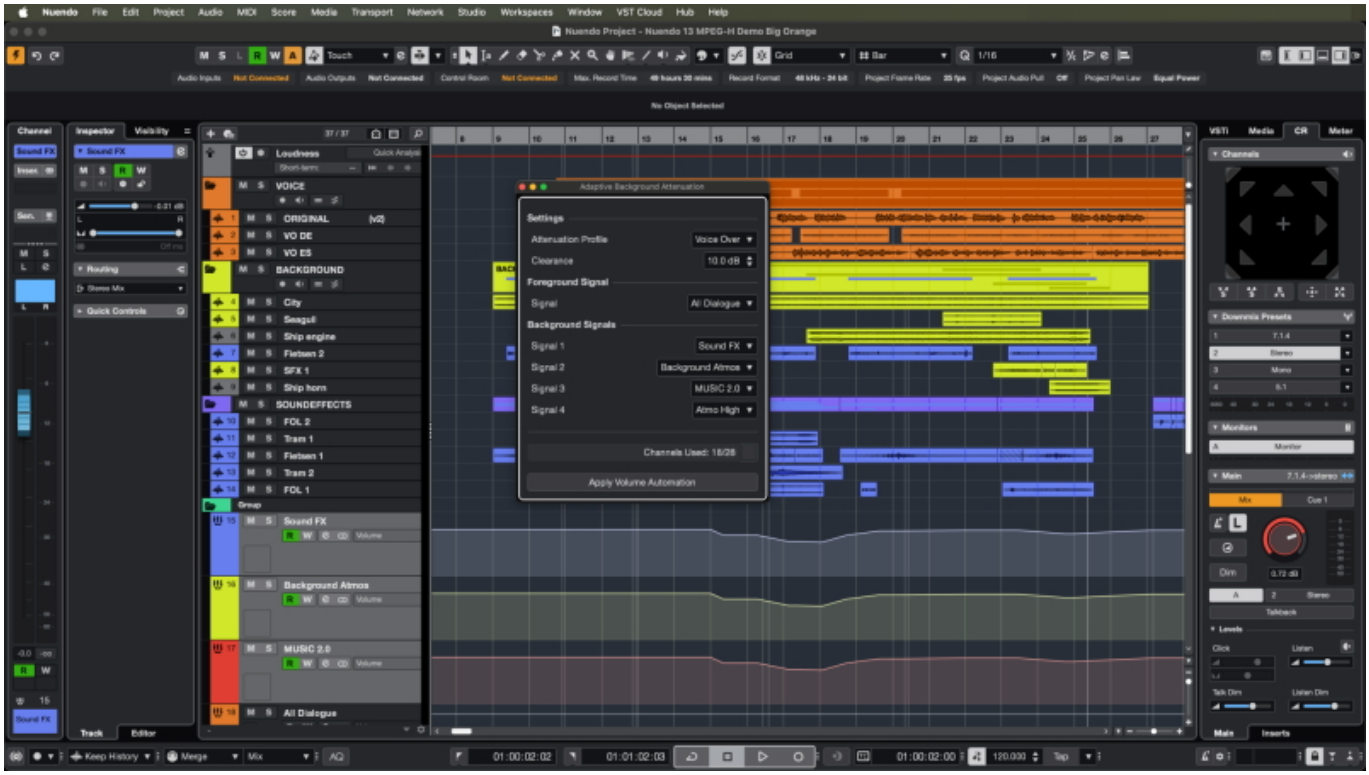
Steinberg's Nuendo 14 to the Future



Steinberg has today announced the immediate availability of Nuendo 14, with many new tools for mixing, editing, and game audio, plus significant enhancements that further expedite the user's workflow. Nuendo is the preferred choice of professionals in film, TV, game audio, and immersive sound worldwide. Since its initial launch, Nuendo has been an essential tool in crafting the soundtracks for numerous high-profile productions, products, and installations. With its latest version, Nuendo establishes a new benchmark in audio post-production and game audio, introducing a powerful automated mixing assistant, enhanced AI-powered dialog transcription, sound effects preview, and around 30 more enhancements.

Version 14 provides powerful tools during the mixing stage. Adaptive Background Attenuation (ABA) by Fraunhofer IIS is one of the major highlights in Nuendo 14. ABA allows the balance of a mix to be automated, ensuring dialog is always

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intelligible. Using the dialog stem as a reference, ABA automatically attenuates loud background sounds to a minimum margin that can be defined by the user, ensuring the foreground sound is always clear. At the same time full control is still maintained over the overall mix, allowing the user to review changes and adjust levels. ABA is also available within the MPEG-H Renderer when creating MPEG-H content.

