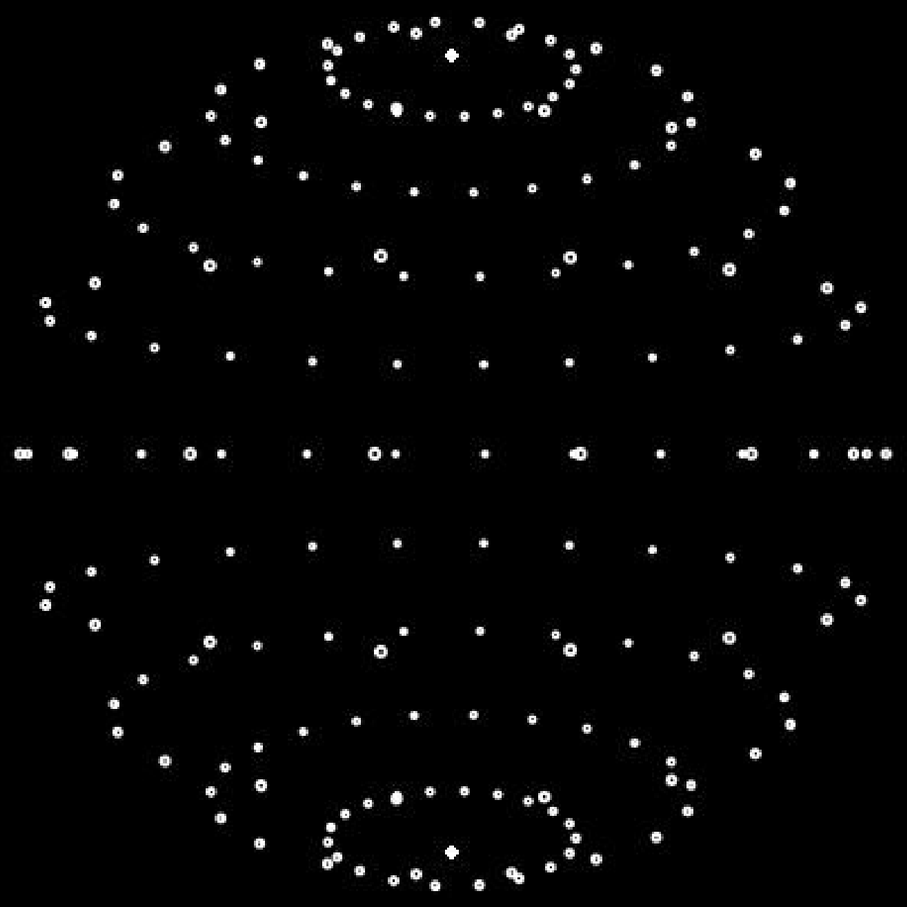
