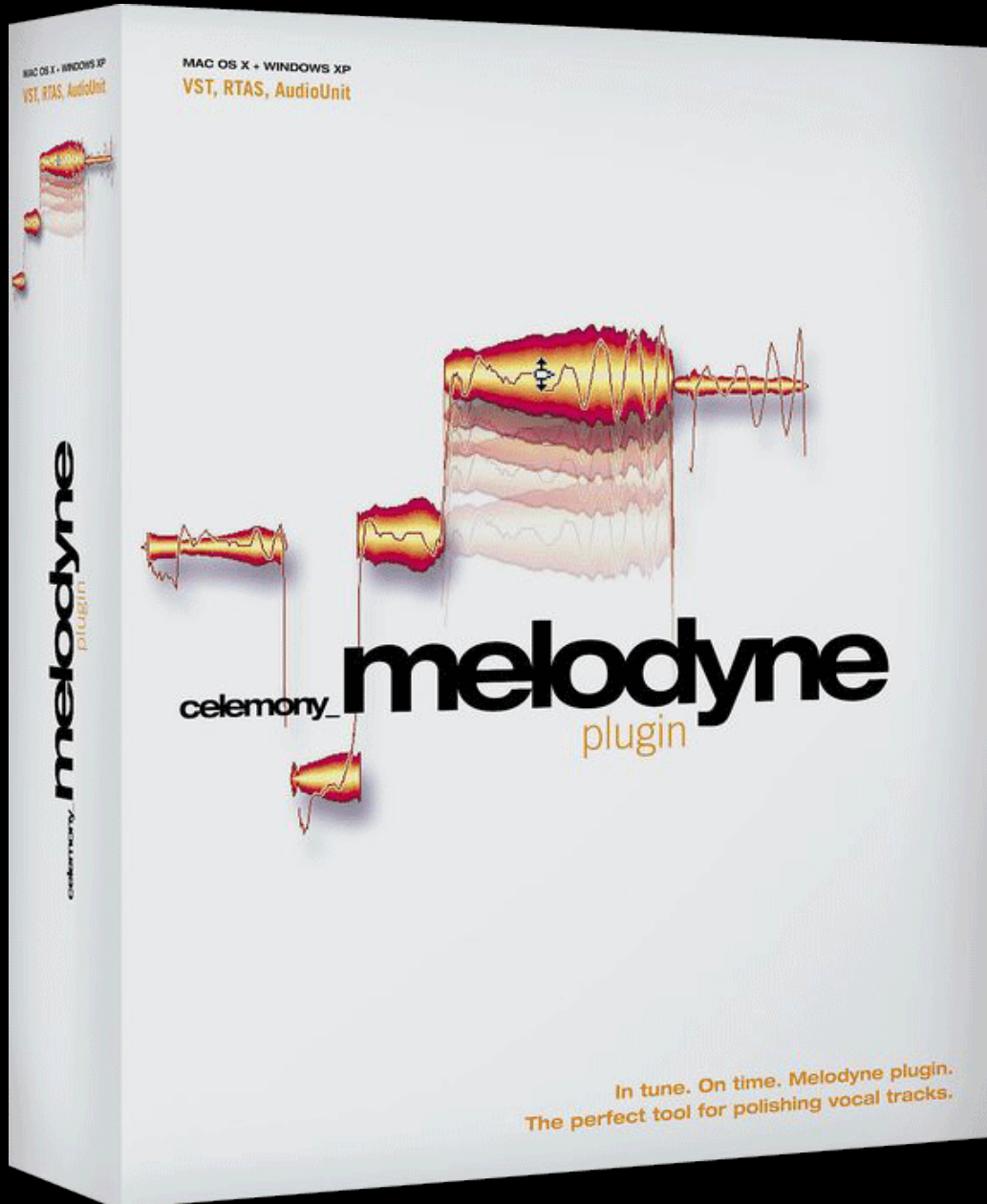
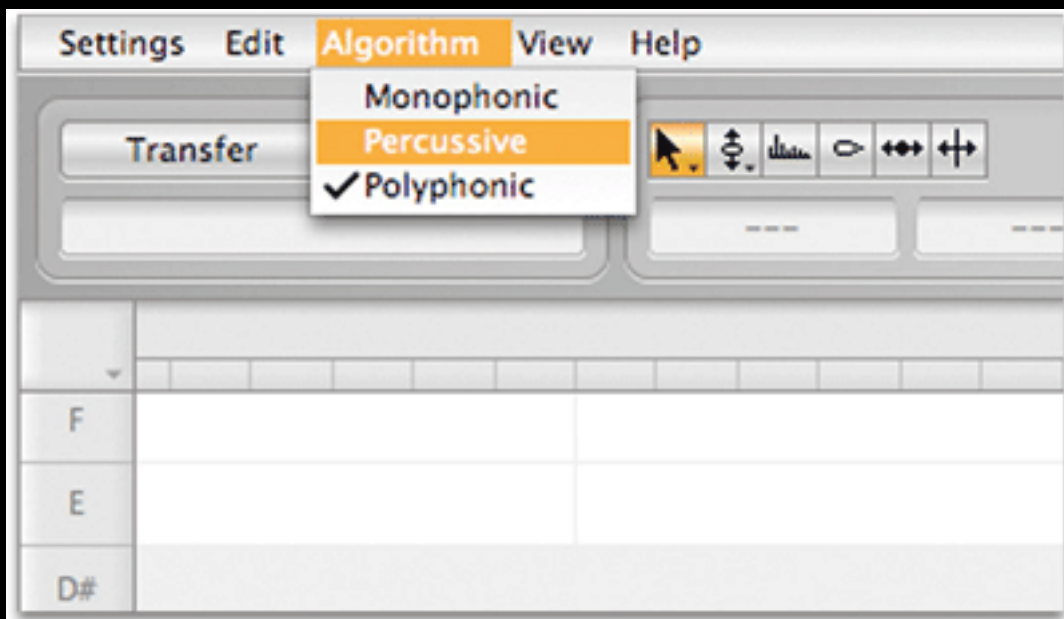
