Bitwig Studio 5.3 Is Here

Berlin, Germany | February 19, 2025

Bitwig Studio 5.3 is out now. The update elevates our stock of drum instruments with 25 new devices and introduces a step sequencing note device. It also enables recording a whole session or resampling on the fly, Windows ARM support, and under-the-hood improvements that make opening projects and configuring audio i/os easier and quicker.

Throughout 5.3's beta phase, we developed a few new features and devices and added them to Bitwig Studio 5.3. Originally just a module, we decided to make a device version of the **Freq Shift+** called **Freq Shifter+**. We also enabled a *Keytracking Mode* on 24 of the drum devices and a numerical control allowing pitch adjustment by semitones. *And* we made important improvements to the **Stepwise** sequencer: the *Gate Mode* option lets you tie neighboring notes into sustained notes, and three global actions appeared in the Inspector Panel so you can *Clear*, *Invert*, or *Randomize All Lanes* at once.

The **Bitwig Drum Machines** sound package has also been updated to include presets for and kits featuring the 5.3 drum families. The latest additions to this core, drum-themed collection include over 19 drum kits, 128 drum instrument presets, and 30+ note clips.

Learn More

Bitwig Studio 5.3 Key Features

Three New Drum Families

25 modern percussion devices are joining Bitwig Studio's original, **v1**, drum instruments. Two of the three families were inspired by classic drum machines, but with additional parameters and possibilities.

The **v8** family is borne of the *808*. The ten devices in this family include **v8 Kick**, **v8 Snare**, and **v8 Tom**, as well as some of the characteristic percussion instruments (maracas, cowbell, etc.). While the original hardware often gave each instrument one tone control, Bitwig Studio's **v8** devices average five color parameters, along with extended ranges for breaking past the familiar.

New sounds also appear in the **v9** family, Bitwig's answer to the 909. These nine devices cover all the original's instruments, from open and closed hats to the **v9 Ride** and a **v9 Crash**. You can dial in the additional *Impact*, *Tone*, and *Punch* knobs. Or connect them to Bitwig's modulators so they vary with velocity or bar position.

And then there's the v0 family, which brings together six digital mavericks: **v0 Kick**, **Zap Kick**, **Tom**, **Snare**, **Hat**, and **Cymbal**. They represent a diverse set of digital drum synthesis techniques, such as detuned oscillator banks, FM, physical models, and sets of filters that are harmonic (sometimes). These different approaches make for highly flexible instruments that can sound electric, acoustic, or not much like a "drum" at all.

Each family is made to work well as a unit or mixed and matched in custom kits. Use them along with samples, plug-ins, or *Grid* patches. Like the rest of Bitwig Studio, the **Drum Machine** has a soft spot for modular thinking and the added Keytracking Mode turns any drum into a playable instrument.

Stepwise Sequencer

Stepwise is a note device that takes familiar pattern sequencing in a playful and fun direction. Eight rows trigger different notes, with steps set to either off, normal, or accented. Each row can play 16 steps long and advance at 16th notes. Or not…

Switch a row to follow eighth notes, or maybe triplets. Use the global groove for some lanes, or *Offset* others to give a little wonk. And with independent *Length* for each lane, drifting patterns and polyrhythms are ready before you modulate anything.

Learn More About **Stepwise** in This Video.

Master Recording

Bitwig Studio's Transport header now includes a **Master Recording** section, with a meter of the outgoing level and a *Record* button. With one click, whatever is happening is printed directly to disk as audio. And this special option doesn't care whether the project transport is playing — it just keeps recording.

Can it record a full performance? Sure. Or you can capture a moment, drop the file into **Sampler**, and keep going while the transport is still running.

Easier Setup For Your Audio System

Any hardware selected will now be auto-configured, with all mono paths and sensible stereo choices. Bitwig Studio keeps track of previously used audio hardware. So when the current interface is disconnected, Bitwig Studio will seamlessly switch over to the next best choice.

If you want to favorite, define, or rename inputs or outputs Bitwig Studio now offers a dedicated editor to make it simple and quick. And those customizations will be kept for each interface, even when special configuration for using multiple audio interfaces are created at once (a new *Combined Audio Devices* option on macOS, joining similar functionality on Linux).

Loading Projects Just Got Faster

Bitwig Studio's just-in-time compilation for instruments and FX is now faster and more efficient. That means opening a preset, patch, or project for the first time happens quicker. And it's even faster the second time.

Native Windows on ARM Support

As of 5.3, Bitwig Studio runs natively on **Windows on ARM.** Thanks to Bitwig's unique sandboxing architecture, even those plug-ins that haven't yet been recompiled for ARM can run seamlessly under emulation. Now you can take advantage of the latest computing power without giving up your favorite plug-ins.

Three New Ways to Audio Shift

The analog-inspired **Freq Shifter+** device offers classic effects, rhythmic moves, and radiophonic feedback. Its module counterpart, **Freq Shift+**, offers signal-rate control and more. And the new **Pitch Shift** Grid module gives not only phase control but the ability to phase modulate any incoming signal. The two Grid modules also have special key-tracking options, so using them in *Poly Grid* just work with the notes you are playing. And being *Grid* modules mean they will work as monophonic or polyphonic components, simply matching your patch.

And New Grid Modules

In addition, a few helpful Grid modules have shown up.

- A **Step Access** (*Phase*) module can make tricky drum sequencer ideas easier

- An **Accents** (*Data*) gives you new sequencing options.
- And a **Dome** (*Filter*) can transform any signal into a pile of phase and other information, some of it real.
- And joining the **CV Pitch Out** module is a specialized **CV Pitch In**, both with built-in scopes for monitoring at a peek.

View the full [changelog](#) here.

Availability

Bitwig Studio 5.3 is a free upgrade to all license holders with an active Upgrade Plan as of November 21, 2024. Bitwig Studio Producer and Essentials license holders will receive the **v8 family** of drums and the **Stepwise Sequencer**.

Visit the [Bitwig Press Area](#) for images and additional press material found in our digital press kit.

What Comes Next?

We're working on some fundamental Bitwig Studio workflow improvements that affect the Arranger and in the piano roll. Once this is polished and ready, we are looking forward to sharing these improvements in our next release.

About Bitwig

Bitwig is an international music software company based in Berlin with 30 employees. The company was founded in 2009 by four music enthusiasts with extensive experience in music technology and a strong vision about new cutting-edge methods of music production, performance, and collaboration. In 2017, Computer Music Magazine named Bitwig Studio 2 DAW of the Year, and in 2019 Bitwig Studio 3 received the Excellence Award 10/10 from Music

Tech Magazine. Bitwig Studio 5 was recognized "With Excellence" by Professional Audio Magazine, rated 10 by MusicTech Magazine and was awarded DAW of the Year 2023 by Computer Music Magazine/Future Music Magazine/MusicRadar.

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