



# AUTO-TUNE ACCESS

## USER GUIDE

VERSION 10.0

# Contents

<b>Introducing Auto-Tune Access</b>	<b>4</b>
What is Auto-Tune Access?	4
What Kind of Audio is Appropriate for Auto-Tune?	4
<b>Quick Start</b>	<b>5</b>
Activation Instructions	5
Step 1: Install Auto-Tune Central	5
Step 2: Open Auto-Tune Central and Log In	5
Step 3: Navigate to the Redeem a License Tab	5
Step 4: You're all set!	6
Step 5: Open Auto-Tune Access In Your DAW	6
Pro Tools	6
Logic Pro	6
Ableton Live	6
Cubase	6
Studio One	7
Reaper	7
GarageBand	7
Getting Started With Auto-Tune Access	8
Step 1: Open Auto-Tune Access	8
Step 2: Choose the Correct Key and Scale	8
Step 3: Choose your Retune Speed and Humanize Settings	8
<b>Global Controls</b>	<b>9</b>
Auto-Tune Central	9
Undo	10
Redo	10
Settings	10
Bypass	10
Key and Scale	10
Pitch Correction Controls	11
Preset Buttons	11
Natural	11
Extreme	11
Retune Speed	11
Humanize	11

Pitch Display and Pitch Change Meter	12
Pitch Display	12
Pitch Change Meter	12
Hold Button	12
Keyboard	13
Remove Notes	13
Play Notes	14
Summary of Keyboard Shortcuts	15
<b>Preferences</b>	<b>16</b>
Appearance	16
Enable Open GL Drawing	16
Auto-Key Listen	16
Choosy Tracking	17
Save All Settings As Default	17
View Tooltips	17
View Help Topics	17
Reset Window Size	17

# Introducing Auto-Tune Access



## What is Auto-Tune Access?

For over twenty years, Auto-Tune has been the world standard for professional pitch correction, and the tool of choice for the most iconic vocal effect in popular music.

Auto-Tune Access delivers the same core Auto-Tune technology that professional artists and producers have relied on for years, with a simple and intuitive interface.

## What Kind of Audio is Appropriate for Auto-Tune?

Auto-Tune requires a single well-isolated sound source such as a solo voice, or a single instrument playing one pitch at a time. Noise or extreme breathiness in vocal performance can sometimes lead to tracking errors, which can often be remedied by adjusting the [Tracking](#) setting.

# Quick Start

## Activation Instructions

Before we can use Auto-Tune Access, we need to activate our license first using the Auto-Tune Central application. Please follow the steps below, or watch our [instructional video](#) to get started:

### Step 1: Install Auto-Tune Central

Visit our website [here](#) to download the latest installer for Auto-Tune Central. After downloading, run the installer.

After installation is complete, you can find Auto-Tune Central in your computer's applications folder:

#### **MacOS**

*/Applications*

#### **Windows**

*C:\Program Files\Antares Audio Technologies*

### Step 2: Open Auto-Tune Central and Log In

Enter your email address and password to log in.

If you purchased your plug-in or subscription through [antarestech.com](#), navigate to the "Plug-Ins" tab to install and manage your products.

If you purchased through a third party, please follow the steps below.

### Step 3: Navigate to the Redeem a License Tab

In the top banner of Auto-Tune Central, select "Redeem a License." Enter your 25-digit registration code, then select "Redeem and Activate."

## Step 4: You're all set!

Now you can use your Antares plug-in(s) in your DAW! Navigate to the "Plug-Ins" tab to install and manage your products.

*For the latest DAW Compatibility information, please visit [this page](#) on our website.*

## Step 5: Open Auto-Tune Access In Your DAW

Below, you'll find instructions on how to insert Auto-Tune Access onto a track in various compatible DAWs:

### Pro Tools

Choose an empty insert slot on one of your audio tracks, instrument tracks, or buses. Then select Auto-Tune Access from the pop-up menu in the "Pitch Shift" and "Effect" Categories, as well as the Antares Manufacturer list.

