take, and the takes can later be compiled into a single midi file that's loaded into a new sequence with a single command. you can actually load the whole sequence into a sequence set for easier editing, or you can use the record button in the sequence editor to create a new sequence, with the same parts and the same take numbers, by using the sequence builder, or even create a new sequence and import the sequence set, all with a single command. there's also a whole host of new functions available, especially in the editor. while editing, you can enter notes and activate effects without having to dive into a midi editor in the usual way; by holding down control/command and the right mouse button on the main panel, you can select a note to send and its velocity. you can also enter a midi tempo, sequence and even a key command and velocity, and assign the data to the part. in the midi editor, you can record a single note into a part, set key commands for each note and set an effect, and even adjust the velocities for each note in the part, all using a new velocity mixer. you can also add velocity data for only the currently selected note, or all notes, and you can even adjust the velocity for each note after it's been recorded, if required.

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