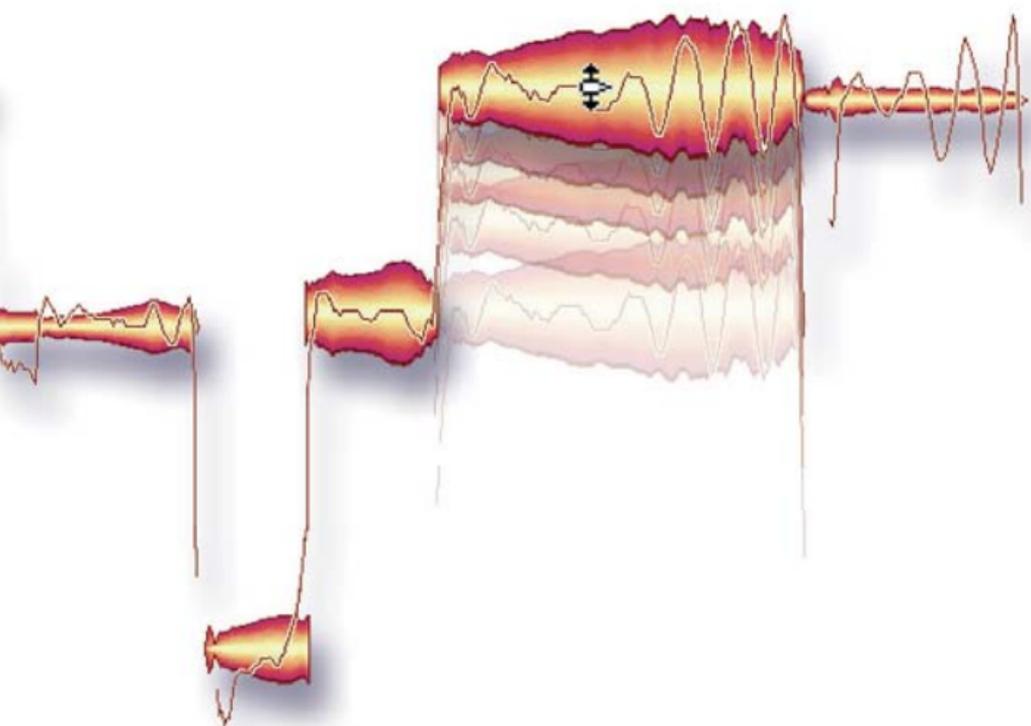


celemony_ **melodyne**
audio without limits



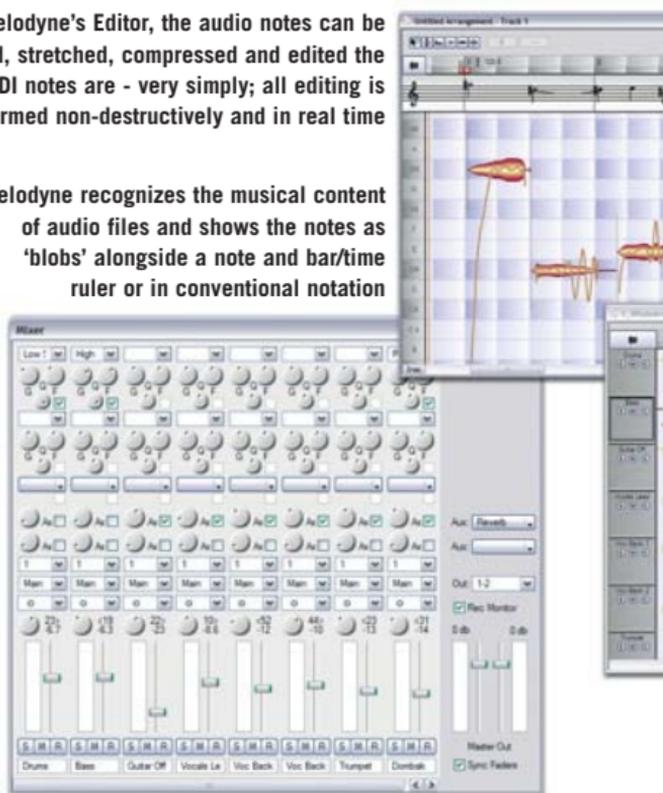
“Melodyne allows me to do things I’d always dreamed of.”

