What's New in Pro Tools

Version 2025.12

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Avid Pro Tools What's New Guide • Created 11/25/2025 • REV A

Contents

1 What's New in Pro Tools 2025.12 1

New Features and Enhancements 1

System Requirements and Compatibility Information 2

Conventions Used in This Guide 3

Resources 4

2 UWA Audio Vivid 5

Install the Audio Vivid Production Suite 5

Configure the Audio Vivid Renderer 5

Audio Vivid Object and Beds Assignments 6

Object Assignments 6

Bed Assignments 7

Audio Vivid Renderer Window 9

Theater View 10

Bed and Object Panel 12

Monitor Level Meters 12

Loudness Meters 13

Audio Vivid Object Panner 16

Space Editing and Display 16

Function Knobs 19

Step Controls 20

Audio Vivid Panning Automation 22

XYZ Panner and Conversion 22

Export 23

Audio Vivid Bounce Options 24

3 Additional Partner Content 26

Bounce Factory Lite for SoundFlow 26

Inner Circle Rewards 26

Audio Brewers ab Decoder HOA Express 26

Axart Labs AutoBeat Lite 26

Safari Pedals Time Machine 26
Wave Alchemy TRIAZ Player and Expansions 26

1 What's New in Pro Tools 2025.12

New Features and Enhancements

Pro Tools® software version 2025.12 provides the following new features and enhancements:

- Support for UWA Audio Vivid
- Additional Partner Content:
  - Bounce Factory Lite for SoundFlow by Andrew Scheps
  - Inner Circle Rewards:
    - Audio Brewers ab Decoder HOA Express
    - Axart Labs AutoBeat Lite
    - Safari Pedals Time Machine
    - Wave Alchemy TRIAZ Player and Expansions (including exclusive content)

System Requirements and Compatibility Information

Avid can only assure compatibility and provide support for hardware and software it has tested and approved.

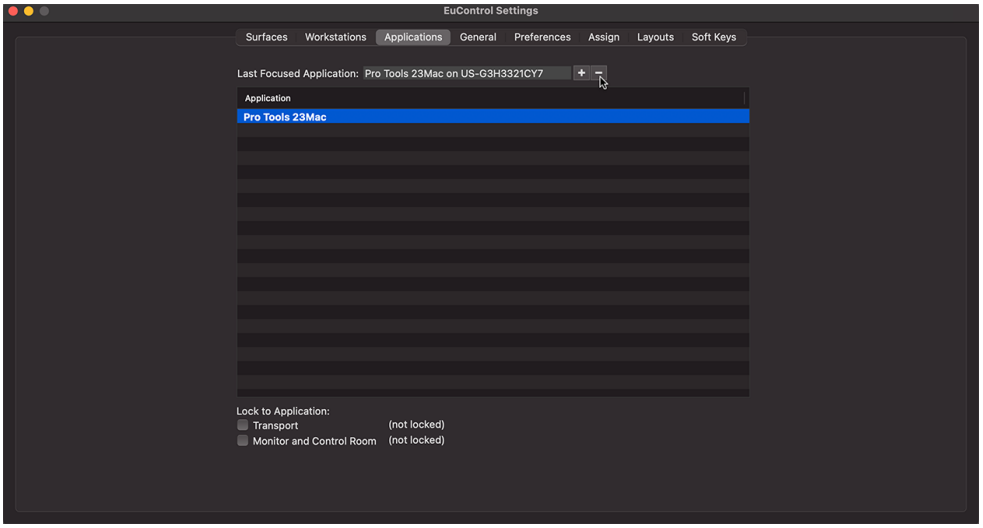
For complete system requirements and a list of qualified computers, operating systems, hard drives, and third-party devices, visit:

www.avid.com/compatibility

Important EuControl Compatibility Instructions

If your system includes any EuControl controllers, do the following to use them with Pro Tools 2024.3 or later:

1. In EuControl Settings, go to the **`Applications`** tab.
2. In the Applications list, click to select the older version of Pro Tools (such as **`Pro Tools 23Mac`**).
3. Click the minus sign ("–") next to the Last Focused Application field to remove Pro Tools from the list.
4. If necessary, launch Pro Tools 2024.3 then click on it to make it appear in the **`Last Focused Application`** field.
5. Click the plus sign ("+") to add **`Pro Tools 24.3`** to the Applications list.



EuControl Settings, Applications tab

Conventions Used in This Guide

Pro Tools documentation uses the following conventions to indicate menu choices, keyboard commands, and mouse commands:

Convention	Action
File › Save	Choose Save from the File menu
Control+N	Hold down the Control key and press the N key
Control-click	Hold down the Control key and click the mouse button
Right-click	Click with the right mouse button

The names of **`Commands`**, **`Options`**, and **`Settings`** that appear on-screen are in a different font.

The following symbols are used to highlight important information:

User Tips are helpful hints for getting the most from your Pro Tools system.

Important Notices include information that could affect your Pro Tools project data or the performance of your Pro Tools system.

Shortcuts show you useful keyboard or mouse shortcuts.

Cross References point to related sections in this guide and other Avid documentation.

How to Use this PDF Guide

This PDF provides the following useful features:

- The Bookmarks on the left serve as a continuously visible table of contents. Click on a subject heading to jump to that page.
- Click a + symbol to expand that heading to show subheadings. Click the – symbol to collapse a subheading.
- The Table of Contents provides active links to their pages. Select the hand cursor, allow it to hover over the heading until it turns into a finger. Then click to locate to that subject and page.
- All cross references in **blue** are active links. Click to follow the reference.
- Select Find from the Edit menu to search for a subject.
- When viewing this PDF on an iPad, it is recommended that you open the file using Apple Books to take advantage of active links within the document. When viewing the PDF in Safari, touch the screen, then touch **`Open in "Books"`**.

Resources

The Avid website (www.avid.com) is your best online source for information to help you get the most out of your Avid system.

Account Activation and Product Registration

Activate your product to access downloads in your Avid account (or quickly create an account if you do not have one). Register your purchase online, download software, updates, documentation, and other resources.

- www.avid.com/account

Support and Downloads

Contact Avid Customer Success (technical support), download software updates and the latest online manuals, browse the Compatibility documents for system requirements, search the online Knowledge Base or join the worldwide Avid user community on the User Conference.

- www.avid.com/learn-and-support

Training and Education

Study on your own using courses available online, find out how you can learn in a classroom setting at an Avid-certified training center, or view video tutorials and webinars.

- www.avid.com/learning

Videos and Tutorials

Visit the Avid YouTube channel to find playlists and videos that show how to use and learn Pro Tools.

- Avid YouTube Channel (all playlists and videos)
- Pro Tools Tech Tips (playlist)
- Pro Tools Quick Tips (playlist for the *Pro Tools Quick Reference Guide*, available from the Dashboard)
- What's New blog post (includes links to videos covering new features in Pro Tools 2025.10)

Products and Developers

Learn about Avid products, download demo software, or learn about our Development Partners and their plugins, applications, and hardware.

- www.avid.com/products

2 UWA Audio Vivid

Pro Tools Ultimate and Studio on (macOS only) support UWA Audio Vivid. Audio Vivid provides 3D spatial position audio editing capabilities, supports binaural, 2.0, 5.1 to 7.1.4 spatial rendering, and lets you export WAV, ADM, and Audio Vivid standard MP4 (AV3A) formats.

Audio Vivid features:

- Import ADM format files in Pro Tools.
- The position and trajectory of sound can be defined by using the Panner's audio-visual control function, and the audio-visual location can also be controlled using the Audio Vivid panner.
- Trajectory automation.
- Spatial audio monitoring and mixing (binaural, stereo, 5.1, 5.1.4, 7.1, 7.1.2, and 7.1.4) using the rendering algorithms in Audio Vivid Renderer.
- Bounce Mix of the current Audio Vivid project.

Install the Audio Vivid Production Suite

The Audio Vivid Production Suite includes both the Audio Vivid Panner and the Audio Vivid Renderer.

Panner: Supports the definition of the position and trajectory of sound, and set the spatial position and sound movement trajectory of mono/stereo.

Renderer: Is equipped with multiple rendering algorithms and supports binaural, stereo, 5.1, 5.1.4, 7.1, 7.1.2, and 7.1.4 rendering monitoring. It also supports up-down mixing of sound and channel compression.

To install the Audio Vivid Production Suite:

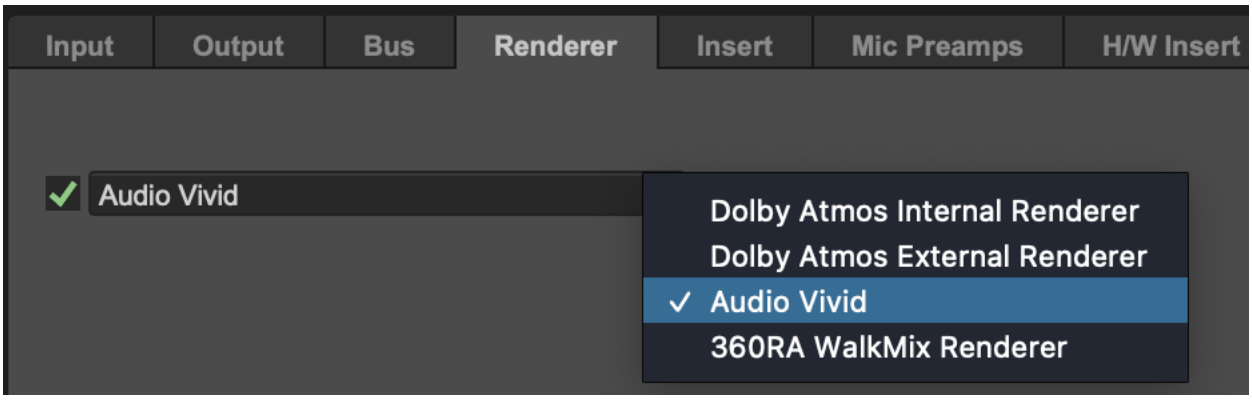
1. Download and run the Audio Vivid Production Suite installation package.
2. Follow the onscreen instructions and use the default installation path to complete the installation.

