OB

TUBE

MEC

COMP

PHA

Initial

"I'm excited to introduce OBRA, my new plugin born from the classic Camel Crusher. I've completely reimagined and enhanced its features to deliver a fresh, innovative experience, better, bolder, and built for modern creativity."
— iFeature

RA V1

RES 0.75

LP

BP

HP

CH

FILTER
SLOPE /dB
12 24 36

AT

VOLUME

MIX

OBRA combines warm tube and gritty mechanical distortion engines with a multimode filter offering low-pass, band-pass and high-pass modes, selectable slopes (12 dB, 24 dB or 36 dB) and a 0—100 resonance control. Its MIDI-trackable filter locks sweeps to incoming notes for dynamic musical resonances. You can blend your signal in parallel using independent dry and wet controls to mix pristine and processed tones. OBRA also includes built-in compression, a "Phat" enhancer, master volume control and a library of internal presets, providing everything you need to craft bold, punchy sounds.
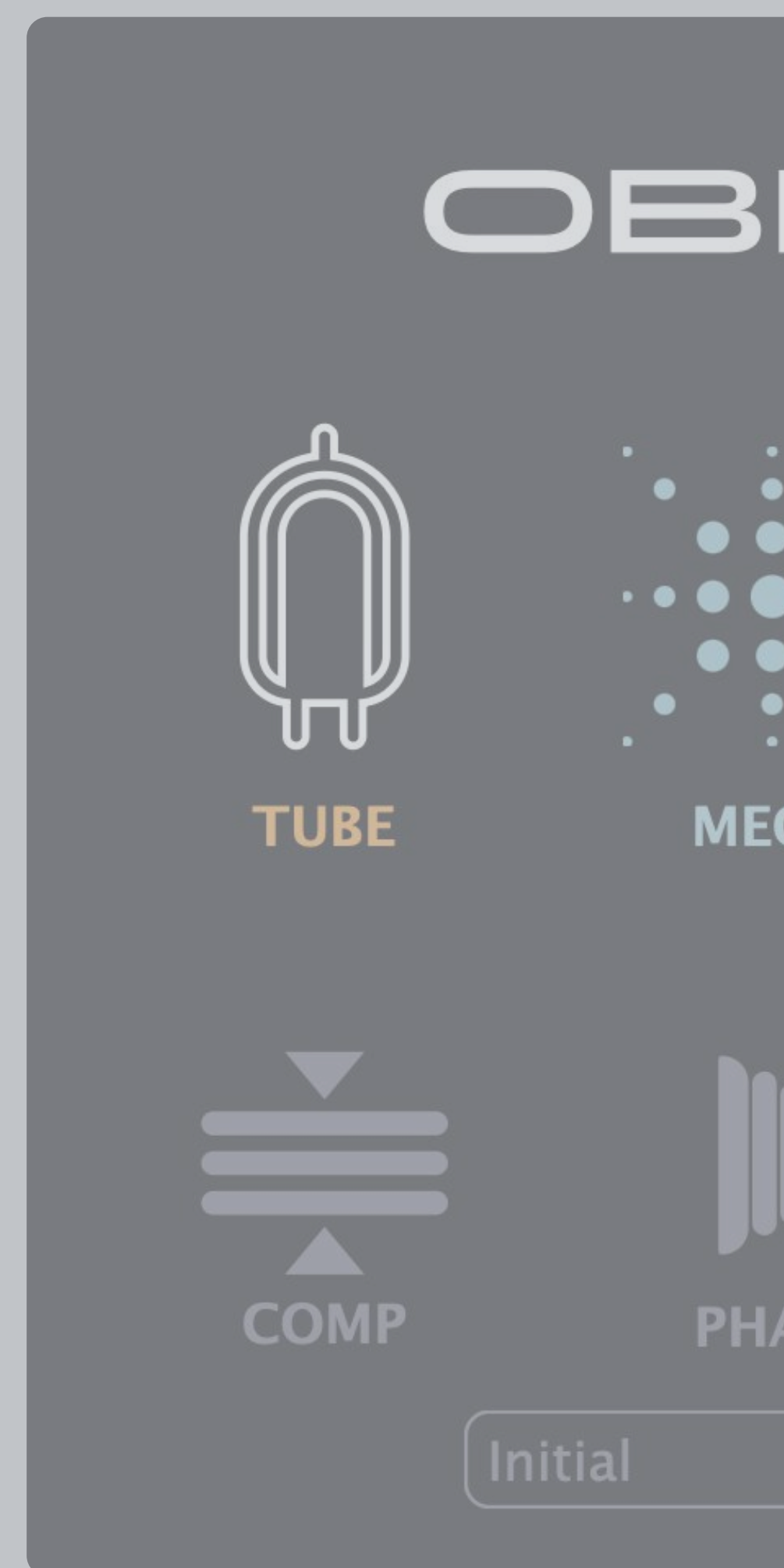
OBRA is an audio effect plugin and requires a DAW to run.