Peter Gabriel

In Melodyne's Editor, the audio notes can be transposed, stretched, compressed and edited the way MIDI notes are - very simply; all editing is performed non-destructively and in real time

Melodyne recognizes the musical content of audio files and shows the notes as 'blobs' alongside a note and bar/time ruler or in conventional notation

In the mixer, not only are there channels and effect plug-ins for the tracks, but there are also channels for instruments too. These can be controlled using Melodyne's outstanding Audio-to-MIDI function



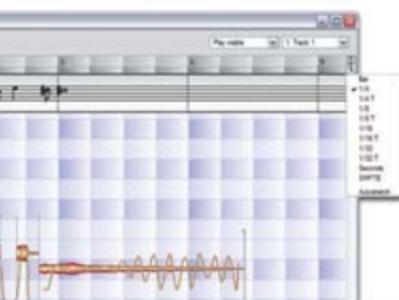
Melodyne – audio without limits

Thanks to its unique audio editing possibilities and its unrivalled sound quality, Melodyne is held in the highest esteem all over the world — by musicians, producers and sound designers; in studios for music, film music, radio and the production of high quality sample libraries. To those who know Melodyne, it is irreplaceable.

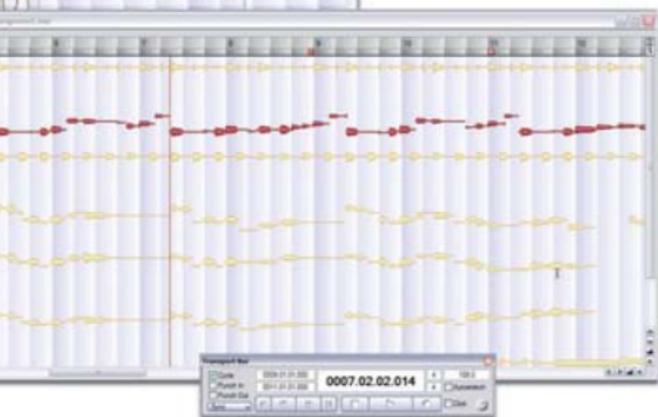
Melodyne is the perfect tool for pitch shifting and time stretching in convincingly natural sound quality, for correcting the intonation and timing of singing, for audio quantization, producing harmonies, and remixing and restructuring the melody, tempo or timing of existing recordings. With Melodyne you can actually do the impossible — and do it easily.

Melodyne is intelligent: it recognizes the music in an audio file and represents it directly as notes; in this way, it offers highly intuitive and far-reaching access to the musical material and permits a sensationally flexible and creative way of working: with Melodyne, the music is in the foreground, not the technology.

Melodyne comes in three versions for Windows XP and Mac OS X — from the single-track Melodyne uno to the multi-track Melodyne cre8 and the comprehensive Melodyne studio, with which you can edit any type of audio material and even entire songs. You can run Melodyne as a stand-alone application or else integrate it via ReWire, VST, RTAS, AU or DirectX into your production environment.



A variable and zoom-dependent grid helps with the moving of notes and the restructuring of melodies using copy and paste



The Arrange Window is Melodyne's sequencing environment. Here, vocal and instrumental parts, polyphonic audio and even whole songs can be arranged using the multiple tracks



Category	uno 1.x	plugin 1.x	cre8 3.x	studio 3.x
edit pitch & time of a single voice or rhythmic material	edit pitch & time of a single voice or rhythmic material	edit pitch & time of a single voice or rhythmic material	same as <i>plugin</i> + work with multiple parts and tracks	same as <i>cre8</i> + allows editing of complex musical material
No. of Tracks	1	1	8	unlimited
Audio format	up to 96 kHz, 24-bit, stereo	host dependant	up to 96 kHz, 24-bit, stereo	up to 192 kHz, 32-bit, stereo
Audio type	melodic, rhythmic, monophonic	melodic, rhythmic, monophonic	melodic, rhythmic, monophonic	melodic, rhythmic, polyphonic
Audio-to-MIDI	no	no	yes	yes
MelodyneBridge (VST, AU, RTAS, DirectX)	no	yes VST, AU & RTAS	yes	yes
ReWire	yes	no	yes	yes
Multi licences	yes	no	no	yes
MSRP	\$199	\$299	\$369	\$699



The idea: music instead of technology

Melodyne is not like other audio programs. Melodyne 'understands' your audio material allowing you to shape its musical content with virtually total freedom. It provides unrivalled musical editing possibilities. Melodyne is quick, inherently creative and without technical complexity.

