The logo icon consists of a large red semi-circle on the left, followed by four smaller red circles of varying sizes arranged in an arc to its right.

# CUBASE iC AIR

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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.

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# 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 Leap Motion™ controller 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,  
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## End User License Agreement

<http://www.steinberg.net/eula>

## Trademarks

<http://www.steinberg.net/trademarks>

## Comprehensive information

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

# Before You Begin

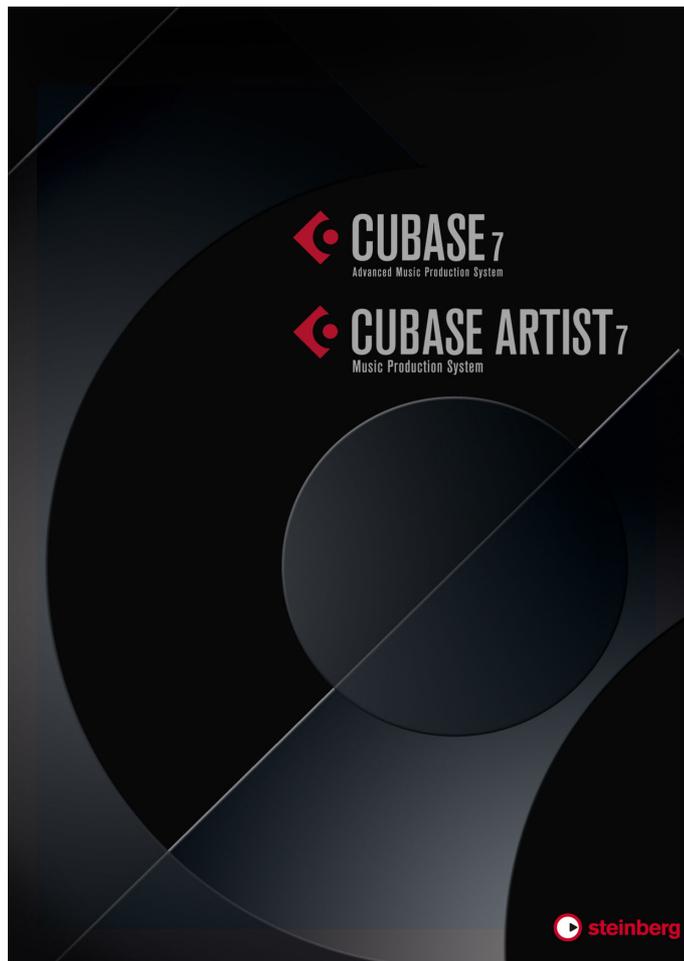
To run Cubase iC Air you'll need:

- Leap Motion™ Controller

LEAP  
MOTION™



- 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.

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### *PROCEDURE*

1. Open your web browser and enter the following URL:
    - [www.steinberg.net/cubaseicair](http://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 gesture controller, install Cubase iC Air on your system.

### *PREREQUISITE*

- DAW installed on your computer.
- Steinberg eLicenser with valid license to run the host application.
- Leap Motion™ software properly installed.
- Gesture controller 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 - Leap Motion**.
  6. Select **OK**.
- 

### *RESULT*

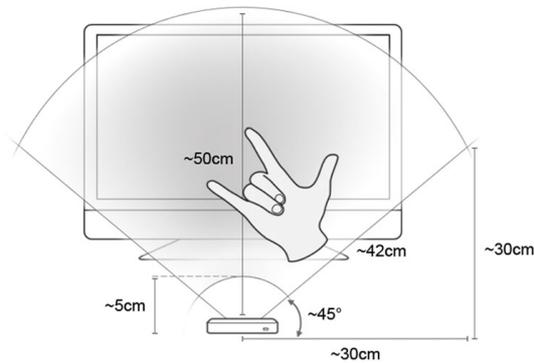
Cubase iC Air is now set up in your DAW.

# Hints and Tips

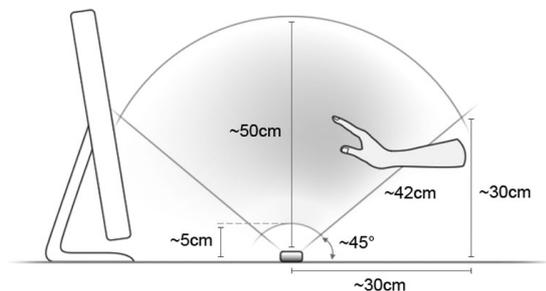
To ensure a smooth control experience using Cubase iC Air with your gesture controller, please consider the following hints.

## NOTE

- Before starting on a real project, gain some experience with Cubase iC Air and your gesture controller. 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 gesture controller.
- To ensure an optimal gesture detection, place your hands in the sweet spot, as indicated (gray area).



