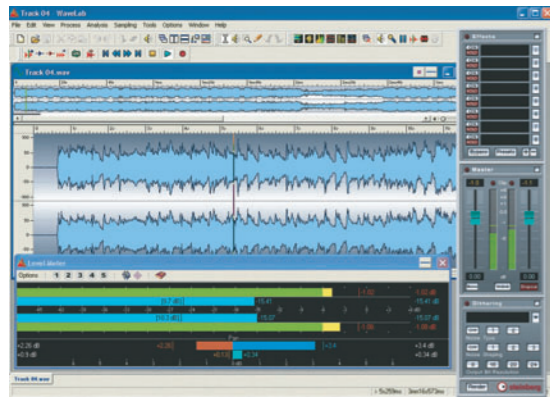


AUDIO EDITOR

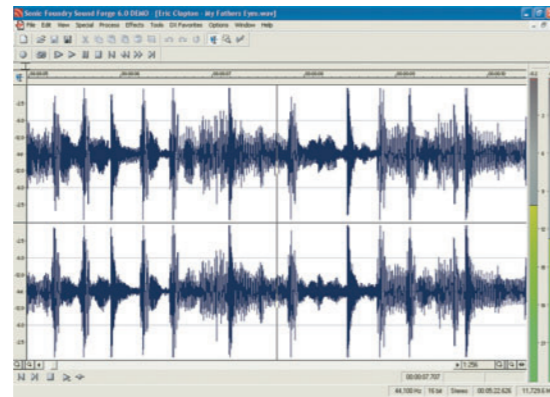
Another variety of recording software is the Audio Editor. Audio Editors primarily exist for editing audio files, but can also be used for recording and playback. Below are some of the more popular choices.

Product	Platform	Notes
Steinberg Wavelab	PC	Good in built surround facilities and CD/DVD burning
Sony Sound Forge	PC	
Adobe Audition (was Cool Edit)	PC	Able to record and playback multi channel audio burning
Bias Peak	Mac	
TC Works Spark	Mac	

Steinberg Wavelab



Sony Sound Forge



The typical features of audio editing software are;

- Editing** - cut, paste, reverse, level change etc
- Effects** - built in effects and ability to use plug-in effects
- Mastering**
- Analysis**
- CD/DVD burning**
- Recording**
- MP3 Encoding**

SOFTWARE INSTRUMENTS AND SAMPLERS

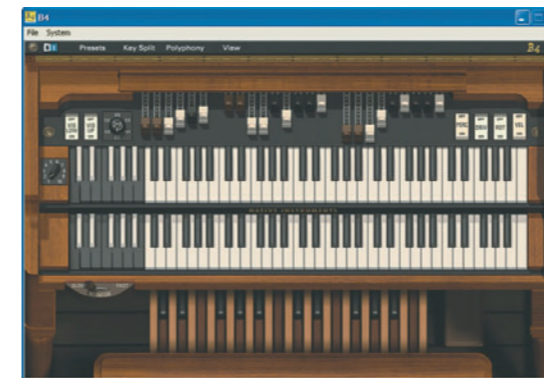
You can now buy software that emulates, or 'pretends to be' a synthesiser or sampler. Software instruments come in a few standards. The most common standard being VST (Virtual Studio Technology) instrument and plug-in, which was invented by Steinberg. Most applications support the VST standard, except Pro Tools (although there are "wrappers" available that can enable them to work).

The newest and second most common standard is the Audio Unit (AU) standard, which was developed by Apple for their Mac computers. Therefore if you are a PC user, your instruments will be VST instruments.

Most sequencers come with some software instruments that can be used straight away. Cubase SX comes with the "Universal Sound Module" that contains all sorts of sounds, as you would expect from a keyboard.

Most software instruments have similar controls, and the ones that emulate real instruments, such as the Native Instruments B4, have controls that replicate the emulated instrument.

Native Instruments B4



Software instruments are played with a MIDI controller keyboard, and most can either run on their own, or within a sequencer. Some can be quite intensive in their use of the computer power, so you may only be able to run a couple at a time.

Software samplers are based on the same principle as software instruments, to replace the hardware. The beauty of software samplers compared with their hardware equivalents is that the screen on a computer is a lot larger and more capable than the screen on a sampler. This makes editing of the sample (which is an audio recording) easier as you can see the waveform.



As with the software instruments, some sequencers come with their own software samplers, such as Logic's EXS24 sampler. They too come in a variety of formats.

PROPELLERHEADS REASON

Reason is a different kind of software package that integrates a basic sequencer with software instruments, samplers and effects in a virtual rack.

It comes complete with samples and instruments and is ready to create music. It visually emulates a studio, so you have to move virtual patch leads to connect instruments to the mixer etc.

Reason has become very popular as a compositional tool, especially for electronic music, as it is very quick to produce results.