



IMMERSE

VIRTUAL STUDIO

Signature Edition

USER MANUAL

V.1.0.0

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1. Introduction

Immerse Virtual Studio Signature Edition includes two Virtual studios which can be unlocked either by individual purchase or together through the Mix and Master Bundle:

- Alan Meyerson
- Lurssen Mastering

This suite includes both plugins and a Standalone version of Immerse Virtual Studio, as well as the Immerse Audio Bridge for multichannel routing between applications.

Immerse Virtual Studio Signature Edition

Get the tools you need to mix and master immersive content like the professionals. Powered by the Immerse AI HRTF personalization engine and certified by industry legends Alan Meyerson and Lurssen Mastering, this plugin allows you hone your production skills in stereo, surround, and Atmos in up to 7.1.6 channels on headphones from inside two realistic virtual environments that are tuned to your ears.

Immerse Virtual Studio Signature Edition Standalone + Immerse Audio Bridge

For ultimate flexibility, monitor your Dolby Atmos mix on headphones with the external Dolby Renderer using your personalized HRTF, or listen to multichannel audio from any compatible output source including media players.

This manual contains all the information you'll need to get started with Immerse Virtual Studio Signature Edition.

2. Quick Start Guide

For those who are already familiar with Immerse Virtual Studio and want to get started in a flash, here are the basic steps to get started.

1 Overview

1. Download and install [the Immerse software](#) for PC or Mac
2. Launch the Immerse software and enter your email address. Use the PIN code (6 digits) received on your email to finalize the identification process.
3. Scan the QR Code with your mobile device, and follow the instructions to submit a picture of your right ear.
4. Return to Immerse, and finalize your setup.
5. Open your preferred Steinberg DAW, select a track and instantiate Immerse Signature Edition plugin
6. Open the plugin UI. Select your favorite studio from a list of world class studios. From the headphone menu, select your favorite headphones
7. You are now ready to start listening!

3. Getting Started

3.1 System Requirements

1. Compatibility and Minimum System Requirements:

Software Format : Plug-in and Standalone

Plug-in Types : AAX, VST3 and AU

Max Sample Rate : 192 kHz

Compatibility :

Win OS : Windows 10 and 11

Mac OS L 10.9.x and above

Mac M1, Mac M1 Pro

Minimum System Requirements :

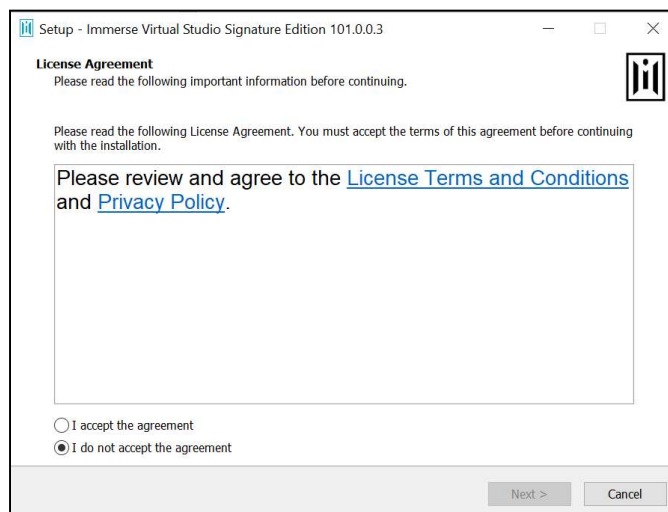
Processor : Intel Core 2 Duo

Memory : 4GB

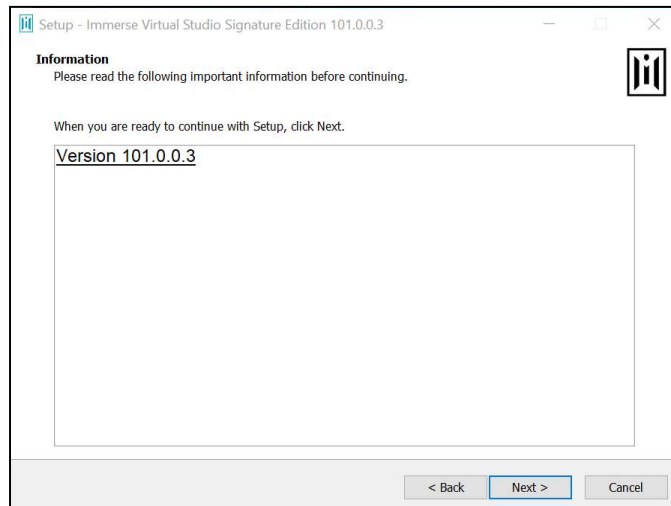
Disk Space : 650MB

3.2 Installation

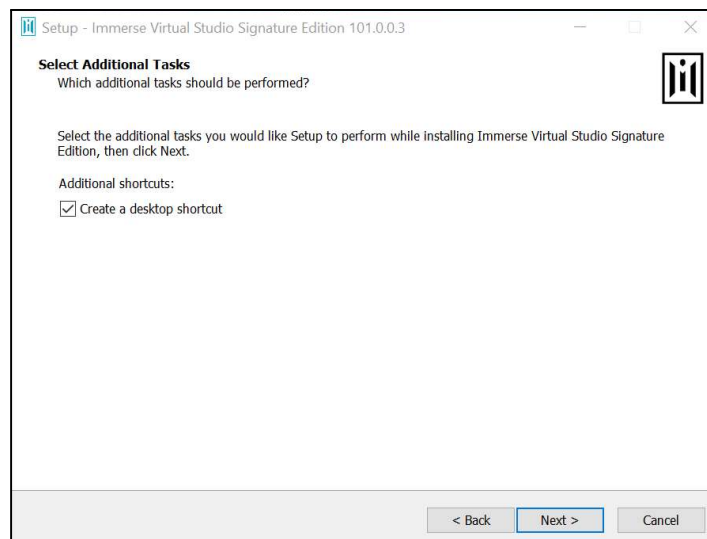
1. Download and open “[ImmerseVirtualStudioSignatureEdition-1.0.0.22.exe](#)” for Windows and “[ImmerseVirtualStudioSignatureEdition-1.0.0.21.pkg](#)” for MacOS.



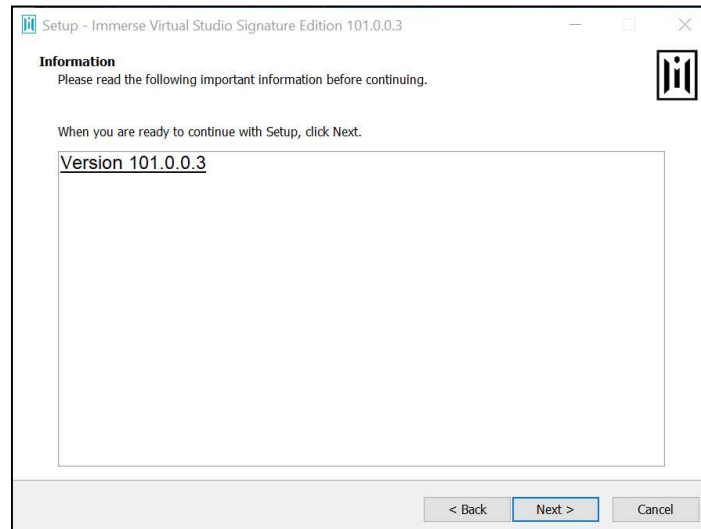
2. Please read and agree to the license terms and privacy policy.
3. You will then see Release Notes for this software version. Once read, please press Next



4. Select if you want a desktop shortcut to be created, then press Next



5. Click on the Install button to proceed with the Installation.

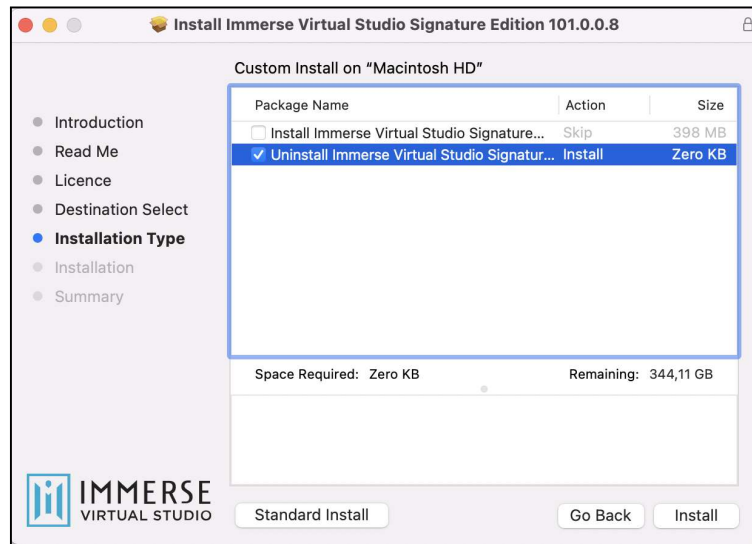


6. The installation is now complete. Please press Finish to exit Setup



3.3 Uninstallation

1. For Mac OS open “ImmerseVirtualStudioSignatureEdition-XXXXX.pkg” select the Customize tab under the Installation Type menu option, and then select “Uninstall Immerse Virtual Studio Signature Edition”