Configure the Audio Vivid Renderer

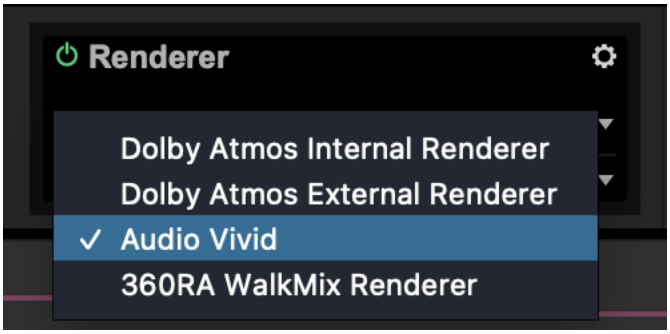
After installing the Audio Vivid Production Suite, you can select the Audio Vivid Renderer in either the I/O Setup or in the Renderer controls in the Edit Window toolbar.

To enable the Audio Vivid Renderer, do one of the following:

- Choose **Setup > I/O > Renderer**, select **Audio Vivid** from the Renderer selector, and click **OK**.



- In the Renderer controls in the Edit Window toolbar, select **Audio Vivid** from the Renderer selector.



Audio Vivid Object and Beds Assignments

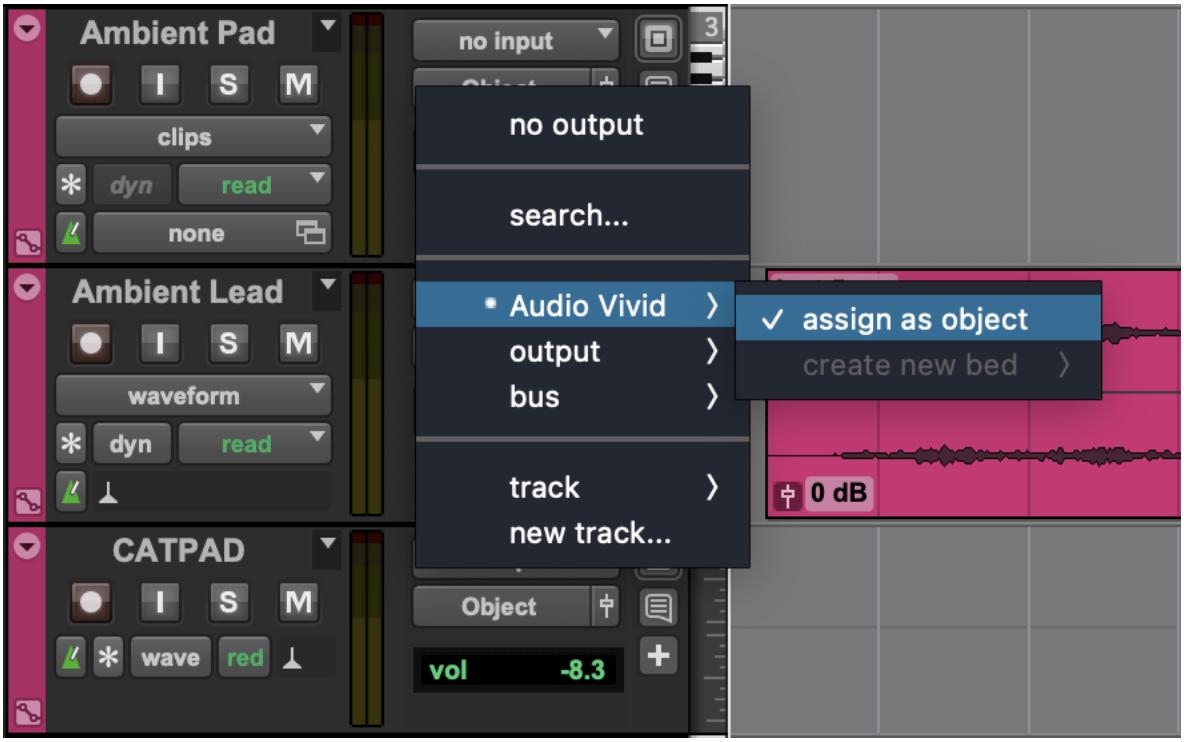
When the Audio Vivid renderer is enabled, you can assign the output of a routable track in the session to the renderer as an object. This automatically instantiates a source plugin mixer to make the connection.

Object Assignments

Object assignments insert a source mixer plugin that is the width of the track. They are only allowed on track widths that are supported by the destination Renderer plugin.

To assign a track as an Audio Vivid Object:

1. Ensure that the Audio Vivid Renderer is enabled.
2. From the track output selector, select **`Audio Vivid > Assign as Object`**.



⚠ **Unlike Dolby Atmos, object assignments are exclusive per track and are made from the track output section. They cannot be created or renamed in the I/O Setup, and they cannot be renamed by right-clicking on a track I/O plate. When an output is assigned to an object, it cannot be routed to multiple outputs.**

Bed Assignments

Similar to Objects, when the Audio Vivid Renderer is enabled you can assign track outputs to an Audio Vivid Bed. Bed assignments insert a Pro Tools mixer of a specified width in between the track output/send assignment and the Audio Vivid plugin. This lets you pre-pan the signal before the signal reaches the Audio Vivid plugin. Beds can only be created for widths that the destination mixer plugin supports as inputs. Beds always use Pro Tools panning, even if the destination mixer uses another pan format.

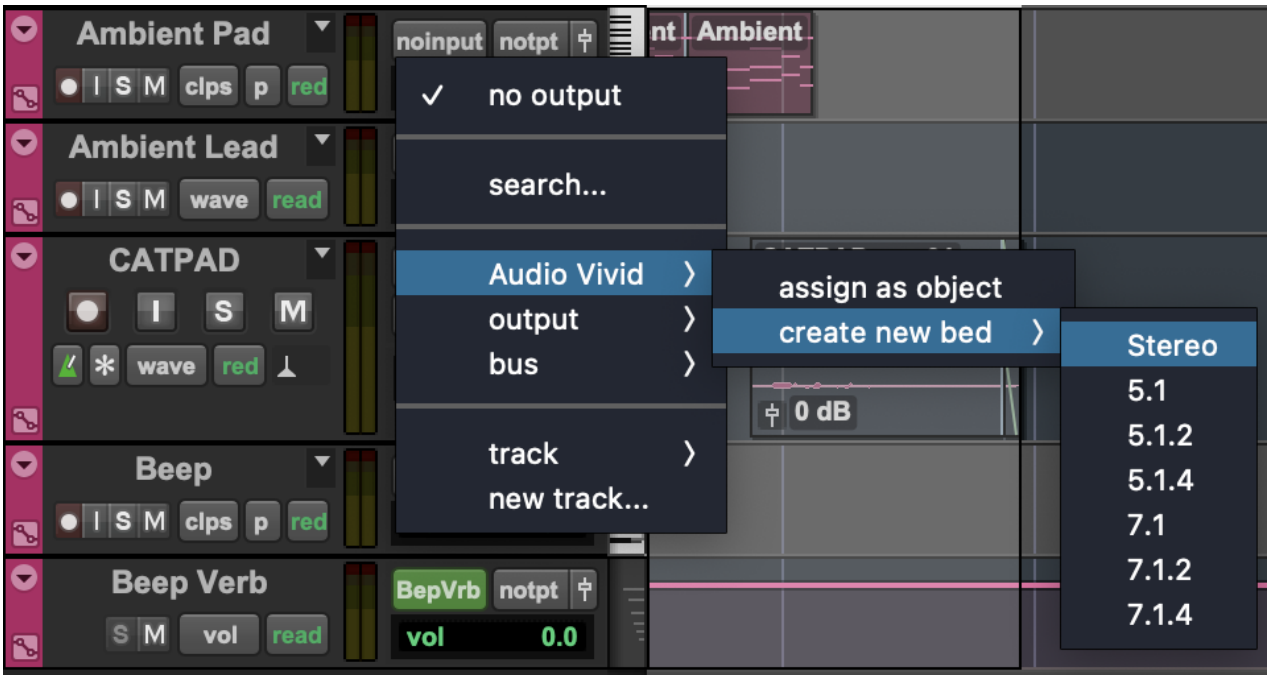
Audio Vivid supports Bed channel widths of Stereo, 5.1, 5.1.2, 5.1.4, 7.1, 7.1.2, and 7.1.4.

Audio Vivid Beds do not support subpaths. If a track is assigned to a subpath in a Dolby renderer, a new Bed is created during migration that matches the main Bed path width.

