



Bitwig Studio 6.1 Is Out Now

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Bitwig Studio 6.1, featuring a radically updated **Sampler**, is out now.

The new Sampler features quick, versatile **slicing** with advanced functions. It also offers two new play modes – the **time-stretching** *Spectral* and the **granular** *Fragments* – and major additions to existing modes, including authentic **hardware emulation**. Automatic **tempo and pitch detection** revolutionize old workflows and introduce new ones. And there are many more upgrades across the device, including improved **multisample editing**, a new **Bell filter**, and an updated interface with **new playhead visualizations**.

The updated Sampler makes all audio playable – and ready to color, explore, and perform. It also invites users to sample in ways that weren't possible before, with unique and powerful features such as looping slices and modulation per slice, harmonic “bending,” synth-like play modes, innovative granular playback options, and more.

[Learn More](#)

Key Features

Advanced Slicing

Bitwig's Sampler now offers **slicing in all play modes**. Clicking the *Sliced* icon instantly converts a sample into slices that can be triggered from a MIDI controller or the piano roll. Clips can also be sliced from the Arranger or Launcher directly into a Sampler.

Slices can be distributed across a sample in equal **divisions** or at **beat intervals**. They can also be placed at **onsets** (good for rhythmic material) or at **pitch** changes (using Sampler's new automatic pitch detection). Whatever the mode, all slices can be **manually adjusted**, created, and deleted with a click or two.

Once sliced, a sample is split into chunks that are triggered by an input. Slices can be triggered **via notes** (all notes, or just the white/black keys on a keyboard). Alternatively, they can be targeted with the *Select* control for **manual exploration** (or for control via automation or modulation) – or via **note velocity**, for new expressive options.

Additional features give slicing in Bitwig's Sampler unique creative potential. **Per-slice looping** can be used to create complex bouncing textures and granular layers. And **per-slice modulation** means that any parameter in Sampler (or nested devices) can behave differently for each slice, blurring the lines between a sampler and a step sequencer.

[**Watch the Slicing Video**](#)

Intelligent Pitch Analysis

Working with a sample traditionally starts with setting a *Root Key*, aligning its pitch with the notes on the keyboard. Sampler lets the user manually define a root, but it also revolutionizes this process with **dynamic pitch analysis**. Clicking the orb icon creates an analysis of the sample. Now the entire sample will dynamically match whatever pitch is played.

Pitch analysis works in all play modes and with slicing and multisample modes. As well as speeding up workflows, this presents exciting new possibilities. In *Repitch* mode, Sampler will dynamically speed up or slow down through the sample to match the played notes, for a whole

new take on auto-tune. Whatever the mode, all kinds of material can become playable melodies and chords.

Powerful Time-Stretching

In traditional sample playback, time and pitch are connected: the faster the playback, the higher the pitch. Time-stretching algorithms break this rule, letting you change the speed of a sample while preserving its pitch. We looked closely at the many ways to time-stretch, then came up with our own, optimized for real-time use. Sampler's **Spectral play mode** is designed to provide the cleanest possible time-stretching, and open a vast space for sonic exploration.

Spectral excels at preserving a sample when playback speed is changed. With **Preserve Onsets** engaged, it additionally “unstretches” the sample around transients to preserve punch and character. When combined with Sampler's **automatic tempo detection** – and the option to link playback to the **project tempo** – *Spectral* makes it easy to bring samples in time.

Spectral can also do wild things to timbre. Optional **formant processing** can morph a sample in ways subtle or uncanny – with an extra *Relative Formant Shift* option, to take pitch changes into account. And **Bend** can retune its harmonics, with options to **quantize** them to the **nearest octave**, or to **any scale**.

[Watch the Spectral Mode Video](#)

Expressive Granular Engine

Spectral is just one of Sampler's expanded collection of play modes. Joining it is **Fragments**, a new mode for **advanced granular playback**. Generating up to **256 independent grains** per voice – with each grain having its own playback rate and direction, position, and size – *Fragments* is a mighty tool for precise and unusual grain-shaping.