2. For Windows, go to “Apps & Features”, select Immerse Virtual Studio Signature Edition, and then click on Uninstall

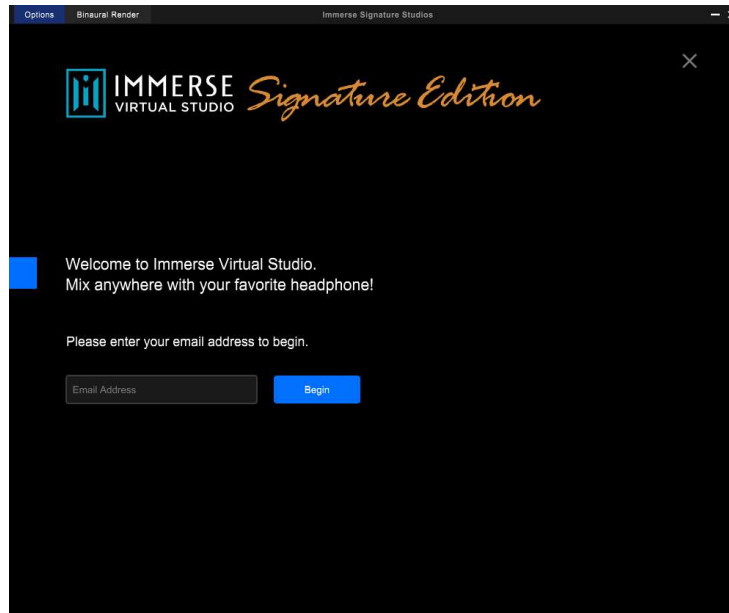
3.4 Instantiating Immerse Virtual Studio Signature Edition

1. You can insert the Immerse Virtual Studio Signature Edition plugin on any track. Typically you’ll want to instantiate Immerse on the last stage of your mastering chain, whether that be a stereo or multichannel track or bus. You can find the Immerse Virtual Studio plugin under plug-in -> Embody -> Immerse Virtual Studio with Avid. Alternatively, you can find the plugin under “Sound Field”.

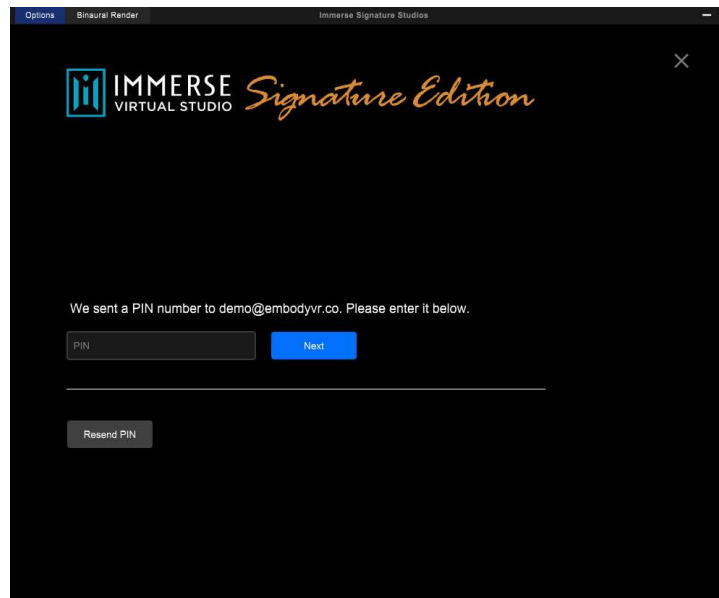
3.5 Onboarding a new user

You can onboard a user with either the standalone application or within the plugin UI. The process described below is identical for both paths.

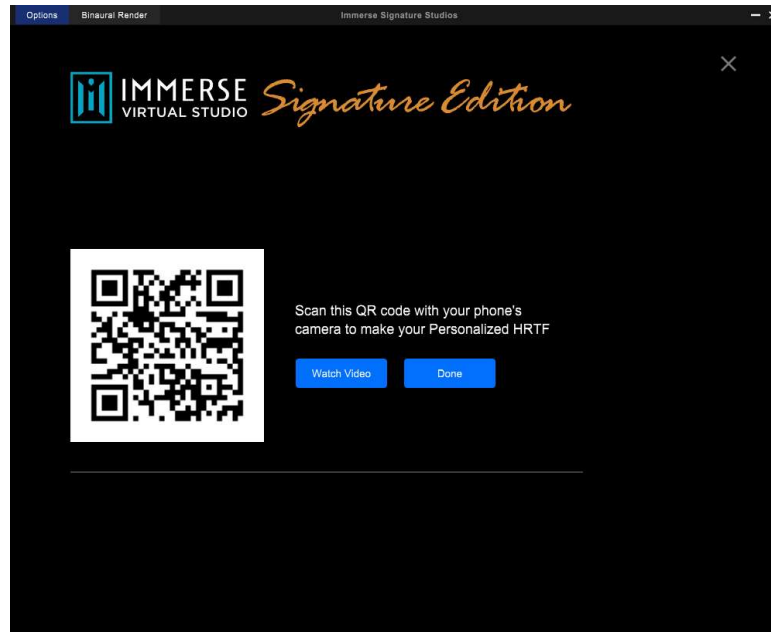
1. Enter your email address to begin.



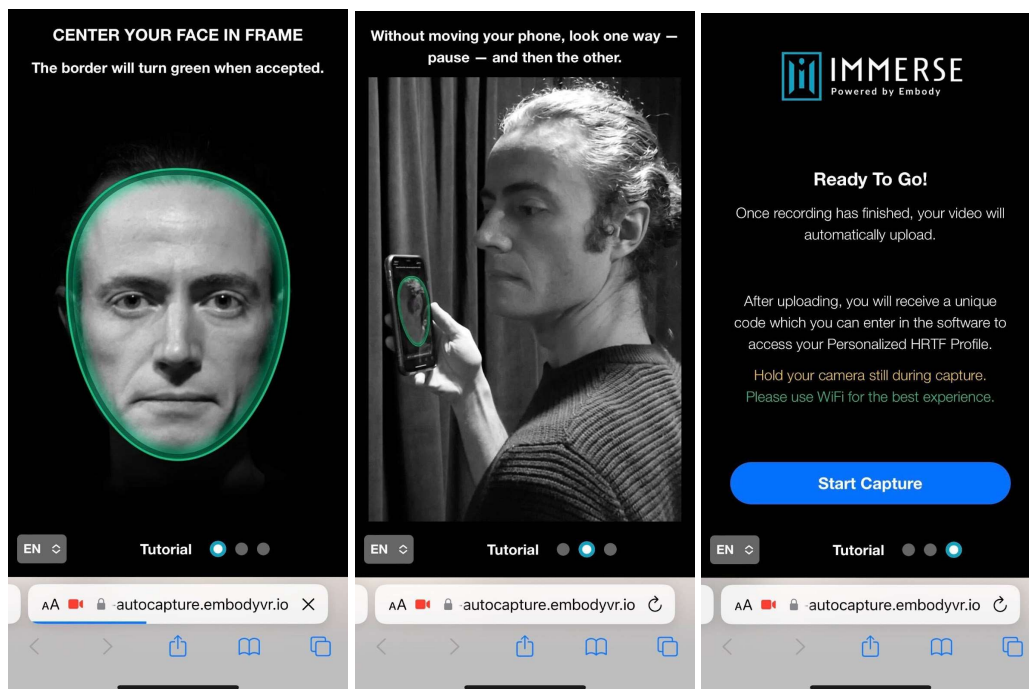
2. After entering your email address, you'll be required to enter a PIN code that you should have received to your email. If for some reason you have not received the email with the PIN, please click Resend PIN.



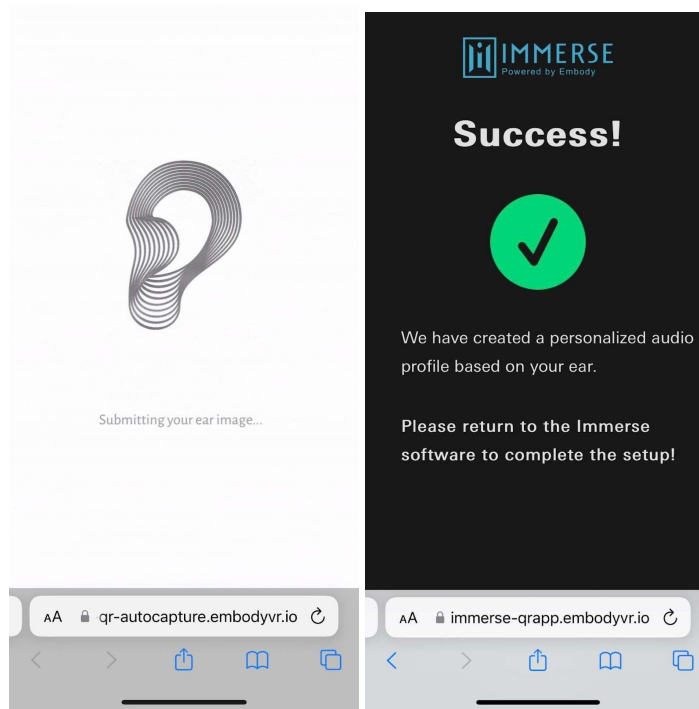
3. Scan the QR Code with your Mobile phone by opening your phone's camera and holding it in front of the QR code.



