

Grammys for Sequoia

High-end DAW from MAGIX once again impresses on international stages

February 2025: With Kendrick Lamar's "Not Like Us", mastering engineer and Sequoia ambassador Nicolas de Porcel has once again mastered a Grammy winner with the high-definition DAW from MAGIX. At this year's awards in L.A., the track won in two of the top categories and was awarded the coveted music trophy for Recording and Song of the Year.

However, Sequoia's New Year's agenda is not just about glamorous dates. The development team of MAGIX's most powerful audio suite is working on the next major update with fundamental new features. Back in January, the Berlin-based software company presented the latest milestones in the further development of the DAW at the NAMM Show in California. The imminent integration of Dolby Atmos® into Sequoia Pro and the development of a dedicated ADM solution for seamless immersive workflows were announced.

Immersive audio is one of the defining trends in the music industry and has now firmly established itself in audio production. Whether in games, vehicles, headphones or home cinemas - customers want and expect an immersive sound experience. "I was sitting in the new Cadillac, which is equipped with surround speakers and Dolby Atmos... and I wanted it immediately," reports Markus Gunn, Vice President Sales & Business Development, with a smile from the largest American music trade fair. "Immersive Audio brings you so close to the sound source that you are fully immersed in the acoustic atmosphere, experiencing and feeling it," he says, describing his impressions at NAMM.

With the expansion of the range of functions in the area of 3D audio and surround sound production, Sequoia is consistently continuing its course towards future-oriented audio design. The DAW is already the preferred tool of major media companies and renowned recording studios. They unanimously refer to Sequoia's outstanding sound quality, which results from the software's high-precision audio engine. Product owner Ricardo Röpke emphasizes the object-based editing as a unique selling point, which is particularly appreciated by sound designers and mastering engineers: "The object editor in Sequoia makes it possible to add specific effects, equalizers and volume adjustments to individual audio clips regardless of the track settings. This flexibility opens up possibilities for sound editing that are not so easy to implement in other DAWs," explains Röpke.

About MAGIX:

MAGIX Software is a leading provider of multimedia software and digital content for private and professional users as well as for companies and educational institutions. For over 30 years, MAGIX has been developing and distributing innovative solutions for the creative editing of videos, photos and music. The product range is characterized by powerful functions, user-friendly interfaces and high technological standards in order to meet the creative demands of the most diverse user groups.