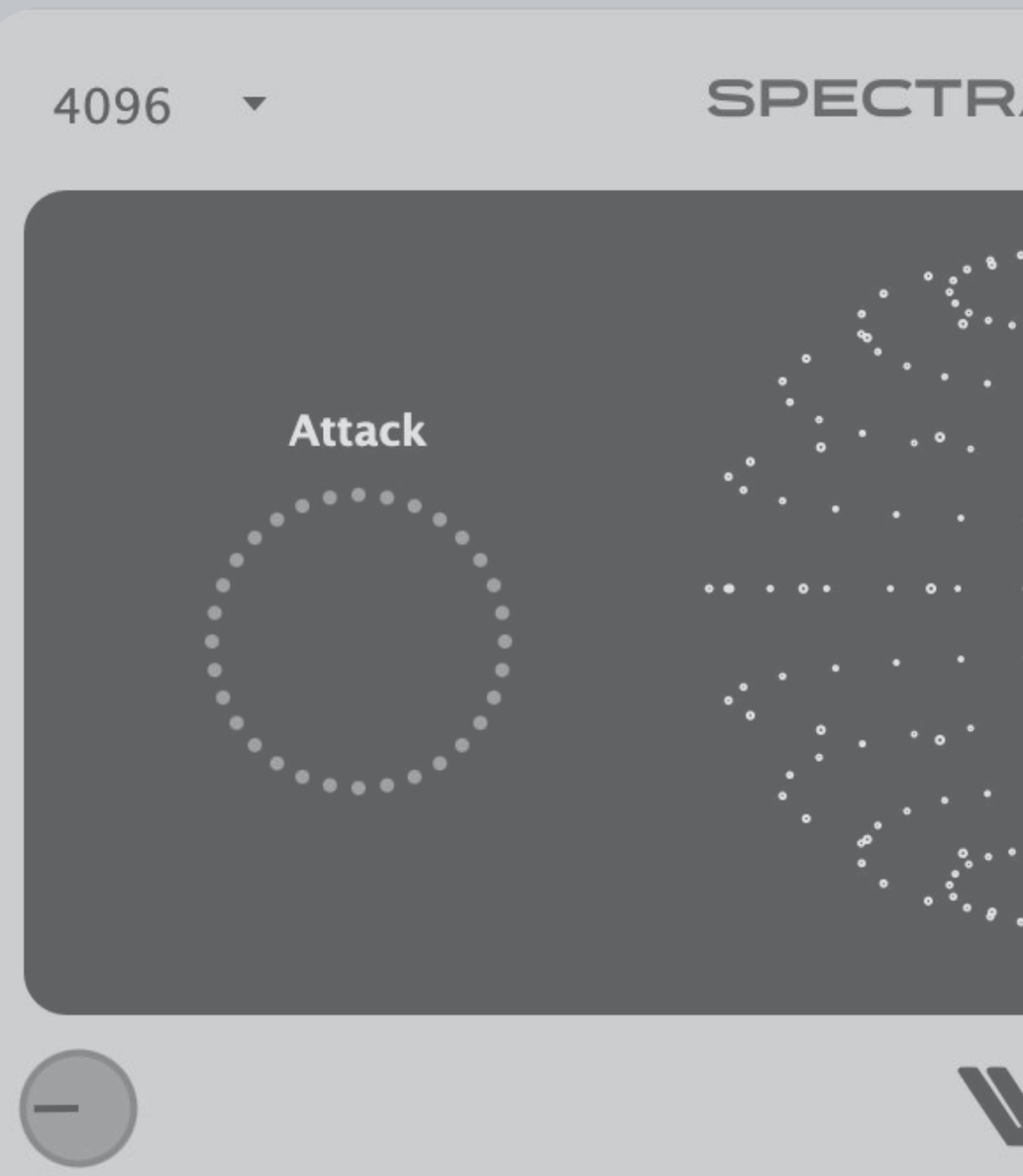