### Logic Pro

Choose an empty insert slot on one of your audio tracks, instrument tracks or buses and select Auto-Tune Access from the pop-up menu. You will find Auto-Tune Access in: *Audio Units > Antares* section (named Auto-Tune Access).

### Ableton Live

In either Session or Arrangement View, select the track you would like to place Auto-Tune Access on by clicking the track name.

At the top left of Ableton's interface, click on the Plug-in Device Browser icon. From the plug-ins list, double-click Auto-Tune Access, or drag it onto the track.

### Cubase

Choose an empty insert slot, for example in the Mixer, and select Auto-Tune Access from the menu that appears.

## Studio One

Click the '+' button next to the Inserts tab of an audio track, and select 'Auto-Tune Access' from the drop-down menu. Alternatively, drag and drop the plug-in from the Antares Effects folder.

## Reaper

Click the 'FX' button next to the track name of an audio track, and select 'Auto-Tune Access' from the EQ or Dynamics category.

## GarageBand

Create a new track in Garageband. Head to the bottom-middle section and select "Master", where you should see a menu called "Plugins". From this menu, select the right up/down arrows to open the plug-in directory. Select Auto-Tune Access from here to load it.

**Note:** *Auto-Tune Access 2 is natively compatible with GarageBand on Apple Silicon devices only.*

# Getting Started With Auto-Tune Access

Below is a quick overview of the Auto-Tune Access workflow.

## Step 1: Open Auto-Tune Access

Place Auto-Tune Access on an audio track in your DAW. For best results, use it on a vocal track with only one singer, or an instrumental track that does not include chords or multiple pitches sounding at once.

## Step 2: Choose the Correct Key and Scale

Set the [Key and Scale](#) parameters to match the actual key and scale of your music.

If you're not sure what key your music is in, you can use the [Auto-Key](#) plug-in or the [Auto-Key Mobile](#) app on your smartphone to automatically detect it and send that information to Auto-Tune Access.

You can also use the [Keyboard](#) to customize your scale by turning individual notes on and off. In [Play Notes](#) mode, you can also find the Key and Scale "by ear" by playing the keys on the Keyboard.

