

**GETTING STARTED  
WITH  
STUDIO ONE  
ARTIST**



© 2009, PreSonus Audio Electronics, Inc.  
All Rights Reserved.



# TABLE OF CONTENTS

---

Studio One Artist Features .....	3
System Requirements .....	4
Installation and Authorization .....	5
Enabling Your Audio Driver .....	9
Configuring Your External MIDI Devices.....	11
Configuring Your Audio I/O.....	16
Creating a New Song .....	19

# FEATURES

---

All PreSonus audio interfaces now include PreSonus Studio One Artist recording software, which comes with over 4 GB of plug-ins, loops, and samples, giving you everything you need for music recording and production.

## Summary of Studio One Artist features

- Unlimited track count, inserts and sends
- 20 high-quality native effects plug-ins
  - Amp Modeling (Ampire)
  - Delay (Beat Delay)
  - Distortion (Redlight Distortion)
  - Dynamic Processing (Channel Strip, Compressor, Limiter, Tricomp)
  - Equalizer (Channel Strip, Pro EQ)
  - Modulation (Autofilter, Chorus, Flange, Phaser, X-Trem)
  - Reverbs (MixVerb, Room Reverb)
  - Utility (Binaural Pan, Mixtool, Phase Meter, Spectrum Meter, Tuner)
- Over 4 GB of loops, samples, and instruments, featuring:
  - Presence: Virtual Sample Player
  - Impact: Virtual Drum Machine
  - SampleOne: Virtual Sampler
  - Mojito: Virtual Analog-Modeled Subtractive Synthesizer
- Innovative and intuitive MIDI mapping
- Powerful drag-and-drop functionality for faster workflow
- Mac OS X and Windows compatible

# SYSTEM REQUIREMENTS

---

- Macintosh
  - Mac OS X 10.4.11 or Mac OS X 10.5.2 or higher
  - Minimum Hardware:
    - PowerPC G4 1.25 GHz or Intel Core Solo 1.5 GHz processor
    - 1 GB RAM
    - DVD drive
  - Recommended:
    - PowerPC G5 or better or Intel Core Duo or Intel Xeon processor or better
    - 2 GB or more RAM
    - DVD drive
  
- Windows PC
  - Windows XP SP2 or later or Vista
  - Minimum Hardware:
    - Intel Pentium 4 1.6 GHz processor or AMD Athlon 64 (Turion)
    - 1 GB RAM
    - DVD drive
  - Recommended:
    - Intel Pentium 4 2.8 GHz EM64T or better or AMD Athlon 64 3000+ or better
    - 2 GB or more RAM
    - DVD drive

*NOTE: The speed of your processor, amount of RAM, and size and speed of your hard drives greatly affect the overall performance of your recording system. A more powerful system (faster processor with more RAM) allows for lower latency (signal delay) and better overall performance.*

# INSTALLATION & AUTHORIZATION

---

Every PreSonus interface comes complete with Studio One Artist recording software. Whether you are about to record your first album or your 50<sup>th</sup>, Studio One Artist provides you with all the tools necessary to capture and mix a great performance. As a valued PreSonus customer, you are also eligible for an upgrade discount for Studio One Pro when you are ready to master your work, create a digital version for the Web, or incorporate third-party VST plug-ins into your recording process. For more details on the Studio One Pro upgrade program for PreSonus customers, please visit [www.presonus.com](http://www.presonus.com).

Once you have installed your PreSonus interface's drivers and connected your interface, you can use the PreSonus Studio One Artist music-production software included with your Presonus interface to begin recording, mixing, and producing your music. To install Studio One Artist, insert your installation disc into your computer's DVD drive. Follow the onscreen instructions to complete the installation process.



To Install Studio One Artist, insert your Studio One Artist installation DVD into your computer's DVD drive.

PC Users: Launch the Studio One Artist installer and follow the onscreen instructions.

Mac Users: Simply drag the Studio One Artist application into the Applications folder on your Macintosh HD.

# INSTALLATION & AUTHORIZATION

---

## Creating a User Account



After installing Studio One Artist, launch the program, and the Activate Studio One menu will appear. If you are a new Studio One user, you will need to create a user account. Follow the Create Account link if your computer is connected to the Internet. Once you have created your account, continue to Activating Studio One Artist Online.

If your computer is not connected to the Internet, visit the Studio One product page at [www.presonus.com](http://www.presonus.com) on an Internet-connected computer to create your account. After you have created your account, skip to Activating Studio One Artist Offline.

