# CUBASE iC AIR

steinberg

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This PDF provides improved access for vision-impaired users. Please note that due to the complexity and number of images in this document, it is not possible to include text descriptions of images.

# Table of Contents

# About Cubase iC Air

Dear Customer, thank you for using Cubase iC Air from Steinberg!

Cubase iC Air is the latest plug-in for Cubase 7 and Cubase Artist 7, providing brand new controlling capabilities and enhanced usability. Unlike any other app, Cubase iC Air in combination with the depth camera compatible to Intel® Perceptual Computing SDK 2013 offers intuitive hand gesture commands to control mixing, navigation, and transport functionalities. Acquire the power to easily control your audio projects just like an orchestra conductor using Cubase iC Air like a baton. You can now control channel faders, EQ parameters and many other effects with intuitive hand movements in the air. Furthermore, make your Cubase iC Air app easily "learn" any editable parameter, by assigning it onto the AI Knob integrated in the Cubase iC Air control panel. Give it a try and make the smooth control experience with Cubase iC Air.

### Development team

Jonas Baumbach, Yvan Grabit, Robin Grochowski, Cornel Hecht, Jan Hiltmann, Ralf Kuerschner, Shih Ming Law, Frieder Loch, Jan Hendrik Peters, Kevin Quarshie, Armand Rochette, Frank Simmerlein, Kay Thomsen

### End User License Agreement

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## Comprehensive information

For product information on Cubase iC Air visit
http://www.steinberg.net/cubaseicair

# Before You Begin

To run Cubase iC Air you'll need:

- Depth camera compatible to Intel® Perceptual Computing SDK 2013
- Cubase 7 or Cubase Artist 7
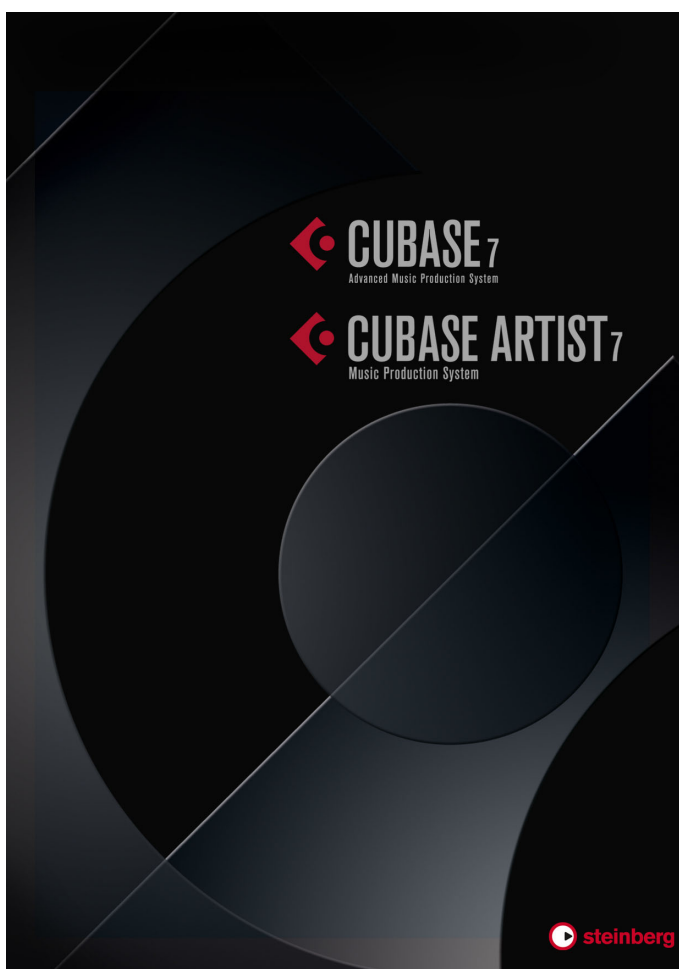
# Downloading the Installer

To use Cubase iC Air with your Digital Audio Workstation (DAW), download the installer.

*PREREQUISITE*

Your computer is connected to the Internet.

*PROCEDURE*

1. Open your web browser and enter the following URL:
   ▪ www.steinberg.net/cubaseicair
2. Download the installer file that corresponds to your OS and Steinberg DAW.

# Installing Cubase iC Air

To control your Digital Audio Workstation (DAW) using a depth camera, install Cubase iC Air on your system.

*PREREQUISITE*

▪ DAW installed on your computer.

▪ Steinberg eLicenser with valid license to run the host application.

▪ Intel® Perceptual Computing SDK 2013 Runtime Software properly installed.

▪ Depth camera plugged in to your computer and running.