Audio Vivid does not support Track send assignments to Beds. When migrating a session from Dolby Atmos to Audio Vivid, any Sends assigned to Beds are removed. These assignments will be restored when switching back to the original configuration.

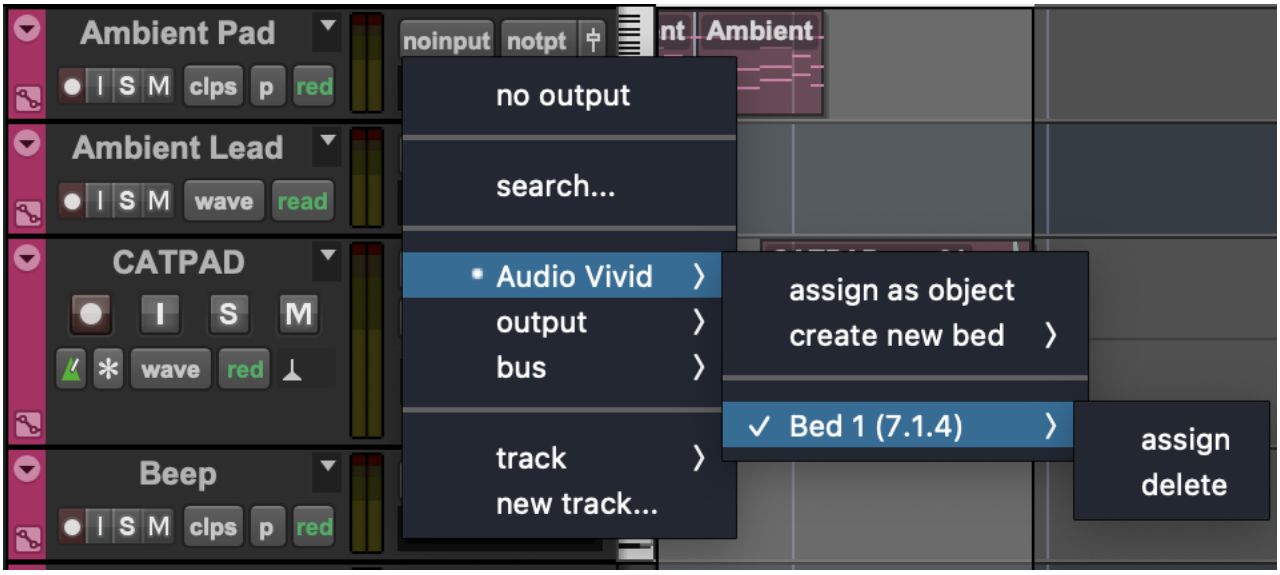
To create and assign a new Audio Vivid bed:

- From the track Output selector, choose **`Audio Vivid > Create New Bed`** and select the desired channel width.



Managing AAX Beds

Bed paths can be added and managed using the track Output selector in Edit and Mix windows. It is possible to create a new Bed, assign track to a Bed, or delete a Bed. Beds can be reused by other tracks in session.



Renderer Switching and Bed Data Migration

When switch between renderers for the first time, for any formats that support Beds, all existing Bed-related metadata is automatically migrated to the destination format. The following properties are preserved with this initial migration:

Track Assignments

Tracks that were assigned to a specific Bed in the source renderer are automatically reassigned to the corresponding Bed in the new renderer.

Custom Path Names

Any user-defined names for Beds are retained and transferred.

Color Settings

Custom color configurations applied to Beds are migrated to ensure consistency in visual layout and workflow.

Bed Width Compatibility

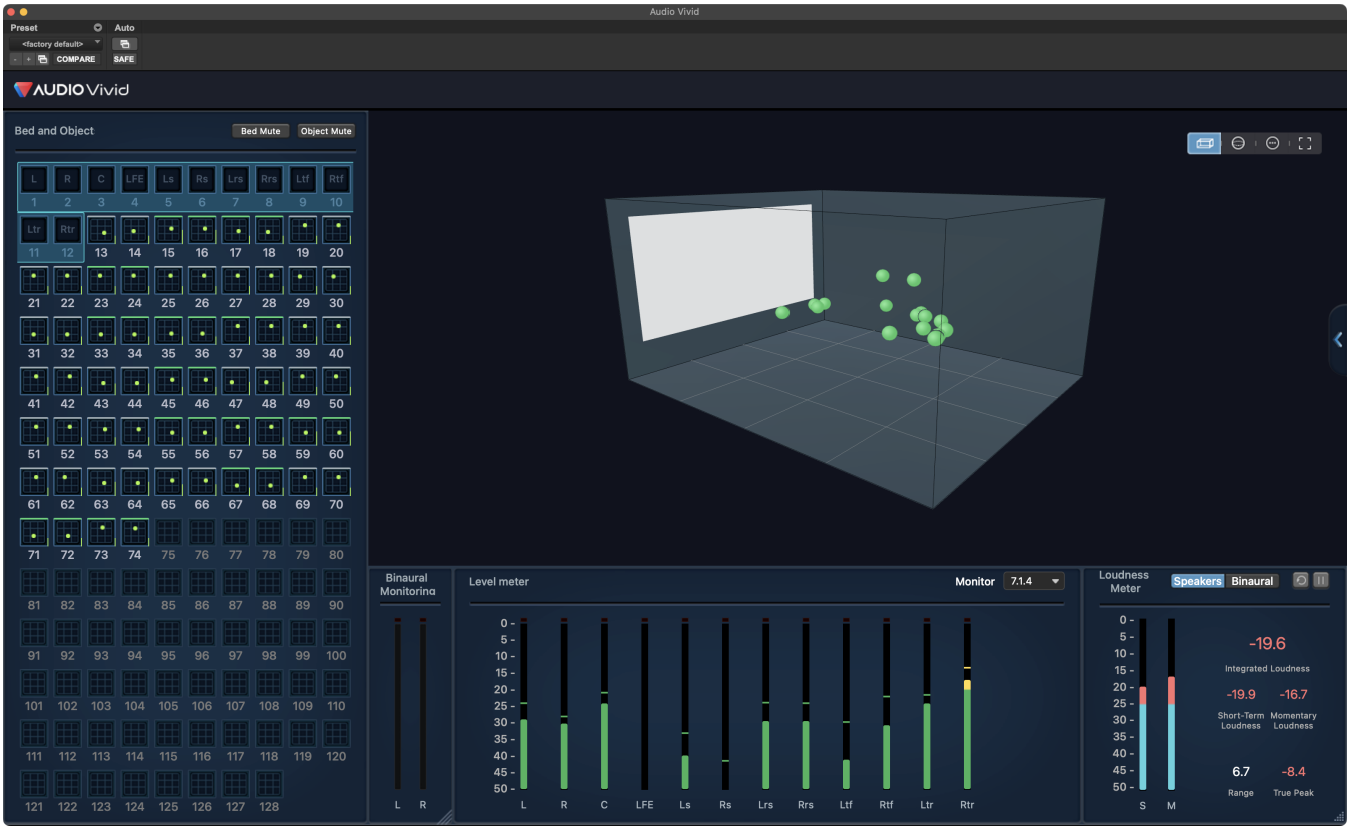
If a Bed width used in the source format is not supported in the destination renderer, a new Bed is created in the destination format using the width that most closely matches the Bed channel width from the source renderer.

If the Bed width in the source format is larger than what the destination renderer supports, the associated track is migrated as assigned to object, otherwise the tracks are left unassigned if object routing is not supported.

Post-Migration Variations

After first changing the renderer, any changes made to existing Beds (such as reassignments, renaming, or color adjustments) are stored as a separate renderer-specific variation within the session. This ensure that each renderer can maintain its own independent Bed configuration while still preserving the initial migration mapping.

