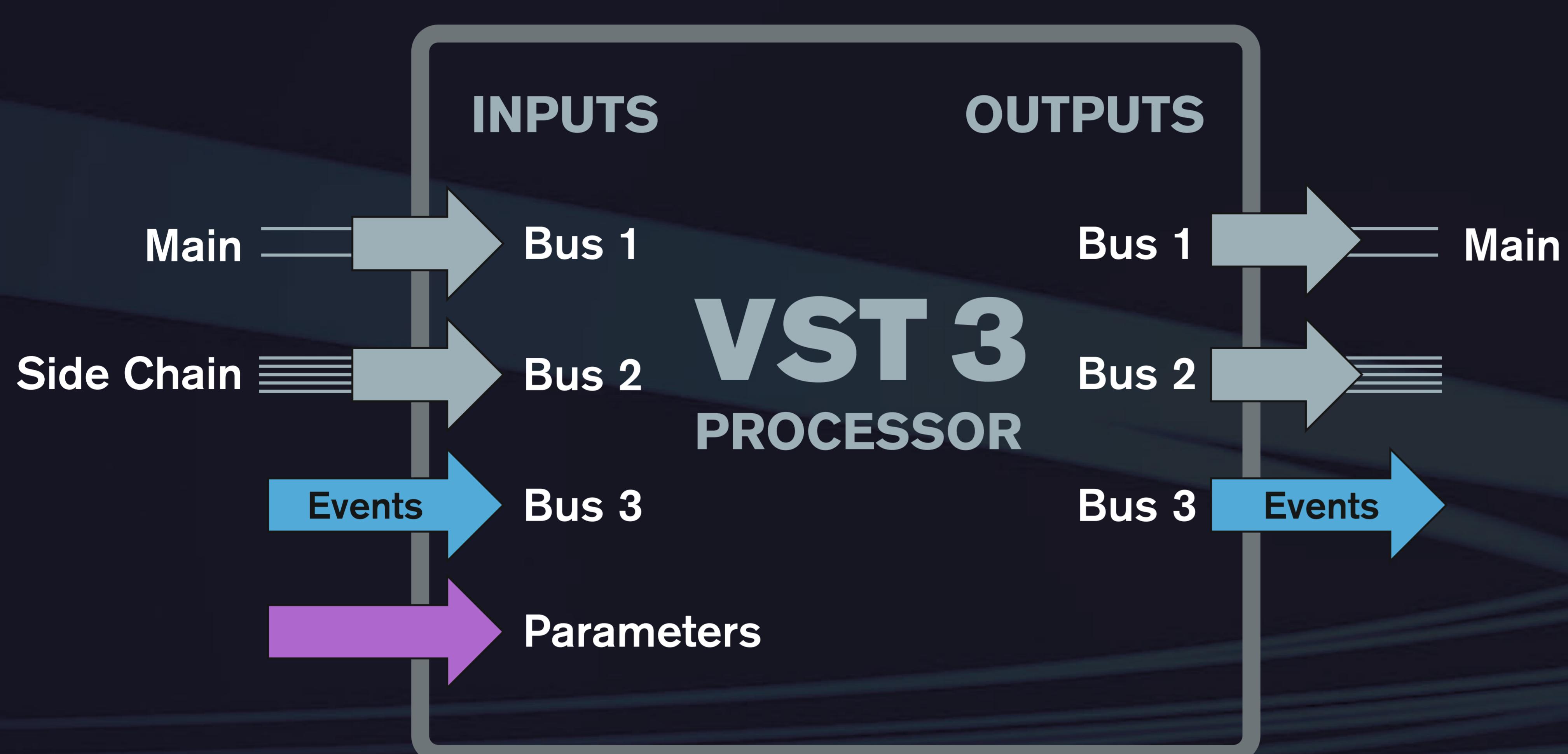




VIRTUAL STUDIO TECHNOLOGY

A Standard for Audio Plug-ins

Version 3 of Steinberg's Virtual Studio Technology (VST) defines interfaces that allow developers to create optimally integrated plug-ins for professional digital audio workstations (DAW). VST 3 provides the possibilities to implement your own instruments and effects with several symbolic events/audio inputs and outputs.

