

## New to Sequoia 10

The 10th version of Sequoia presents countless new features that yet again expand its enormous range of functions with practical professional applications. Especially the automation, MAGIX Plug-in Suite as well as the mastering effects and dynamics have been expanded. The Cleaning & Restoration Suite, SMPTE Audio Sync and Smart Dithering are also valuable new tools available to you.

The new features secure Sequoia's position as a High Definition Digital Audio Software for PC and optimize professional and creative workflow in media and post-production, broadcasting and mastering.

### Advanced track and object automation / master automation

Sequoia provides you with comprehensive automation options at the master, track, and object levels. This way you can write automation movements at the track and master levels in real-time or draw them into the automation track directly. The created automation data can be seen as controller movement in the channel strip or as a curve in the automation track.

An unlimited number of automation curves are available on each track. You can select from the modes "Touch", "Latch", "Overwrite" and "Trim" for recording. Use the automation modes to specify how automation data should be written and played. Automation mode can be set for each track individually.

### Track automation

At track level you can use the following dynamic automation settings: volume, panorama, AUX sends, EQs, and plug-in control elements.

### Master automation

At master level you can automate the volume, EQs, and VST plug-ins. The master track can be made visible in the arranger.

### Object automation

At object level you can automate the volume, AUX sends, and VST plug-ins.

### Video recording

The "Video recording" function enables the recording of audio and a video track at the same time. The recording is possible from all capture devices available on the system.

This way you can record a reference video track in order to document the stage activity in addition to the multi-track recording and then take this into account when mixing later.

### New Cleaning & Restoration Suite

The following new cleaning effects are available offline and as real-time effects:

- Declicker/Decrackler: The Declicker removes crackling and clicking noises which are typical on scratched records.
- Declipper: The Declipper removes overmodulation.
- Denoiser with Noise Print Wizard: The Denoiser removes annoying background noise from wave projects/objects.

### Smart Dithering

Dithering only occurs if the bit depth deviates from 16 bits and when there are modifications to the bit depth. Dithering doesn't happen during silence.

These options are implemented for WAV files (default "on") and virtual projects (default "off") for 16-bit export/cd burning.

### SMPTE Audio Sync

In Sequoia's synchronization window you can synchronize the selected input with an SMPTE signal, e.g. external time code.

### New and extended Mastering Effects and Dynamics

- Brilliance Enhancer: Using the Brilliance Enhancer you can compensate for losses of high frequencies that occur during MP3 compression, or in old tape recordings.
- Multiband Dynamics: When "Advanced Mode" is selected the same internal processing routines are set as in the "Advanced Dynamics" module.
- Multiband Enhancer: Use the controller "Maximize" to strengthen the room sound component, which also increases the stereo transparency without influencing the mono compatibility.
- Resampling/Timestretching: The new algorithm "Universal HQ" serves as a high-quality timestretching/pitchshifting method and offers great audio quality with almost any audio material. Especially when it comes to

complex audio recordings like orchestral recordings, this algorithm delivers especially good results. The stereo properties remain intact.

### Advanced ruler / time display

Use the context menu of the grid bar to switch on two grid bars in the arranger and set your own measurement unit.

Both grid bars can be changed (Change Grid). If you select the independent time format in the transport window, the upper grid will adapt to the selected BPM grid, unlike the lower grid.

This way it's possible to select an SMPTE format independent of the project frame rate and thereby get an overview of two different SMPTE displays.

### Overview mode

Overview mode represents all objects from your project in a clear fashion below the arranger tracks. Open Overview mode via "View menu > Overview mode". To select the desired section, draw the appropriate lasso around the overview using the mouse.

The selected section will then follow the scrollbars in the arranger. You can position the section by clicking on the desired location of the arranger. In one-track virtual projects (VIP) and WAV projects the waveform will be shown in Overview mode.

### Analog Modelling Suite: am munition

am munition is a program compressor/limiter which you can use to spice up your mix and give it more kick. This mastering and dynamics tool not only makes your mix louder and adds definition, it can also be used as a limiter. In this process transients are conserved and a compact, but nonetheless louder signal is delivered.