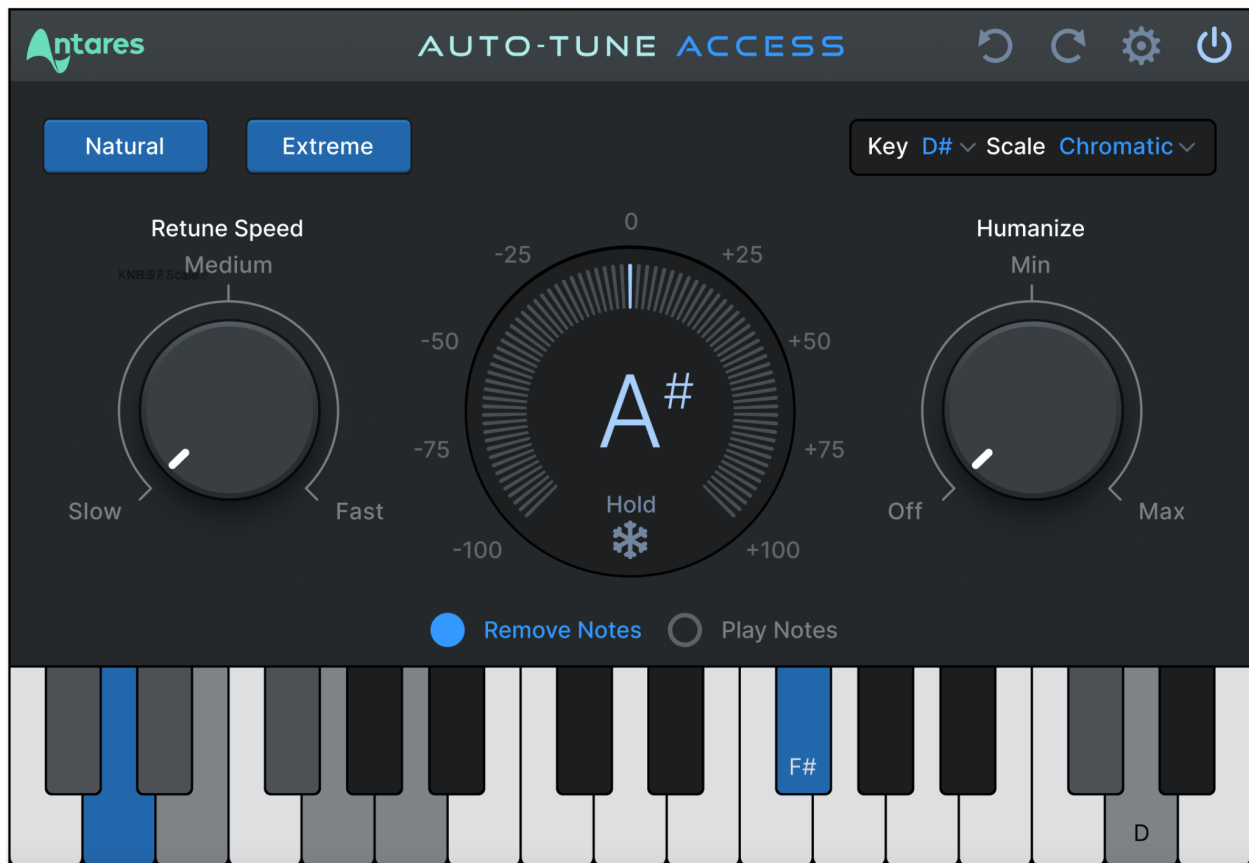
## Step 3: Choose your Retune Speed and Humanize Settings

Set the [Retune Speed](#) to determine how quickly Auto-Tune Access tunes your audio to the target pitches. For a pronounced Auto-Tune Effect, set the Retune Speed to Fast. For more natural-sounding pitch correction, set it to Medium or Slow.

For more natural-sounding pitch correction on sustained notes, turn up [Humanize](#).



# Global Controls



## Auto-Tune Central



Click on the Antares Logo to open **Auto-Tune Central**, a separate application used to manage license activations.

A red badge with a number will appear here when you receive a new notification in Auto-Tune Central. Usually, these notifications will alert you of new product releases, ongoing promotions, and when a new update is available to download.

## Undo



Click the **Undo** button to reverse your most recent edit, up to 99 steps.

## Redo



Click the **Redo** button to restore the most recently undone edit.

## Settings



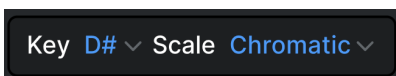
The **Settings** button opens the Settings and Preferences Menu.

## Bypass



Click the **Bypass** button to disable Auto-Tune Access in your DAW. When bypassed, the Bypass button will appear de-illuminated.

## Key and Scale



The **Key and Scale** parameters are used to define the set of notes that your audio will be tuned to. For best results, set them to match the actual key and scale of your music.

If you're not sure what key your music is in, you can use the [Auto-Key](#) plug-in or [Auto-Key Mobile](#) app to automatically detect it and send that information to Auto-Tune Access.

The [Keyboard](#) will be updated automatically to show which notes are active for the current Key and Scale selection.

**Note:** *Setting the Key and Scale and adding/removing the notes manually on the Keyboard are both two ways of achieving the same thing.*

# Pitch Correction Controls

## Preset Buttons

The **Preset Buttons** are a quick and easy way to change the Retune Speed and Humanize knobs to achieve two distinct effects in Auto-Tune Access.

### Natural



Click the **Natural** button to quickly dial in more natural sounding **Retune Speed** and **Humanize** settings for more natural sounding pitch correction.

