A Short History of RIVE

I spent a year building Fusion, turning boring sounds into something new. It was deep work, but I kept hitting walls: real-time odd, even, and inharmonic control didn't exist.

Bitwig had something, but only monophonic and inaccurate. Melodyne could do parts of it but it's €600 and offline, far from playable in real time.

That frustration became RIVE. Drop it on a chord, tweak a slider, and suddenly you can lift odd harmonics, mute even ones, isolate inharmonic textures, and shift formants mono/polyphonically, instantly, cleanly, accurately.

RIVE is Fusion's faster, sharper sibling, born from obsession, built for immediate control, mixing, and creative exploration.

RIVE is an audio effect plugin and requires a host to run.

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

RIVE is compatible with macOS (Universal), Windows.

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

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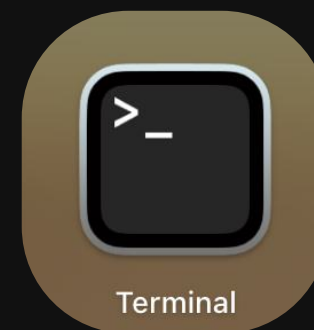Licensor: iFeature
Date: 2025-12-21

Troubleshoot

MacOS Troubleshooting (VST3 + AUv2)
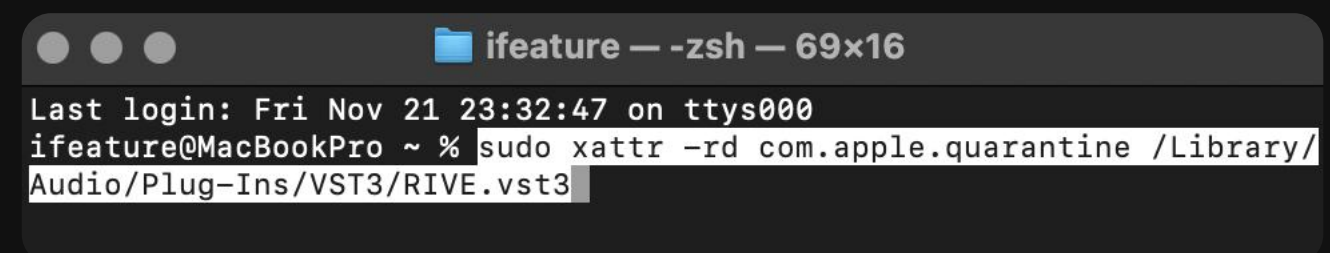
If the plugin isn't showing up or fails to load, try:

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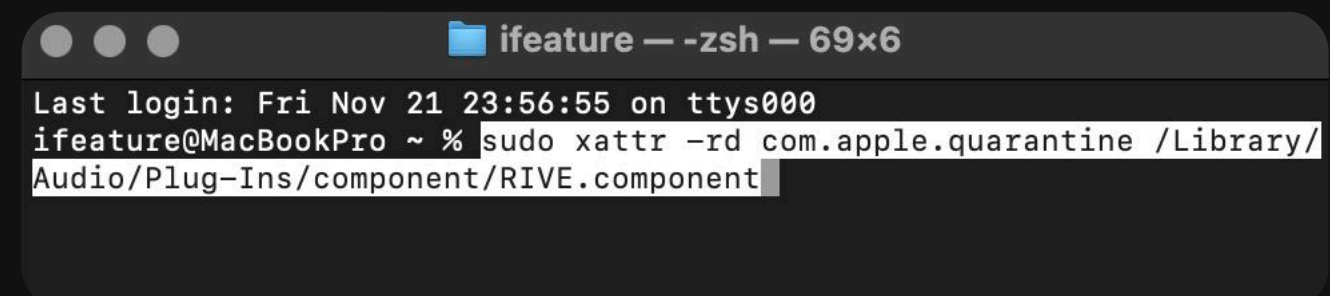1. Open Terminal.
2. Run this command:

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

For AUv2 (Component)
sudo xattr -rd com.apple.quarantine /Library/
Audio/Plug-Ins/component/RIVE.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 — 69×16
Last login: Fri Nov 21 23:32:47 on ttys000
ifeature@MacBookPro ~ % sudo xattr -rd com.apple.quarantine /Library/
Audio/Plug-Ins/VST3/RIVE.vst3
```



