TONE AND COLOUR · RESTORE

Kiln **Ember**

Breathe on it.

For tracks that went flat. Ember finds the attacks in the lows, mids and highs and lifts only those, leaving everything steady alone.

Where it goes

On a track or bus that sounds flat or lifeless.

Quick start

1. Low lifts the attack of kick and bass; Mid snare crack, pick attack and consonants; High stick definition and air.
2. Link moves all three bands together.
3. Bellows adds harmonic richness to the lifted attacks only.

Listen for

- Hits starting sharper while held notes stay untouched.



Controls

Low · Mid · High	Attack lift per band, up to 12 dB
Link	Move all three together
Bellows	Harmonics on the attacks
Output · Clip	Gain, optional clipper
L · M · H	Live lift per band

On Firing's checklist

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

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

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

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

FINISH
- [ ] Nothing left marked "fix this"

Sharper attacks keep a mix readable on a phone or in a car, and a lifted kick attack helps the low end be heard.

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