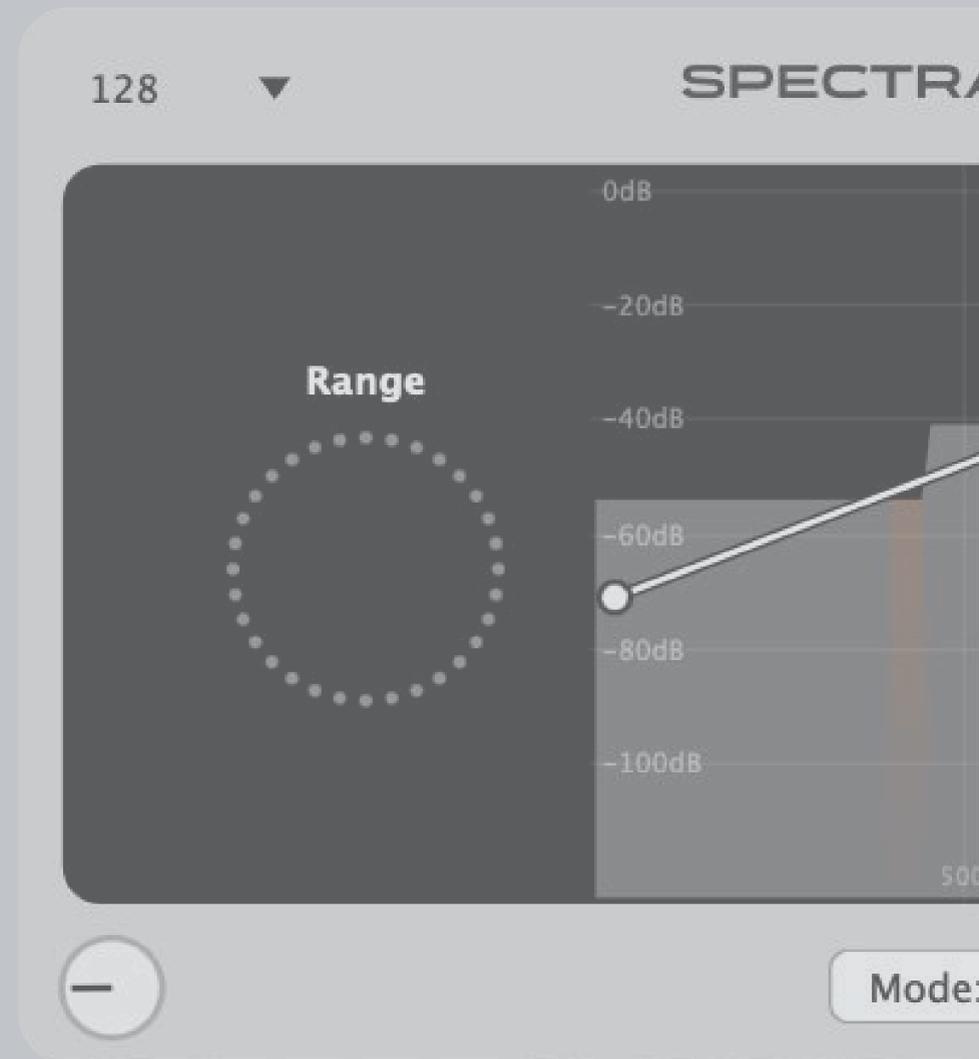


SPECTRAL  
G A T E 2

“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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Date: 2025-03-26