SPECTRAL
G A T E

“I made the Spectral Gate to give sound designers the new possibility to bring that old/new pushed FFT sound into your production and of course, you can still use it as a normal gate with those nice character artefacts on top.”
— iFeature



A gate with character, built for more than just cleanup. Spectral Gate was designed to give sound designers a new way to push textures into a space that feels both modern and gritty. It’s not just a gate, it’s a creative sculptor. At low settings, it works like a traditional gate. But once you push the threshold and FFT settings, you unlock that signature digital smear and movement that makes things feel alive.

Spectral Gate 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.

Spectral Gate is compatible with macOS (Universal), Windows.

Minimum supported OS versions

- macOS 10.13 (High Sierra)
- Windows 10

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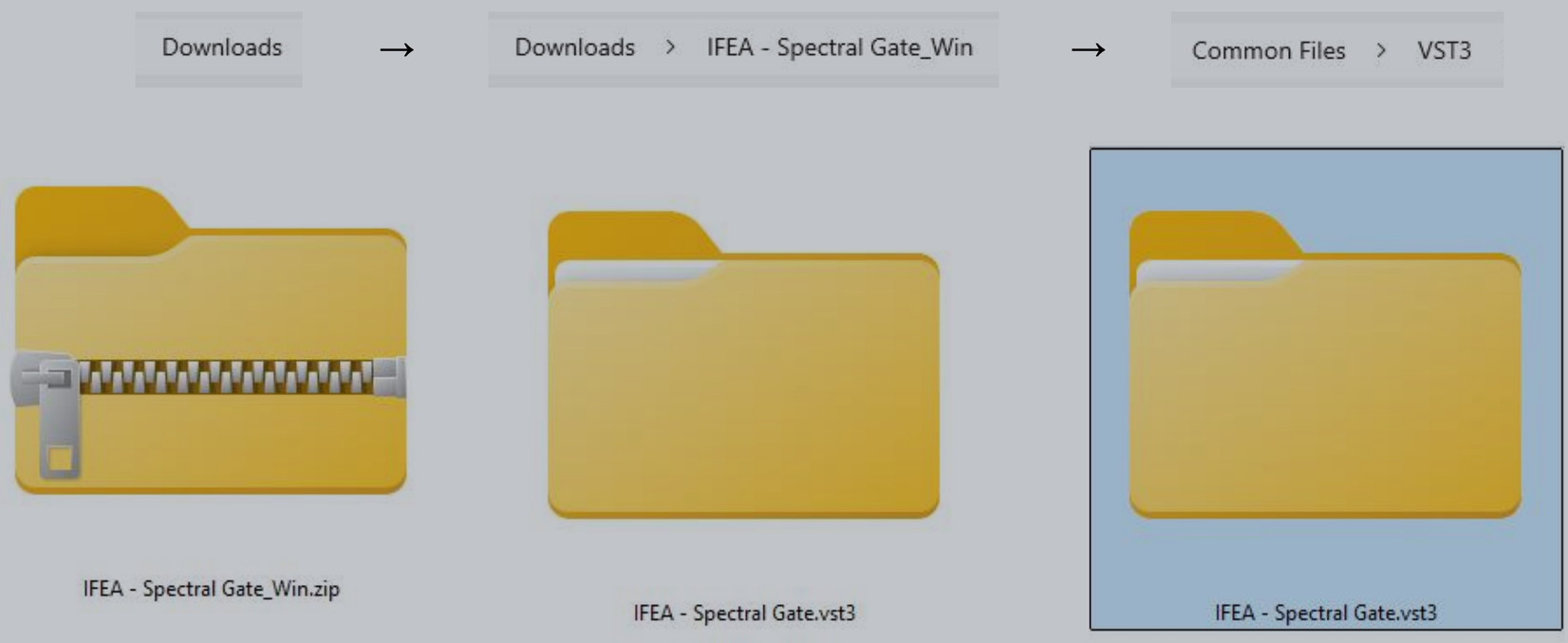
How to Install VST3 & AUv2 Plugins?



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

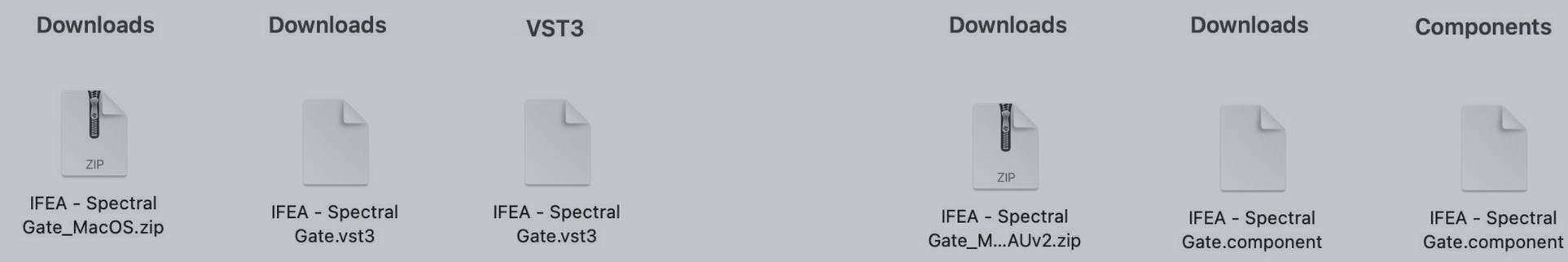
3. Open your DAW, go to its plugin preferences, and make sure it scans the VST3 folder.