With *Fragments*, dramatic clouds of sound are just the beginning. When playback is slowed down, grains can be treated like an oscillator. Complex textures can be created with the **random**

Motion setting, and variable grain playback direction. Grain **envelopes can be shaped** from smooth to sharp, and grains can be **synced to the project tempo** for rhythmic effects. An additional **Repeats** control causes grains to recur up to 16 times for massive density.

[Watch the Granular Modes Video](#)

Updated Modes: Hardware Emulation and Sample-Based Synthesis

The classic **Repitch** mode now features two new characters that emulate hardware sounds. **Analog** brings saturation and tape flavor, while **Digital** can emulate iconic '90s samplers, or mangle sounds beyond recognition. And because Sampler is polyphonic, this processing can be applied differently per-voice, going beyond traditional hardware processing.

Also upgraded, **Cycles** mode now unites sampling and synthesis. Three new characters can adjust the **pulse width** of a sample, rebalance its odd and even **harmonics**, or apply **phase modulation**. With *Freeze* engaged, Sampler becomes an oscillator with vast timbral range, and the new *Duophonic* option crossfades two *Cycles* engines for a smoother sound.

Sampler in *The Grid*

All Sampler updates are also available in the Sampler module in Bitwig's sound design environment, *The Grid*. That means slicing, the new play modes, and all other features can be combined with 230+ modules for near-infinite creative possibilities.

Some additional Sampler features are available only in *The Grid*. In *Fragments* mode, **grains can be triggered via signal input**. And optional module outputs give users **access to Sampler's analysis data**. This enables powerful extensions of sampling, such as triggering drum sounds with synced **onsets**, matching an oscillator to a sample's moving **pitch**, or layering sounds using **amplitude** data.

And More

The new Sampler features plenty more upgrades across the device, including:

- **Playhead visualizations** have been improved
- **Edits can snap to onsets** for quick adjustments
- New **looping options** determine what happens when a note is released
- By dragging with a modifier, a **loop region can be moved** without changing its length
- The new **Bell filter** is useful for quick tone-shaping of each voice.

There are also many improvements to **multisample functionality**, including:

- Dragging multiple samples onto a track instantly creates a **round-robin Sampler**
- Dragging multiple samples with a modifier layers the samples and **automatically tunes** them
- Zones can be **muted and soloed** for easy editing
- With multiple zones selected, their values can be quickly edited using the **Histogram**
- **Live Select Updating** can crossfade between samples via pressure, modulator, or other inputs

Bitwig's new pitch detection algorithm also appears in **Tuner**, a handy new analyzer in both the device realm and *The Grid*.

View the full Changelog [here](#).

Presets To Get Started

Essentials – Bitwig Studio's fundamental sound package available to all users – has been updated with presets that put the new Sampler through its paces. Slicing and time-stretching, granular experiments, Poly Grid patches, and more. Users can update the package from inside the app, and search “6.1” in the Browser to find the new presets.

Availability

Bitwig Studio 6.1 is out now. As always, this upgrade is free to all customers with an active Upgrade Plan (as of June 18, 2026).

The updated Sampler and the new Tuner are available in all editions of Bitwig Studio – including Bitwig Studio Essentials, Bitwig Studio Producer, and the bundle version Bitwig Studio 8-Track. Sampler's new *Spectral* and *Fragments* play modes are only available in the full version of Bitwig Studio.

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About Bitwig

Bitwig is an international music technology company based in Berlin that makes the award-winning software Bitwig Studio and Bitwig Connect 4/12. The company's tight-knit team was founded in 2009 by four music enthusiasts with extensive experience in the field and a strong vision about new, cutting-edge methods of music production, performance, and collaboration. Bitwig has also committed to greater cooperation and transparency in the music technology sector through initiatives like CLAP and Open DAWproject – open, collaborative standards developed with industry partners.

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