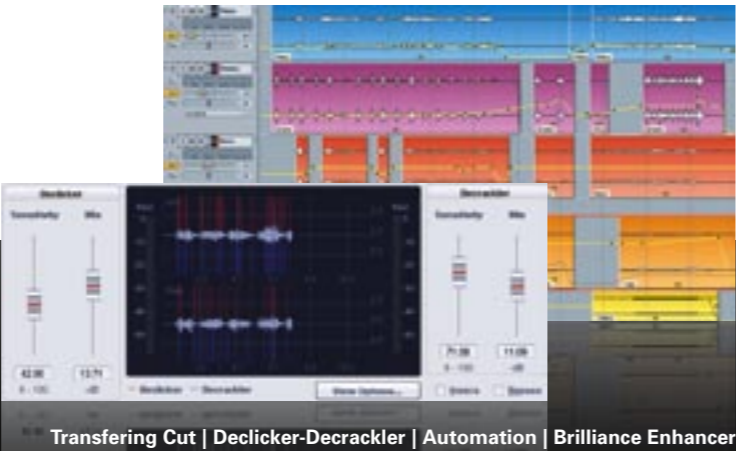
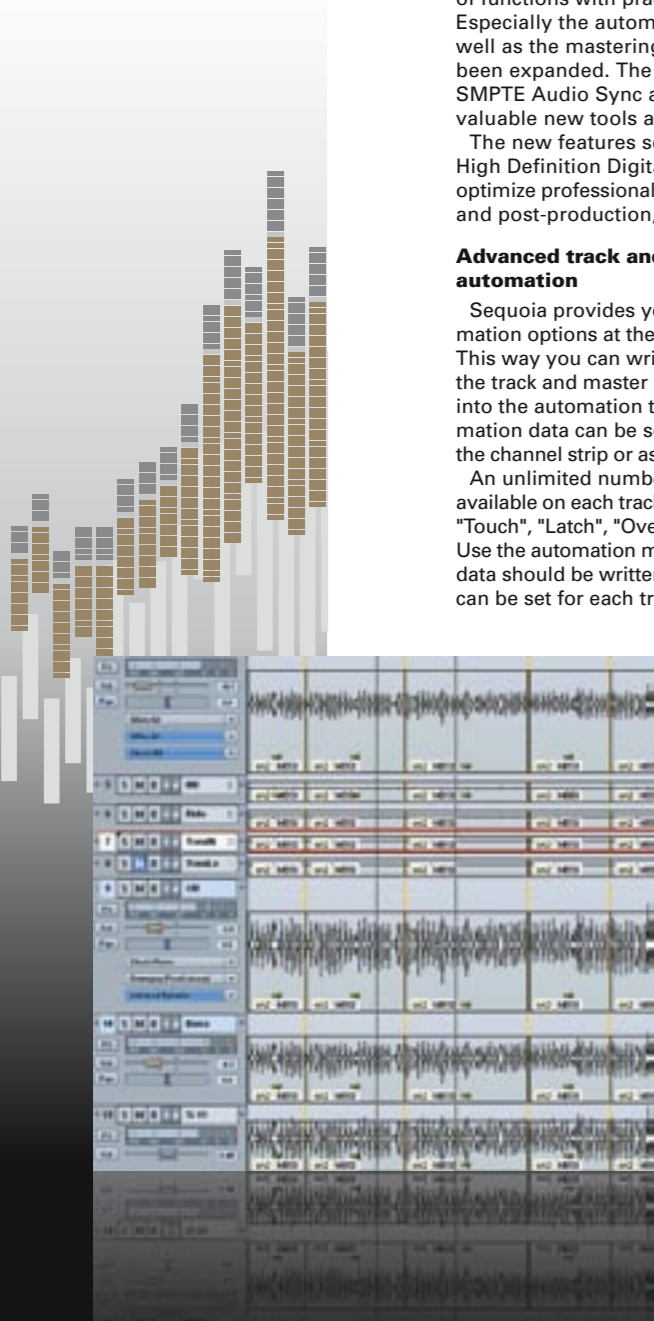
This occurs via a relatively slow serial compression and a soft clipping for the stray level peaks. am munition is sidechain-capable and can also be employed for M/S processing.

### Sidechain Routing

For advanced dynamics and VST/MAGIX plug-ins with more than two inputs you can now use sidechain routing at the track and master levels.