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)



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?

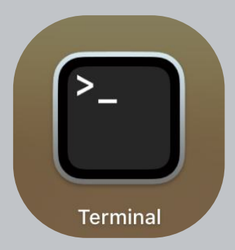
MacOS Troubleshooting (VST3 + AUv2)

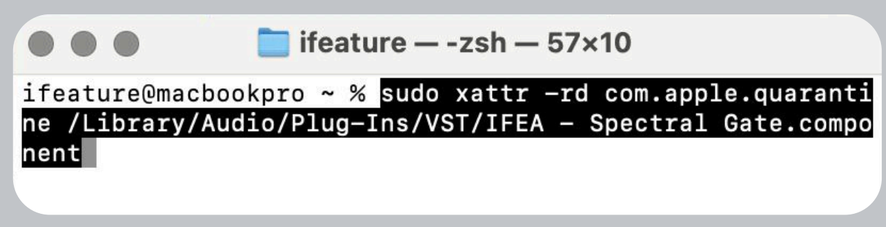
If the plugin isn’t showing up or fails to load, try:

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

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

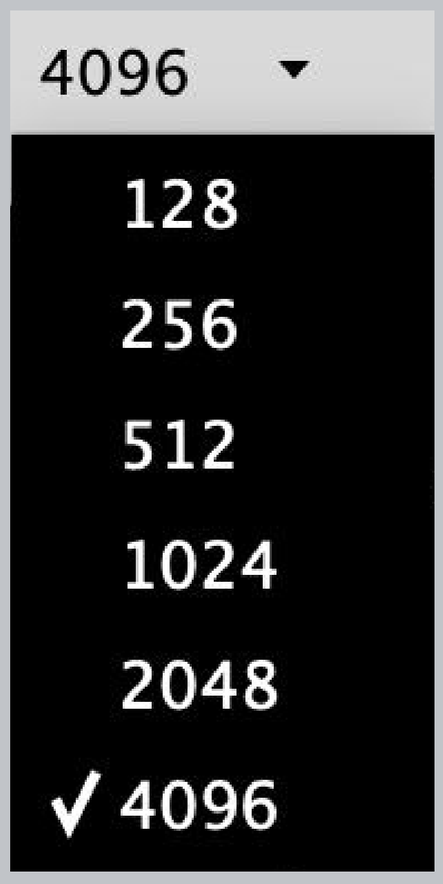
For AUv2 (Component)
sudo xattr -rd com.apple.quarantine /Library/Audio/Plug-Ins/VST/IFEA - Spectral Gate.component





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.



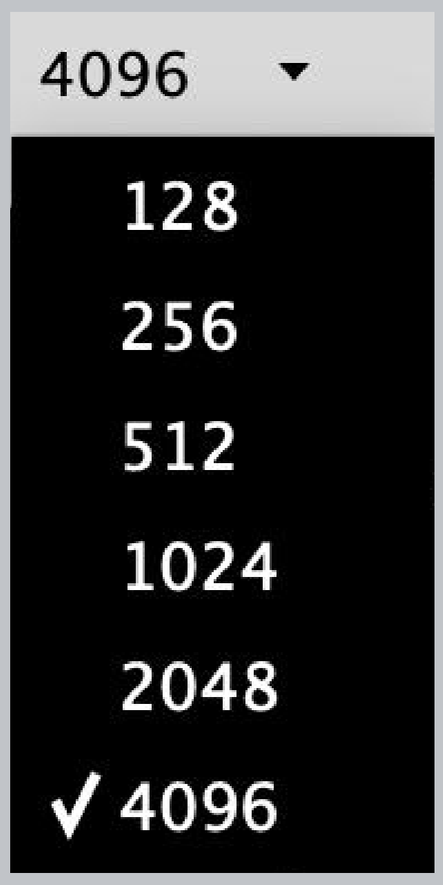
What is FFT Size?

FFT Size determines how much audio data is analysed at once to break the signal into its frequency components.

Imagine you're zooming in on the audio

- Small FFT size (like 128 or 256): You get a fast, real-time response with low latency, but the frequency resolution is low (blurrier sound image).

