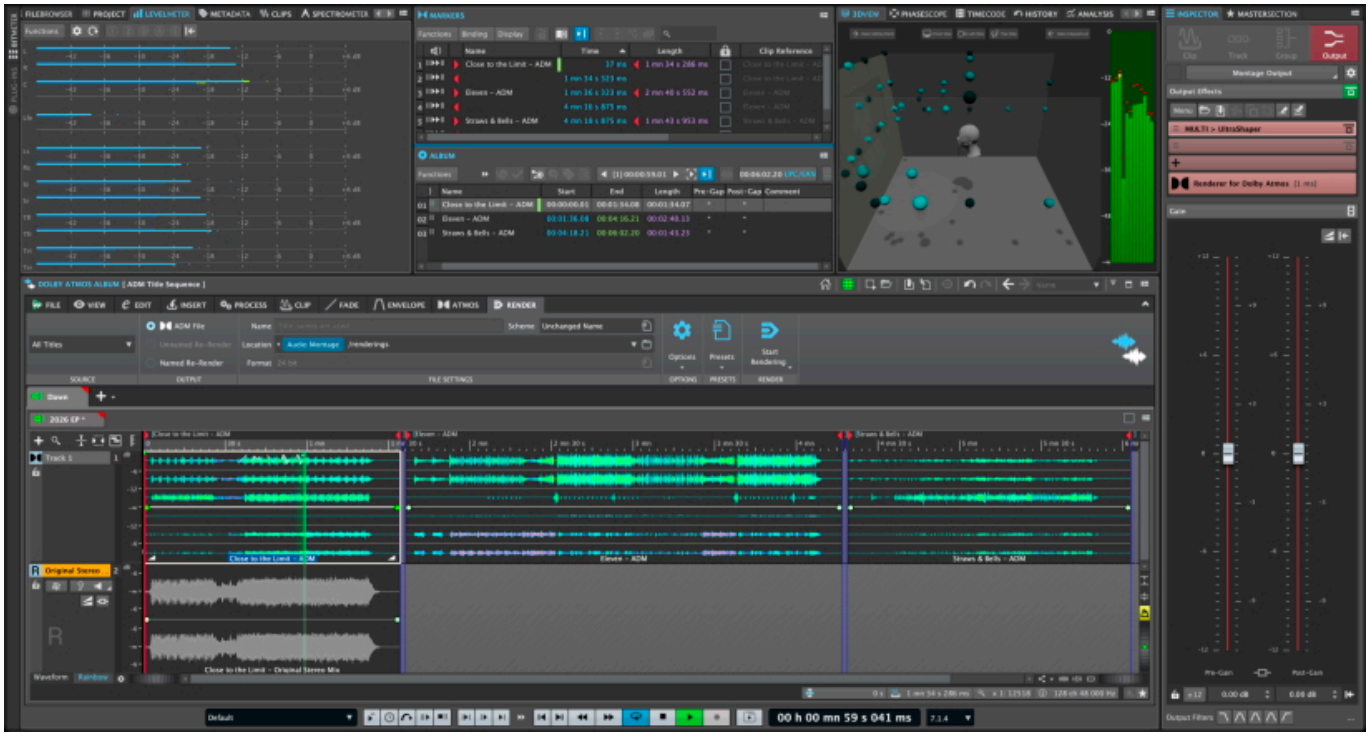
Steinberg WaveLab 13



Steinberg has today announced the immediate availability of WaveLab 13, which adds Dolby Atmos music mastering to more than 30 new features for enhanced workflows, productivity, and audio quality. With multicore rendering and streamlined editing features for both stereo and immersive projects, WaveLab 13 once again sets the standard in the world of mastering. As Dolby Atmos continues to grow across the industry, WaveLab 13 debuts a new Dolby Atmos production workflow, with new Master and Album montages that deliver the tools to finalize immersive sound projects with precision and ease.

The Master montage streamlines the import and editing of ADM files, applying processing, normalizing and re-rendering, while preserving object spatial information. The innovative Immersive Plug-in Hub allows standard VST 3 plug-ins to be inserted across up to 128 audio channels, also allowing bed, clip, and track plug-ins to be inserted. The Album montage makes arranging multiple ADM files into a single, cohesive album master straightforward. Clips can be visualized in multiple formats, from stereo through to 9.1.6, with the option to update the display automatically to match the Dolby Atmos Renderer.

Loudness and TruePeak normalization ensure accurate levels across multiple ADM files, with options to preserve or adjust differences between them and stereo masters. Compatible ADM files can be combined into a new file with crossfade support and multiple ADM files of any type can be merged into one. A stereo reference track enables accurate A/B comparison and length alignment of the ADM file with a stereo master.