It's available in the VST3 and AUv2 formats and is compatible with any DAW that supports any of these formats.

OBRA is compatible with macOS (Universal), Windows.

Minimum supported OS versions
- macOS 10.13 (High Sierra)
- Windows 10

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Date: 2025-04-28

How to Install VST3 & AUv2 Plugins?

| Downloads | → | Downloads > | → | Common Files > VST3 |

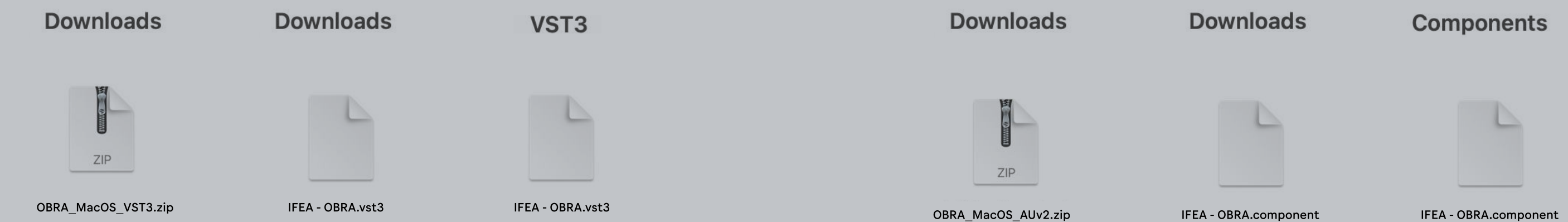OBRA_Win_VST3.zip

IFEA - OBRA.vst3

IFEA - OBRA.vst3

Windows (VST3 Only)

1. Locate the `.vst3` file you downloaded.

2. Copy or move the plugin into this folder:
   C:\Program Files\Common Files\VST3

3. Open your DAW, go to its plugin preferences, and make sure it scans the VST3 folder.

4. Rescan or refresh the plugin list inside your DAW.

5. The plugin should now appear in your DAW.

How to Install VST3 & AUv2 Plugins?

MacOS (VST3 + AUv2)

Downloads   Downloads   VST3   Downloads   Downloads   Components

OBRA_MacOS_VST3.zip   IFEA - OBRA.vst3   IFEA - OBRA.vst3   OBRA_MacOS_AUv2.zip   IFEA - OBRA.component   IFEA - OBRA.component

VST3 Installation

1. Find the `.vst3` file you downloaded.
2. Move or copy the plugin to one of the following folders:

  - System-wide installation (for all users):
    /Library/Audio/Plug-Ins/VST3
  - User-specific installation (just for you):
    ~/Library/Audio/Plug-Ins/VST3

3. Open your DAW and check that it scans the correct VST3 folder.
4. Rescan your plugin list if necessary.
5. The plugin should now be available.

AUv2 Installation

1. Locate the `.component` file (AU plugins usually have this extension).
2. Copy it to one of these folders:

  - System-wide AU install:
    /Library/Audio/Plug-Ins/Components
  - User-specific AU install:
    ~/Library/Audio/Plug-Ins/Components

3. Restart your DAW (Logic Pro, GarageBand, etc.).
4. Your AUv2 plugin should now show up in the plugin list.

How to Install VST3 & AUv2 Plugins?