Audio Vivid Renderer Window



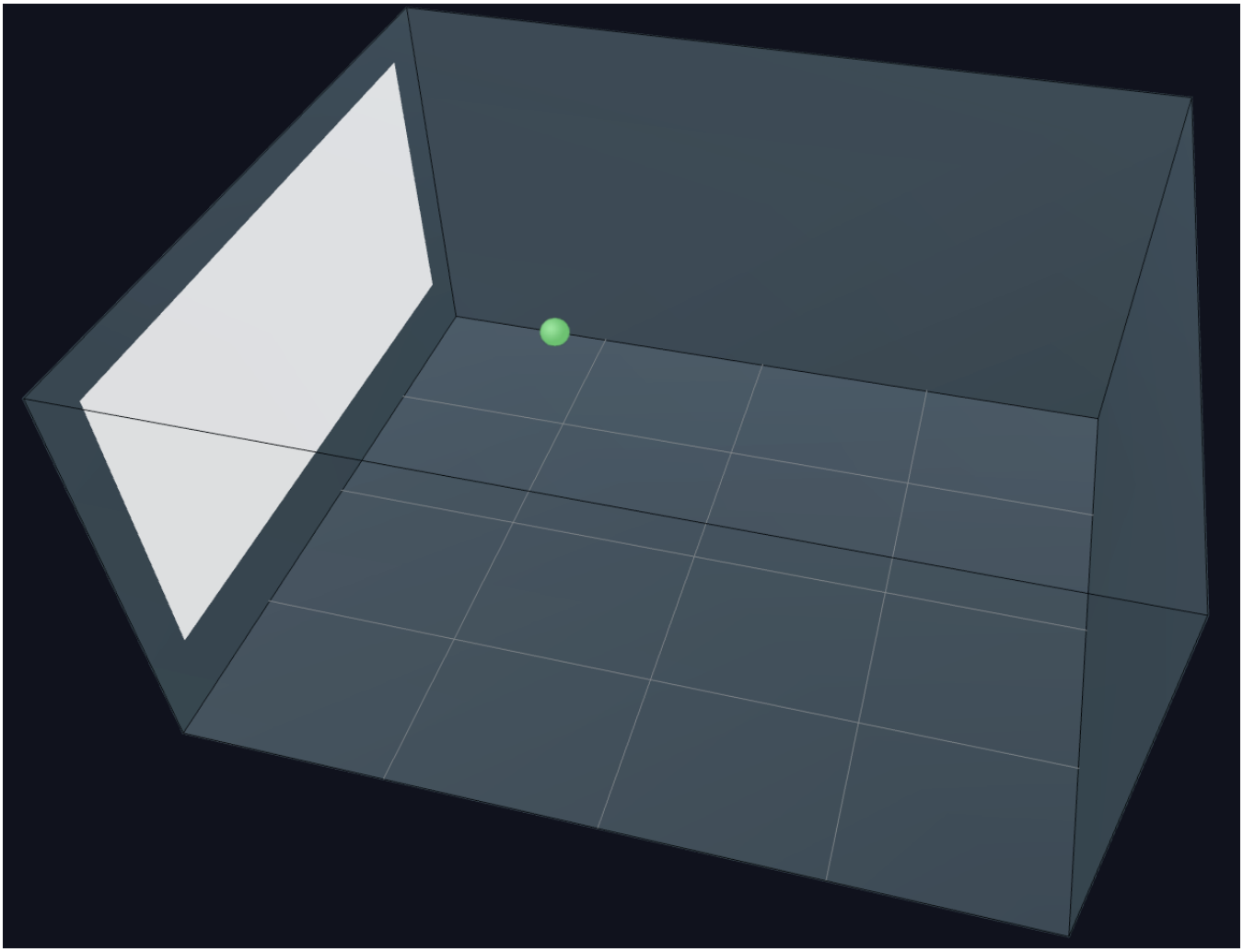
To open the Audio Vivid Renderer window, do one of the following:

- In the Edit Window Toolbar Renderer controls, click the Gear icon.
- Choose **`Window > Renderer`**.

  Press Control+Command+= (Mac) or Control+Start+= (Windows).

Theater View

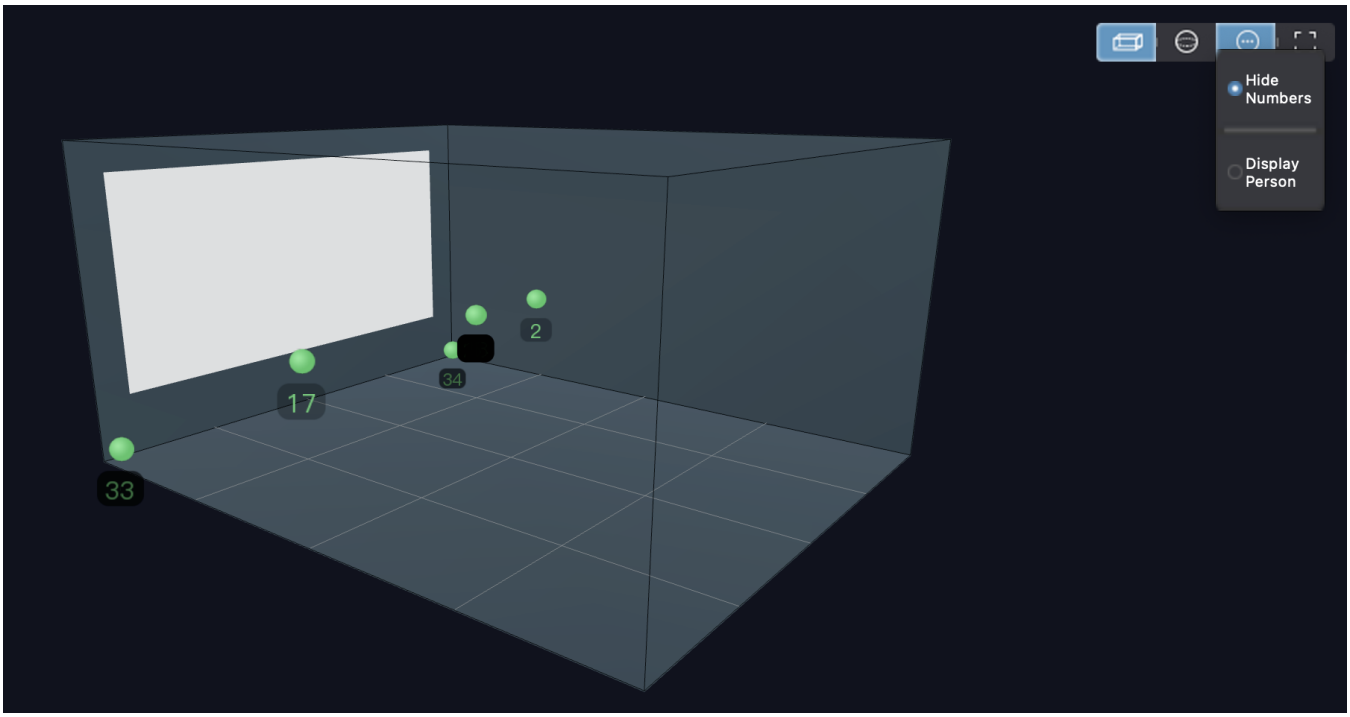
Theater view displays a screen at the front of the virtual theater to orient panning. You can click and drag the display to reorient perspective.



Object View Options

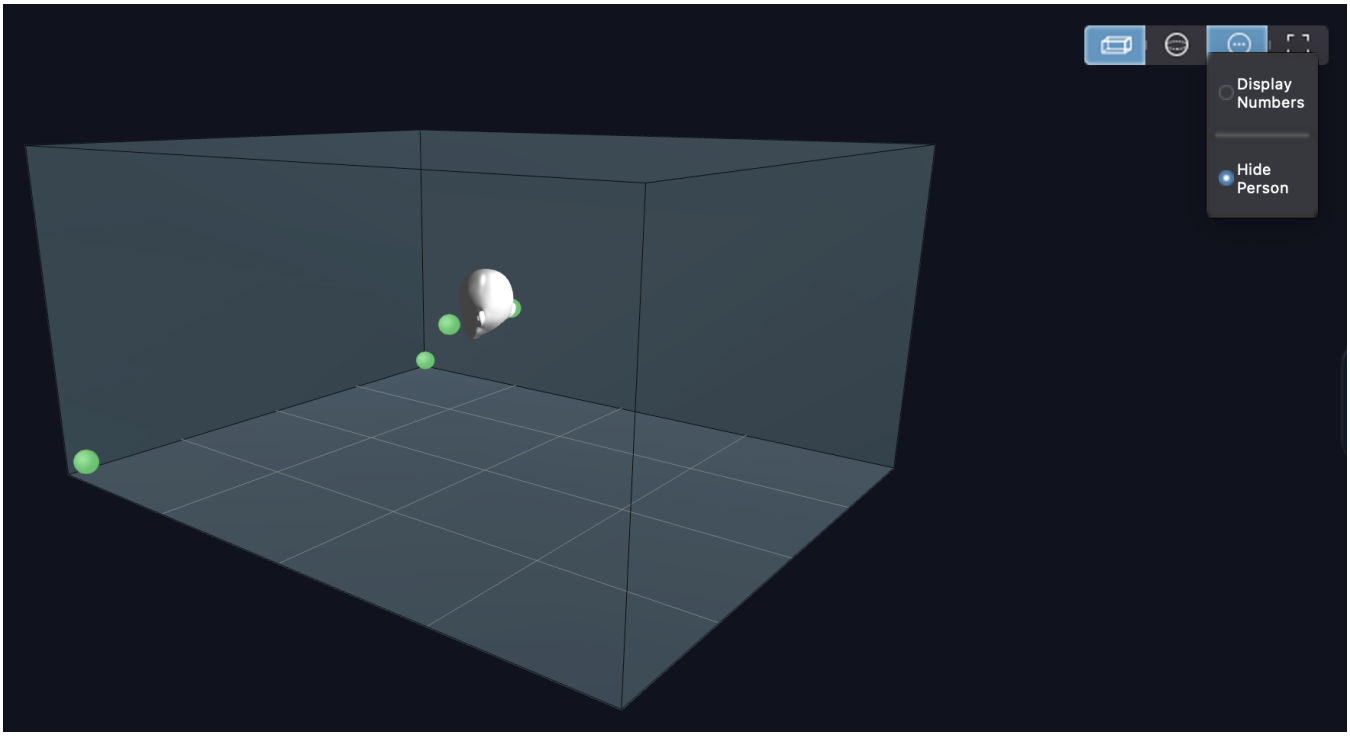
Display Numbers

Enable to show Object numbers in the 3D display.