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True next-generation mastering is delivered by the updated MasterRig 2 plug-in suite, with a sleek modern design, fully scalable user interface, sidechain support, and new, enhanced modules for EQ, compression, limiting, and stereo imaging. Further support for Dolby Atmos workflows comes from the MixerDelay, which aligns speaker channels by individually adjusting delay times, and Bass Manager, which optimizes low-frequency distribution, enhancing clarity and consistency in immersive mixes. Tailored for vocal and speech processing, VocalChain is a state-of-the-art multi-effect which integrates essential tools like EQ, compression, and reverb in a streamlined interface, while UltraShaper merges advanced compression with powerful transient shaping in a single, powerful dynamics processor. Plug-ins can also now be instantly removed from a slot by dragging them outside it.

Full multi-core support for Audio Montage elements means multiple tasks can be processed simultaneously, radically reducing render times and making the workflow for complex projects much more efficient. Switching to another tab seamlessly continues playback from the same position as the previous tab, making full A/B comparison of audio files and clips faster and more precise. Clip audio signals can be routed directly to track plug-ins with sidechain capabilities. Each signal can be adjusted, giving precise control for techniques like ducking and rhythmic processing.

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Many improvements to how the WaveLab GUI uses and manages colors include the ability to automatically manage the colors of clips and tracks based on custom rules. Alternatively, random colors can be assigned to all tracks with a single command. The color palette can be customized by choosing the number of hues and brightness levels, with color contrast and clarity for selected clips also improved.

WaveLab 13 includes many more new and enhanced features:

- Wide-ranging improvements to the Audio Montage for faster, more efficient workflows
- Enhanced envelope functions
- Wider VST 3 compatibility
- Range selection via the marker ruler
- Open or paste files from text-based file paths
- Improved waveform outlines on HDPI screens
- Audio processing load bar
- Plug-in interface scaling
- More new plug-ins, including Pitch Shifter and the legendary Underwater effect
- Click-and-drag removal of plug-ins

“We are very proud of what we’ve achieved with WaveLab 13, which includes offering a standardised workflow to master music for Dolby Atmos,” says Luis Dongo, Steinberg Senior Marketing Manager, Pro Audio. “On top of that, with over 30 new features, additional plug-ins and workflow accelerators, WaveLab 13 is a remarkable release that will make both existing and new users very happy.”

David Gould, Sr. Director of Content Creation and Distribution, Dolby Laboratories adds: “WaveLab 13 is an exciting step forward for Dolby Atmos mastering workflows. As immersive audio continues to grow across the industry, WaveLab brings comprehensive Dolby Atmos capabilities to a broader range of audio professionals. The intuitive workflow combined with advanced processing tools gives mastering engineers the control and flexibility they need for their Dolby Atmos projects.”

WaveLab 13 is available from resellers and through the Steinberg Online Shop. The suggested retail price for WaveLab Pro 13 is 499 euros or 499.99 US dollars. The suggested retail price for WaveLab Elements 13 is 99.99 euros or 99.99 US dollars. Prices may vary according to region. Updates and upgrades are exclusively available through the Steinberg Online Shop. From January 28, 2026, to February 4, 2026, all WaveLab updates and upgrades from previous versions are available at a 15% discount. Customers who have activated WaveLab Pro 12 or WaveLab Elements 12 or earlier versions from January 1, 2026, are eligible for a free, downloadable grace period update to the latest version, respectively.

Key Features

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- Dolby Atmos workflow: New Master Montage, Album Montage and high-end plug-ins make finalizing immersive sound projects fast and efficient
- Loudness and TruePeak normalization: Ensure accurate levels across multiple ADM files
- A/B comparison: Compare a current project to an alternative version or a reference track quickly and accurately
- Multi-core support: Simultaneously process multiple tasks in the Audio Montage
- Mastering: Updated MasterRig 2 plug-in suite with new processing modules, sidechain support, and improved user interface
- Vocal production: State-of-the-art VocalChain plug-in designed for vocal and speech processing
- Dynamics processing: Compression and transient shaping in one powerful plug-in
- Clip signal routing: Route signals directly to track plug-ins with sidechain capabilities
- Clip and track colors: Navigate projects faster and maintain creative focus with flexible GUI color management
- Plug-in updates: Greater VST 3 compatibility, new Pitch Shifter and Underwater plug-ins, interface scaling, and instant plug-in removal
- Plus, many more improvements to the Audio Montage for faster, more efficient workflows

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