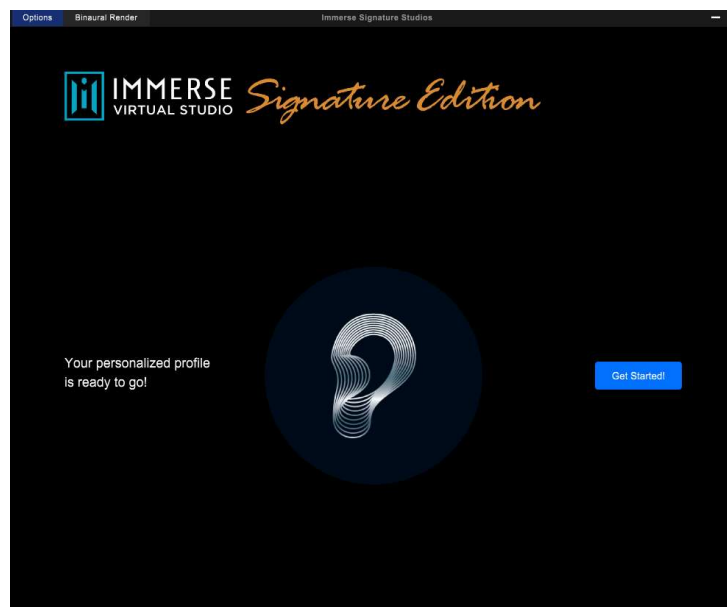
4. Allow your mobile phone to open the browser window when prompted. A web page will then provide you the appropriate instructions to record a video of your ears, which will then be used to calculate your personalized HRTF



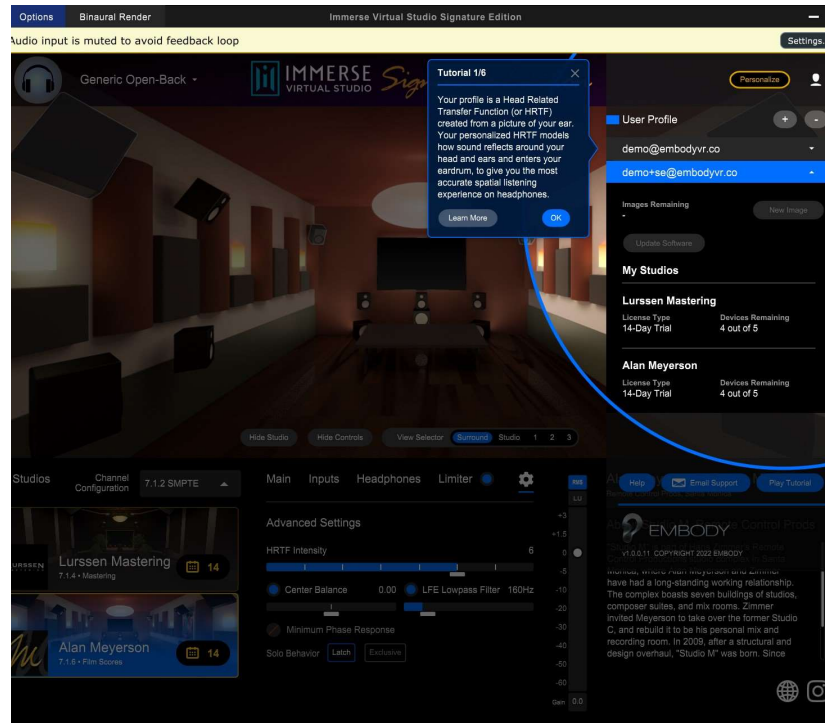
5. Once you are ready, press “Start Capture”



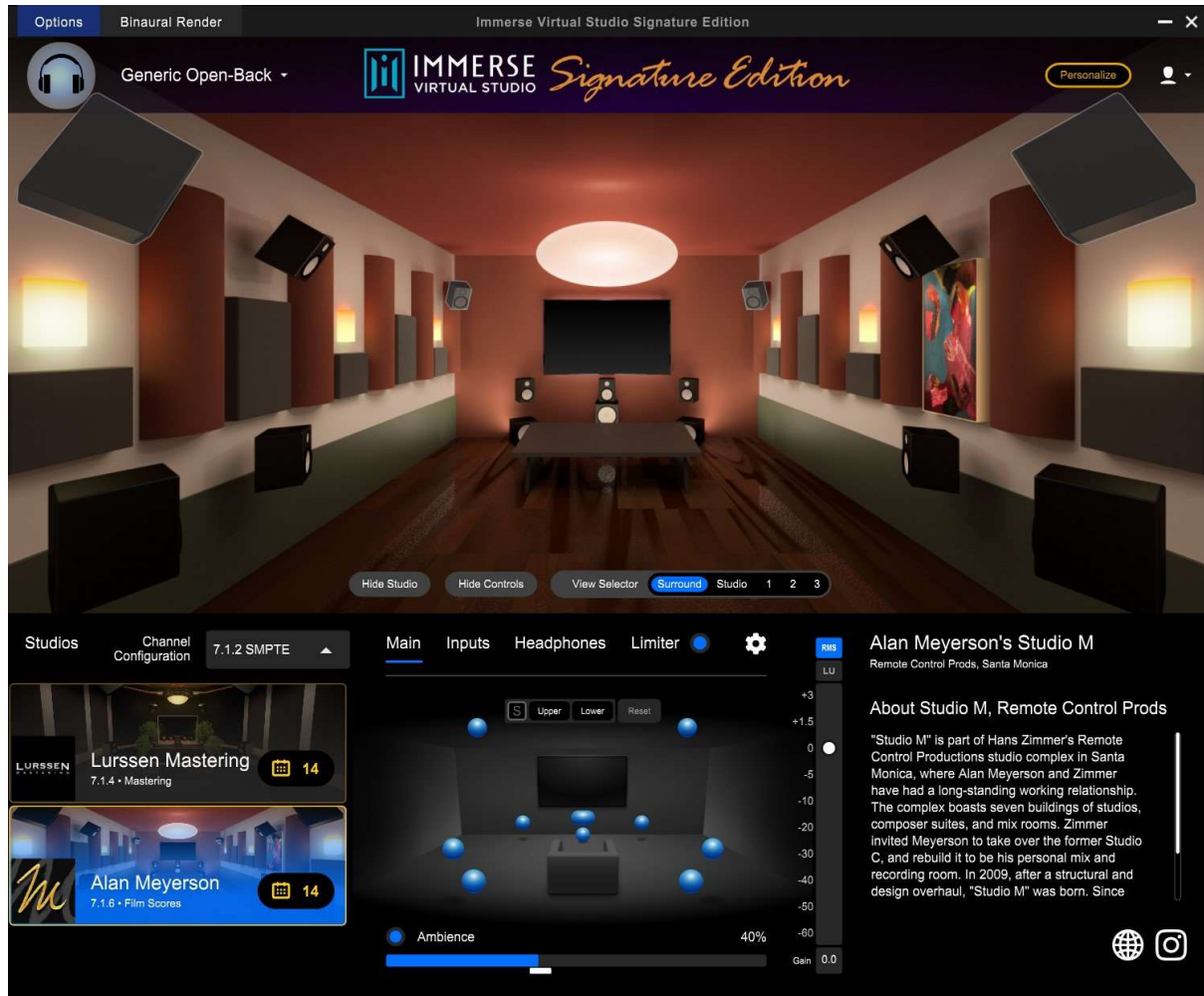
6. Upon Success, return to Immerse on your machine. Your personalized profile will download automatically. Once done you will see the screen below.



7. Click “Get Started” to open the main UI of Immerse Virtual Studio. You’ll then be presented with a quick tutorial to help you get started!.



4. Usage and Features



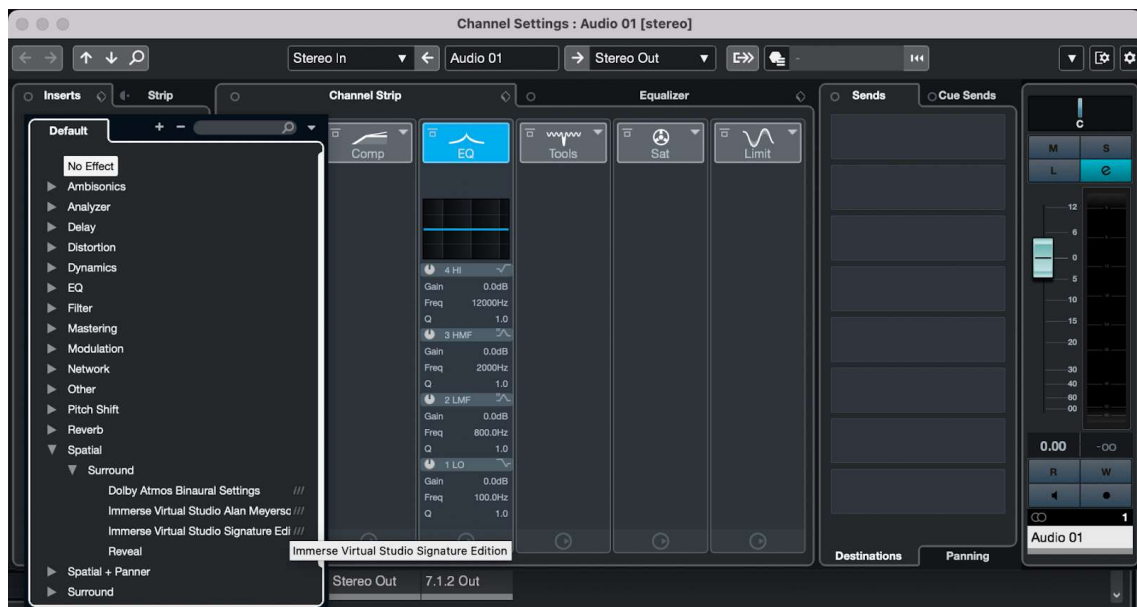
VIRTUAL PRODUCTION FOR STEREO, SURROUND, AND ATMOS

Get the tools you need to mix and master immersive content like the professionals. Powered by the Immerse AI HRTF personalization engine and certified by industry legends Alan Meyerson and Lurssen Mastering, this plugin allows you hone your production skills in stereo, surround, and Atmos in up to 7.1.6 channels on headphones from inside two realistic virtual environments that are tuned to your ears.