*PROCEDURE*

1. Run the installer file, and follow the instructions.
2. Start your Steinberg DAW.
3. Select **Devices > Device Setup**.
4. In the upper left corner, above the devices list, click the Add Device ➕ button.
5. Select **Cubase iC Air - Intel**.
6. Select **OK**.

*RESULT*

Cubase iC Air is now set up in your DAW.

# Hints and Tips

To ensure a smooth control experience using Cubase iC Air with your depth camera, please consider the following hints.

- Before starting on a real project, gain some experience with Cubase iC Air and your depth camera. Use a test project first, for practicing available gestures.

- When performing, you may use the back of your hand, for the **Start** gesture and the **Shuttle Control** gesture, to ensure correct perception by your depth camera.

- To ensure an optimal gesture detection, keep your head at least 30 cm away from your gesture-performing hand and place your hands in the sweet spot, as indicated.
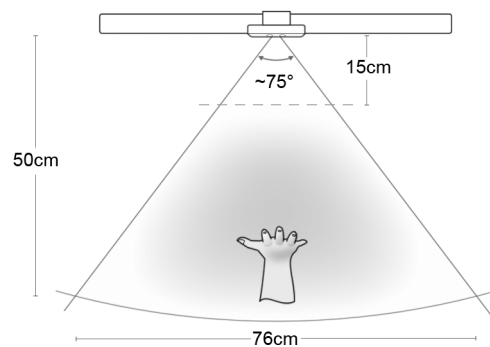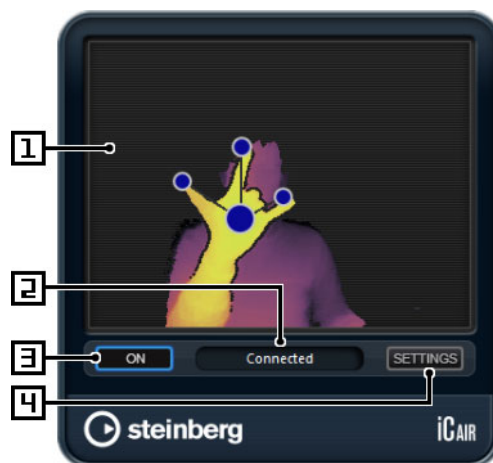


Top View
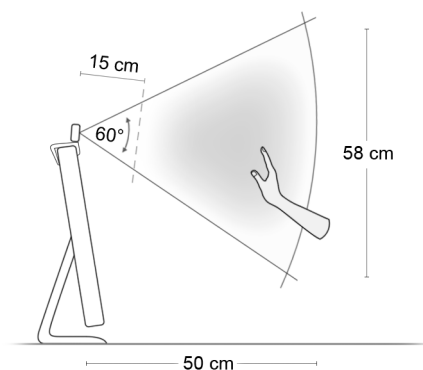


Side View

# Cubase iC Air Control Panel

The Cubase iC Air control panel allows you to interact with your DAW. You can also take care of settings, and maintain visual control of whether your hands are in the field of view (FOV) display or not.

## Cubase iC Air Standard View

To open the control panel, select **Devices > Cubase iC Air - Intel**.



1) **Field Of View (FOV) display**

The FOV is the area visible to your depth camera. The rendered motion images in this display provide visual feedback of your hands.

NOTE

For a relaxed control experience, rest your elbow(s) on the desk. Position your hand(s) near the center of the FOV, during gesture control. If applicable, adjust the viewing angle of your camera, to match the optimal position.