MacOS Troubleshooting (VST3 + AUv2)

If the plugin isn't showing up or fails to load, try:

Remove Quarantine Attribute:
1. Open Terminal.
2. Run this command:

For VST3:
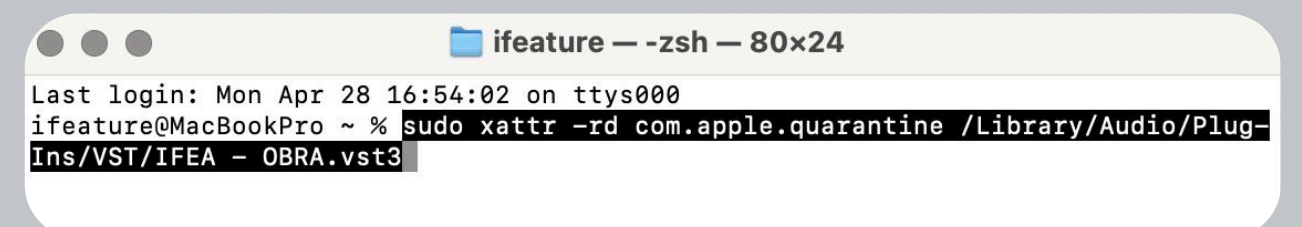sudo xattr -rd com.apple.quarantine /Library/Audio/Plug-Ins/VST/IFEA - OBRA.vst3

For AUv2 (Component)
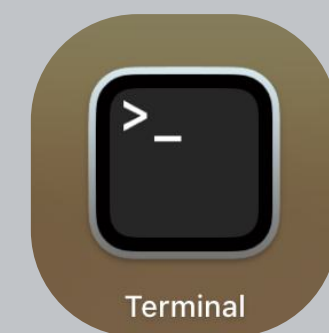sudo xattr -rd com.apple.quarantine /Library/Audio/Plug-Ins/VST/IFEA - OBRA.component

Allow the Plugin in Security Settings:
- Go to System Settings > Privacy & Security.
- Look for a prompt like "[Plugin] was blocked" and click Allow.

Final Checks:
- Make sure your DAW supports VST3 and/or AUv2.
- Ensure your system and plugin architectures match (e.g., ARM vs Intel).
- Try restarting your DAW or your computer.

Terminal

ifeature — -zsh — 80×24
Last login: Mon Apr 28 16:54:02 on ttys000
ifeature@MacBookPro ~ % sudo xattr -rd com.apple.quarantine /Library/Audio/Plug-Ins/VST/IFEA — OBRA.vst3

ifeature — -zsh — 80×24
Last login: Mon Apr 28 16:52:38 on ttys000
ifeature@MacBookPro ~ % sudo xattr -rd com.apple.quarantine /Library/Audio/Plug-Ins/VST/IFEA — OBRA.component

< > Privacy & Security

Security

Allow applications from   Anywhere ⌄
Allow accessories to connect   Always ⌄
FileVault   On >
Lockdown Mode   Off >

TUBE

What is the Tube in OBRA?