Front View



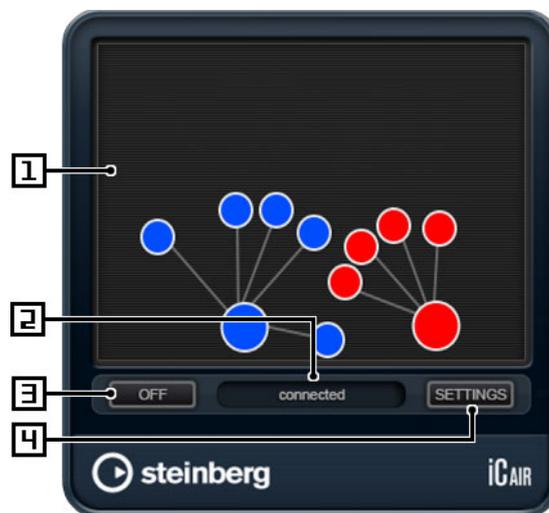
Side View

# 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 - Leap Motion**.



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

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

#### NOTE

For a relaxed working position, place your hands so that they are visible in the bottom half of the FOV display.

### 2) Status indicator

Shows the connection status (connected/disconnected) of your gesture controller.

### 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.

#### NOTE

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.

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### 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 gesture controller, you are capable of performing following exclusive gestures.

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

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

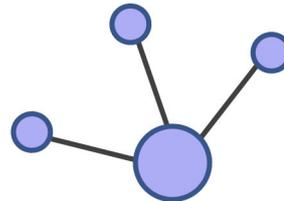
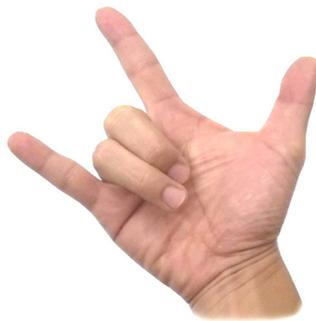
## Start

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

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### PROCEDURE

- Put your hand in the FOV of your gesture controller and perform the **ILY** gesture.



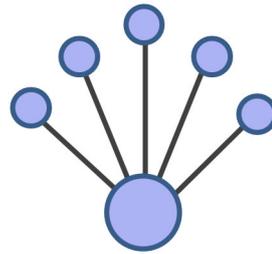
# Stop

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 gesture controller and perform the **Big five** gesture.

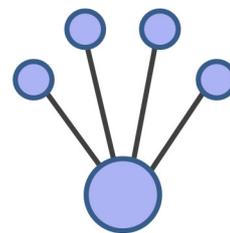


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## NOTE

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

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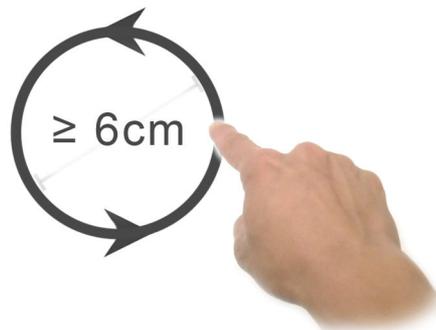
## Rewind/Forward

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.

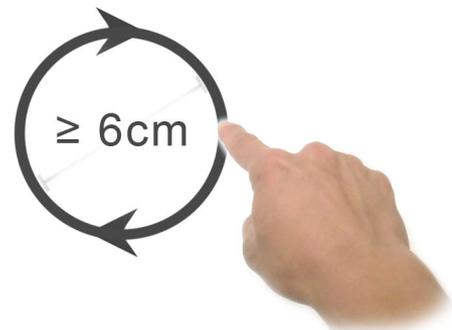
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### PROCEDURE

- Put your hand in the FOV of your gesture controller and perform the **Anti-Clockwise Circle** or **Clockwise Circle** gesture to rewind or forward.
  - You can either continuously perform the **Anti-Clockwise Circle** gesture or **Clockwise Circle** gesture for longer than 2 seconds. If you stop performing the each gesture after 2 seconds, rewinding or forwarding also stops.
  - Or you can perform the **Anti-Clockwise Circle** gesture or **Clockwise Circle** gesture for less than 2 seconds. Rewinding/Forwarding then continues, until you perform the **Big five** gesture to stop.



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.

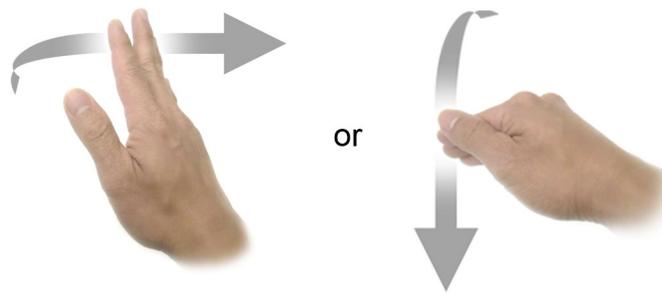
NOTE

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

---

PROCEDURE

- Put your hand in the FOV of your gesture controller and swipe right or swipe down.