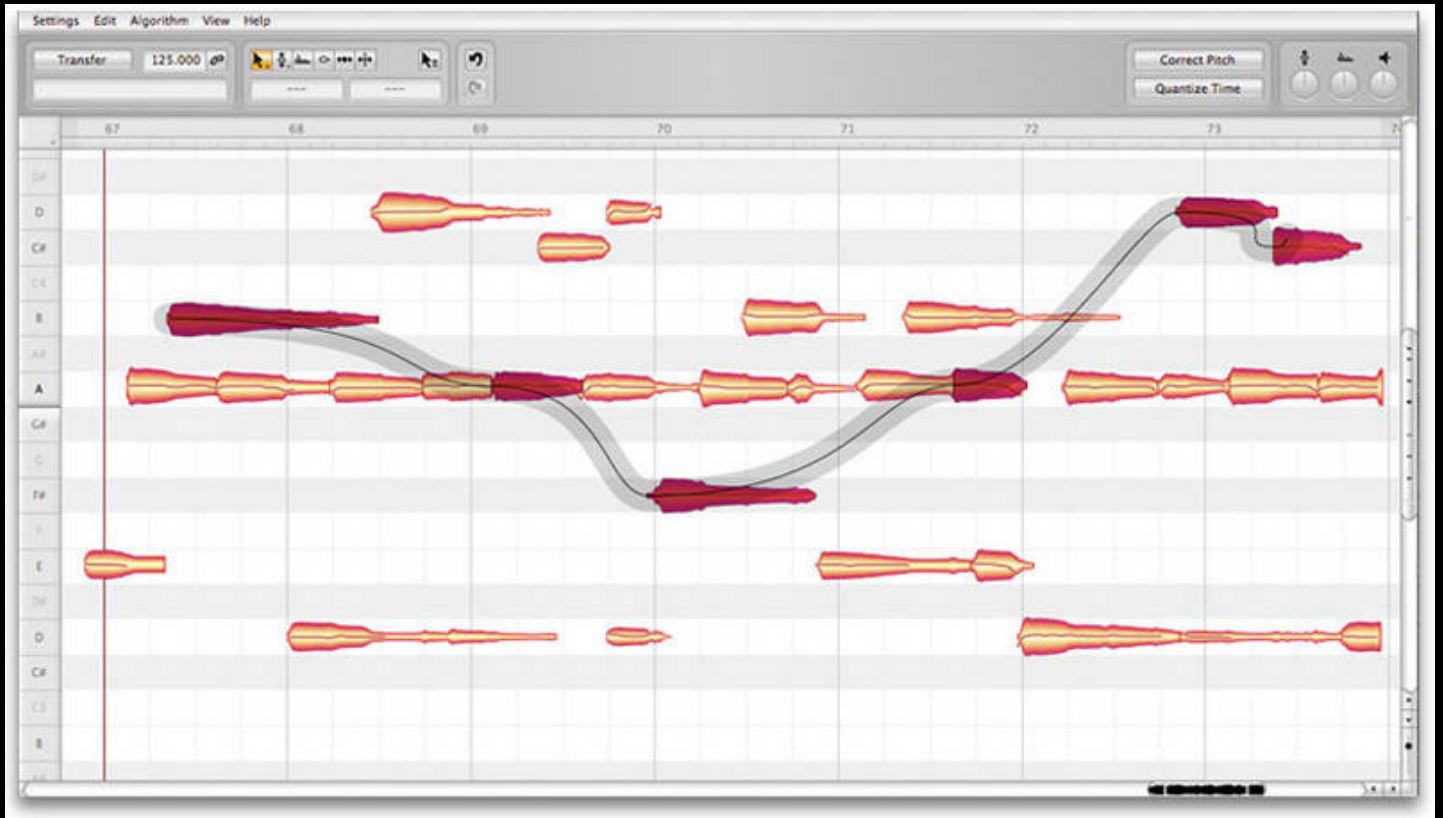