## Activating Studio One Artist Online



Now that you have created a user account, you can activate your copy of Studio One Artist. Launch Studio One Artist, and the Activate Studio One menu will appear.

Click on the Activate Online link and enter your previously created account Username, Password, and the Product Key you received with the Studio One Artist installation disc. Click on the Activate button to finish the activation process.

# INSTALLATION & AUTHORIZATION

---

## Activating Studio One Artist Offline



Once you have created a user account, launch Studio One Artist. From the Activate Studio One Menu, click on the Activate Offline link. Follow the instructions to log in to your previously created user account, register the product, and obtain a license file.

Next, copy the license file to the computer on which Studio One has been installed, and locate the license file as instructed in the Activate Studio One menu. The activation process is now complete.

## Installing Bundled Content for Studio One Artist



Studio One Artist comes bundled with an array of demo and tutorial material, sampled instruments, loops, samples, and unique third-party content. The Studio One Artist bundle includes all that you need to begin producing music.

Upon completing the Studio One Artist installation and activation process, the Studio One Content Installer will appear. If it does not appear, navigate to Help/Studio One Installation.

At the top of the installation menu, select the source from which the content will be installed, as well as the location

---

# INSTALLATION & AUTHORIZATION

---

where you wish to install the content. The source of the content will be the same DVD from which you installed Studio One Artist. By default, Studio One Artist will point to your DVD drive as the content source. Listed in the installation menu are separate entries for each available item. Click in the checkbox next to each item you wish to install, then click on the Install Packets button at the bottom left of the menu to install the selected content.

When finished installing content, click on the Done button to exit the menu.

Studio One Artist content can be installed at any time by accessing the Help/Studio One Installation menu. If you choose not to install any portion of the content, you can install it at a later time.

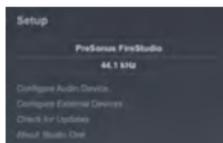
# ENABLING YOUR AUDIO DRIVER

---

Studio One and Studio One Artist were designed with PreSonus interfaces in mind. Your PreSonus interface is already integrated into Studio One Artist, so setup is quick and easy. When Studio One Artist is launched, by default you will be taken to the Start page. On this page, you will find document-management and device-configuration controls, as well as a customizable artist profile, a news feed, and links to demos and tutorials from PreSonus. If you have an Internet connection on your computer, these links will be updated as new tutorials become available on the PreSonus Web site.

*Complete information on all aspects of Studio One Artist is available in the Reference Manual PDF located on the Studio One Artist Installation disc. The information in this manual covers only the most basic aspects of Studio One Artist and is intended to get you set up and recording as quickly as possible.*

- **Start Page:  
Setup Area**



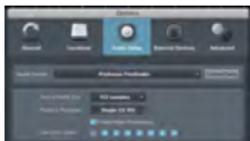
**Shows Active Audio Driver and Sample Rate and Provides Quick Links to Configure Audio and MIDI**

In the middle of the Start page, you will see the Setup area. Studio One Artist automatically scans your system for all available drivers and selects a driver. By default, it will choose a PreSonus driver if one is available.

# ENABLING YOUR AUDIO DRIVER

---

Configure Audio Device...



## Selecting a Different Audio Driver From the Start Page

If you do not see your PreSonus interface's audio driver on the Start page when you launch Studio One, click on the Configure Audio Devices link in the Setup area to open the Audio Setup Options window.

In the Audio Device menu, select the driver for your PreSonus interface. Click the Apply button and then OK.

After you have verified that the PreSonus driver has been detected, please continue to the next Section to set up your external MIDI devices. If you do not have any MIDI devices to connect at this time, please skip Configuring Audio I/O.

# CONFIGURING YOUR MIDI DEVICES

---

From the External Devices window in Studio One Artist, you can configure your MIDI keyboard controller, sound modules, and control surfaces. This section will take you through setting up your MIDI keyboard controller and sound module with your PreSonus interface. Please consult the Reference Manual located on your Studio One Artist installation DVD for complete setup instructions for other MIDI devices.

## Setting up an external MIDI keyboard controller from the Start page.

A MIDI keyboard controller is a hardware device that is generally used for playing and controlling other MIDI devices, virtual instruments, and software parameters. In Studio One Artist, these devices are referred to as Keyboards, and they must be configured before they are available for use. In some cases, your MIDI keyboard controller is also used as a tone generator. Studio One Artist views the two functions of these types of hardware as two different devices: a MIDI keyboard controller and a sound module. The MIDI controls (keyboard, knobs, faders, etc.) will be set up as a Keyboard. The sound module will be set up as an Instrument.

