Antares™

UNIVERSAL AUDIO

Auto-Tune
Realtime Access

User Guide

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Introducing Auto-Tune Realtime Access

What is Auto-Tune Realtime Access?

For 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.

Now, with Auto-Tune Realtime Access, we're proud to bring that same technology to the UAD platform, 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

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

Step 1 - Open Auto-Tune Realtime Access

Place Auto-Tune Realtime Access on an audio track in your DAW. For best pitch correction 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.

If you are using Auto-Tune Realtime Access with a UA audio interface, load it as an insert in the Console application for the lowest possible latency when tracking in real-time.

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 (sold separately) to automatically detect it and send that information to Auto-Tune Realtime Access.

You can also use the Keyboard to customize your scale by turning individual notes on and off.

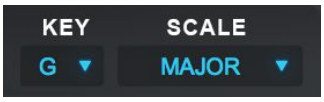
Step 3 - Choose your Retune Speed and Humanize Settings

Set the Retune Speed to determine how quickly Auto-Tune Realtime 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.

Controls

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.

The Keyboard is automatically updated to show which notes are active for the current Key and Scale selection.

If you're not sure what key your music is in, you can use the Auto-Key plug-in (sold separately) to automatically detect it and send that information to Auto-Tune Realtime Access.

Retune Speed

Set the Retune Speed to determine how quickly Auto-Tune Realtime 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.

Humanize

The Humanize function 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 Realtime Access is currently outputting.

To see the pitch that is currently being detected in the incoming audio, look at the blue highlighted note in 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).

Hold
Clicking and holding the word “Hold” will 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, and also allows you to add and remove notes from the scale.

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.

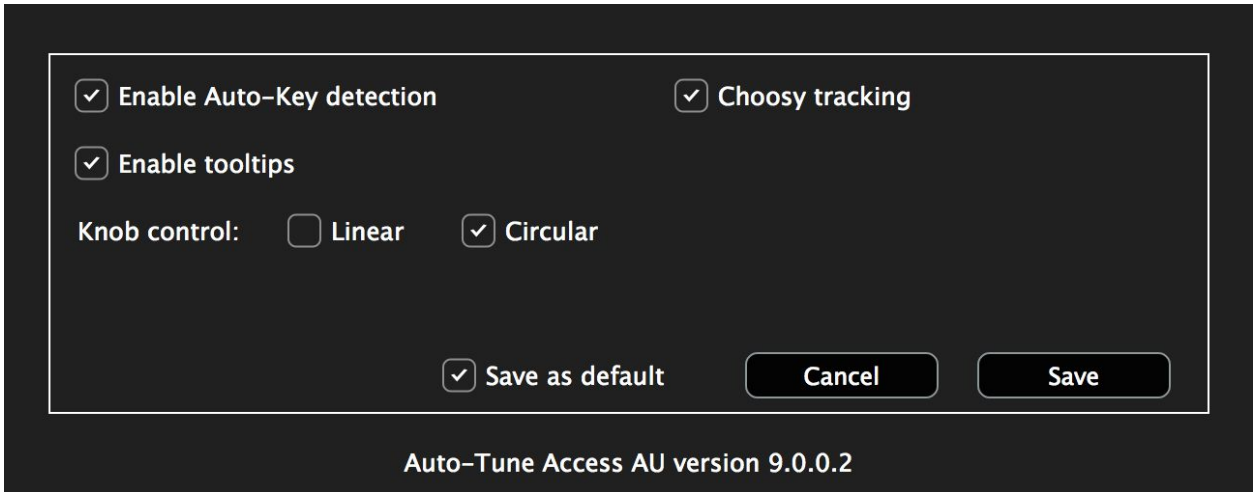
When a note on the Keyboard is set to Off, it will appear grey, and any incoming pitches that are closest to that note will be tuned to the next closest scale note instead.

When a note on the Keyboard is displayed in blue, that indicates the current detected pitch.

Preferences Button

The Preferences button opens the Preferences Window, where you can set default preferences.

Preferences



Enable Auto-Key Detection

Auto-Key is a plug-in (sold separately) that automatically detects the key of your music, and then sends that information to Auto-Tune Realtime Access. The only time you should need to turn this off will be if you are using Auto-Key, but you want this specific instance of Auto-Tune Realtime Access to ignore any messages coming from it.

Show Tooltips

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

Choosy Tracking

In most cases, this should be left at its default setting of enabled. Try disabling it if audio is noisy or poorly isolated and pitch correction becomes unreliable.

Save as Default

Check this box before clicking the Save button to set the default settings for any new instances of Auto-Tune Realtime Access.