START HERE · VOCAL GATE

Kiln Damper

Drums out, singer in.

A vocal gate that rides like a fader. Route in the drums and it learns how they bleed into the vocal mic, so it opens for the singer, not the snare.

Where it goes

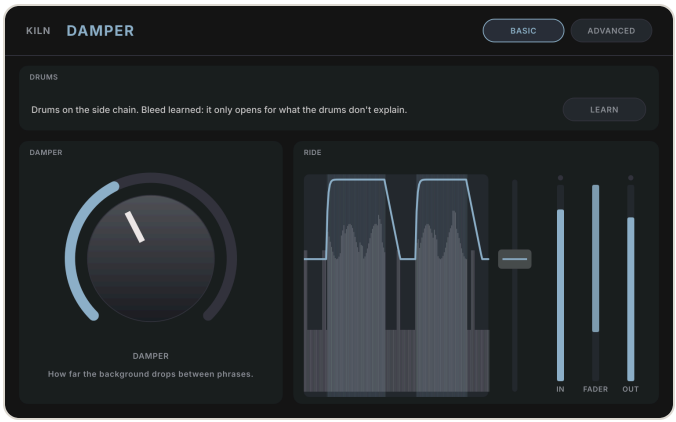
> On the vocal track, after Slake. Side chain: your drum bus or overheads.

Quick start

1. Insert Kiln Damper and pick the drum bus in the Side Chain menu at the top of its window.
2. Play a part with drums and no singing (an intro or count-in), press Learn, then Done. Damper now knows how the drums bleed into this mic.
3. Set Damper to about -15 dB to start: the room drops between phrases without sounding gated.
4. Fade sets how slowly it comes down after a phrase; Phrase how long it waits in a short pause.
5. Turn Clean up to tuck the drums under the words while the singer is singing.

Listen for

- The first word of each line: it should never be clipped.
- Switch Listen to Removed: you should hear drums, never the voice.



Controls

Damper	How far the background drops
Learn	The drums' bleed print
Fade · Phrase	How the fader moves
Sensitivity · Breath	What counts as the singer
Clean	Drums out from under the words
Listen	Output · Removed · Side Chain

On Firing's checklist

PREP

- [ ] Every track's level is set
- [ ] No hum left
- [ ] No clipped recordings

BALANCE

- [x] **Each group sits in its range**
- [x] **The vocal holds steady**
- [ ] Kick and bass are heard

SHAPE

- [ ] No mud
- [ ] Nothing harsh or spitty
- [ ] No ringing frequencies
- [ ] Low end centred
- [ ] Holds up in mono

CHECK

- [ ] Heard on every device
- [ ] Loud enough, not crushed
- [ ] Peaks under -1 dB
- [ ] Compared with a reference

FINISH

- [ ] Nothing left marked "fix this"

With the bleed out of the way, the vocal's level is the singer, not the snare, so it holds steady and sits in its range.

Part of **Kiln: Start to Finish**, the full guide that walks a song through every plugin to a finished mix. Kiln Damper is in the "Start here" stage of the suite.