In the menu of a correspondingly equipped VST/MAGIX plug-in (e.g. am munition) as well as in the Advanced Dynamics you can activate the sidechain and specify one or more of the previous tracks as the sidechain input(s).

In the tracks which were set as the sidechain signals, the track name of the input track will appear in the AUX section above the send level.



Transfering Cut | Declicker-Decrackler | Automation | Brilliance Enhancer



Solo Monitor | am | munition | Multiband Stereo Enhancer





### Solo / Monitor volume

At any time you will have access to a solo and a monitor level in the master section of the standard mixer.

The solo fader controls the monitor volume in solo mode, while the monitor fader influences the level on the monitor output. Furthermore, the audio monitor point can be set using the AFL/PFL switch.

In general, the monitor bus behaves like "Main to Monitor", meaning that the content of the master can be heard at the same time on the monitor bus. As soon as solo is activated, only the solo state is played over the monitor bus.

### Transferring cuts

Using this function, cuts from one track can be transferred to other tracks. The purpose of this is mostly to facilitate the recording of multiple multi-track recordings (for example, of a concert) and to use just one temporary sum or a small amount of separate tracks for the raw cut.

The advantage of doing this is that editing becomes faster due to less computing capacity being used while performing tasks. Fine-cuts then apply to the entire multi-track project.

### External hardware effect integration (For "Mixer FX monitoring/Hybrid Engine" only)

In Sequoia you can set up the inputs and outputs for 32 external devices, create new effect send and effect return tracks as well as specify effect latencies, so that they can be taken into account for latency compensation.