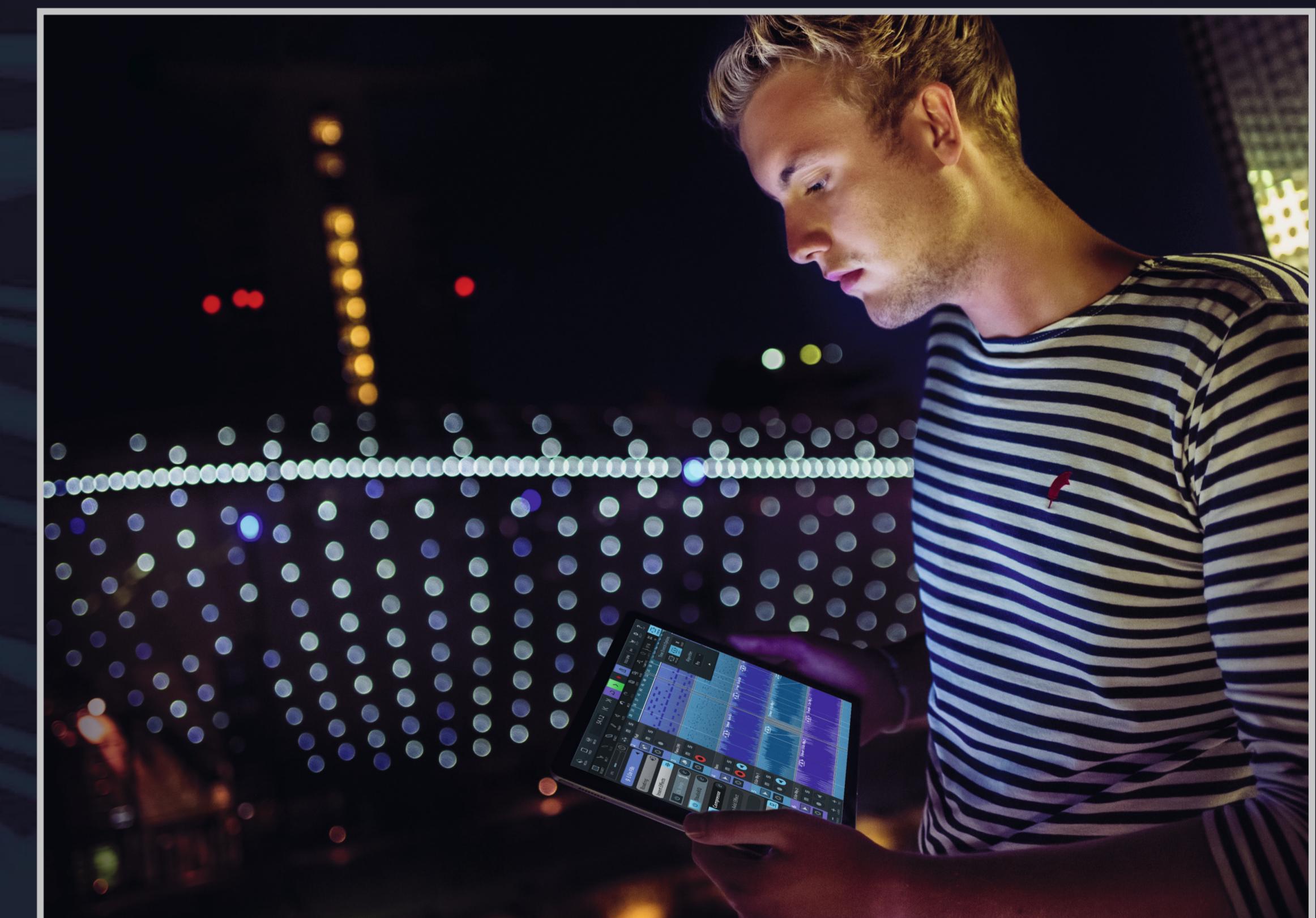


Multi-Platform Compatibility

VST 3 is cross-platform compatible, running on **Windows**, **macOS** and on **Linux** as well. The mobile platform **iOS** is supported through Apple Inter-App Audio (IAA).

VR Ready

VST 3 supports 3D audio with formats such as Ambisonics.