2) **Status indicator**

Shows the connection status (connected/disconnected) of your depth camera.
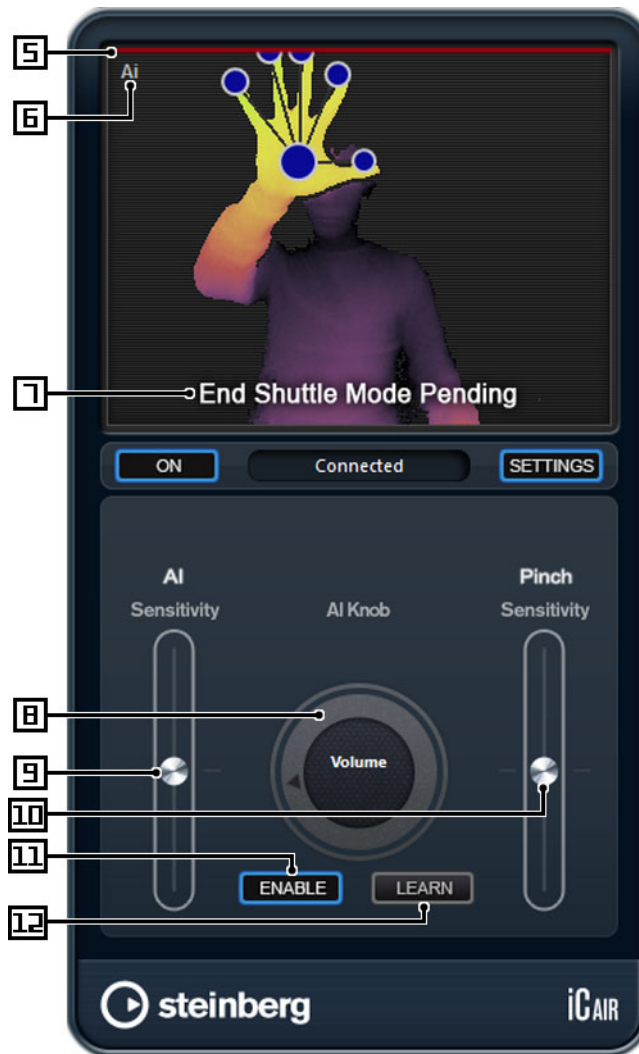
3) **ON/OFF button**

Activates/deactivates Cubase iC Air.

4) **Settings button**

Shows/hides the Cubase iC Air extended view.

## Cubase iC Air Extended View



### 5) FOV indicator

These red lines, on each side of the FOV display, indicate if your hands touch a border.

Stay within the borders to ensure gesture perception.

### 6) AI Knob indicator

When the AI Knob indicator displays, the AI Knob function is activated.

### 7) Function notification

Briefly informs you about the currently triggered function or function status.

### 8) AI Knob

Controls a recently learned parameter such as Volume, EQ gain etc. The name of the current parameter is displayed in the center. Adjust the AI Knob with your mouse to test the learned parameter.

**9) AI sensitivity slider**

Adjust to alter the control sensitivity of the vertical gesture control movement.

- By lowering the AI sensitivity, larger hand movement corresponds to small value changes.
- By increasing the AI sensitivity, small hand movement corresponds to larger value changes.

**10) Pinch sensitivity slider**

Alters the control sensitivity of the pinch function for view zooming.

**11) Enable button**

Enables or disables the AI Knob control functionality.

NOTE

Activating the AI Knob control disables all other Cubase iC Air functions.

**12) Learn button**

Click this button and move a parameter of your preference in your DAW. This assigns the recently learned parameter to the AI Knob.

# Performing Gestures

With Cubase iC Air and your depth camera, you are capable of performing following exclusive gestures.

- To open Cubase iC Air, select **Devices > Cubase iC Air - Intel**.

The following sections show images of the hand gestures to perform and, where applicable, the reference skeletons rendered in the FOV display.

NOTE

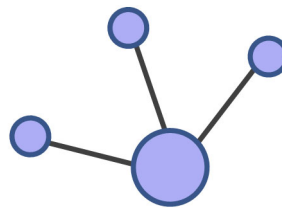Perform all gestures towards your depth camera. Feel free, to use either your left- or right hand.

# Start

Trigger the **Start** function by performing the **ILY** gesture, while your project is either in stop mode, forwarding or rewinding.

PROCEDURE

- Put your hand in the FOV of your depth camera and perform the **ILY** gesture.
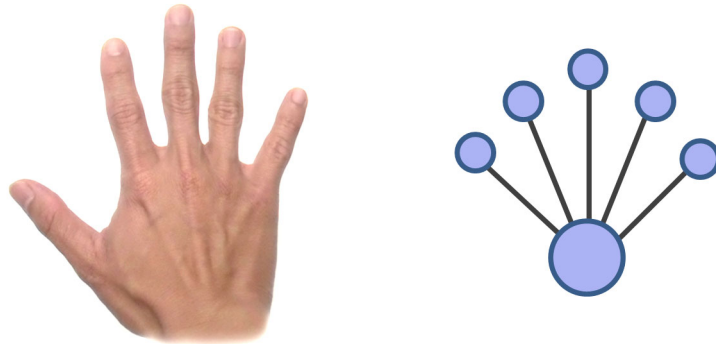
# Stop

Trigger the **Stop** function by performing the **Big five** gesture, while your project is either in playback mode, recording, forwarding, or rewinding.
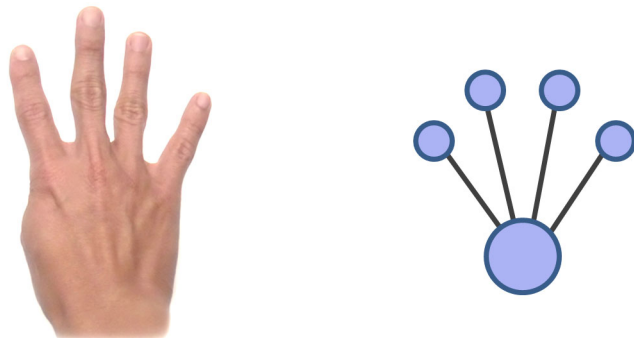
PROCEDURE

- Put your hand in the FOV of your depth camera and perform the **Big five** gesture.