In OBRA, the Tube distortion engine is designed to emulate the warm, harmonically rich saturation you'd get from driving a classic vacuum tube amplifier.
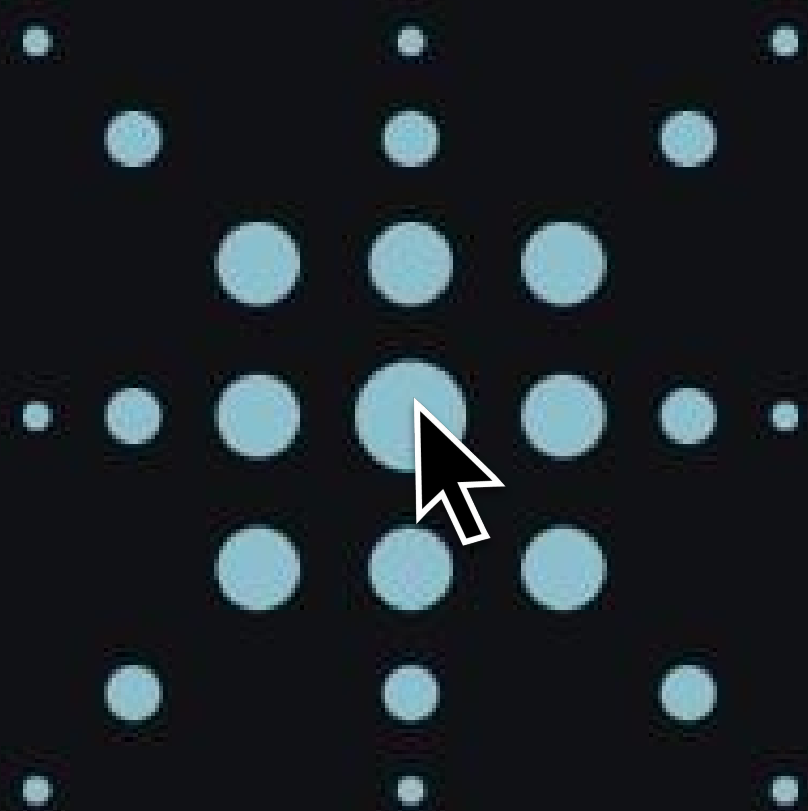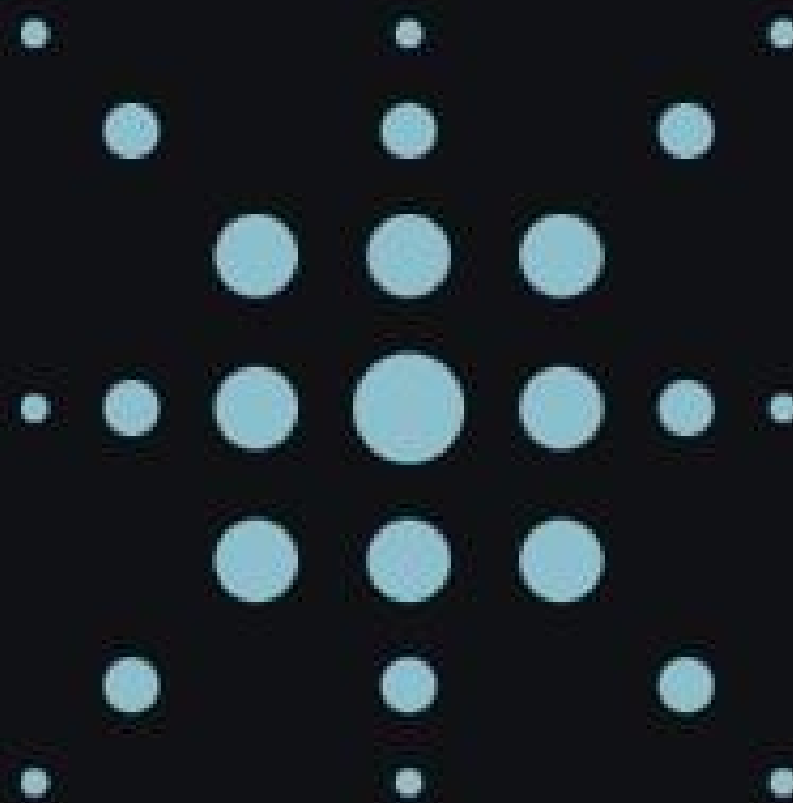
MECH

What is the Mech in OBRA?

The Mech knob engages OBRA's mechanical distortion engine, giving your signal an edgy, crunchy character by driving it through an arctangent waveshaper with a touch of bias.

TUBE

MECH

Why it is special?

Tube engine
- Applies smooth, soft saturation to gently round off peaks
- Adds musical odd-order harmonics and natural compression for warmth and body
- Thickens low end and "glues" elements together without harsh artifacts

Mech engine
- Emphasizes attack and adds crunch
- Uses a harder curve plus slight bias to generate strong odd-order harmonics
- Great for punchy drums, cutting guitar riffs, and gritty synth lines

RES 0.75

LP
BP
HP

FILTER
SLOPE /dB
12 24 36

What is the Filter in OBRA?

The OBRA filter is a flexible, resonant Filter that lets you shape your tone in three classic ways, low-pass, band-pass or high-pass, with selectable slopes, smooth control changes and even MIDI-trackable cutoff.

RES 0.75

LP

BP

HP
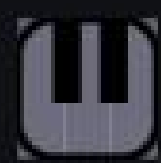
FILTER
SLOPE /dB
12 24 36

Why it is special?

- Creative Tone Shaping
  Sculpt whatever you like, from a smooth bass roll-off to a screaming peak for resonant synth leads.

- Musical Automation
  Use the MIDI follower to automate filter sweeps locked to your melodies or basslines.