### Extreme



Click the **Extreme** button to quickly dial in more natural sounding **Retune Speed** and **Humanize** settings to apply a pronounced "Auto-Tune Effect" onto your vocal.

## Retune Speed



The **Retune Speed** knob controls how rapidly pitch correction is applied to incoming audio.

For a pronounced Auto-Tune Effect, set the Retune Speed to Fast. For more natural-sounding pitch correction, set it to Medium or Slow.

## Humanize



The **Humanize** knob allows you to add realism to sustained notes by preserving subtle variations in pitch.

Humanize applies a slower Retune Speed only during the sustained portion of longer notes. If the pitch of a sustained note sounds unnaturally static, set Humanize to Minimum or Maximum to reintroduce subtle pitch deviations from the original recording.

## Pitch Display and Pitch Change Meter



### Pitch Display

The **Pitch Display** shows you the letter name of the pitch that Auto-Tune Access is currently outputting.

To see the pitch that is currently being detected in the incoming audio, look for the blue highlighted note on the [Keyboard](#).

### Pitch Change Meter

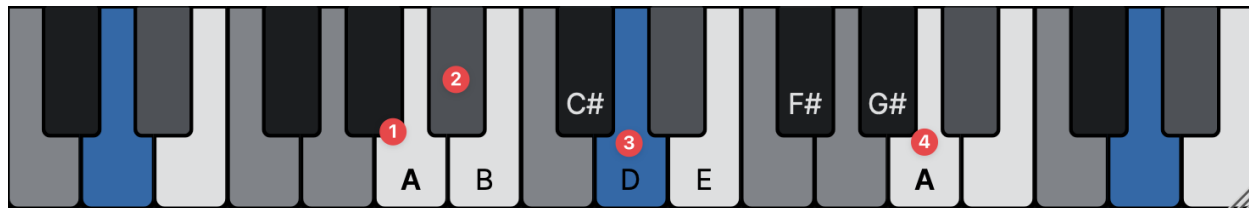
The **Pitch Change Meter** (which wraps around the Pitch Display) shows you how much the detected pitch is being re-tuned (measured in cents). When a detected pitch is sharp, the meter lights up orange, and wraps to the left. Flat pitches turn the meter blue, and wrap to the right.

### Hold Button



Click and hold the snowflake icon to freeze both the Pitch Change Meter and the blue detected pitch indication on the [Keyboard](#) for as long as you hold down the mouse button.

## Keyboard



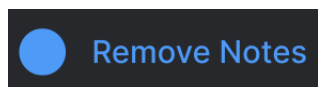
The **Keyboard** displays the current detected pitch by highlighting it in blue (3), and also allows you to add and remove notes from the scale. Notes contained in the currently selected scale are white or black (1), and are labeled across one octave, with the root note (4) marked in bold.

Notes that are *not* part of the currently selected scale are grey (2). This will help you learn the given scale's root note, and which notes it contains.

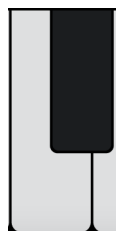


When incoming audio is present, the keys of the keyboard will illuminate in blue to show you what the incoming pitch is.

## Remove Notes



In **Remove Notes** mode, you can click on any key on the Keyboard to turn it on/off. To reset the Keyboard back to default, Command/Control + Click on any key on the Keyboard.

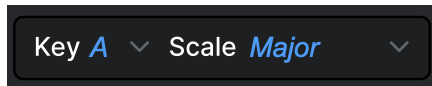


When a note on the Keyboard is **On**, it will appear white or black (depending on which note it is), and input pitches that are closest to that note will be tuned to it.



When a note on the Keyboard is set to **Off**, it will appear grey, and any incoming pitches that are closest to that note will be tuned to the next closest scale note instead.