```
ifeature — -zsh — 69×6
Last login: Fri Nov 21 23:56:55 on ttys000
ifeature@MacBookPro ~ % sudo xattr -rd com.apple.quarantine /Library/
Audio/Plug-Ins/component/RIVE.component
```


Privacy & Security	
Security	
Allow applications from	Anywhere
Allow accessories to connect	Always
FileVault	On
Lockdown Mode	Off

SELECT YOUR CHARACTER
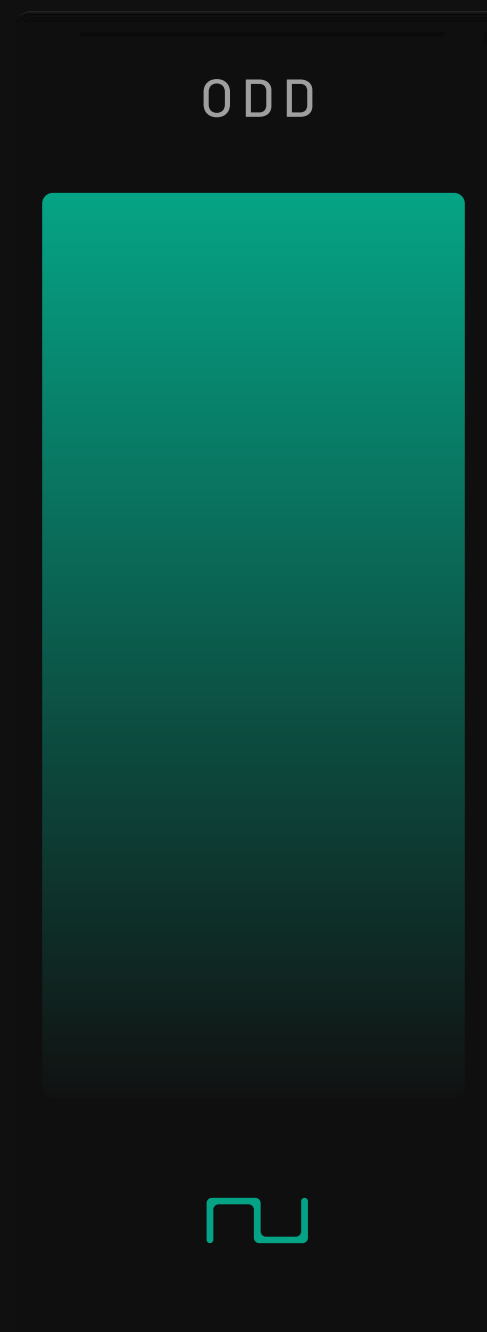
1   2   3   4   5   6   7   8

What is the Display in RIVE ?

The display shows the separation of the harmonic
content and the currently active voices.
It also hosts the hidden easter-egg game and the
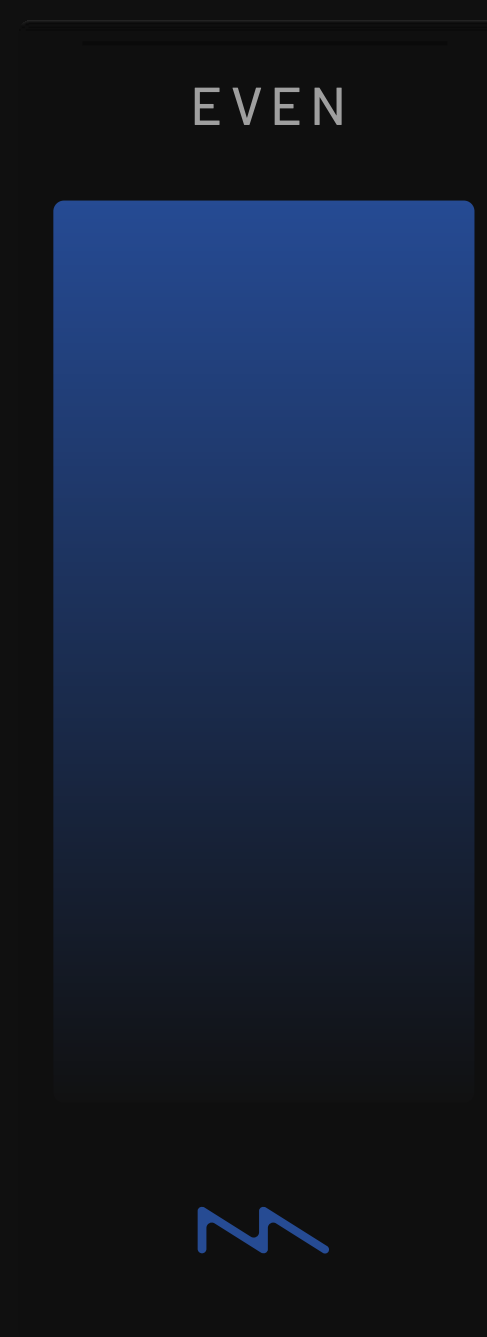built-in screensaver.

FORM

What is the FORM in RIVE ?

Form controls the formants of the signal, letting
you shift the perceived vocal/body resonance
+12 up or -12 down without changing the pitch.
It basically moves the harmonic envelope, not
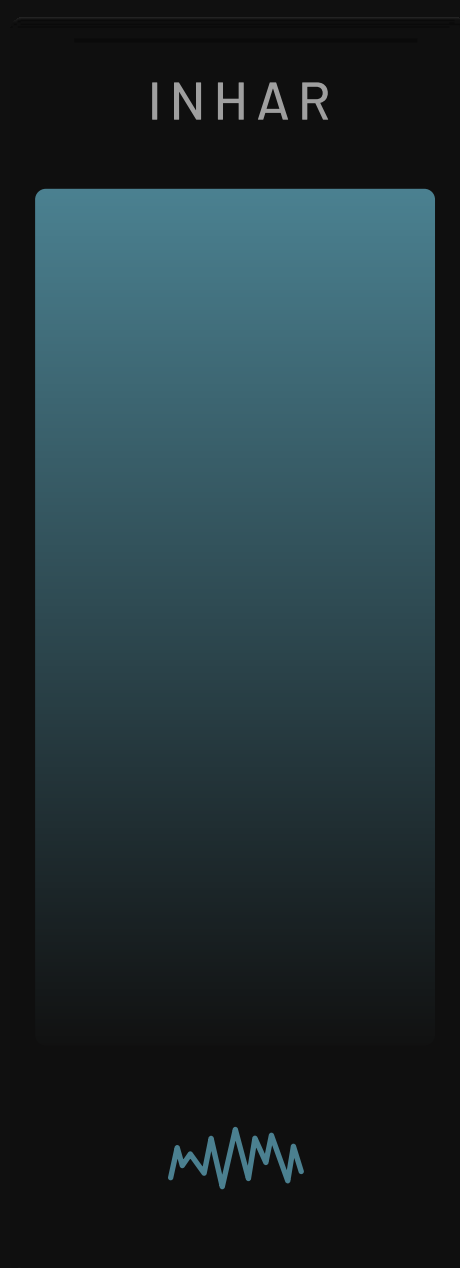the notes themselves.

ODD

What is the ODD in RIVE ?

Odd in RIVE controls all odd-numbered harmonics in the sound, partials 1, 3, 5, 7, and so on. These harmonics form the core structure of many waveforms, and when isolated they resemble the harmonic makeup of a square wave.

EVEN

What is the EVEN in RIVE ?

Even in RIVE isolates all even-numbered harmonics of a signal, partials 2, 4, 6, 8, etc. These harmonics primarily shape the brightness and edge of a sound. Boosting them increases clarity and gives the sound a sharper, more cutting character, similar to the effect of a saw wave one octave higher.

INHAR

What is the INHAR in RIVE ?

Includes all non-harmonic content, noise, transients, and overtones the pitch tracker can't detect. Adds texture, air, and metallic character without affecting pitched harmonics.

VOICE 1-8

What is the VOICE in RIVE ?

Voice controls the number of simultaneous voices:

1 voice → fully monophonic
(only one note at a time)

2—8 voices → polyphonic
(multiple notes at once)

Basically, it determines how many independent
harmonic/instrument voices can be processed or
triggered simultaneously. Increasing voices lets you
play chords or layered sounds, while a single voice
forces a monophonic behavior.

What are Settings in RIVE ?

In RIVE, settings controls the FFT size, which determines the time/frequency resolution of the analysis:

Rapid (2048) fast analysis, lower frequency resolution, better for quick, transient sounds.

Neutral (4096) balanced speed and detail, a general-purpose setting.

Detail (8192) high frequency resolution, slower analysis, best for precise harmonic bass tracking.

Larger FFT sizes give more accurate pitch and harmonic detection but increase latency and CPU load, while smaller sizes are faster but less precise.

Scale the Window

RIVE 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/ RIVE!

FEATURE