- Clean Control Changes
  Internal smoothing makes knob moves glide seamlessly, even at extreme settings.
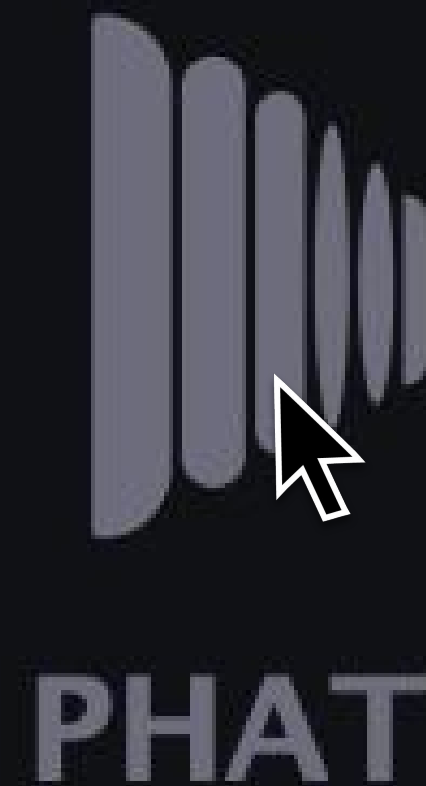
COMP
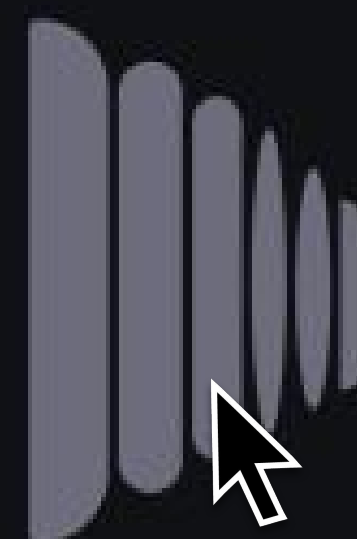
PHAT

What is the Comp and Phat in OBRA?

OBRA's dynamics section is a hybrid 3-band compressor with two distinct controls COMP for downward compression and PHAT for upward compression, working together to tighten your sound and add weight where you need it.

COMP

PHAT

Why it is special?

- Glue + thickness: Use COMP to control peaks and PHAT to raise the low-level content for a perfectly balanced, fat sound.

- Parallel routing: Blend the processed signal with dry to retain dynamics while adding both control and heft.

- Low COMP (0.1–0.3): Gentle enhancement, good for adding just a touch of warmth.

- Medium COMP (0.4–0.6): Noticeable fullness, ideal for solo instruments or vocals.

- High COMP (0.7–1.0): Dramatic lift, try on drum buses or synth pads for maximum thickness.

VOLUME

What is the Volume in OBRA?

The Volume control in OBRA is the final output gain stage that sets how loud the processed signal is when it leaves the plugin. It sits after all distortion, filtering and dynamics processing.

VOLUME

Why it is special?

- Gain staging: Quickly match OBRA's output level to other tracks in your session so you're comparing tone rather than volume.

- Clipping control: Dial back the Volume knob if distortion or downstream plugins start to clip.

- Level riding: Use automation to boost or cut OBRA's output dynamically, for example, bring up a guitar in solo sections or pull it back in dense mixes.

- Pushing downstream processors: Gently boost the output to drive analog hardware or other plugins harder, or pull back to keep everything clean.

✓ Initial
Slight Thicker
Obvious Punch
Ring me Parallel
Dirty
1000hz based
Bass enhance
Fat Honey
Microwave
Mosqito
Screamer
Screamer 2
Kinda Nice
Glassy

Do we have Presets in OBRA?

Absolutely!
OBRA comes loaded with 13 factory presets, each
expertly crafted for instant inspiration and
effortless tone shaping.

≋ MIX ◗

What is MIX?

"MIX" controls the balance between
the original signal (Dry) and the
processed signal (Wet).

It lets you blend how much of the
OBRA effect you want to hear.

How it works:

0% (Fully Dry):
You only hear the clean,
unprocessed sound.

100% (Fully Wet):
You only hear the processed
signal, fully affected by the
OBRA processing.

Anywhere in between:
Mixes both together, great
for adding character without
losing the original punch.

Scale the Window

The OBRA interface is fully scalable, just drag any corner to resize the plugin window to suit your workflow and screen resolution.

That's it!

I wish you a lot of fun
w/ OBRA!