Multi-Format

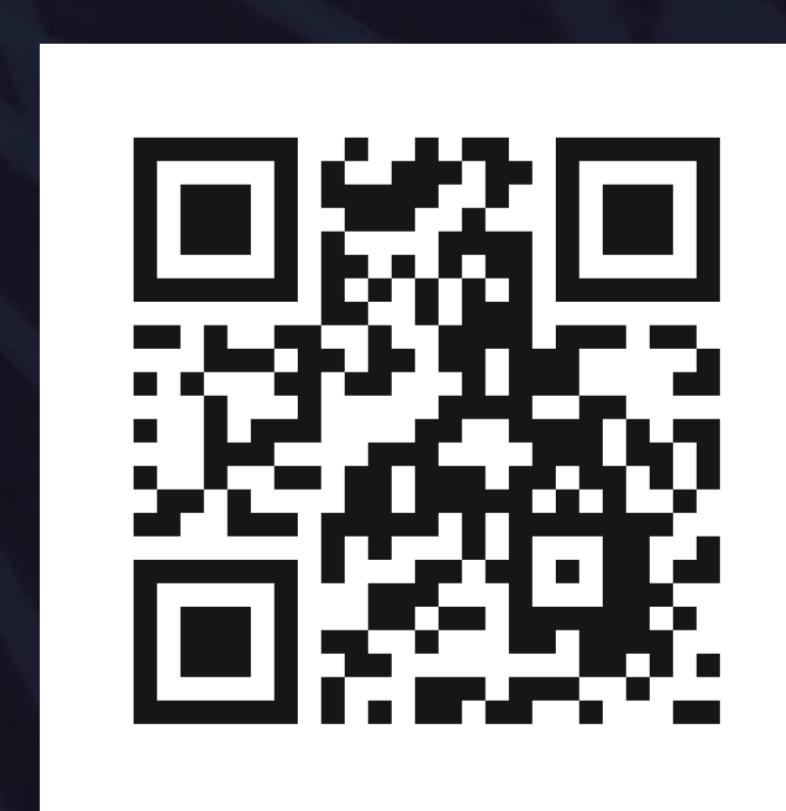
The VST 3 SDK integrates wrappers for other formats such as AU (Audio Unit) v3 and AAX.

The VST User Interface

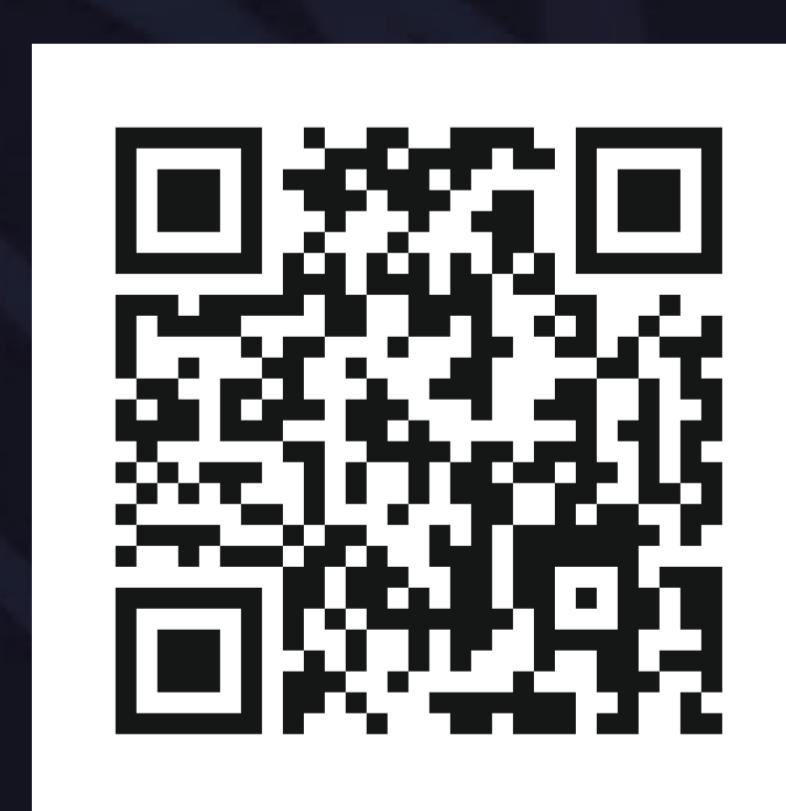
VST 3 comes with VSTGUI, a user interface framework that is compatible with desktop and mobile platforms.

Technology Licenses

VST 3 provides a dual-license model: the Proprietary Steinberg VST 3 license and the Open-Source **GPLv3** license. Refer to www.steinberg.net/sdklicenses for details.



sdk.steinberg.net



github.com/steinbergmedia

The SDK for VST 3

Download the VST 3 software development kit (SDK) from the Steinberg website or GitHub.