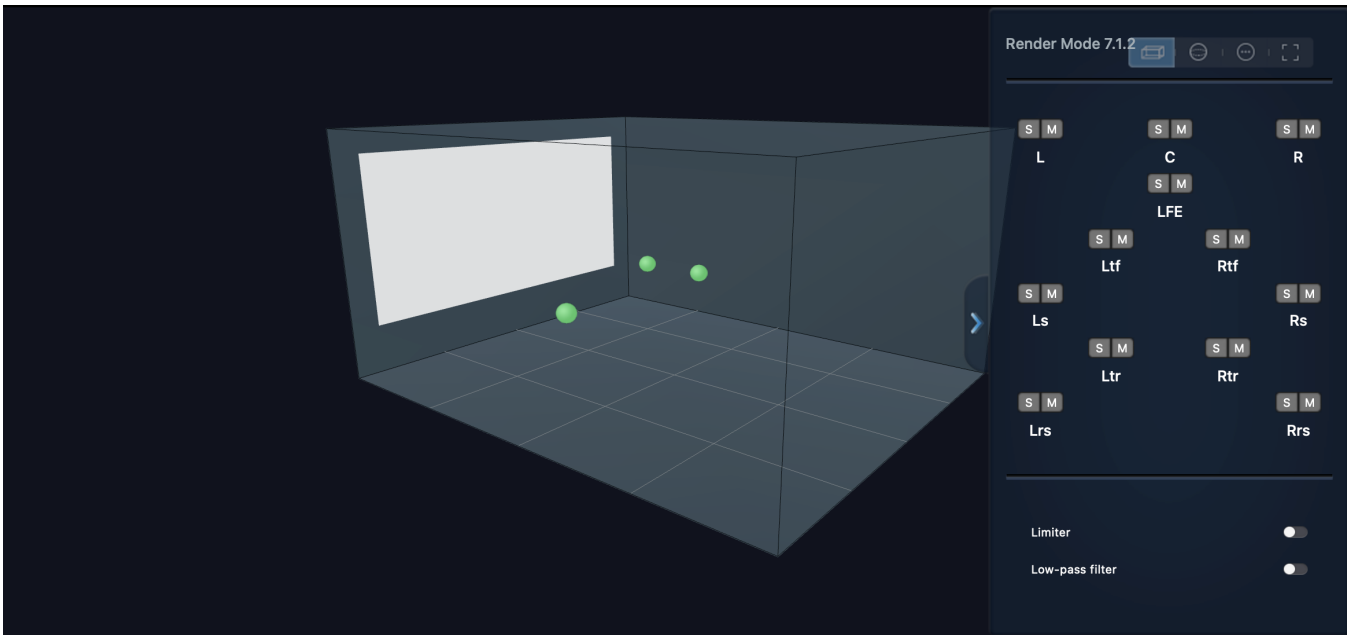
Display Person

Enable to show a virtual head showing the listening position in the 3D panning space instead of the virtual theater screen.



Speakers View

Click the < icon on the right side of the 3D display to show Speakers view. Click the > icon to hide Speakers view.



S

Click **S** to solo the corresponding speaker.

M

Click **M** to mute the corresponding speaker.

Limiter

Click to toggle the Limiter on and off.

Low-pass Filter

Click to toggle the Low-pass Filter on and off.

Bed and Object Panel

The input status section represents all available 128 channels and how the channel IDs are assigned to beds and objects. Channels that are assigned to objects show if a track has an active connection to the object (13–128). Beds are represented by a band (1–12).

Bed Mute

Click to mute (or unmute) all Beds.

Object Mute

Click to mute (or unmute) all Objects.

Monitor Level Meters

The monitoring level display area shows the level values of the corresponding speaker or binaural monitoring in the current rendering mode. Binaural monitoring is only enabled in Binaural mode. The level meter shows a dual-level display: the top horizontal line indicates the peak level and the level column shows the RMS level.

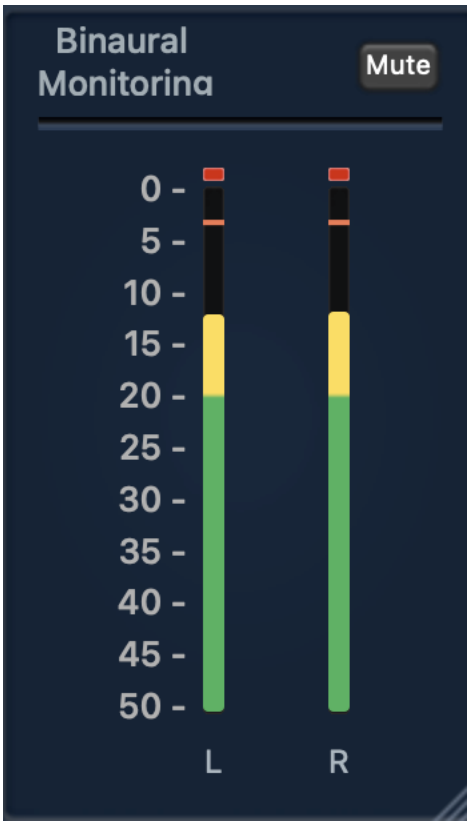
Monitor Selector

Select the desired monitor format: `7.1.4`, `7.1.2`, `7.1`, `5.1.4`, `5.1.2`, `5.1`, or `2.0`.

Meters are ordered from left to right: L/R/C/LFE/LS/Rs/Lrs/Rrs/Ltf/Rtf/Ltr/Rtr.

Binaural Monitoring

Click the lower-right corner of the Binaural Monitoring pane to expand the view.

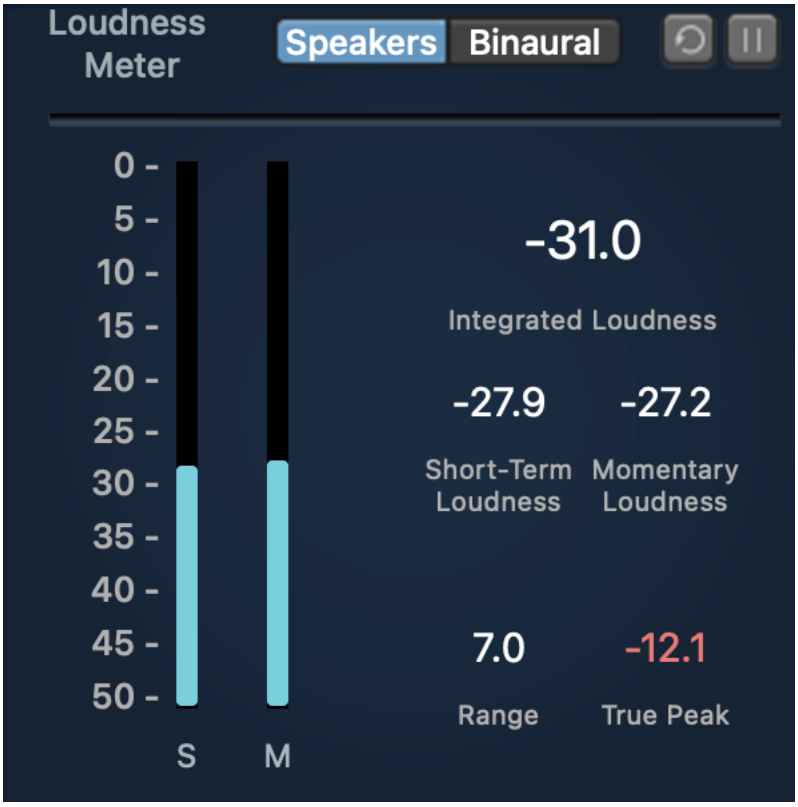


Loudness Meters

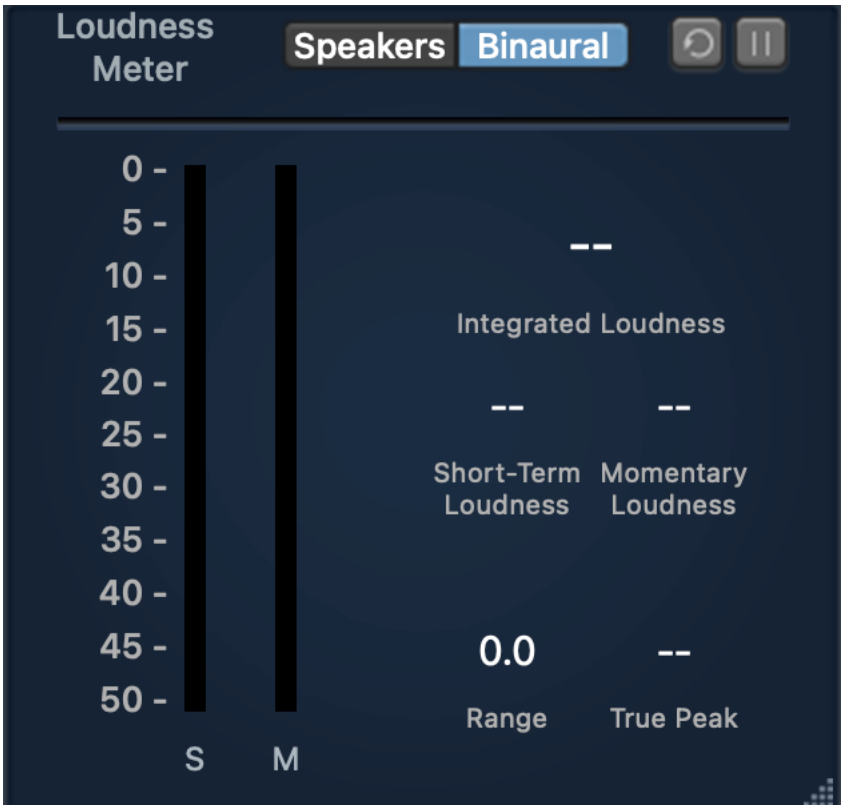
Provides real-time monitoring of signal loudness after rendering. When short-term loudness, instantaneous loudness, comprehensive loudnes,s and true peak exceed the warning value, they turn red. Values can be reset (measured from the current playing content) or paused (the current values are displayed).