Melodyne is considerably different from typical audio programs. The reason: Melodyne analyzes a loaded or recorded audio file and detects its musical content. With single-note audio tracks, for example, Melodyne knows exactly what notes have been played or sung, where they begin and end, the nature of the transition between them, what the rhythmic relationship between them is, and that's just for starters.

Since Melodyne knows the meaning of the audio data, it depicts it not as a waveform, like a conventional sequencer or editor, but using the characteristic '*blobs*' as well as traditional notation. The upshot of this is - you can grab and freely move audio *notes* to different pitches, stretch or compress them, make them louder or softer, and much, much more. No other program offers such effective and useful editing possibilities for audio material — and all this with sound quality that has made Melodyne famous worldwide and the market leader.

Standard Audio Waveform Display

Hardly very informative

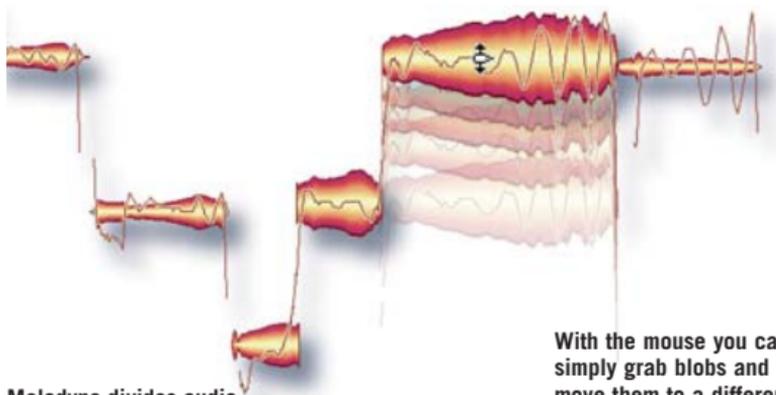
The display of a vocal recording in a conventional audio program. This was amazing back in 1989.



Melodyne displays the audio in a very musical way

Very informative display

Here the music emerges from the audio data and becomes accessible and editable. Welcome to the future of digital audio editing. You will never go back.



Melodyne divides audio material into note 'blobs.' The thickness of the blob gives an indication of its loudness whilst its vertical position represents its pitch.

With the mouse you can simply grab blobs and move them to a different pitch, lengthen them, shorten them, and much more.

Melodyne depicts the instantaneous pitch as a line. When you transpose blobs it automatically ensures that the pitch transitions are perfect and sound natural. This makes the restructuring of melodies as easy as child's play.