4.1 Inserting IVS Signature Edition plugin in your session

4.1.1 Inserting IVS Signature Edition in Nuendo / Cubase

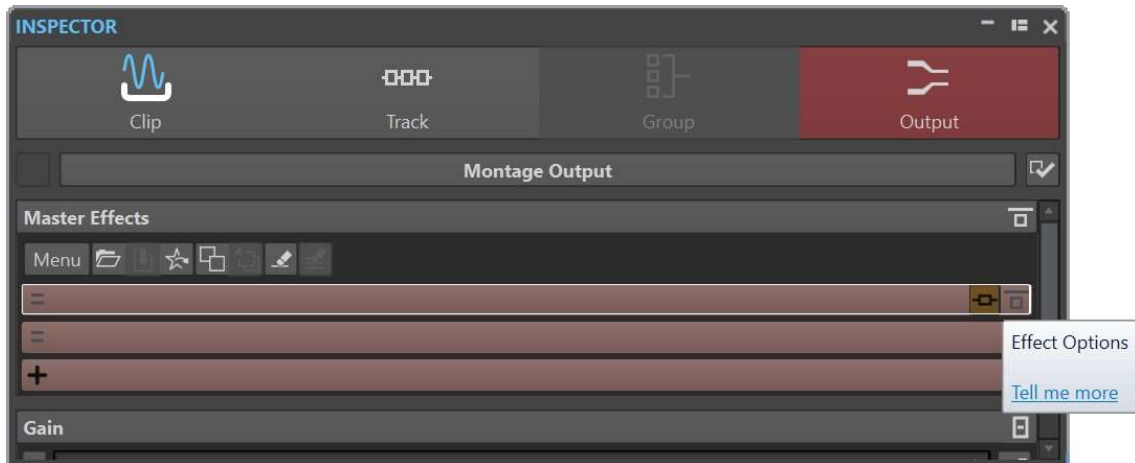
Open the Channel Settings for the desired track where you want to add the plugin, then open the inserts menu to view all available plugins. You'll find the plugin under Spatial -> Surround -> Immerse Virtual Studio Signature Edition. It is generally advised to place Immerse on the last step of your monitoring chain.



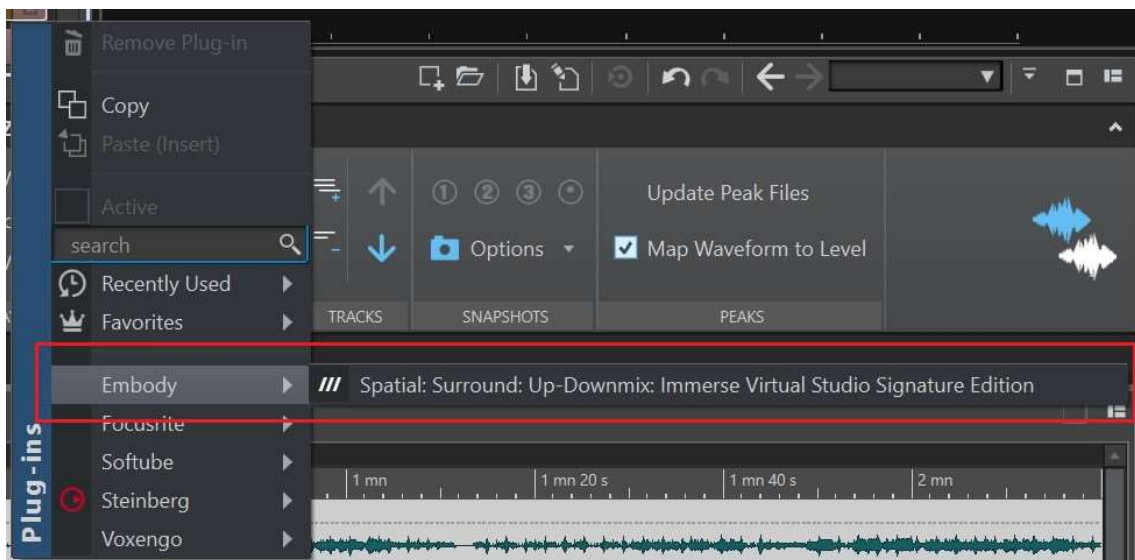
4.1.2 Inserting IVS Signature Edition in Wavelab

While working on an Audio Montage when mastering your mix, you may want to insert Immerse Virtual Studio Signature Edition in the output effects of the Master Output. To do so:

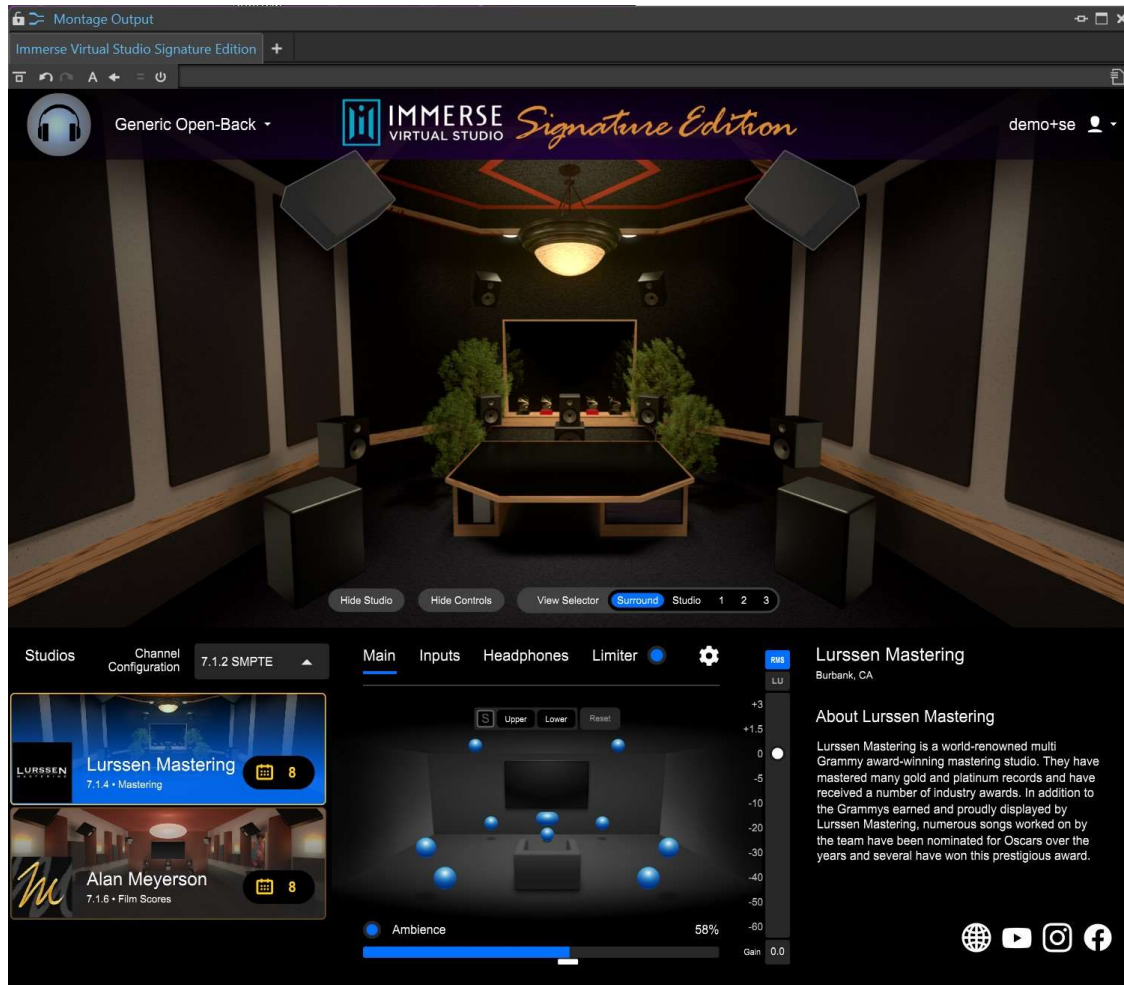
1. Open the plugin chain window, then click on Output
2. Select an empty effects slot and click on the Effects Option icon