Speakers or Binaural

Select whether you want to view the values for **`Speakers`** or for **`Binaural`** output.



Loudness Meter Speakers view



Loudness Meter Binaural view

S/M Meters

The bar chart of the loudness meter shows Short term and Momentary, and the horizontal line shows Short term Max and Momentary Max.

Integrated Loudness

The average loudness of the entire audio segment.

Short-Term Loudness

Extracts signals within 3 seconds expresses the average loudness within 3 seconds.

Momentary Loudness

The loudness is within 400 ms and updated every 100 ms, with a very sensitive response.

Range

Measures the change in loudness of audio materials in LU (loudness unit).

True Peak

The maximum peak level of the digital signal.

Refresh

Click the Refresh button to reset the values measured from the current playing content.

Hold

Click the Hold button to pause the current values.

Audio Vivid Object Panner

Audio Vivid Panner is designed for 3D acoustic spatial position editing operations. You can drag the objects to record panning automation, as well as set step key points and trajectories for spatial rendering.

To open the Audio Vivid panner for a track:

- Click the track's Output Window button.

Space Editing and Display

Pointer Tool

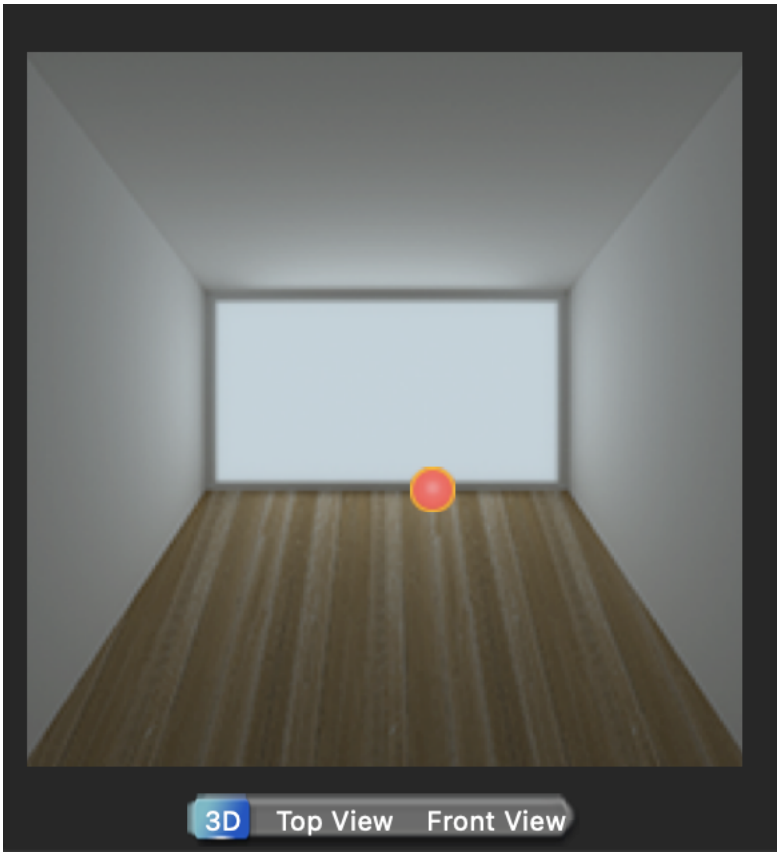
Lets you click and drag the Object to place it in the XYZ panning coordinates and to record panning automation.

Object

Audio Vivid objects appear as colored circles in the Pan Display. You can click and drag objects to reposition them in the XYZ panning coordinates.

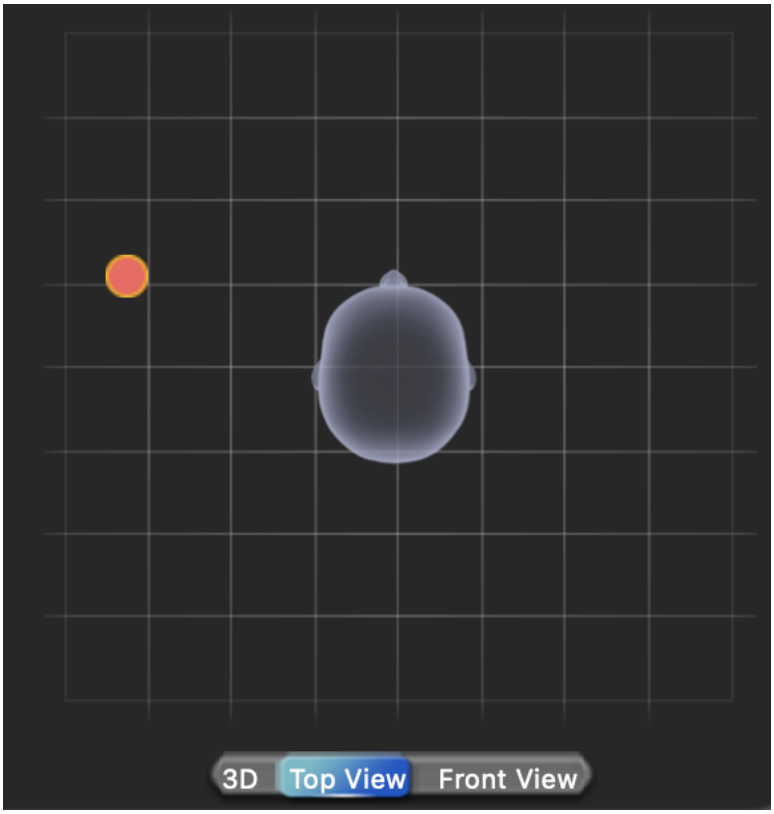
3D View

3D view provides a virtual theater space for orienting object panning.



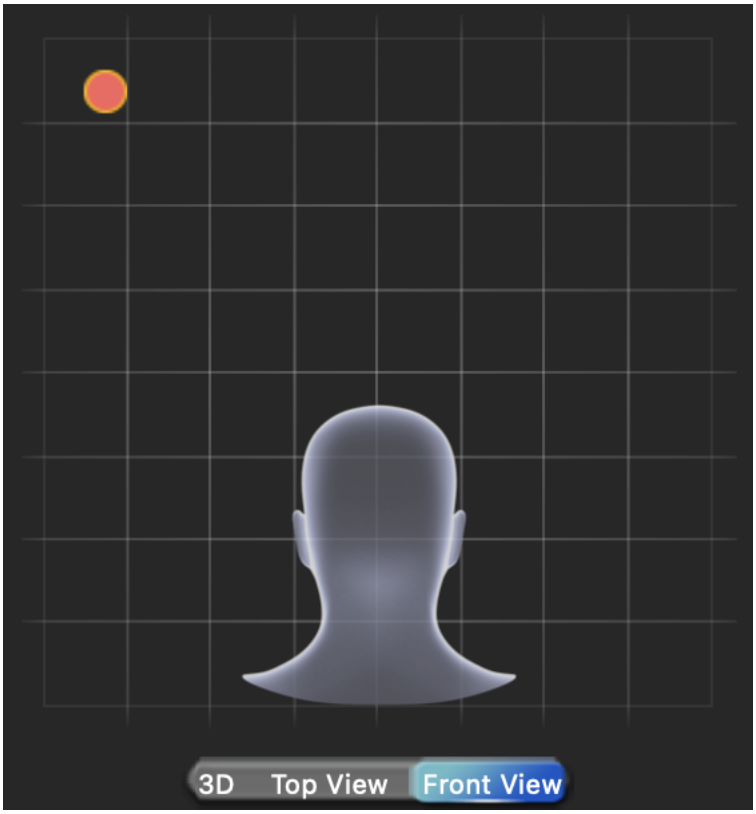
Top View

`Top View` provides an overhead view for orienting object panning.



Font View

`Front View` provides a forward looking view for orienting object panning.



Function Knobs

The **Location Edit** Function knobs provide position editing for fine adjustment of spatial positioning of audio objects.

Step

Click to show or hide the **Step** controls.

X

Adjust the object location along the **X** access.

Y

Adjust the object location along the **Y** access.

Z

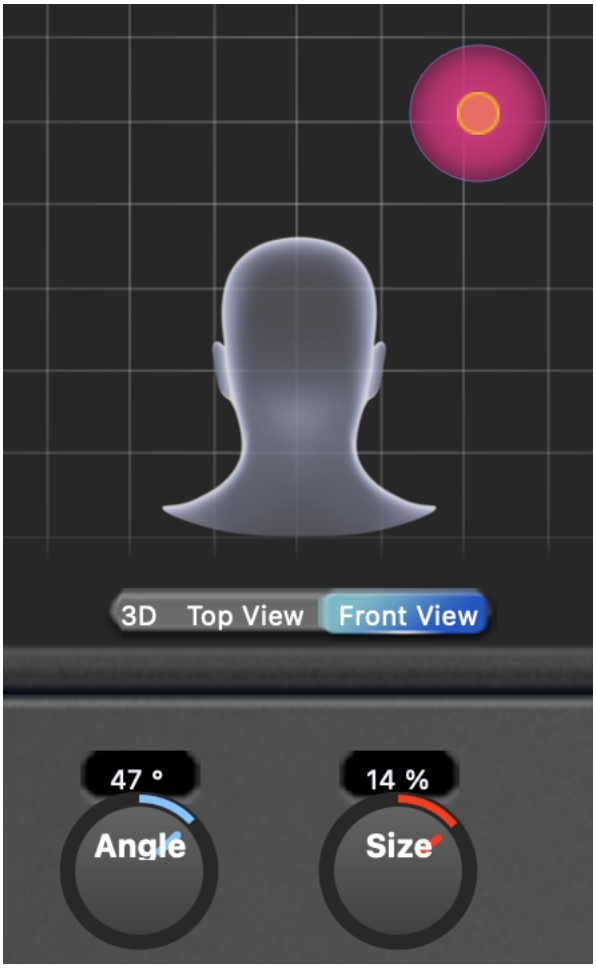
Adjust the object location along the **Z** access.