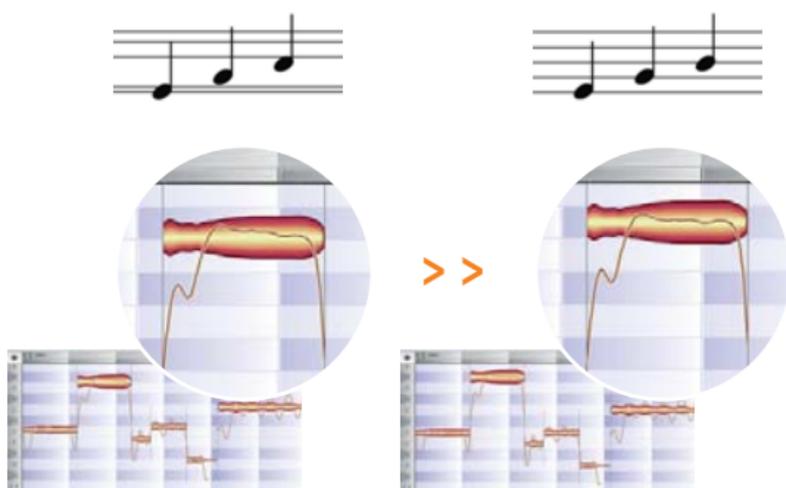


Vocal editing: good, better, optimum

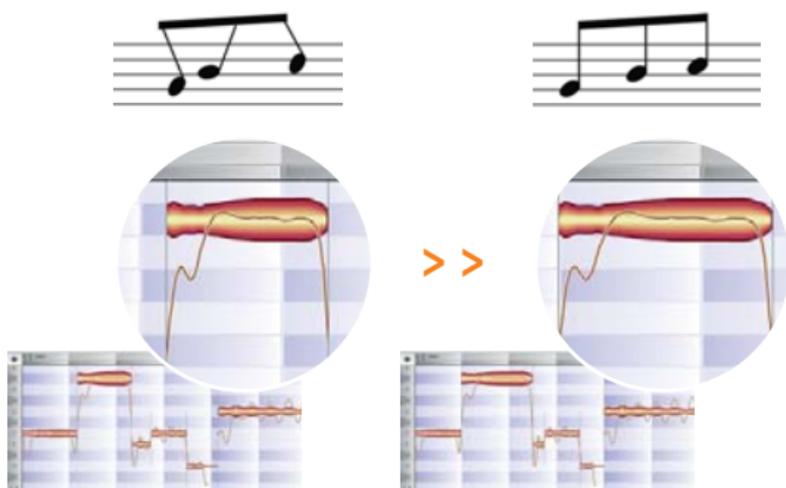
With Melodyne, you can obtain the most from your vocal and instrumental recordings. Intonation and timing problems are solved with few mouse-clicks. Melodyne does this intuitively, musically and unobtrusively - almost as though it had never been otherwise.

Through its unique pitch-shifting and time-stretching capabilities, Melodyne is the ideal tool for improving individual tracks. Simply grab an undesirable note, move it to the desired pitch or position, optimize its length or alter the intensity of its vibrato. Such corrections are absolutely unnoticeable; the musical message is preserved, because Melodyne adapts the note transitions and phrasing intelligently. So there are neither jumps nor the notorious Cher effect — unless you want it...

With the macros for pitch & time correction, large-scale decisive improvements can be made automatically — to individual notes, multiple notes or all the notes of a track. Melodyne knows which pitches are the correct ones and in which positions the notes ought to be. At the press of a button, Melodyne supplies the necessary musical corrections and delivers a perfect recording — even after the singer has already left the studio.



With the macro for pitch correction, out-of-tune notes can be moved automatically and with a selectable degree of perfection to the right pitches



The macro for time correction eliminates timing errors with one mouse-click and can also be used to quantize the audio notes on the basis of a selectable grid or a reference track

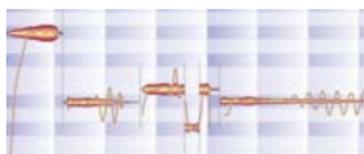
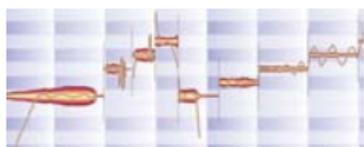
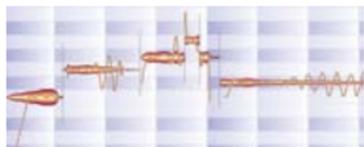


Composition: reconstruction & rebuilding

With Melodyne, your audio recordings become flexible, stretchable, re-formable. Like clay in the hands of a potter. Like Plasticine in the hands of a child. Vary and rearrange them, mould and reshape them, make them new, and do it all very naturally and very musically.

With Melodyne, nothing has to remain as it is. You can change a solo, phrase or rhythm with playful ease. Melodyne's musical way of looking at the material comes to your assistance here: instead of making cuts somewhere in a wave form, you simply take one or several note blobs and effortlessly move them to the desired place. Or copy and paste them to a different position, and then transpose or vary the copy. You will be astonished at how natural the results sound.

While you shape your music, virtually without limits, Melodyne worries about the rest. If necessary, Melodyne's automatic scale adjustment prevents wrong notes from being selected; notes are stretched or compressed if need be when pasted, the problem of clicks are a thing of the past, and even the tempo variation of the song are automatically registered and compensated for when notes are moved and copied. That's how easy and musical Melodyne is.