3. Find Embody plugin vendor and select “Spatial: Surround: Up-Downmix: Immerse Virtual Studio Signature Edition”

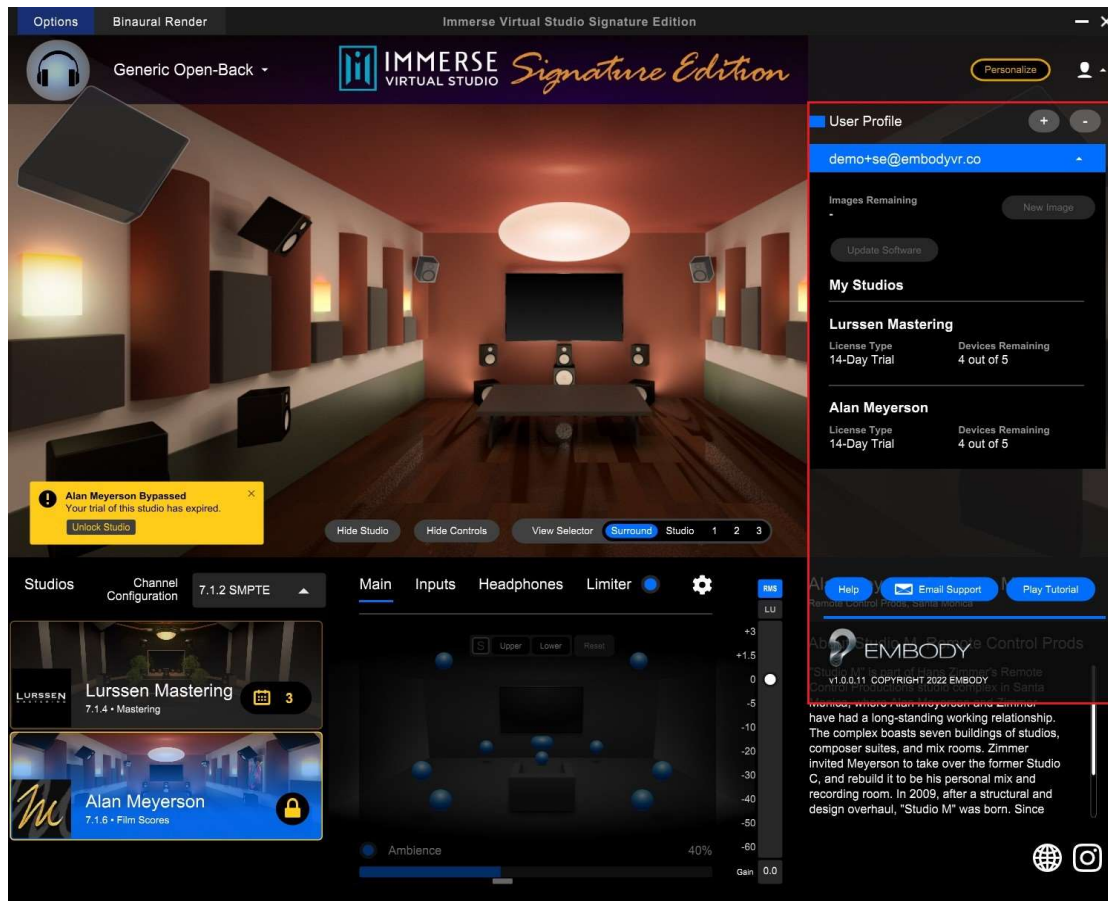



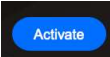


4. Once selected, the plugin main window will open and show up as follows



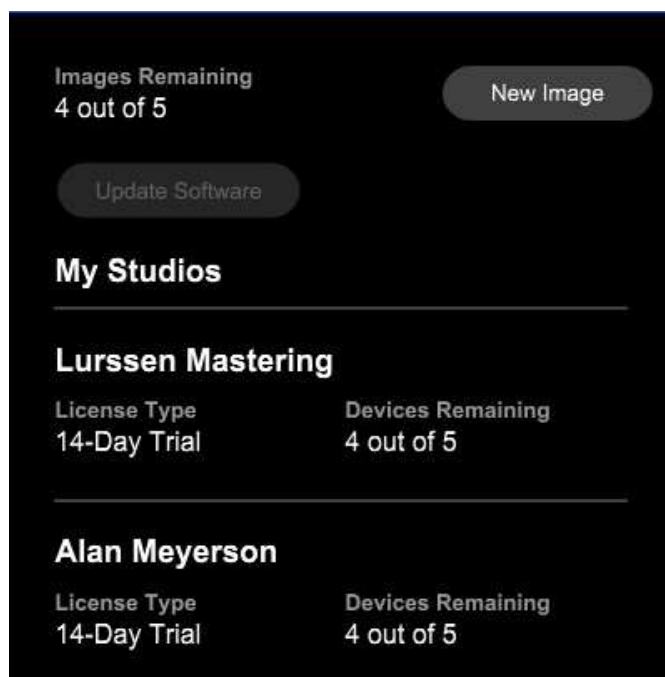
5. Once done, you should be able to select the studio and settings of your preference and listen to your montage through IVS Signature Edition.
6. If you would like to monitor the output of multiple Wavelab projects through Immerse simultaneously, we recommend routing audio from Wavelab to the standalone version of Immerse.

4.2 User Profile




1. Click on the user icon  to display the user information for all the users logged into the plugin.
2. **Activate**  : If you are a Trial user, you'll need to Activate the product and enter your license code before your trial expires. To do this, click on "Activate".
3. **New user**  : Click on "+" to add a new user. Clicking on "-" will delete the selected user. Note that this will delete all the user information including the HRTF.
4. Your username (email ID) used for login will also be displayed in this menu. Click on the  next to the email to see all the other information related to licenses, remaining images, etc.
5. **License Type** : The duration of your trial or license is displayed here.
Devices Remaining : You are allowed to login and use the suite in 5 different machines. The number of devices remaining is displayed here.

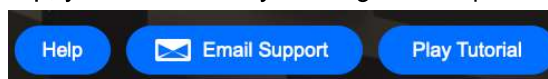
Images Remaining : A single user is allowed a total of 5 different images. The number of images remaining is displayed here.



6. **Days Remaining** : Find the number of days remaining in your Trial or purchased license for each Signature Studio within the Studio selection window, next to a Calendar icon.



7. **New Image**  : Click here to submit a new image. You will then scan the QR code displayed to take a picture of your right ear. In future versions, you will be able to audition and select the image that sounds best to you.
8. **Help** : Click on Help to open a detailed FAQ for this product
Email Support : If you have any questions, click on “Email Support” to email our support channels and we will get back to you very soon. All the information regarding your license will automatically be populated.
Play Tutorial : Click on “Play Tutorial” to play a walkthrough tutorial. At any point of time, if you want to skip, you can do so by clicking the “Skip” button.



- Click on the logo to open the product webpage. The product version is also displayed here.



4.3 Studio View



You can Solo and Mute each speakers by clicking on their corresponding icons. Single click a speaker to Solo, Right click to Mute. You can also set the Exclusive or Latch behavior in the Advanced Settings option.

4.4 Headphone EQ

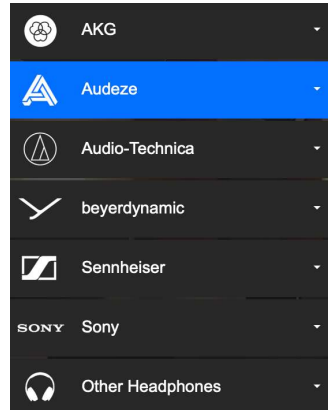
- Click on the headphone graphic to open the headphone preset selection tab. You have a total of 36 headphones to select from, and universal presets if your specific model is not available. Headphone EQ is necessary to maintain the true sound quality of the original source.



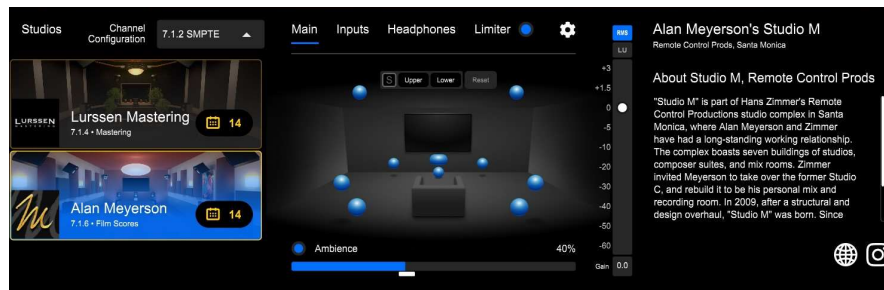
- You can search for your headphones by name or any other key words.



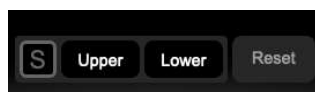
3. Click on the headphone brand to see the list of headphones available for that particular brand.



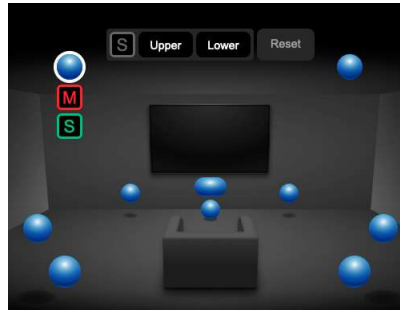
4.5 Studio Controls



1. **Channel Configuration** : Select your desired channel configuration from a list of available formats. As you select a particular format, only the studios compatible with the format will be enabled.
2. **Studio Menu** : Choose your preferred virtual studio from this list. Not all studios support the same channel configurations, so make sure you select the one that's right for your specific needs. Each studio will need to be unlocked separately unless you've purchased the Mix and Master Bundle.
3. Clicking on "S" will solo the Lower speakers by default. Click on "Upper" or "Lower" to solo the Upper or lower set of speakers.



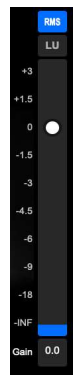
4. Double clicking the speaker globes will Solo the corresponding speaker. Single click will give the option of muting or soloing the respective speaker. Right click will Mute the speaker. Select the Exclusive or Latch behavior from the advanced settings.



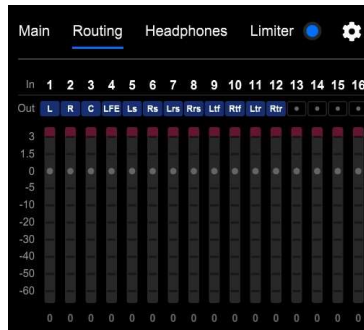
5. **Ambience** : Toggle Ambience on/off to enable or disable the studio's natural reverb. You can also adjust the value to control the amount of reflections in the studio as desired.



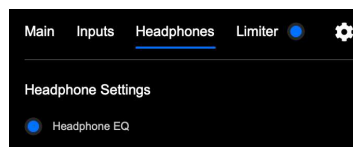
6. **Master gain** : Adjust the slider to control the output master gain value. Generally you'll want to leave this set to unity to ensure an accurate representation of your project's overall volume.



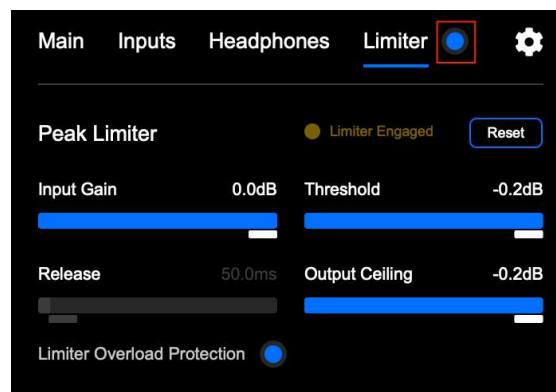
7. **Inputs** : You can adjust the levels of each of the speaker outputs individually from the Inputs tab. This can be done either by adjusting the slider or manually inputting the desired value..