## 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.

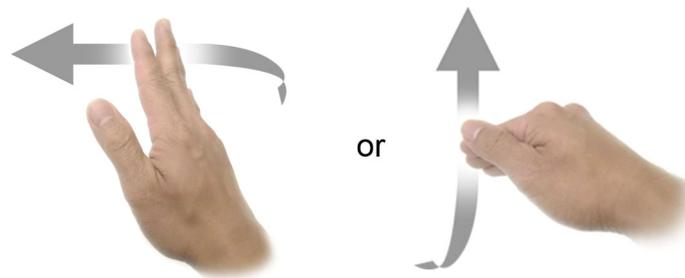
### NOTE

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

---

### PROCEDURE

- Put your hand in the FOV of your gesture controller and swipe left or swipe up.



# Shuttle Control

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

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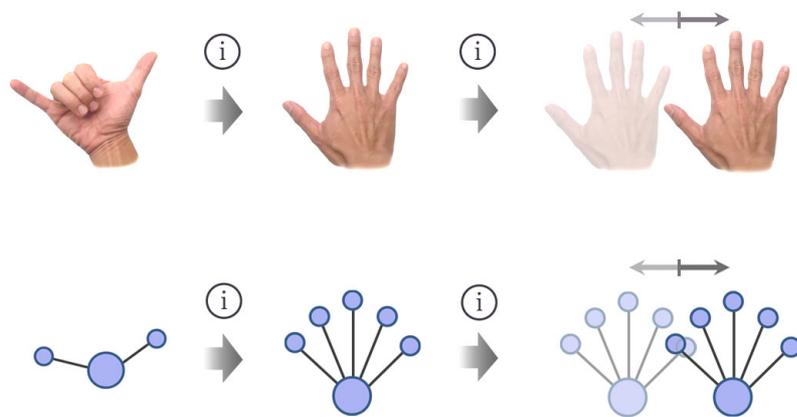
PROCEDURE

1. Put your hand in the FOV of your gesture controller and perform the following gestures.

NOTE

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

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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.

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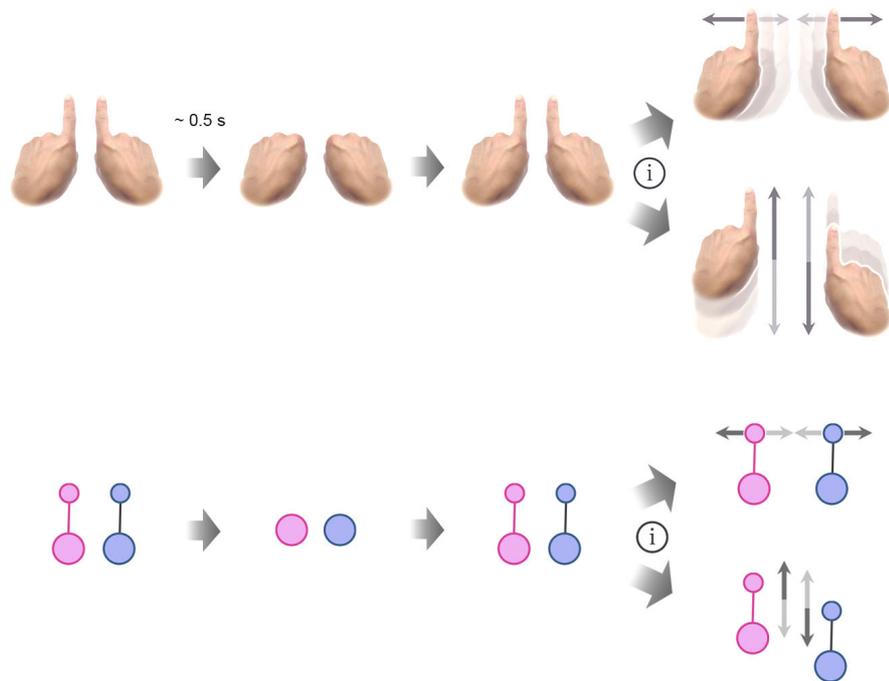
PROCEDURE

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

NOTE

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

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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.

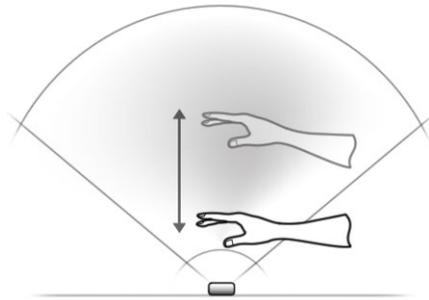
### NOTE

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

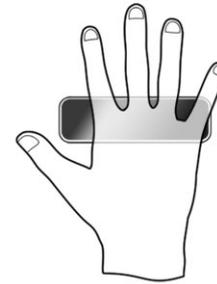
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### PROCEDURE

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 gesture controller and gently move in a vertical manner to alter the value.



Side View



Top View

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