# 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)

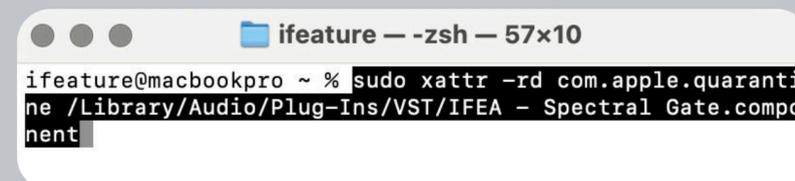
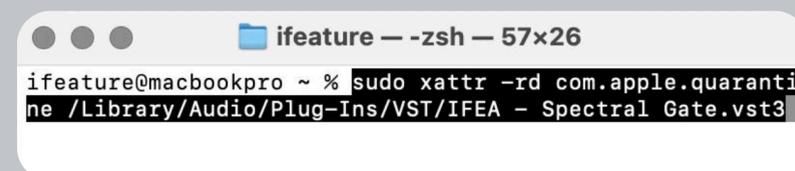
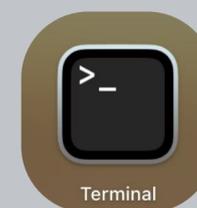
```
sudo xattr -rd com.apple.quarantine /Library/Audio/Plug-Ins/VST/IFEA - Spectral Gate.component
```

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.



