THORN

ADAPTIVE MULTIBAND TRANSIENT SHAPER

THORN is an audio effect plugin developed in collaboration with prototype™
Since it is a plugin it 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.

THORN is compatible with macOS (Universal), Windows.

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

What is THORN?

THORN splits your signal into four frequency bands and shapes the transients in each one separately. That means you can tighten the kick without touching the hi-hats, or make a snare crack without bringing up the room with it.

Everything reacts independently of level: a quiet hit is shaped the same as a loud one, even in the middle of a decaying tail.

How to Install

Download Installer

The Installers are always up to date and can be found in your client portal.

Run Installer

Check if you have the correct installer for either windows or mac.

Refresh VST Scan

In your DAW check if your system folder is being scanned for new VST plugins.

Still not working?

Visit https://ifeature.world/support

contact support: officialifeature@gmail.com

contact support: julian@prototype.audio

Features

Crossover

Drag the number between the bands to change the crossover points. Right click a number to type an exact frequency.

Transient Strength

The main control. Above zero the attacks are emphasised, below zero they are softened.

Band Gain

Level of that band after shaping.

Before vs After

This shows you the Dry and Wet Visual of your sound processed through, “THORN”.

Features

Why Physics Matter?

Attack Physics

Release Physics

Attack Physics

This page is where you set how THORN detects and shapes a transient. This is what makes it adaptable to your material rather than a fixed effect.

PEAK
How pointed the attack becomes.
Short → narrow and punchy, only the leading edge.
Long → broader, softer attack.
Drums and percussion like it short; sustained material takes more.

BODY
How much of the decay survives.
Short → the note is pulled down behind the attack: dry and tight.
Long → sustain and room are kept.
Effective roughly between 20 and 200 ms; beyond that nothing changes.

GATING
How quickly THORN is ready again after a hit.
Short → every strike of a fast roll is caught separately.
Long → the first hit dominates, what follows stays more reserved.

SOFT
How long THORN keeps working on the decay.
Long → room tails and bleed disappear.
Short → leaves the signal alone, more natural.
This is your "clean" versus "natural" control.

Features

Clipper

Drive applies saturation.
It can be linked to gain for automatic gain control and has two modes: soft and hard clipping.

Monitor & Bypass

Listen to each band individually or turn a band completely off.

Global Mix and Bypass

Clipper is excluded from global mix to retain its function as a clipper.

Band Crossover

Crossover dictates the steepness of the slope between the bands.

Presets

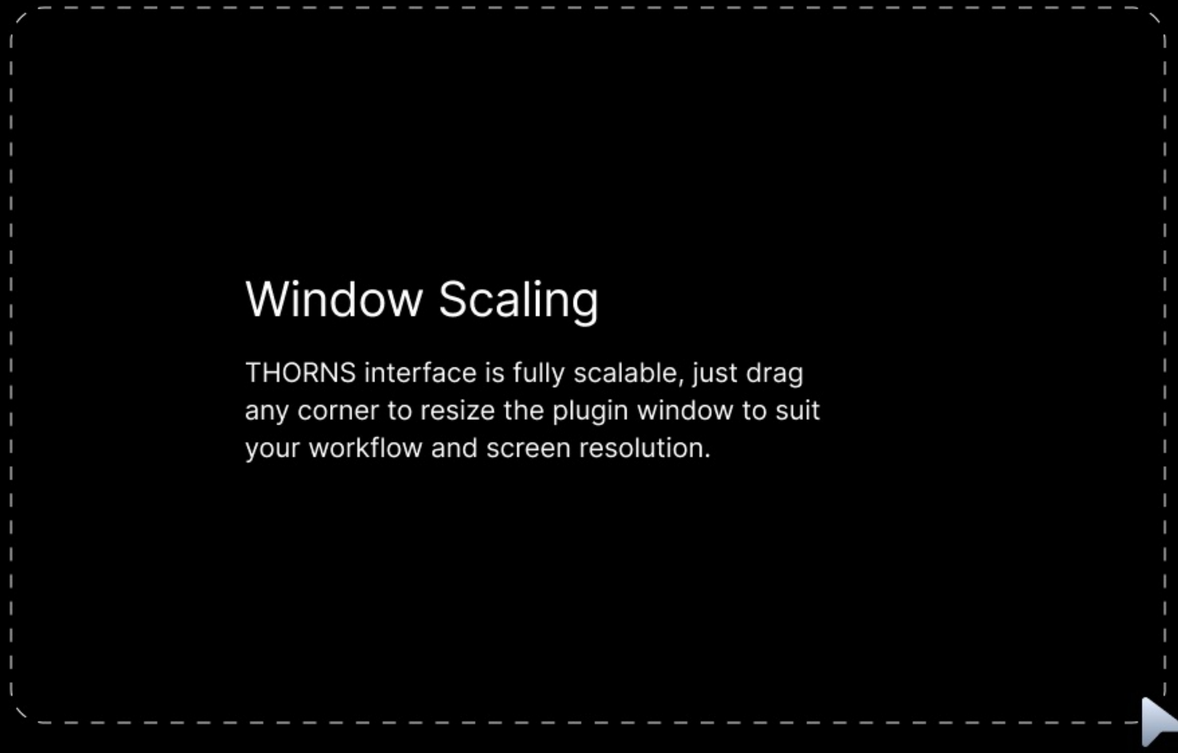
95 factory presets from over 20 artists.

SORT: By NAME or by ARTIST.
SEARCH: Matches both the preset name and the artist handle, so typing
SAVE PRESET: stores your own preset, with your artist handle.

Quickstart

1. Load a preset that matches your material.
2. Adjust TRANSIENT on the band that stands out most.
3. Pull it back with MIX if it goes too far.

From there, PHYSICS is where you tailor the detection to the sound you are working on - that is the part most transient shapers do not give you.


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

That’s it!

we wish you a lot of fun
w/ THORN!