Angle

Adjust the **Angle** of the object location.

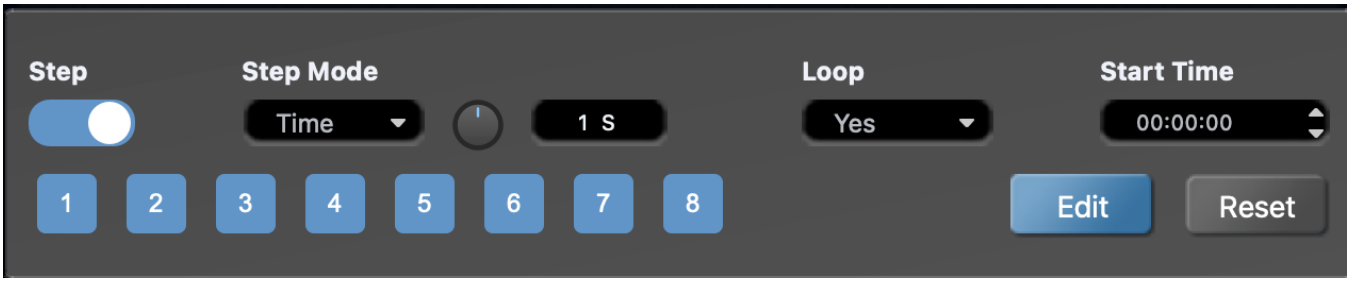
Size

Adjust the **Size** of the object to give it a sense of mass. The object graphic expands to indicate increased **Size** settings.



Step Controls

The Step panel provides key point and trajectory editing tools. These let you edit the object movement trajectory at each step, with a maximum of 8 step points.



⚠ **Step editing is not supported during playback.**

The Panner step function lets you edit the movement trajectory of each step. Once the editing is successful, the sound source points will move along the set trajectory over time. It supports editing up to 8 step points at most. In step mode, there are two forms: key point editing and trajectory editing. These two forms can be switched by using their respective unique tools. The same step does not support editing in both forms simultaneously.

Edit/Complete/Reset

Click **`Edit`** to start editing. Click **`Complete`** when done. Click **`Reset`** to revert.

Step/Trajectory Tools

Step assistance tools and trajectory editing tools support free trajectory drawing or fixed-shape trajectory drawing. With Edit enabled, the Step/Trajectory editing tools become available.

Erase Step/Trajectory Tool

Select, and click to erase a step.

Step Model

Select either **`Time`** or **`Beat`** mode to define the duration of the current step.

Loop

Enable to cycle the corresponding Step.

Start Time

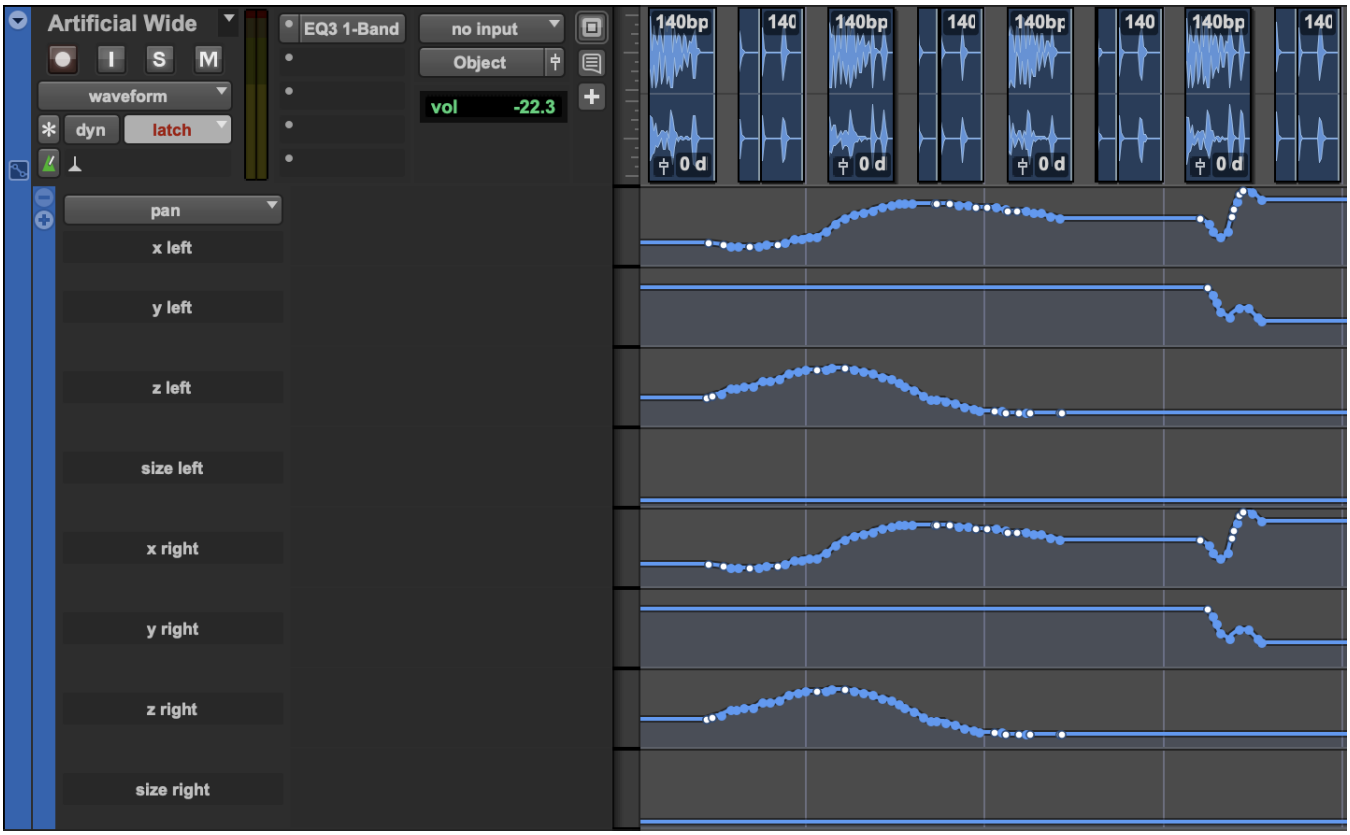
Step start time setting, time units: minutes, seconds, milliseconds.

Step 1–8

Click to select, and click again to close the step point. When the current step point is edited, it will jump to the next step point. When the 8th step point is edited, it will jump to the 1st step. One step point can be edited with one trajectory or eight key points.

Audio Vivid Panning Automation

Audio Vivid panning automation include **`X`**, **`Y`**, **`Z`**, and **`Size`** for each channel on the track.



XYZ Panner and Conversion

Audio Vivid 3D panning is based on Cartesian XYZ coordinates for object positioning within immersive audio mixes. When switching from a different Renderer (such as Dolby Atmos) to Audio Vivid for the first time, Pro Tools automatically converts pan data between the Pro Tools and the Audio Vivid Cartesian (XYZ) coordinate panning system.