NOTE

You can alternatively perform the **Big four** gesture.

# Rewind/Forward

Trigger the **Rewind/Forward** function by performing the **Anti-Clockwise Circle** or **Clockwise Circle** gestures accordingly, while your project is either in playback mode, in stop mode, or recording.
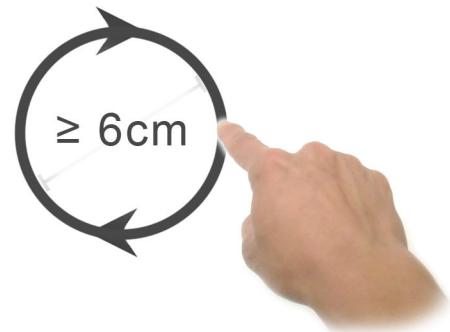
PROCEDURE

▪ Put your hand in the FOV of your depth camera and perform the **Anti-Clockwise Circle** or **Clockwise Circle** gesture to rewind or forward.
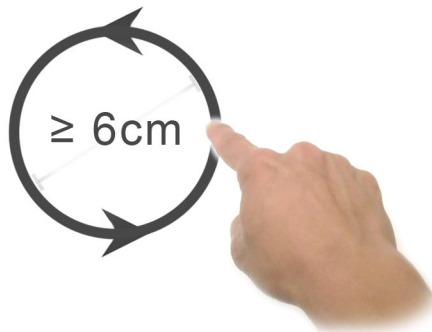


Rewind        Forward

# Next Track

**Swipe right** or **Swipe down** to jump to the next track in your track list, while your project is in playback mode, stop mode, recording, forwarding, or rewinding.
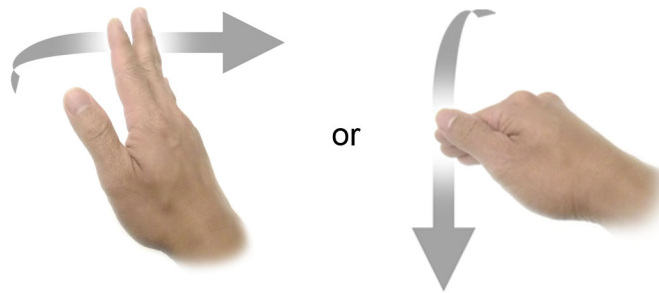
NOTE

For optimal gesture detection, performing these gestures, it is best to spread your fingers.

PROCEDURE

- Put your hand in the FOV of your depth camera and swipe right or swipe down.

or

# Previous Track

Perform the **Swipe left** or **Swipe up** gesture to jump back to the previous track in your track list, while your project is in stop mode, playback mode, recording, forwarding, or rewinding.
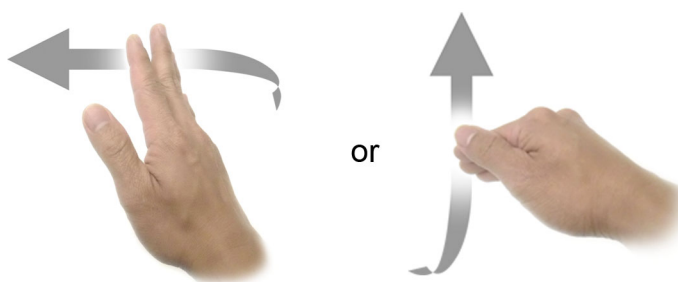
NOTE

For optimal gesture detection, performing these gestures, it is best to spread your fingers.