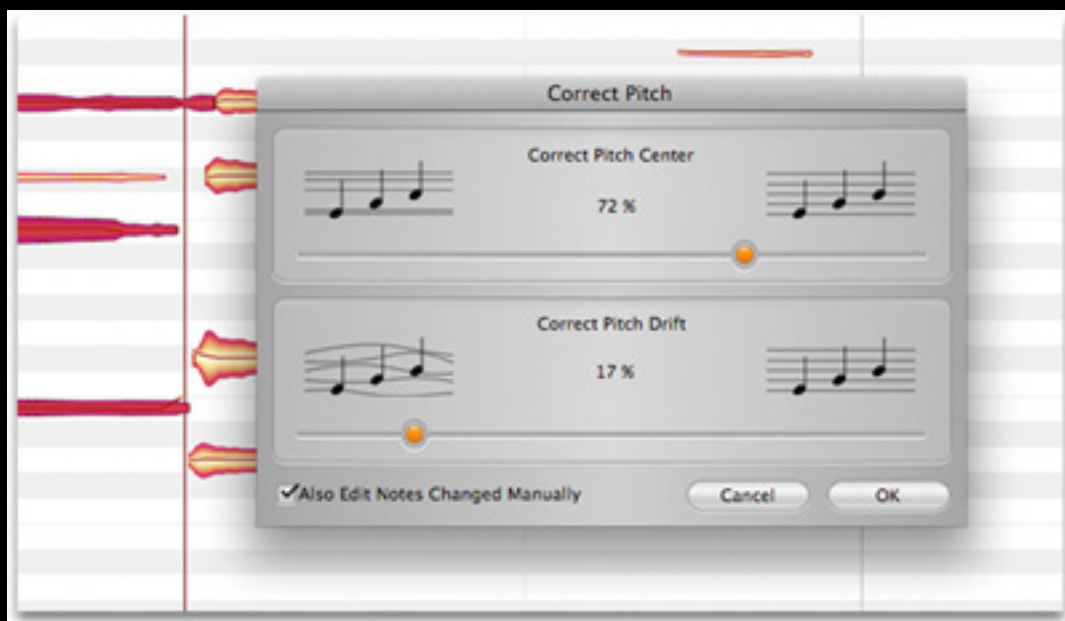
MELODYNE EDITOR



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Features

Single-track audio editing environment with Melodyne technology

Suitable for monophonic, polyphonic and rhythmic/complex audio material

Offers with DNA direct access to individual notes within chords

Works as a plug-in (VST, AU, RTAS) in compatible DAWs under Mac OS X and Windows

Can also be used in stand-alone mode

Activation on up to two computers or via iLok

User interface and manual in English, German, French, Spanish and Japanese

Applications

Manual or automatic correction of intonation and timing errors

Refashioning of melodies, harmonies, timing and rhythm

Transposition including adjustment to scale

Modifying various note parameters such as volume, vibrato, formant spectrum

Pitch shifting and time stretching

(Re-)quantization

MIDI file export

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Monophonic and Polyphonic Material

In the case of monophonic (solo voice, saxophone, bass guitar...) and polyphonic (piano, guitar...) audio material, the following possibilities exist for editing notes:

- Modifying the pitch drift
- Modifying the pitch modulation
- Modifying the position
- Modifying the length
- Modifying the volume
- Shifting the formant spectrum
- Modifying the pitch of any transition between notes
- Modifying the volume of any transition between notes
- Shifting the formant spectrum of any transition between notes
- Timing (re-)quantization, manually or via macro
- Pitch quantization, manually or via macro
- Cut, copy and paste

If, in the case of polyphonic material, two or more instruments play a note of the same pitch on the same beat, one note only, representing the combined sound of the instruments in question, is available for editing (no separation of instruments).

Rhythmic and Complex Material

In the case of rhythmic and complex material, separation is according to beats, so if several notes (e.g. click and snare) sound on the same beat, they are available for editing in the shape of a Melodyne blob. For such blobs, the following editing possibilities exist:

- Modifying the pitch (relative)
- Modifying the position
- Modifying the length
- Modifying the volume
- Shifting the formant spectrum
- Modifying the volume transition between blobs
- Shifting the formant spectrum of transitions between blobs

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Monophonic and Polyphonic Material

Timing quantization, manually or via macro

Cut, copy and paste

System Requirements

Dual (Core) PowerPC G5 or Intel Dual Core processor, 2 GB RAM, OS X 10.4 or later

Intel or AMD Dual Core processor, 2 GB RAM, Windows XP (SP2 or SP3), Windows Vista or Windows 7, ASIO-compatible audio hardware