- Large FFT size (like 2048 or 4096): You get super detailed frequency separation (sharp image), but with more latency and a smoother, more smeared sound.

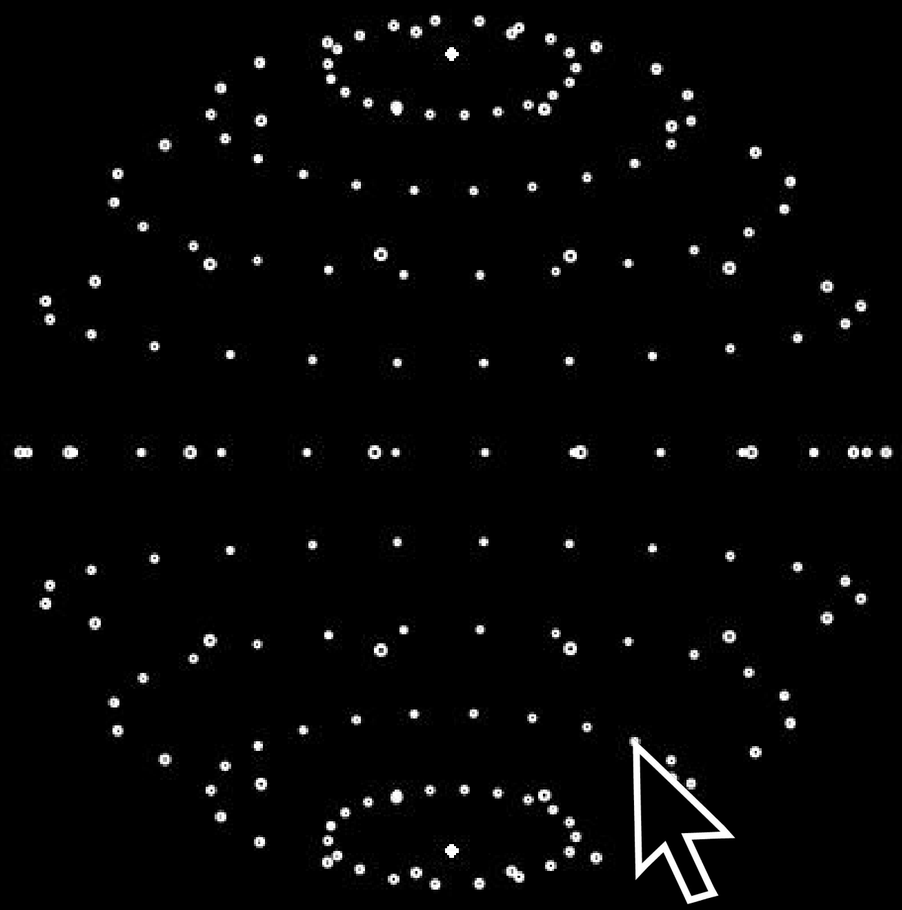


Why does it matter?

Because FFT size directly affects how the gate reacts and sounds.

- Lower FFT sizes are tight and snappy, perfect for rhythmic gating or live performance.

- Higher FFT sizes give you that juicy, smeared, “pushed” spectral character, more motion, more artifacts, more texture.