PROCEDURE

- Put your hand in the FOV of your depth camera and swipe left or swipe up.

or

# Shuttle Control

Control the **Transport Shuttle** function by performing the **Shuttle control sequence**, while your project is in stop mode or in playback mode.
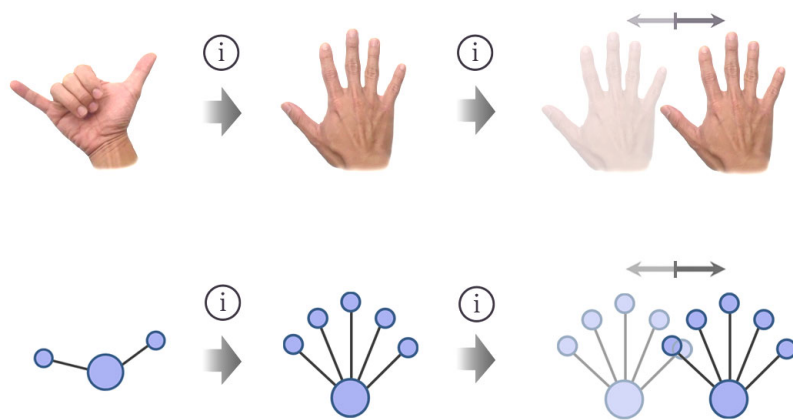
PROCEDURE

1. Put your hand in the FOV of your depth camera and perform the following gestures.

   NOTE

   The ⓘ symbol indicates a on-screen-confirmation in the function notification area of the FOV display.

   

2. To end shuttle control, close your palm by making a fist.

# View Zooming

Trigger the **View Zooming** function by performing the **View Zooming Sequence** gesture, while your project is in stop- or in playback mode.
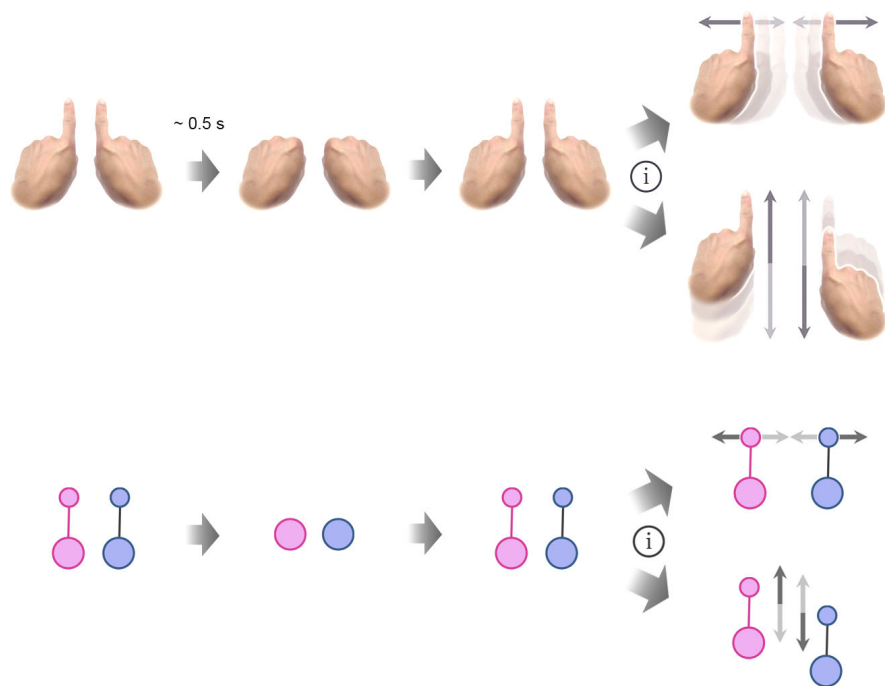
PROCEDURE

1. Put your hand in the FOV of your depth camera and perform the **View Zooming Sequence** gestures.

NOTE

The ⓘ symbol indicates a on-screen-confirmation in the function notification area of the FOV display.



2. To end view zooming, close both palms by making fists.

# Using the AI Knob

Assign any editable or automatable parameter to the AI Knob and alter it by gesture.

NOTE

Common gesture functions are disabled, when AI Knob function is enabled. To re-enable common gesture functions, disable AI Knob function.
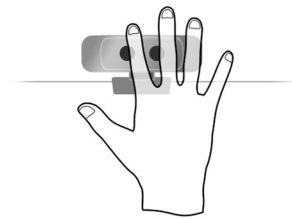
PROCEDURE

1. Press the Learn LEARN button, to trigger the learn function.

2. Move the parameter you want to attach to the AI Knob.

3. Press the Enable ENABLE button, to enable the AI Knob function.

4. Put your opened palm in the sweet spot (gray area) of the FOV of your depth camera and gently move in a vertical manner to alter the value.
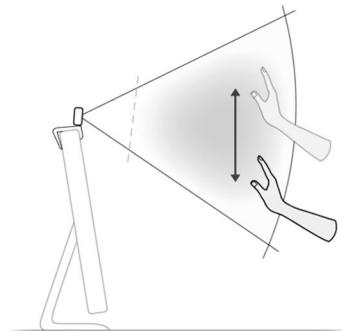
Side View                    Front View

5. Close your palm and move it out of the FOV, to temporarily detach from the AI Knob.