With a few clicks, the copy of an audio performance can be musically transformed in Melodyne into a new original — with its own ornamentation and living variations

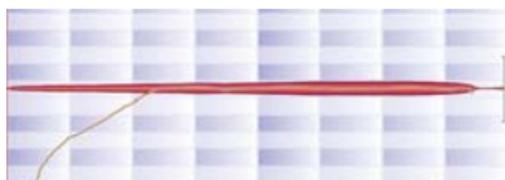


Sound: the essence

With Melodyne, you dive into the sound of your recordings. Discover in microcosm, the unsuspected life of sounds brought to a near standstill - turn trumpets into trombones, kettledrums into triangles, male singers into female singers. And do it all effortlessly with the mere shift of a mouse.

With Melodyne's outstanding time stretching and pitch shifting, you can vary and correct your audio material unobtrusively with the very best sound quality — but you can also use these possibilities for extraordinary transformations and effects. You can, for example, stretch a note to such an extent that a short sound is transformed into a fascinating, minute-long sound continuum. Even with such extreme stretching, the starting transients are preserved and the sound remains soft and round.

With Melodyne's formant parameters, which normally provide the natural-sounding transposition of vocals and solo instruments, you can influence sound subtly or drastically. The possibilities range from performing '*sex changes*' on vocal material to a wide variety of other transformations that include the generation of extremely sharp and shrill sounds such as those produced by distorted electric guitars. The natural phrasing is retained despite even such drastic changes as these. Melodyne always works in a musical way.



With Melodyne, you can bring time to a stop through the most extreme stretching of audio

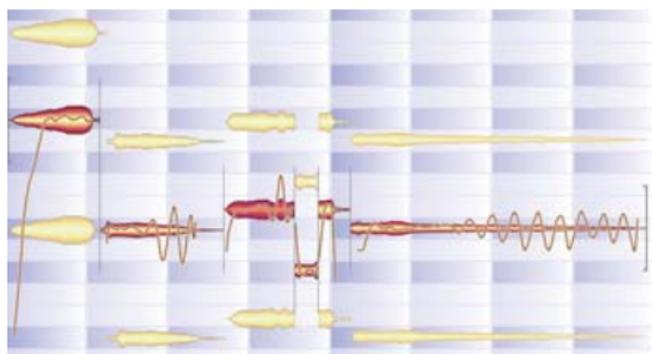


Harmonies: virtual ensembles

With Melodyne, you can produce from a single recording, doublings, second voices and vocal harmonies as though sung multiple times. Large choirs, fatter strings, thicker harmonies - a genuine wall of sound is at your fingertips.

With a few mouse-clicks, you can thicken your singing through doublings or allow a second voice to play with it at the octave. If desired, Melodyne can provide slight random variations of pitch and timing so that the results sound natural. A few thirds below or above are just as quickly arranged. Melodyne knows the key and the scale; with **Scale Snap** it places the notes at the correct pitches automatically as if by the hand of a magician.

Thanks to Melodyne's formant parameter, the transposed voices sound exactly like the original or take on the character you wish – ideal conditions for the creation from one voice of entire choirs with natural sound behavior. Or brass sections from one trumpet, or a string quartet from one violin, or, or, or ... For each solo instrument, Melodyne supplies you with the suitable ensemble.



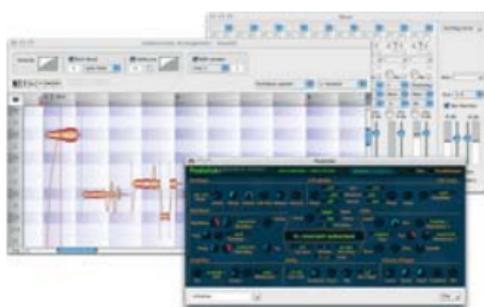
The copying of voices and the creation of natural-sounding ensembles is extremely simple in Melodyne; all voices can be edited individually



Audio-to-MIDI: the human machine

Melodyne transforms audio into MIDI so exactly that every nuance of pitch, timing and volume is retained. Replace or double instruments with synthesizers. Control a sampler with vocals. Acoustic fuses with electronic.