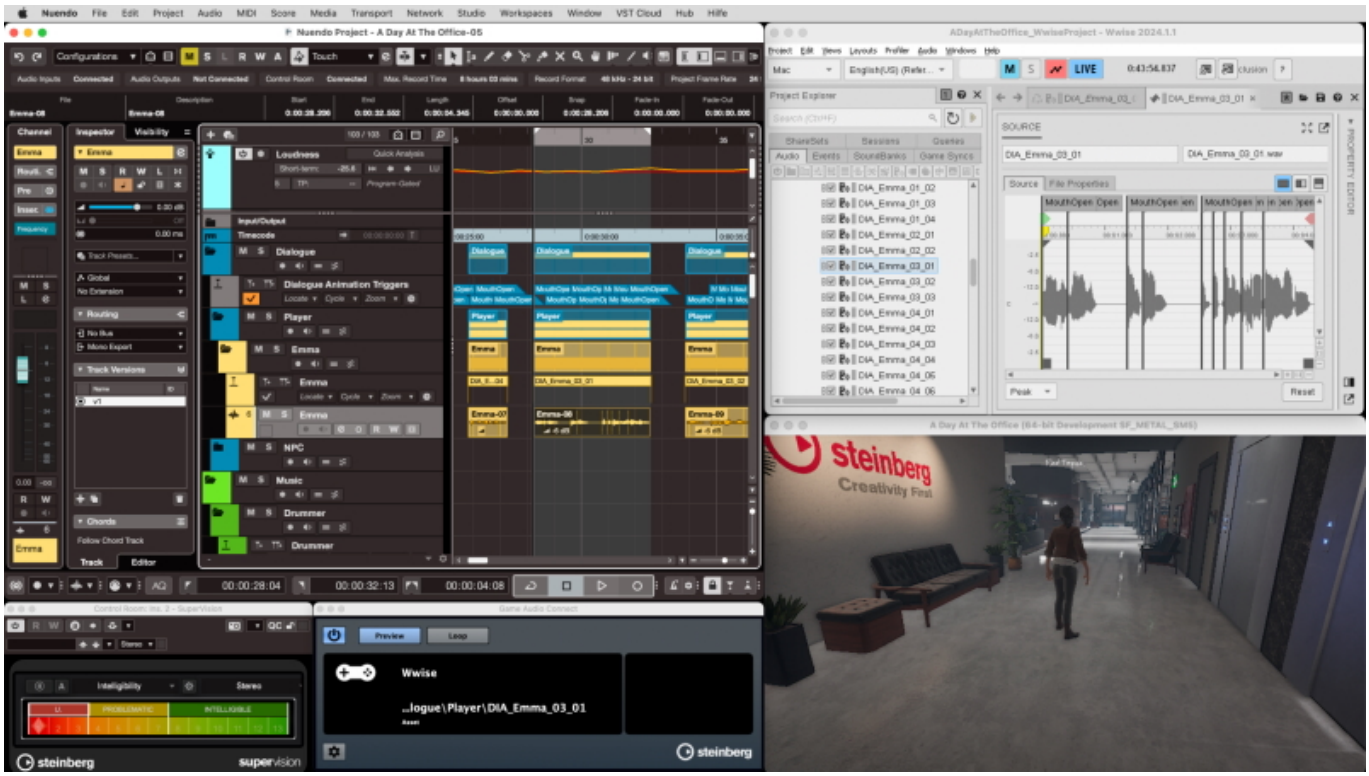
“With ABA, Nuendo 14 users get an intelligent tool that saves time, reduces costs, and ensures consistently clear dialog - effortlessly and while maintaining an aesthetically pleasing mix. It seamlessly integrates into existing mixing workflows, allowing users to manually adjust the written automation curve after processing. In addition to the native implementation, ABA is also available for MPEG-H Audio production,” says Harald Fuchs, MPEG-H Audio Product Manager and Head of the Media Systems and Applications Department at Fraunhofer IIS.

With the new Volume plug-in in Nuendo 14, users can mix the volume of any track independently of the fader, allowing individual level adjustments for each sub-channel to be made, and much more. Version 14 now supports up to fourth-order Ambisonics channels, and its Dolby Atmos Renderer now supports Stereo Direct, 7.1.2, 9.1.4, and 9.1.6 formats. Manual adjustments to the trim settings of Stereo Direct and 5.1.4 projects are now possible from within the Dolby Atmos ADM Trim and Downmix Editor. Additional mixing enhancements have been made to the MixConsole which can now be fully displayed in the Lower Zone, also allowing tracks to be rearranged directly from there.