8. **Headphones Tab** : You can enable or disable the Headphone EQ in the headphones tab. In addition, you can adjust the amount of headphone EQ by adjusting the slider. We recommend setting it at around 60%.



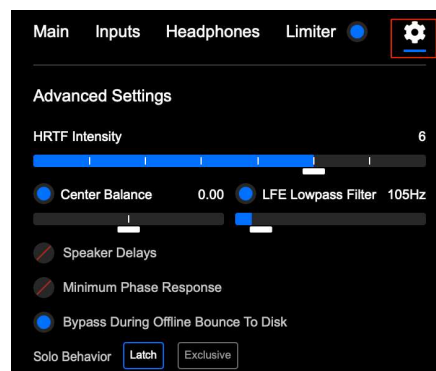
4.6 Limiter



1. You can turn the Limiter on/off by toggling the button next to “Limiter”
2. **Input Gain** : You can set the input gain to the limiter by adjusting this slider.
3. **Threshold** : Threshold determines when limiting begins, while output ceiling specifies how much limiting is applied. When the threshold is low, even relatively low-level signals will undergo gain reduction, while a high threshold will yield a more measured response.

4. **Release** : The release control determines how quickly the limiter stops working after the signal drops below the threshold. If it is overly long, you will hear audible pumping, while if it is too short, distortion artifacts may result.
5. **Output Ceiling** : The output ceiling is **the limit that your audio signal doesn't cross**. In practice, you want this level to be below 0 dBFS to prevent any digital clipping. Before you start tweaking any settings, we recommend that you set the output gain limit to somewhere between -0.2 dBFS and -0.02 dBFS.
6. **Limiter Overload Protection** : You can turn overload protection on/off by toggling this button. This tab also allows you to see when the limiter is engaged or not.
- 7.

4.7 Advanced Settings



1. **HRTF Intensity** : Controlling the HRTF intensity adjusts the level of spatialization being applied to your signal. Higher levels of HRTF intensity will improve the accuracy of spatial localization at the expense of some sonic clarity. Lower levels of HRTF intensity have the opposite effect, improving sonic clarity while reducing the spatial localization effect.
2. **Center Balance** : If your L/R balance seems off, adjust this slider to make sure the Center is perceived right in the middle.
3. **LFE lowpass Filter** : This determines the LFE low-pass cutoff frequency that is applied to the LFE channel. Note that this value is different for each studio as it is set to match the exact LFE characteristics of that particular studio.
4. **Speaker Delays** : Some studios manually add speaker delays to each of the speakers to match the acoustics of a cinema theater. You can turn on the Speaker Delays by toggling the button next to Speaker Delays. We recommend Speaker Delays to be turned off especially when you are panning.

5. **Minimum Phase Response** : Turning this On means the HRIRs being applied are minimum phase response in nature. The perceptual difference between on vs off is often very subtle.
6. **Bypass During Offline Bounce to Disk** : Turning this On will bypass the plugin when you are bouncing the audio in your DAW. Alternatively, you can disable the plugin at the channel input level.
7. **Solo Behavior** : In Latch mode, soloing multiple speakers one after the other will not unsolo the previous speaker. In Exclusive mode, only one speaker can be soloed at a time.

5. Standalone Application

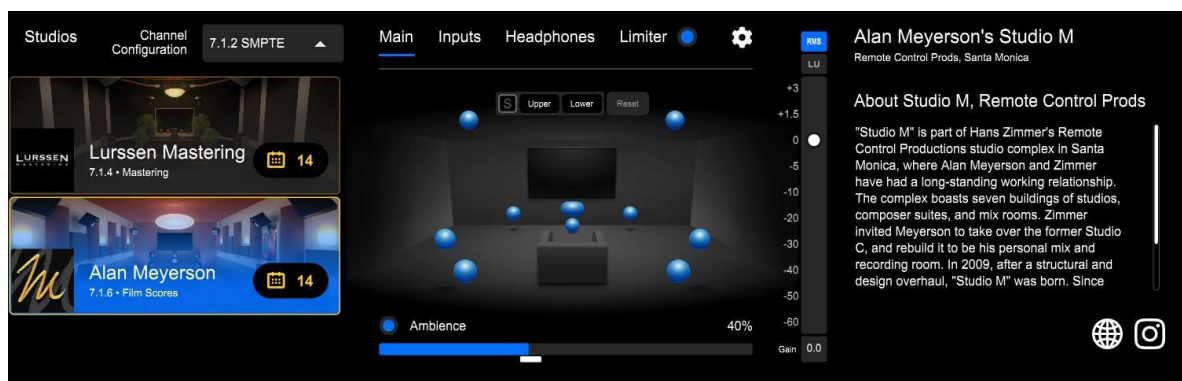
The standalone version of Immerse Virtual Studio Signature Edition is ideal for use with external applications outside your DAW. This is the version you'll want to use if you intend to route audio from your DAW to the external Dolby Atmos Renderer. You can also use this version to route multichannel audio to your headphones from any compatible application, including media players such as VLC..

5.1 Immerse Virtual Studio Signature Edition Standalone running on Mac OS

5.1.1 Setup Immerse Virtual Studio Signature Edition Standalone

1. Go to your Launchpad or Applications folder and search for Immerse Virtual Studio Signature Edition. Click on the application to launch the Immerse Virtual Studio Standalone application. This desktop application allows you to route multichannel or Atmos audio between applications and monitor that signal on any pair of headphones.
2. When you set Channel Configuration to a desired value, only those studios which are compatible with that specific channel configuration will be enabled and the rest will be disabled (grayed-out). For example :

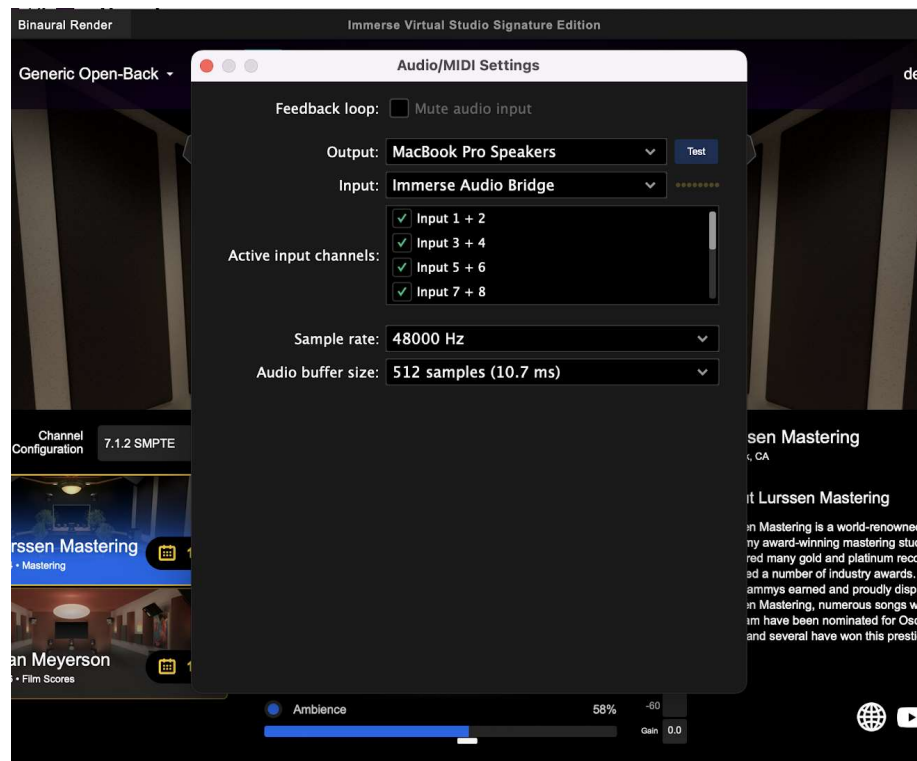
Channel Configuration 7.1.6 is only supported by Alan Meyerson Studio M.



3. To configure the Input/Output in the Immerse Virtual Studio Surround Standalone App Click on Options -> Audio/MIDI Settings on the top left corner.

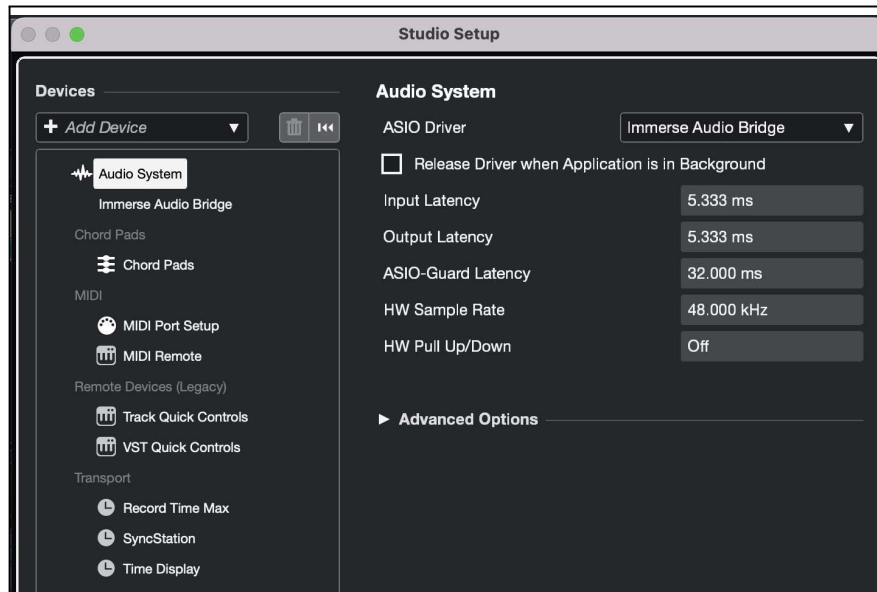


4. Select the Input of the standalone app as “Immerse Audio Bridge”. Immerse Audio Bridge is a virtual audio cable that enables various other applications such as the Dolby Atmos Renderer to route audio to Immerse.. Immerse Audio Bridge is installed automatically when you install the application (Step 1).
5. Select Sample Rate as 48000 Hz, and Audio buffer size as 512 samples.
6. Make sure you select the correct Output device that routes to your headphones.
7. In order to avoid any feedback, the audio input is muted by default. Make sure you unmute it when you playback.