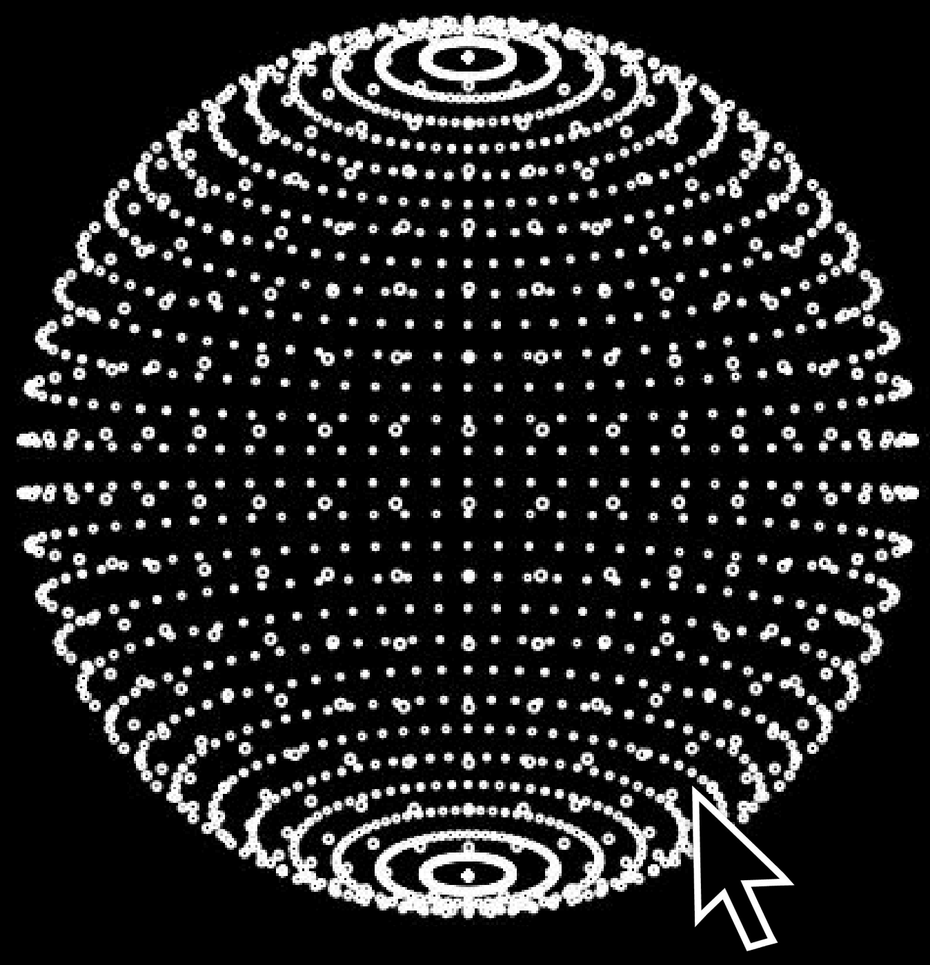


What is the Threshold in Spectral Gate?

The Threshold controls which frequencies pass
through and which ones get muted or reduced
but instead of applying it to the whole signal,
it works per frequency bin thanks to FFT.

When the energy of a frequency band
is above the threshold, it’s allowed to pass.
When it’s below the threshold, it gets gated,
meaning reduced or silenced.

This gives you precise, frequency-dependent
control over what stays and what goes.



Why it is special?

Unlike traditional gates that affect the full signal based on overall volume, the Spectral Gate listens to every tiny slice of the spectrum and decides what to let through.

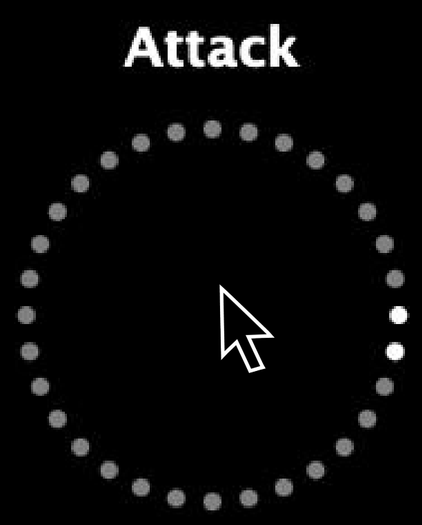
That means you can:

- Isolate transients
- Clean up noise or reverb tails
- Shape textures in a musical or aggressive way

Dial it low for a gritty, textured effect.
Dial it high to let only the strongest parts of the sound cut through.

What are Attack and Release?

Attack and Release control how fast the gate reacts to changes in the signal, but instead of reacting to overall volume, it works on each frequency band independently.