### STEP 1



From the Setup area in the Start page, you can also set up your external MIDI devices. Before we set up a

new Song for recording, let's take a moment to configure external devices. Connect the MIDI Out of your external MIDI controller to the MIDI In of your PreSonus interface

# CONFIGURING YOUR MIDI DEVICES

---

## STEP 2



Click on the Configure External Devices link in the Setup area on the Start page to launch the External Devices window.

Click the Add button.

## STEP 3



When the Add Device window launches, select "New Keyboard" from the menu on the left. At this point, you can customize the name of your keyboard by entering the manufacturer and device names.

Specify which MIDI channels will be used to communicate with this keyboard. For most purposes, you should select all MIDI channels. If you are unsure of which MIDI channels to select, we suggest you select all 16.

## STEP 4



In the Receive From drop-down menu, select the MIDI interface input from which Studio One Artist will receive MIDI data.

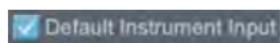
In the Send To drop-down menu, select the MIDI interface output from which Studio One Artist will send MIDI data to your keyboard. If your keyboard controller does not need to receive MIDI data from Studio One (say, for moving motorized faders and the like), you can leave this unselected. If your

# CONFIGURING YOUR MIDI DEVICES

---

keyboard does need to receive MIDI data, you must connect a MIDI cable from the MIDI output of the MIDI breakout cable to the MIDI input of the keyboard.

## **STEP 5**



If this is the only keyboard that you will use to control the virtual instruments and your external synthesizers in Studio One Artist, you should check the box next to Default Instrument Input. This will automatically assign your keyboard to control all MIDI devices in Studio One Artist. When you are finished, click OK.

If you have a sound module you'd like to connect, leave the External Devices window open and proceed to the next part of this section. If not, you can close this window and skip to Configuring Your Audio I/O.

## **Setting up an external MIDI sound module from the Start page:**

MIDI instrument controllers (keyboards, MIDI guitars, etc.) send musical information in the form of MIDI data to tone modules, which respond by generating sound, as instructed. Tone modules can be standalone sound devices or can be integrated into a controller, as with a keyboard synthesizer. Studio One Artist refers to all tone generators as Instruments. Once you have set up your MIDI keyboard controller, take a moment to configure your sound module.

# CONFIGURING YOUR MIDI DEVICES

---

## STEP 1



Connect the MIDI In of your external sound module to the MIDI Out of your PreSonus interface.

## STEP 2



In the External Devices window, click the Add button.

## STEP 3



The Add Device window will launch.

From the menu on the left, select "New Instrument." At this point you can customize the name of your sound module by entering the manufacturer and device names.

Specify which MIDI channels will be used to communicate with this keyboard. For most purposes, you should select all MIDI channels. If you are unsure of which MIDI channels to select, we suggest you select all 16.

# CONFIGURING YOUR MIDI DEVICES

---



In the Send To drop-down menu, select the MIDI-interface output from which Studio One Artist will send MIDI data to your sound module.

In the Receive From drop-down menu, select the MIDI-interface output from which Studio One Artist will receive MIDI data from your sound module. In most cases, your sound module will not need to send information to Studio One, so you can leave this unspecified.

Click OK and close the External Devices window. You are now ready to start recording in Studio One Artist. The remainder of this guide will go over how to set up a Song and will discuss some general workflow tips for navigating through the Studio One Artist environment.



# CONFIGURING YOUR AUDIO I/O

---

## STEP 4



Click on the Song Setup button to open the Song Setup window, then click on the on the Audio I/O Setup icon.

## STEP 5



Click on the Inputs tab in the Audio I/O Setup window, and you will see all of the available inputs on your PreSonus interface. At this time, you can add the number and type of inputs you plan to use. We recommend that you create a mono input for each of the inputs on your PreSonus interface. If you plan on recording in stereo, you should also create a stereo bus and assign it to the appropriate set of inputs. You can remove any bus by simply selecting it and clicking the remove button. To customize the name of your buses, double-click on the default name to open a text box. When you have finished typing, hit Enter. If you would like the same inputs to be available every time you launch Studio One Artist, click the "Make Default" button.

## STEP 6



Click on the Outputs tab, and you will see all of the available outputs on your PreSonus interface. At this time, you can add the number of output buses to which you would like to have access and can give them custom names.

## CONFIGURING YOUR AUDIO I/O

---

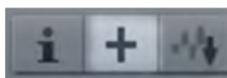
In the lower right corner, you will see the Audition select menu. This allows you to choose the output from which you will audition audio files prior to importing them into Studio One Artist. In general, you will want this to be the Main Out bus.