When you add or remove a note, and the keyboard is thus not reflecting the included/removed notes of the scale you started with, the font in the [Key and Scale](#) display will change to italics:

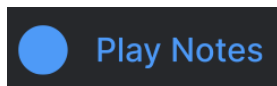


This is to remind you that you have deviated from the notes that are normally included in the selected scale.

If you then add/remove the specific keys that make it go back to matching the scale you started with, the italics will go away.

**Note:** *Setting the Key and Scale and adding/removing the notes manually on the Keyboard are both two ways of achieving the same keyboard configuration.*

## Play Notes



In **Play Notes** mode, click on any key on the keyboard to play a sample of it. This is helpful for checking which notes are in a given melody.

**Note:** *Some hosts such as Logic Pro may require the transport to be running on a non-empty audio track to use this feature.*

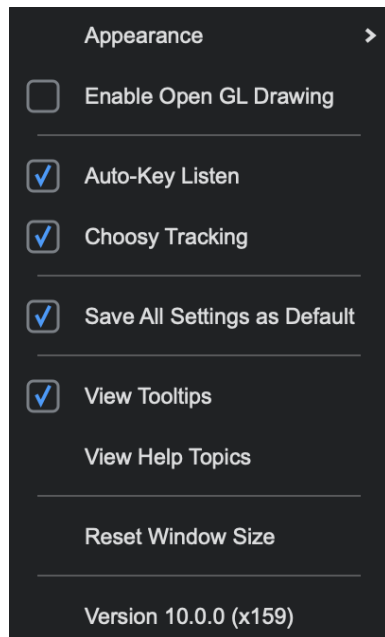
You can quickly toggle between the [Remove Notes](#) and [Play Notes](#) modes by holding down the *Shift* key on your computer's keyboard. For example, if you're in Remove Notes mode, holding the *Shift* key will temporarily switch you to Play Notes mode, for as long as you hold down the key.

This is helpful for navigating as quickly as possible between the two different modes.

### Summary of Keyboard Shortcuts

Command/Control + Click	Reset keyboard to default
Hold Shift	Temporarily switch to the opposite Keyboard mode

# Preferences



## Appearance

**Appearance** determines the theme of the Auto-Tune Access GUI. Options include:

- Light
- Dark
- System

If 'System' is selected, Auto-Tune Access will follow the Appearance settings of your Mac or PC.

## Enable Open GL Drawing

Auto-Tune Access uses OpenGL for improved graphics on computers with compatible graphics card hardware.

To improve performance, OpenGL is disabled by default on Mac. On Windows, OpenGL is enabled by default.

If you notice poor CPU or graphics performance when working with many instances of Auto-Tune Access, try changing this preference.

## Auto-Key Listen

**Auto-Key** is a plug-in that automatically detects the key of your music, and then sends that information to Auto-Tune Access. The Auto-Key plug-in is available for purchase as a perpetual license, but is also included with [Auto-Tune Unlimited](#), [Auto-Tune Producer](#), and [Auto-Tune Essentials](#) subscriptions.



The only time you should need to turn this setting off will be if you are using Auto-Key, but you want this specific instance of Auto-Tune Access to ignore any messages coming from it.

## Choosy Tracking

In most cases, **Choosy Tracking** should be left on. Try turning it off if audio is noisy or poorly isolated and pitch correction becomes unreliable.

## Save All Settings As Default

Check this box to set the default settings for any new instances of Auto-Tune Access.

## View Tooltips

Tooltips are helpful hints that pop up when you hover over one of the controls in Auto-Tune Access. If you don't want to see them, you can turn them off here.

## View Help Topics

Click to open the Auto-Tune Access 10 [Help Page](#) in your web browser. This article contains tutorial videos, answers frequently asked questions, and will direct you to other relevant articles in the Antares Knowledge Base.

## Reset Window Size

The Auto-Tune Access plug-in window is completely resizable, and stays sharp at any size. Click and drag the plug-in window from the bottom right corner to resize the GUI to your liking.

Use this setting to reset the window size back to its default size.