Melodyne can reproduce the detected melodies via MIDI – retaining very accurate pitch, tempo, dynamics and phrasing. Software instruments can be hosted directly in Melodyne and controlled using the Audio-to-MIDI function by Melodyne's audio tracks.



Software instruments can be hosted directly in Melodyne; the synthesizer Podolski from u-he is included in the delivery

The small u-he synthesizer **Podolski** comes standard so you can start your creative work immediately.

You can also export the data generated with audio-to-MIDI as a **MIDI file** and edit it further in your sequencer. This opens many possibilities for creative arranging and sound design. Breathe new life into your synthesizers parts by extracting MIDI notes from hummed melodies with Melodyne.

In the other direction, almost all Melodyne parameters can be **controlled remotely via MIDI** and automated. You can use any MIDI controller you like for this; for particularly popular models, Melodyne comes with ready-made templates.



Integration: connection-friendly

Melodyne is no island solution. With Melodyne, you can choose to remain in your familiar production environment since Melodyne integrates effortlessly via ReWire, VST, AU, RTAS or DirectX into your system and workflow.

Simply load the **MelodyneBridge** plug-in into your sequencer as an insert effect. Instantly both programs are connected and can exchange data. Now, you can use the Melodyne functions while you continue to work with all the arranging and mixing functions of your familiar sequencing software. You can also establish a connection between Melodyne and corresponding digital audio programs via ReWire. Melodyne gives you the choice - use it as a stand-alone application or 'bridge' it to your workspace.

Melodyne runs with...

- Digidesign **ProTools**
 - Steinberg **Cubase & Nuendo**
 - Apple **Logic 7**
 - Cakewalk **SONAR**
 - Ableton **Live**
 - MotU **Digital Performer**
 - Propellerhead **Reason**
- and many other programs...



After the transfer of the data, the MelodyneBridge replaces the edited sections of the audio file in the host



Transferring audio



Playback from host



Playback from Melodyne



Playback from host



Sound library: ever fresh

The Melodyne Sound Library introduces an massive number of audio phrases, licks and loops into Melodyne's sublime editing environment. Tempo, key, melody and scale are accessible and pliable. And, it all fits together perfectly.

With Melodyne, audio libraries awake to new life and usability. You can continuously vary the tempo, key and scale of a lick; completely restructure it; or combine several other licks to create a new one. Your samples are only this flexible with Melodyne.

Adapted libraries like the new **Melodyne Sound Library** offer high quality recordings that can be varied in many different ways and that are optimally tailored to the Melodyne way of working. So you can arrive at a natural and perfectly suitable result, without flesh-and-blood instrumentalists and hundreds of takes.

With Melodyne's **Melody Manager**, you can navigate comfortably through audio libraries and audition samples. You see not only the waveform of the samples but also the detected notation. You can then drag whole samples or individual notes from here into your Arrangement or to the Melodyne Editor. Tempo, pitch and scale can all be automatically adjusted to the current settings if needed.

The Melodyne Sound Library offers thousands of first-class phrases and licks that were conceived especially for use with Melodyne technology





Crossing borders: melodic, rhythmic, polyphonic

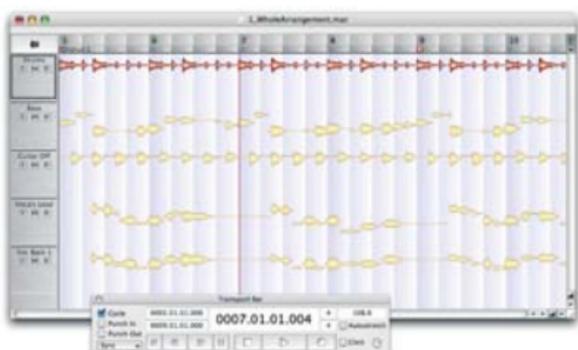
With Melodyne, you do not just edit melodies but all the tracks of your production in an unrivalled way, regardless of whether melodic, polyphonic or rhythmic. This is what the future of audio looks like. You will never go back.

In **Melodyne 3 studio**, you can edit not only single-voice signals such as vocals or saxophone in unattained flexibility and sound quality but also recordings of harmonic instruments like guitar or piano – and even complete mixes of entire pieces. The new algorithm of Melodyne 3 studio opens whole new possibilities for the handling of audio. You have to hear it to believe it.