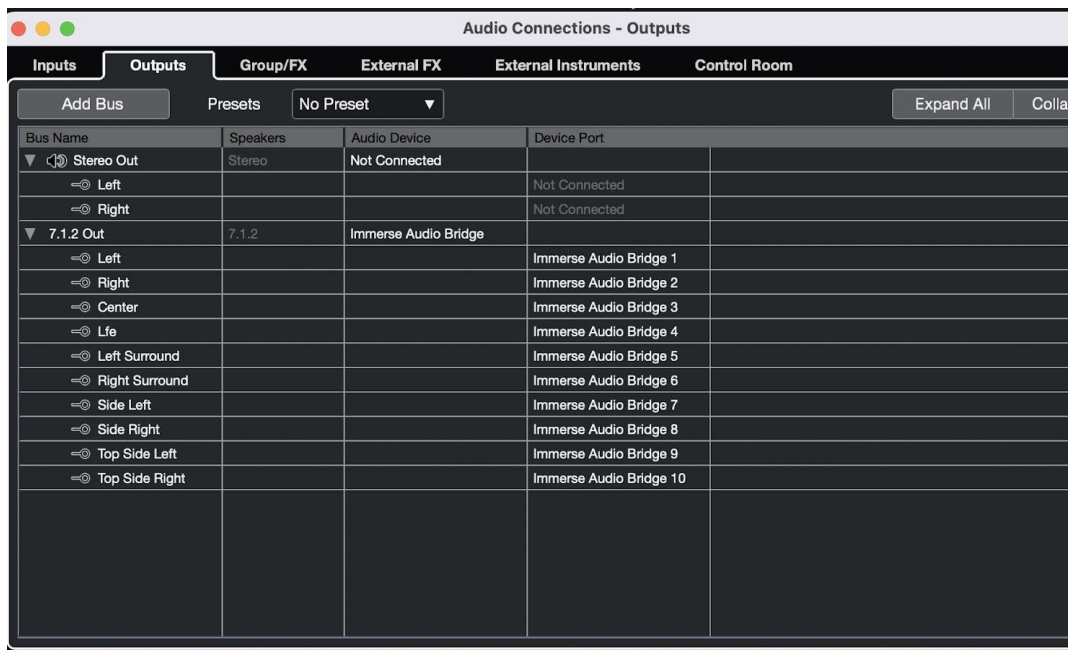


5.1.2 Setup Immerse Virtual Studio Signature Edition Standalone with Nuendo / Cubase (on Mac)

1. In Nuendo, go to Studio Setup -> Audio System, and select “Immerse Virtual Studio Signature Edition” as the ASIO driver.



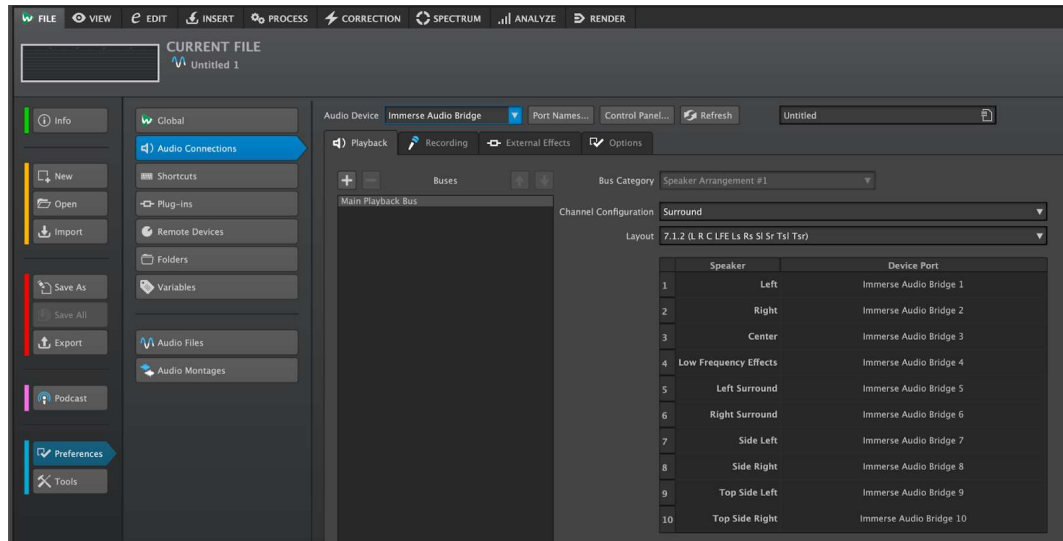
2. Please ensure that the number of channels in the output is correctly set. For example, in order to listen to a 7.1.2 track on Immerse Virtual Studio Standalone app:
 - a. Go to Studio -> Audio Connections, and create a 7.1.2 output bus named "7.1.2 Out". Make sure that this new bus is set to Main Mix, and that the connected Audio Device is "Immerse Audio Bridge".
 - b. Open the channel settings for the track you want to monitor through Immerse Standalone and make sure the output is set to "7.1.2 Out" bus



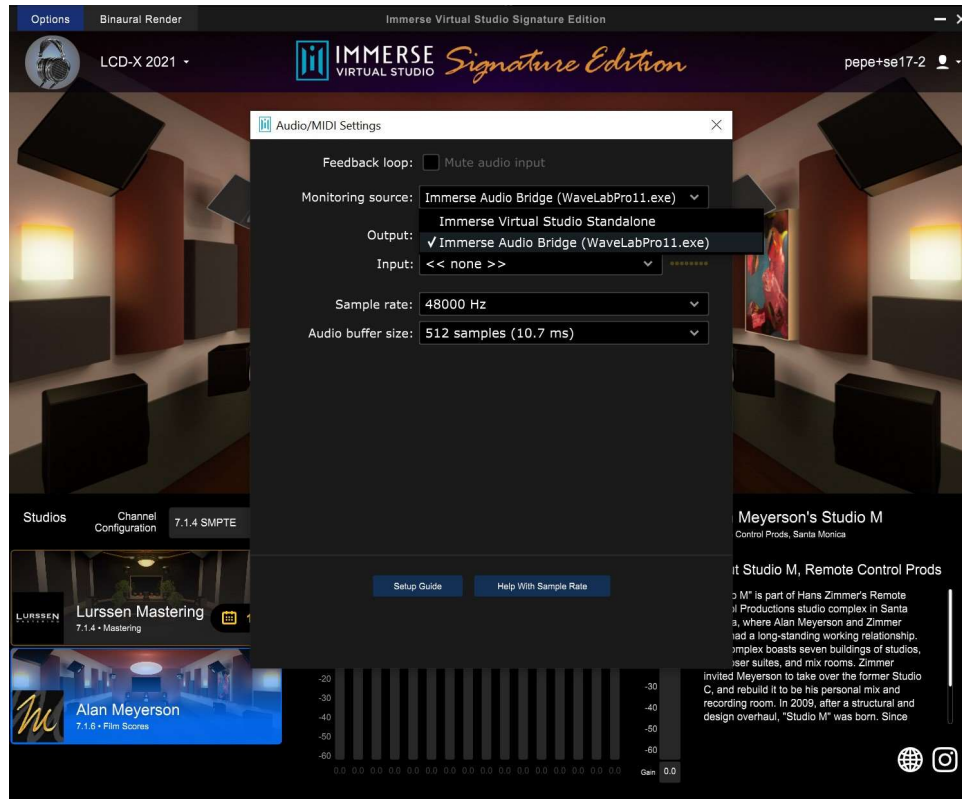
3. You can now play your Nuendo / Cubase audio on the IVS Signature Edition Standalone application!

5.1.3 Setup Immerse Virtual Studio Signature Edition Standalone with Wavelab (on Mac)

1. In Wavelab, go to File -> Preferences -> Audio Connections



2. Select "Immerse Virtual Studio Signature Edition" in the Audio Device drop down menu
3. Under Channel Configuration:
 - a. Select the appropriate configuration of your audio mix (in this example, "Surround" is selected)
 - b. Select the desired channel configuration (in this example, 7.1.2 is selected)
4. Now, in the Speaker Table, make sure all speakers used in your mix are connected to an Immerse Audio Bridge (IAB) port
5. Open Immerse Virtual Studio Signature Edition Standalone application, go to Midi/audio settings and then select Immerse Audio Bridge (WavelabPro11.exe) as the Monitoring Source.