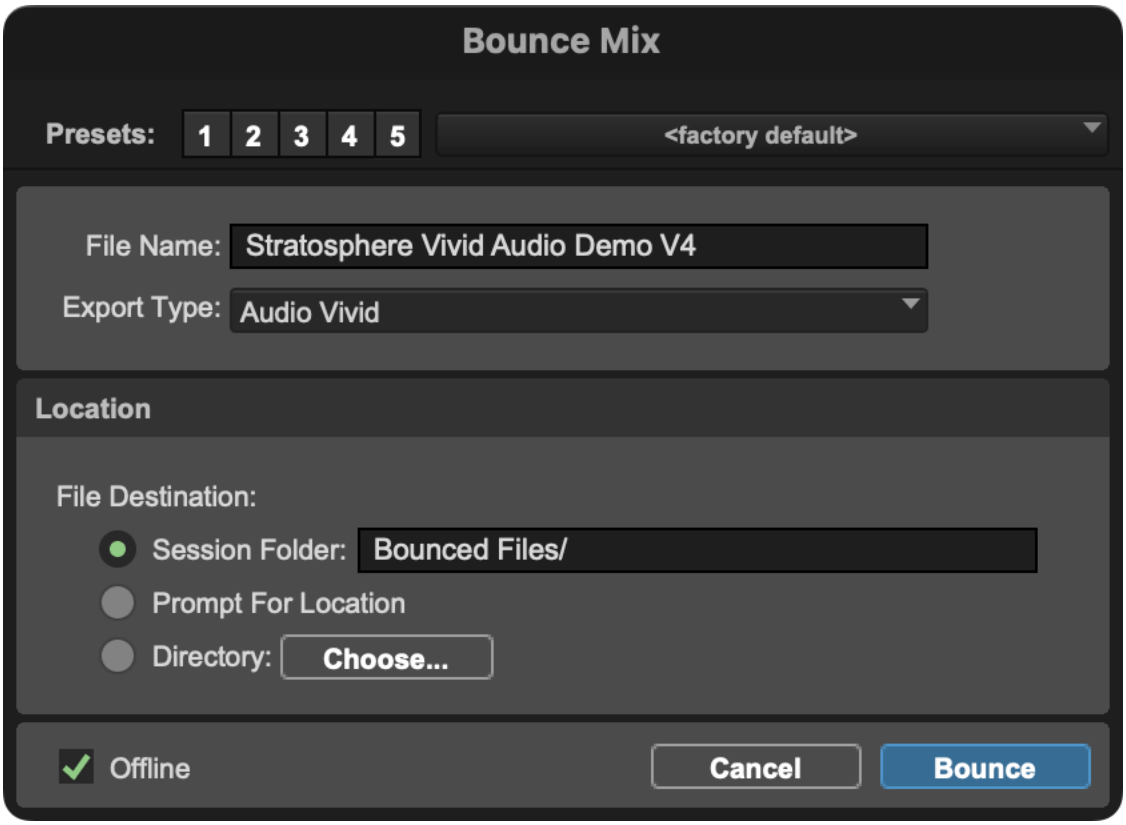
As with other immersive audio formats, it is also possible to perform this conversion on demand at any time using the Global Renderer Track menu.

Export

You can export Audio Vivid mixes using Bounce Mix.

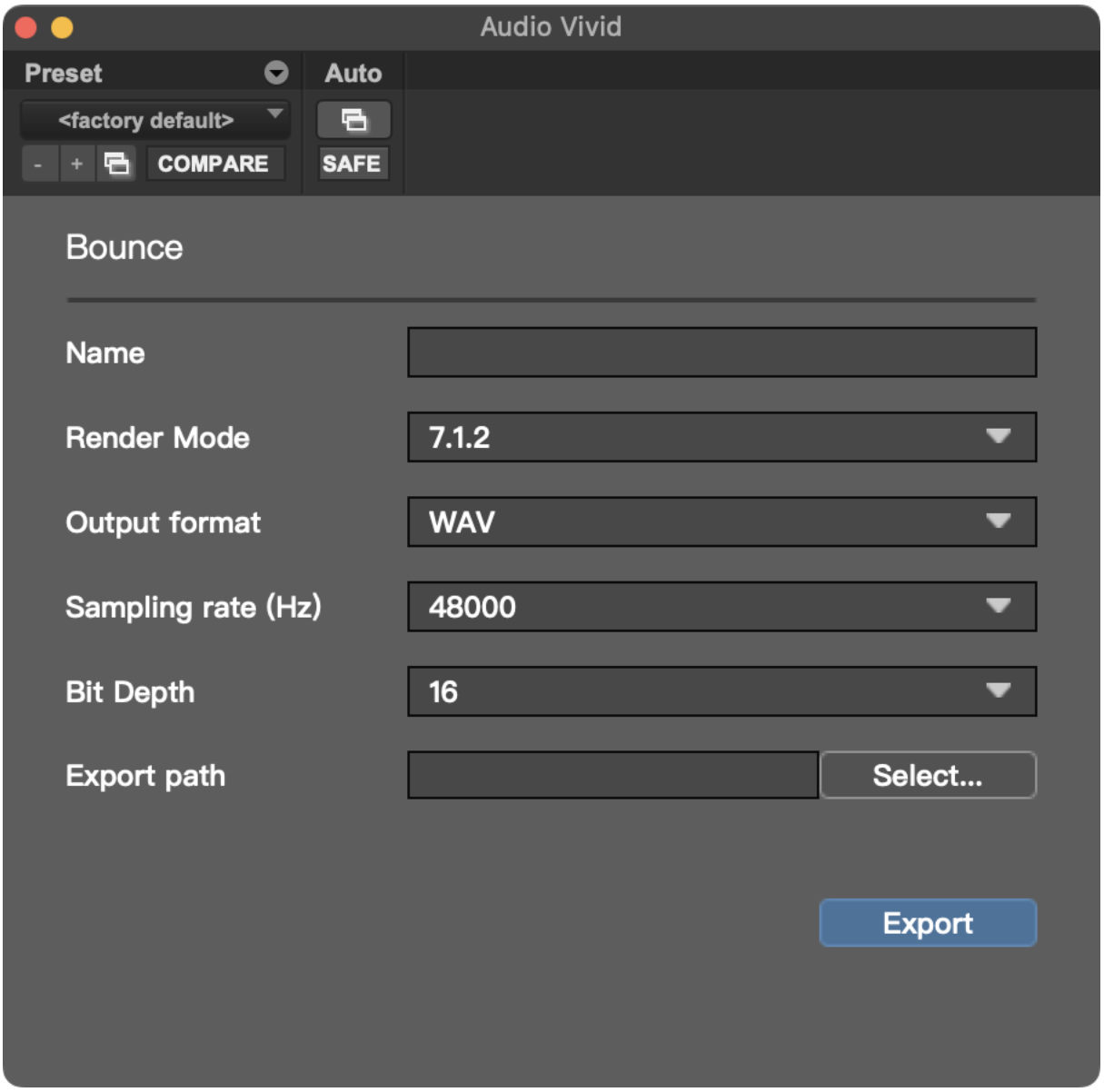
To export your Audio Vivid mix:

1. Choose **File > Bounce Mix**.
2. Select **Audio Vivid** as the **Export Type**.



3. Click **Bounce**.
4. Configure the resulting Audio Vivid Bounce dialog as desired (see "Audio Vivid Bounce Options" on the next page).
5. Click **Export**.

Audio Vivid Bounce Options



Name

Type the **Name** you want for the exported file. Render

Mode

Select the desired channel width for **Render Mode**: **7.1.4**, **7.1.2**, **7.1**, **5.1.4**, **5.1.2**, **5.1**, **2.0**, or **Binaural**.

Output Format

Select the desired file format: **WAV**, **ADM BWF**, or **MP4 (AV3A)**.

Sampling rate (Hz)

Select the desired sample rate: **4100**, **48000**, **88200**, or **96000**.

⚠ 88.2 kHz is not available with MP4(AV3A).

Bit Depth

Select the desired Bit Depth: **`16`** or **`24`**.

Export Path

Click the **`Select`** button to specify the **`Export Path`**.

3 Additional Partner Content

Bounce Factory Lite for SoundFlow

Bounce Factory Lite for SoundFlow by Andrew Scheps lets you set up multiple mix passes for all your sessions in advance and then bounce them whenever you want, unattended.

For more information, visit https://www.avid.com/resource-center/bounce-factory-lite.

Inner Circle Rewards

Inner Circle is a rewards program for annual Pro Tools subscribers and customers with active perpetual upgrade plans that delivers free plugins, sounds, and more. Pro Tools 2025.12 includes four new Inner Circle rewards from Audio Brewers, Axart Labs, Safari Pedals, and Wave Alchemy, giving you new ways to process audio, work with ambisonics content, and create with MIDI.

Your Inner Circle rewards are available through your online Avid Master account and through Avid Link.

Audio Brewers ab Decoder HOA Express

ab Decoder HOA Express makes Ambisonics decoding fast and easy, allowing users to translate their Ambisonics signals into Stereo, 5.1, or even 7.1.2 beds with no configuration required. The entire process is automatic and designed to deliver instant, reliable results.

For more information, visit https://www.avid.com/resource-center/audio-brewers.

Axart Labs AutoBeat Lite

AutoBeat Lite is an AI-powered, 12-track generative MIDI beat engine that brings instant rhythmic inspiration to Pro Tools, delivering fresh patterns across a range of modern genres. Utilize intuitive musical controls, detailed step editing, and real-time MIDI pattern triggering to quickly shape grooves and refine ideas with precision. With effortless drag-and-drop MIDI export and smooth integration into your session, AutoBeat streamlines beat creation from first sketch to final arrangement.

For more information, visit https://www.avid.com/resource-center/autobeat-lite.

Safari Pedals Time Machine

The Time Machine plugin from Safari Pedals provides four unique sound "filters" that recreate the iconic tones of the 50s, 60s, 70s, and 80s. Each filter type is crafted with a tailored combination of filtering, saturation, and compression, along with recorded Lo-Fi noise samples from each time period.

For more information, visit https://www.avid.com/resource-center/time-machine.

Wave Alchemy TRIAZ Player and Expansions

Discover instant rhythmic inspiration with Triaz Player, bundled with the exclusive Avid Select expansion. Featuring over 8,000 premium samples, 375 curated presets, and a complete suite of mixing and mastering tools. Triaz Player lets you build, shape, and polish drum tracks with ease. The included AAX plugin supports effortless drag-and-drop export of audio or MIDI into your session on both macOS and Windows. This edition also includes Avid Select—180 signature presets curated from Wave Alchemy's acclaimed expansion catalogue, offering a versatile palette of modern electronic, pop, and experimental drum tones.

For more information, visit https://www.avid.com/resource-center/triaz-player.

For technical support go to
www.avid.com/support