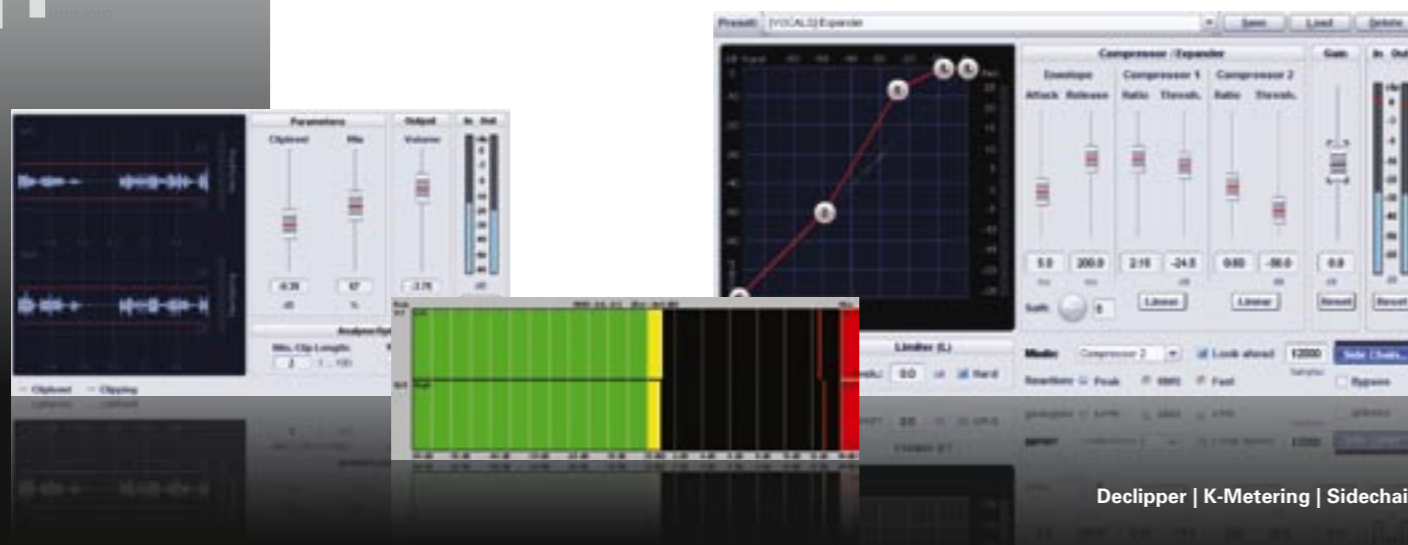
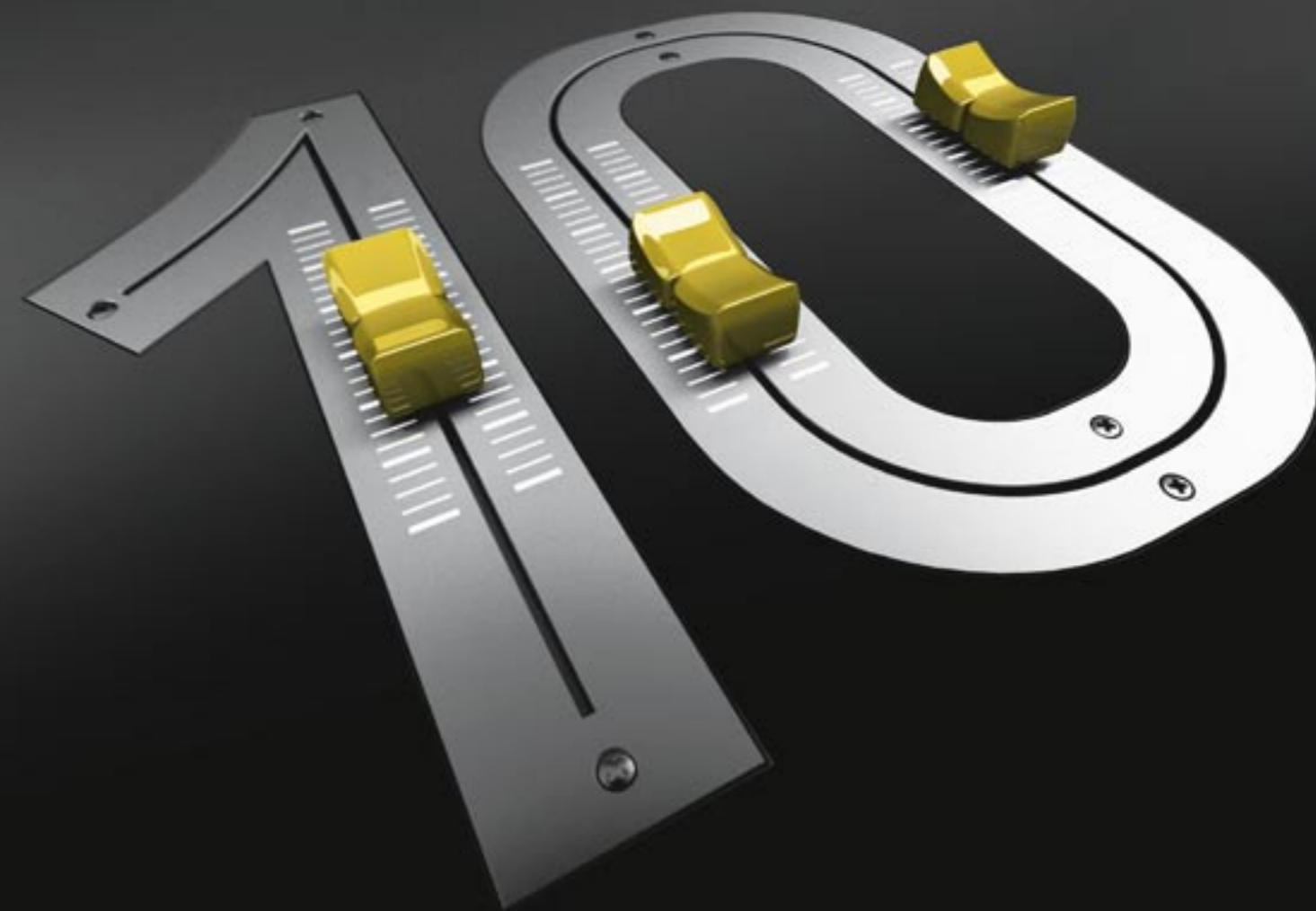
The order of inputs and outputs is saved globally for the program. The setup of the external effect integration depends on the project.

### K-Metering System

In the visualization area there are a number of presets for the k-metering system. The presets supplied use the new options in order to implement metering according to K-12, K-14 and K-20 norms.

Uniform reference volumes in different media can be achieved especially when mastering under normalized listening conditions.

The peakhold display continues to show signal peaks and can be used to avoid clipping.



Declipper | K-Metering | Sidechain



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high definition digital audio workstation