If you would like this output configuration available every time you launch Studio One Artist, click the Make Default button.

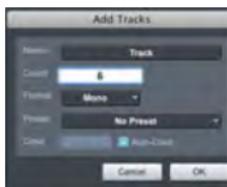
# CREATING A NEW SONG

Now that you've configured your MIDI and Audio I/O and created a new Song, let's go through some of the basics of Studio One Artist so you can start recording!

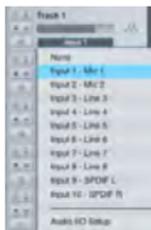
## Creating Audio Tracks



In the upper left corner of the Arrange window, you will notice several buttons. The middle button is the Add Tracks button. Click this button to bring up the Add Tracks window.



In the Add Tracks window, you can select the number and type of Tracks you'd like to create (Mono Audio, Stereo Audio, Instrument, or Automation) and can customize the name and the color.



Once you have added your Tracks, you can assign the input by simply clicking on the input to which a Track is currently assigned. This will bring up your inputs list. You can also access the Audio I/O Setup from here.

If you would like to add a Track for each of the available inputs and have the routing automatically assigned, simply go to Track | Add Tracks for All Inputs.

## CREATING A NEW SONG

---

To begin recording, create an audio track, assign it to Input 1, and connect a microphone or instrument to Channel 1 of your PreSonus interface. Select the record enable () and monitor () on your track in Studio One Artist. Turn up the Channel 1 gain knob on your PreSonus interface while speaking/singing into the microphone or playing your instrument. You should see the input meter in Studio One Artist react to the input. Adjust the gain so the input level is near its maximum **without clipping**.

Connect a set of headphones to your PreSonus interface's headphone output. You may also wish to connect monitors to your interface's Main Outs. You are now ready to record. For complete instructions, please consult the Studio One *Reference Manual*, which is located on your Studio One Artist Installation DVD.

### Creating MIDI Tracks

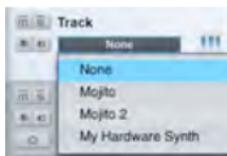
---



Click on the Add Tracks button. When the Add Tracks window launches, select Instrument as the Track Format and click the OK button.

## CREATING A NEW SONG

---



To assign your MIDI input, click on the MIDI Inputs list and select your external sound module. If you have added Virtual Inputs to your session, you will also see them as available inputs.

If you selected your MIDI keyboard controller as the default keyboard, it will already be selected. If not, choose your MIDI controller from Output menu directly below.



To the left of the Add Track button, you will find the Inspector button. Click it to display more parameters for the selected track.



At the bottom of the Inspector menu, you will see your Bank and Program selections. From here, you can remotely change the patch on your sound module.

Please Note: MIDI data does not contain audio signals. To hear your sound module, you must connect the audio output of the sound module to an audio input on your interface and your interfaces's audio outputs to a sound system. When you are ready to mix your Song, you must convert the recorded MIDI data to an audio waveform by recording a new audio track

# CREATING A NEW SONG

---

## Adding Virtual Instruments and Plug-in Effects to your Song

You can add plug-ins and Instruments to your Song by dragging-and-dropping from the browser. You can also drag an effect or group of effects from one channel to another, drag in customized effects chains, and instantly load your favorite virtual-instrument patch without ever scrolling through a menu.



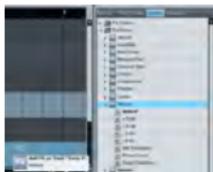
In the lower right corner of the Arrange window are three buttons. The Edit button opens or closes the Audio editor or the MIDI piano-roll editor, depending on what type of track is selected. The Mix button opens and closes the mixer window. The Browse button opens the Browser window, which displays all of the available virtual instruments, plug-in effects, audio files, and MIDI files, as well as the pool of audio files loaded into the current session.



To add a virtual instrument to your session, click the Browse and Instrument buttons to open the Instrument Browser. Select the instrument or one of its patches and drag it into the Arrange view. Studio One Artist will automatically create a new track and load the Instrument as the input.

## CREATING A NEW SONG

---



To add a plug-in effect to a track, click the Effects button and select it or one of its presets in the Effects Browser, then drag it over the track to which you would like to add it.



Audio and MIDI files can also be quickly located, auditioned, and imported into your Song by dragging them from the File Browser into the Arrange view. If you drag the file to an empty space, a new track will be created with that file placed at the position to which you dragged it. If you drag the file to an existing track, the file will be placed as a new part on the track.