Transposing or altering the tempo of tracks of all kinds in the best sound quality is very useful – but that's just the beginning. What if you could also make individual guitar chords quieter or louder by dragging a mouse? Or transpose them, shorten them or lengthen them, copy them or paste them somewhere else with a perfect fit? Shuffle the recordings of a band or grid-quantize them? Use a drum track to groove quantize a piano track? Or how about the other way around? The possibilities are endless.

With Melodyne 3 studio, you can now apply the same musical editing paradigm that made Melodyne famous around the world to polyphonic material and even final mixes.

**In Melodyne studio,
you work with
intelligent notes –
with melodic,
polyphonic and
rhythmic audio
material**



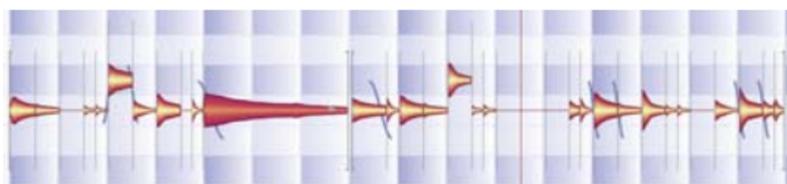


Remix: access

With Melodyne, music is wax in your hands. Alter melodies, harmonies or entire arrangements. Fuse several songs into a new one; collage them; remix them - with all power and all possibilities of Melodyne.

With its special editing possibilities, Melodyne is a remix tool of superlative quality. Make the tempo of different samples and entire pieces the same without effort. Take hold of parts or individual blobs from pieces and combine them to make something new, without worrying about cutting and clicks. Create radio edits in almost no time at all or club mixes in different tempos and keys.

Re-model the rhythm, harmonic sequence or melody of your remix elements. Re-quantize grooves, change rhythms and produce unusual breaks and effects. With Melodyne, you have all the musical parameters in your hands – and you can make things fit that in fact do not fit together.



In Melodyne, you collage and remix with possibilities far beyond normal cutting, slicing and editing

User quotes

“Melodyne allows me to do things I’d always dreamed of.”

Peter Gabriel

“First of all it sounds good! And being able to graphically see the problem areas and correct them in pitch or time makes my life a lot easier.”

George Duke

“I don’t really use it for perfection, I use it for ideas.”

Louis Resto (Producer - Eminem, The Game, 50-Cent and Tupac Shakur)

“Melodyne is the extraordinary bridge that melds imagination and sonic reality. It’s my first-reach tool for sculpting vocals.”

Richard Chycki (mixer & engineer - Mick Jagger, The Cranberries' Dolores O'Riordan, Simple Plan, P. Diddy, Pink, Aerosmith, Rush, Seal, Sean Paul, Shawn Colvin, Our Lady Peace, Dream Theater)

“It changed things a lot for me. I never really used other pitch correction programs much because they didn’t have enough control.”

David Kahne (Producer - The Bangles, Sugar Ray, Paul McCartney, Cher)

“Melodyne is Magic.”

Thomas Bangalter (Daft Punk)

“Melodyne gives me dangerous amounts of freedom, as it allows me to rapidly transform any melody into almost any other melody, regardless of key or tempo. The audio-to-MIDI functions open up whole new creative realms. As if that’s not enough, it also performs clean time-stretching and pitch-shifting over a wider range than any other program I’ve used.”

Morgan Fisher (Mott the Hoople, Queen, Robert Fripp, Moondog, Residents)

“Melodyne has enormous creative potential to make new sounds and to manipulate audio to fit anything... more”

Kipper (Producer - keyboardist for Sting and many others)

“I use Melodyne to modify vocal lines on old demo recordings where I have been DELIBERATELY careless about vocals. There once was a time I sang badly to make sure my demos were never used to challenge the final Who recordings, I can now salvage them.”

Pete Townshend (The Who)

“The fact that this app does what no other app does is obviously the best feature!”

Husky Hoskulds (worked with Norah Jones and Tom Waits)

“Melodyne really can be treated like a instrument as opposed to just a “fix it” plug-in for vocals... more”

Carmen Rizzo (worked with Pete Townshend, Coldplay, Alanis Morissette)

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