16  
32  
64  
128  
256  
512  
1024  
2048 ✓  
4096  
8192  
16384

## 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.

16

32

64

128

256

512

1024

2048 ✓

4096

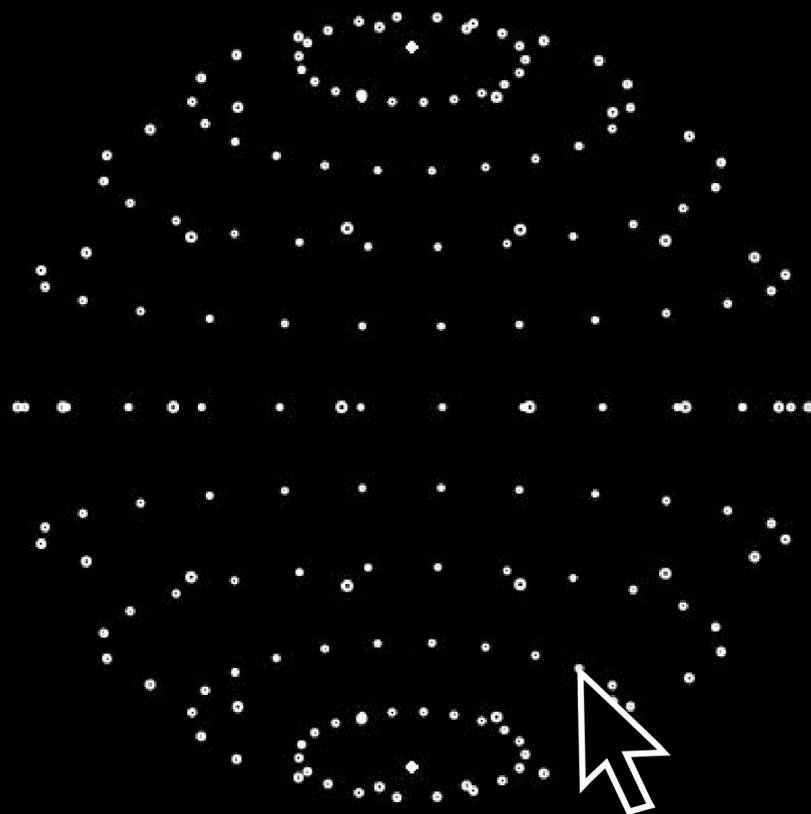
8192

16384

## 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.

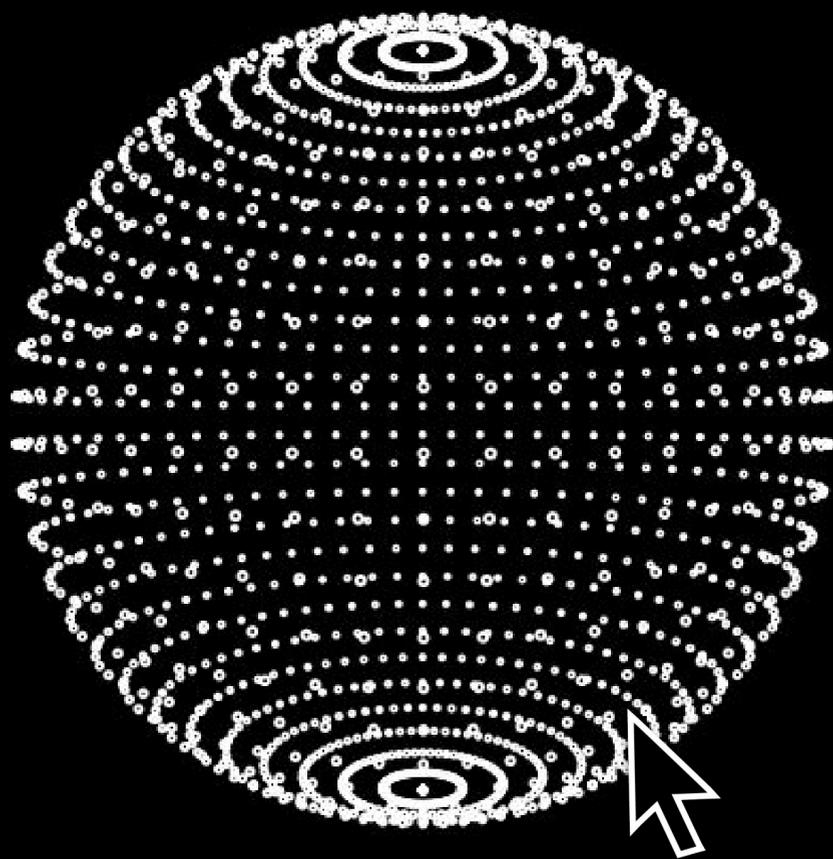


## What is the Threshold in Spectral Gate?

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?

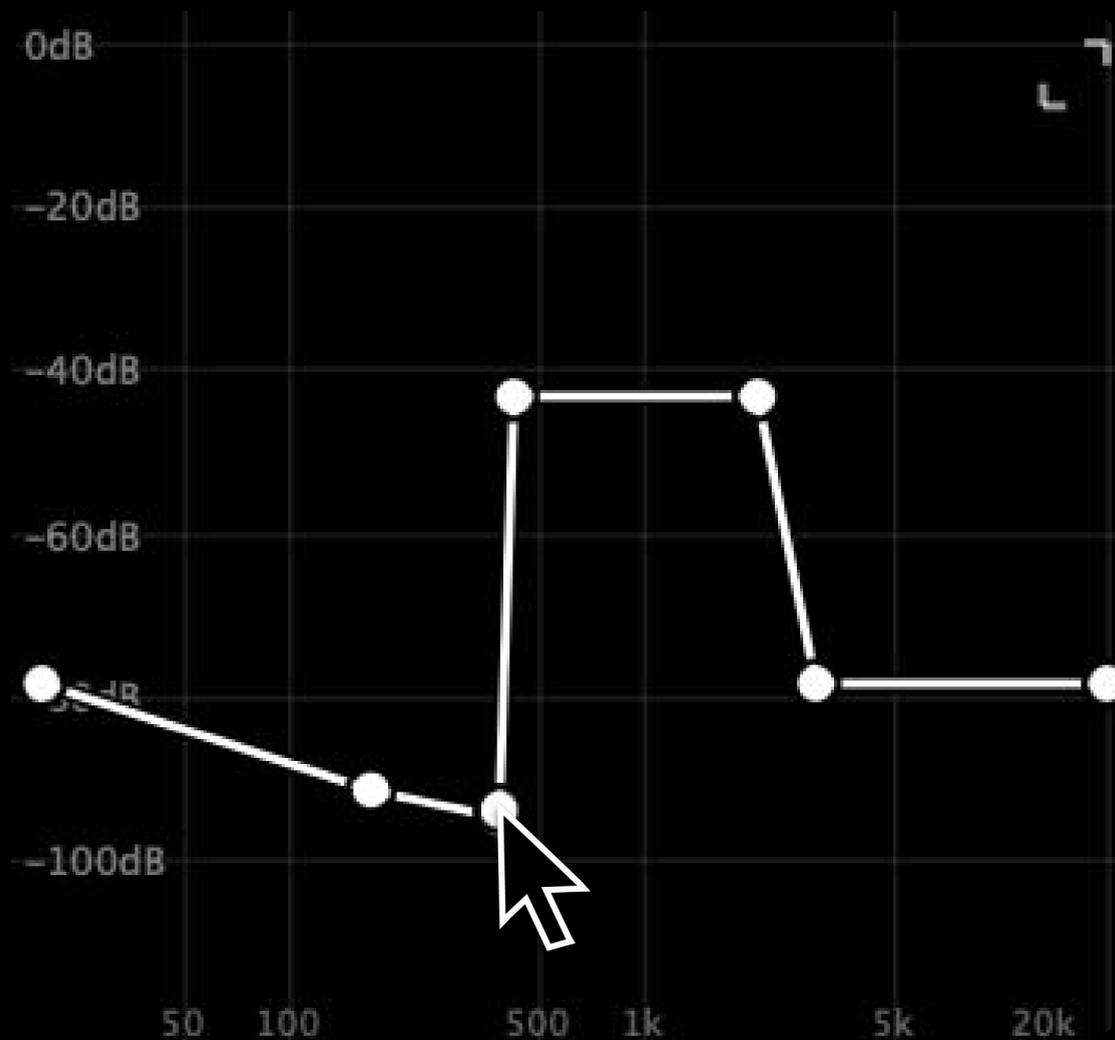
Unlike traditional gates that affect the full signal based on overall volume, the Spectral Gate listens to every tiny slice of the spectrum and decides what to let through.