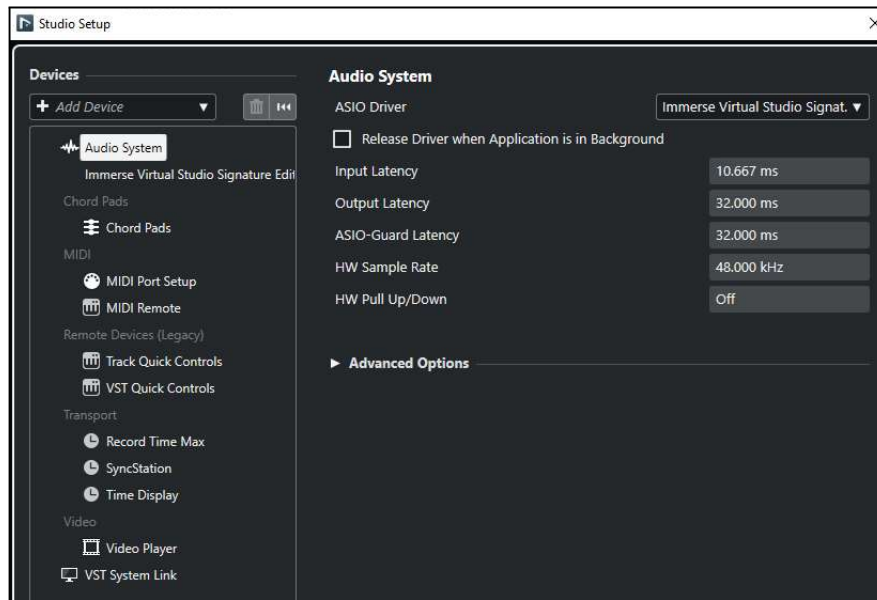
6. Make sure your Audio Output device's sample rate configured in IVS Signature Edition matches the Wavelab project sample rate, and you should be ready to listen to your Wavelab project through the IVS Signature Edition standalone application!

5.2 Immerse Virtual Studio Signature Edition Standalone running on Windows

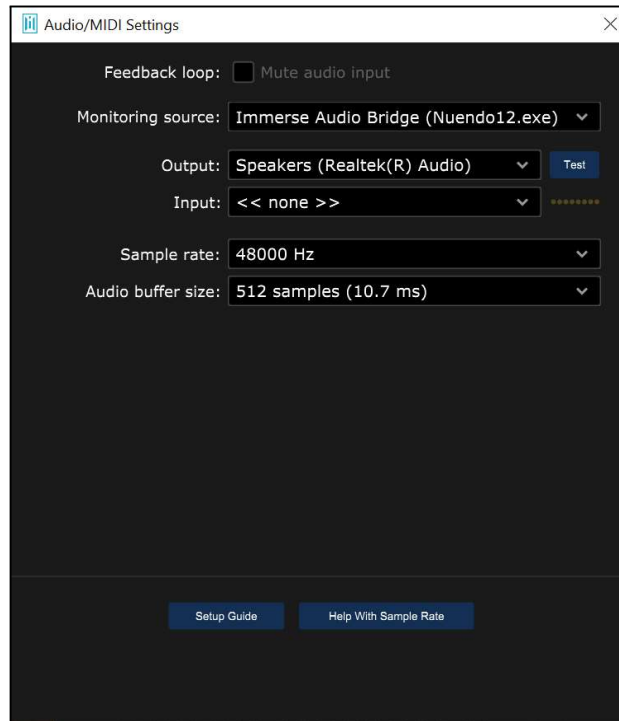
Unlike Mac Immerse Virtual Studio with Avid Standalone, the standalone version in windows is an ASIO driver that takes in multichannel input and binauralizes the output.

5.2.1 Setup Immerse Virtual Studio Standalone with Nuendo / Cubase (Windows)

1. On Nuendo, go to Studio Setup -> Audio System, and select "Immerse Virtual Studio Signature Edition" as the ASIO driver



2. In Immerse Virtual Studio Signature Edition Standalone application, open Options -> Audio/MIDI Settings.
 - a. Select Monitoring Source “Immerse Audio Bridge”
 - b. Select Audio device type according to where you will be listening the mix on.
As an example:
 - i. Output: Headphones (Realtek ® Audio)
 - ii. Input: None
 - c. Select your sample Rate (default 48kHz should work fine)
 - d. Audio buffer size : 512 is recommended for 44.1 and 48 kHz. For higher sample rates, please select a buffer size of either 1024 or 2048 samples.



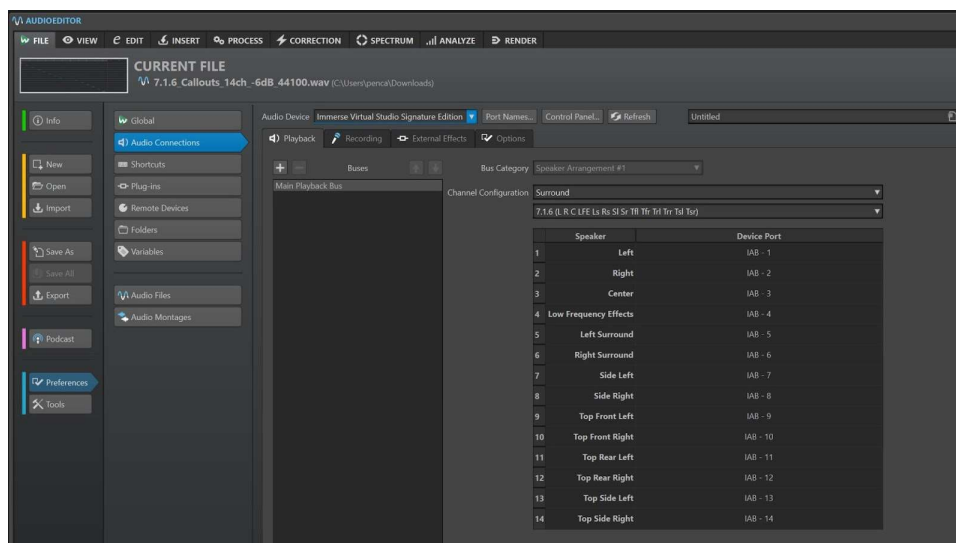
3. In Nuendo / Cubase, please ensure that the number of channels in the output is correctly set. For example, in order to listen to a 7.1.2 track on Immerse Virtual Studio Standalone app:
 - a. Go to Studio -> Audio Connections, and create a 7.1.2 output bus named "Immerse 7.1.2". Make sure that this new bus is set to Main Mix, and that the connected Audio Device is Immerse Virtual Studio Signature Edition.
 - b. Open the channel settings (the track you want to monitor through Immerse standalone), and make sure the output is set to "Immerse 7.1.2" bus.



4. You can now play your Nuendo / Cubase audio on the IVS Signature Edition Standalone application!

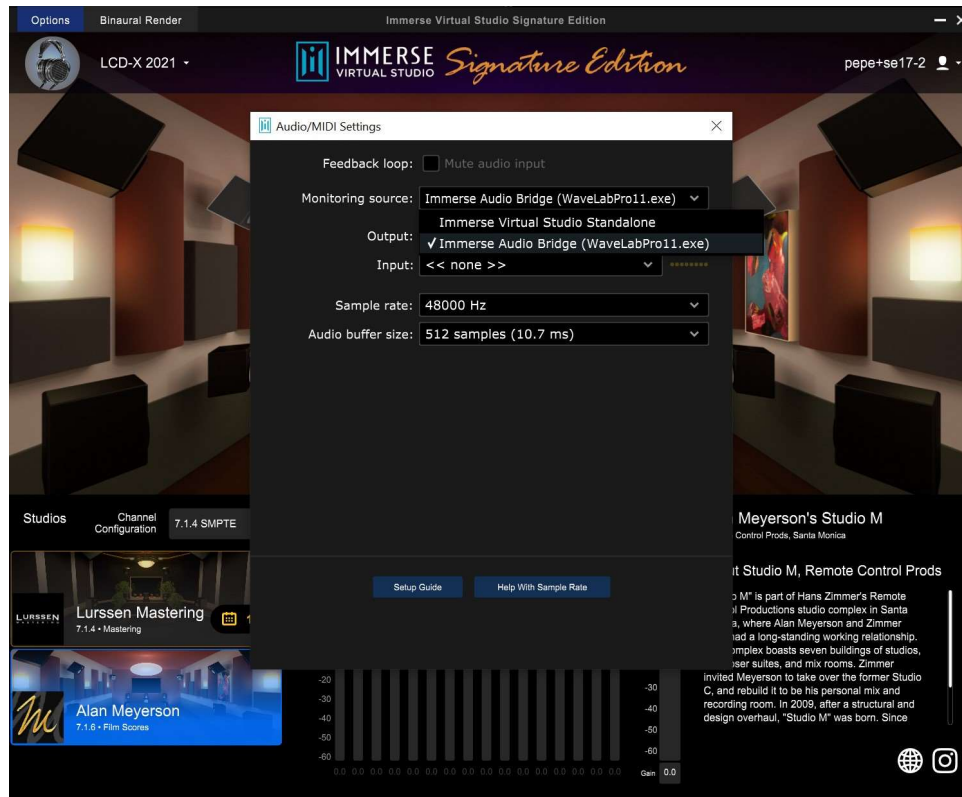
5.2.2 Setup Immerse Virtual Studio Standalone with Wavelab

6. In Wavelab, go to File -> Preferences -> Audio Connections (Ctrl+Shift+P)



7. Select "Immerse Virtual Studio Signature Edition" in the Audio Device drop down menu
8. Under Channel Configuration:

- a. Select the appropriate configuration of your audio mix (in this example, “Surround” is selected)
 - b. Select the desired channel configuration (in this example, 7.1.6 is selected)
9. Now, in the Speaker Table, make sure all speakers used in your mix are connected to an Immerse Audio Bridge (IAB) port
10. Open Immerse Virtual Studio Signature Edition Standalone application, go to Midi/audio settings and then select Immerse Audio Bridge (WavelabPro11.exe) as the Monitoring Source.



7. Make sure your Audio Output device's sample rate configured in IVS Signature Edition matches the Wavelab project sample rate, and you should be ready to listen to your Wavelab project through the IVS Signature Edition standalone application!

11. Troubleshooting