Nuendo 14 includes advanced editing and transcription features that are supported by the latest AI technologies. The new AI-powered speech to text feature allows dialog tracks to be transcribed into ADR cycle markers. By writing the transcription of the original soundtrack into existing markers, or creating new markers with the transcribed dialog inside, this can save hours of work. The newly introduced Event Volume Curves are a quick and flexible way to adjust levels within audio events, without having to switch tools. They offer a streamlined method of optimizing the editing workflow for dialog clips and sound effects. Nuendo can now auto-detect audio segments which it recognizes as belonging together by pressing a modifier key. The segments can then be selected using the Range tool and their volume adjusted using the new Event Volume Curves functionality. The improved Range Selection tool speeds up the audio editing process, adding flexible visualization and specific editing functions to selected regions via key commands or modifier keys.

Nuendo 14 includes the latest tools for sound design as well as delivering seamless interconnectivity with game audio engines. Game Audio Connect 3 allows sound designers to preview sound effects directly from Audiokinetic Wwise, letting adjustments be made before rendering the assets and transferring them. Different sounds can also easily be tried out while playing the game.

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With Nuendo 14, CSV files can now be imported without timecode information. Nuendo will automatically assign the markers to the project window, allowing the user to set up the placement within the timeline. Also, sound effects in the MediaBay can now be previewed at different pitches and time-stretched speeds to match the project.

Users of Nuendo 14 users can choose between new effects plug-ins such as Shimmer, Underwater, StudioDelay, and AutoFilter. Nuendo 14 features new Modulators, which deliver parameter-based automated sound variations, but with complete control over the results. They can create movement, add tension and atmosphere to game sound design through dynamic parameter control, which is based on material within the project. Nuendo 14 includes an array of enhancements across the entire application. With its video engine update, Nuendo now supports 4K and 8K resolutions, as well as scaling higher resolutions within the video window. Speaking of which, a further improvement made to the video window now displays

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any attribute available for ADR sessions.

Other new features and improvements comprise:

- In the Direct Offline Processing window, the Audition function will now take the volume of the selected event into account.
- Nuendo 14 adds SpectraLayers Go, with enhanced AI for better stem separation, new tools and a redesigned user interface.
- DAWproject support allows project data can be exchanged across multiple DAWs from different manufacturers.
- The overall performance within a project can be checked during playback, performance hotspots and dropouts identified, and improvements suggested.
- Backup files are now stored in a dedicated Auto Saves folder, making it quicker to find and revert to previously auto-saved states.
- New color schemes improve the readability of various modules in SuperVision. Meters can also now be based on frequency or intensity.
- The ruler can be started where needed, with individual offset options setting the timecode to the correct value in relation to picture.
- Hardware audio ports can be utilized for different situations without re-assigning the connection setup in Nuendo each time.
- 64-bit project support, allowing project file sizes larger than 2 GB to be accommodated.
- Windows light and dark modes are now supported.
- Pattern Sequencer to quickly and easily program unique beats, add randomization to grooves and explore new rhythms.
- Drum Track and integral Drum Machine to streamline the beat-making workflow and create bespoke drum sounds.
- Revamped Score Editor, based on the latest Dorico technology, for scoring performance materials with remarkable speed and precision.
- Key Editor improvements.

Marketing Manager Luis Dongo comments: “Nuendo 14 reflects our ongoing commitment to provide the ultimate platform for all kinds of applications, be it game audio, post-production and many more. With this vision in mind, we chose to deliver anticipated productivity features while also introducing new tools never before seen in a DAW.”

Nuendo 14 is available from resellers and through the Steinberg Online Shop. The suggested retail price is 999 euros or 999.99 US dollars. An update from Nuendo 13 to Nuendo 14 is available with a suggested retail price of 199 euros or 199.99 US dollars. Prices may vary according to region. Prices of all updates to Nuendo 14 are reduced by 20%, from March 19, 2025, to April 3, 2025. Further updates and crossgrades are exclusively available through the Steinberg Online Shop. Customers who have activated Nuendo 13 or earlier versions from February 19, 2025, are eligible for a free, downloadable grace period update to the latest version.

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New Features at a Glance:

- Adaptive Background Attenuation automated mixing assistant
- AI-powered dialog transcription
- Game Audio Connect 3 for effect preview within Nuendo
- Parameter-based automated sound variations
- Event Volume Curves
- Audio Segment Automatic Detection
- Range tool improvements
- Additional formats supported by Dolby Atmos renderer
- Revamped video engine
- CSV file import without timecode
- Enhanced MediaBay sound effect previews
- DAWproject support
- New Volume and effects plug-ins
- 64-bit project support
- SpectraLayers Go
- A range of other new features and improvements

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