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.



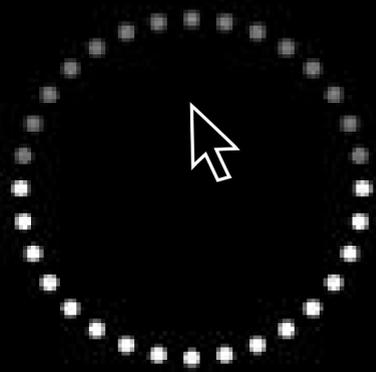
## What is Threshold Curve?

Threshold Curve lets you add a custom threshold curve with as many points as you want. You can drag individual points to shape the curve, or even drag the whole threshold up or down for quick adjustments.

Need more precision? Go full screen for a detailed view and fine-tune your curve with maximum control.

# What are Range and Smoothing?

## Range

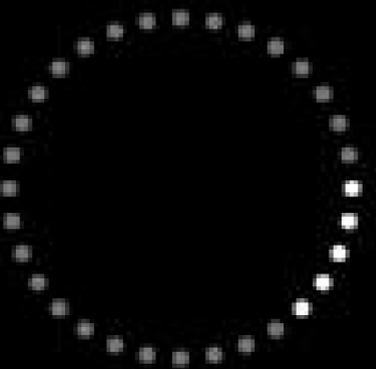


## Range

Sets how much of the gated frequencies are blended back into the signal

- Low range = tighter gating, more frequencies removed
- High range = more of the floor/suppressed content mixed back in, creating smoother textures