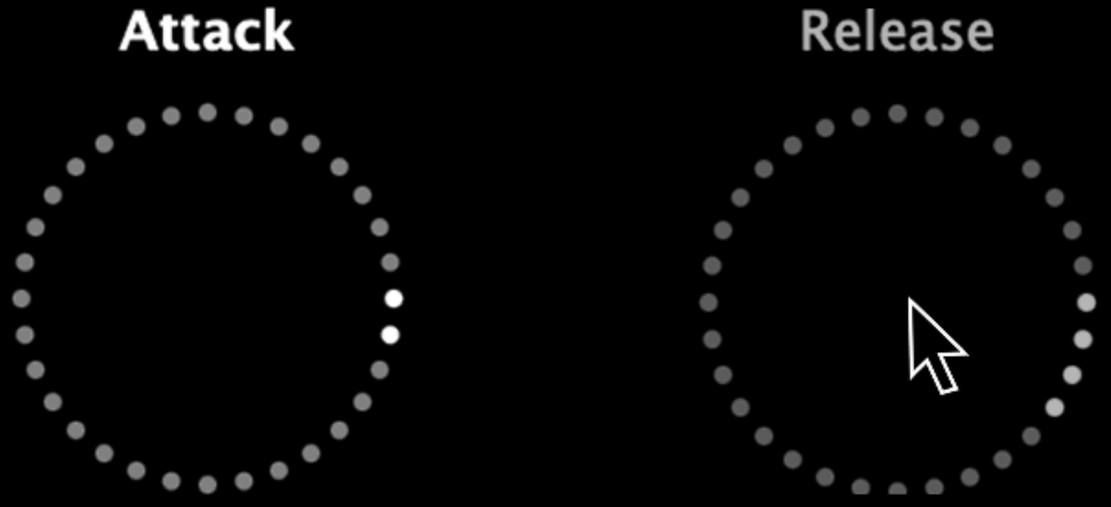
Sets how quickly the gate opens when a frequency crosses the threshold.

- **Short attack = sharper, more responsive gating**
- **Long attack = softer fade-in, good for smoother textures or avoiding clicks**

Sets how long it takes for the gate to close after a frequency falls below the threshold.

- **Short release = tight and choppy**
- **Long release = smoother tail-off, good for more musical or washed-out effects**

Why it matters?



Since the gate works in the frequency domain, these settings don’t just affect volume, they shape the behaviour and movement of each spectral slice.
This lets you design everything from tight rhythmic chops to dreamy, fading textures with spectral trails.

What is Tilt ?

The Tilt (Brightness) control adjusts how the threshold behaves across the frequency spectrum, making the gate more or less sensitive to low or high frequencies.

It’s like tilting a shelf-EQ, but instead of boosting or cutting sound, you’re tilting how aggressively the gate responds across the spectrum.

How it works:

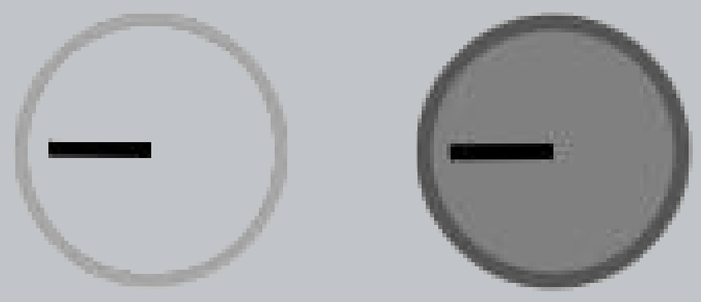
- Tilt to the right (positive values):
  Makes the gate more sensitive to low frequencies
  → lows get tighter and cleaner
  → highs are more open and airy

- Tilt to the left (negative values):
  Makes the gate more sensitive to high frequencies
  → brighter frequencies get gated more quickly
  → lows stay fuller and punchier

Why it’s powerful ?

It lets you shape the character of the gating effect without touching EQ.

Whether you want to preserve low end power, tighten up rumble, or control sizzly highs, Tilt gives you that control fast.



What is Dry/Wet?

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

It lets you blend how much of the spectral gating 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 gated signal, fully affected by the spectral processing.

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

That’s it!

I wish you a lot of fun
w/ Spectral Gate!

Made in Germany