## Smoothing

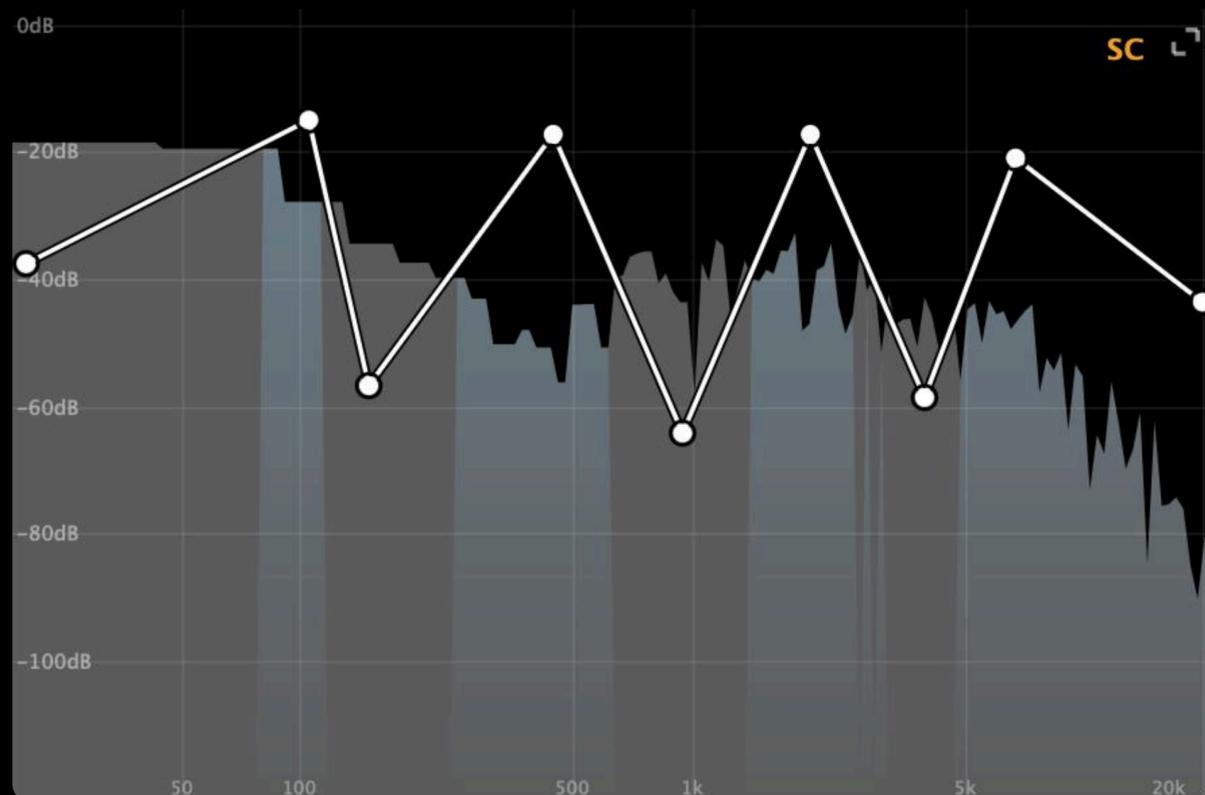


## Smoothing

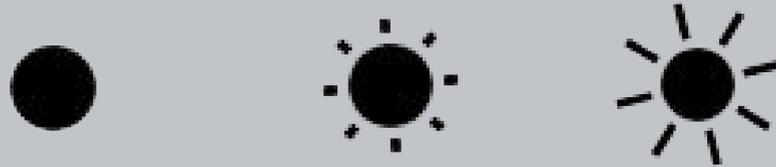
Sets how gradually the gate transitions when frequencies cross the threshold

- Low smoothing = sharper, more defined gating
- High smoothing = glassy, polished transitions that avoid clicks and create more musical, washed-out effects

# What is SC in Spectral Gate?



**Sidechain in a spectral gate means using an external audio signal (the "sidechain input") to control which frequencies the spectral gate allows through in your main signal.**



## 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:

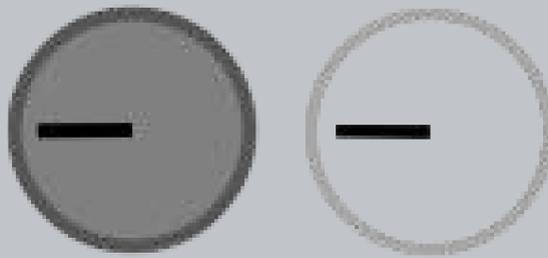
- Tilt to the right (positive values):  
Makes the gate more sensitive to low frequencies
  - lows get tighter and cleaner
  - highs are more open and airy
- Tilt to the left (negative values):  
Makes the gate more sensitive to high frequencies
  - brighter frequencies get gated more quickly
  - lows 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