SHAPE EACH PART · BASS

Kiln Foot

The ground the song stands on.

Amp voices from a clean DI to full fuzz, blended so the low end never thins out. Foot keeps every note's bottom even and makes the bass heard on a phone.

Where it goes

On the bass track, after Slake.

Quick start

1. Pick the amp voice: DI, Clean, Grit, Grind or Fuzz.
2. Gain adds dirt, not volume (it's level-matched). Blend keeps the clean DI under it so the lows stay solid.
3. Turn Anchor up so every note lands with the same weight.
4. Add Harmonics until the bass line is clear on a phone speaker.

Listen for

- Every note equally strong, especially low ones.
- The bass line still audible on a laptop or phone.



Controls

Gain · Tone · Blend	Amp drive, tilt, DI/amp mix
Low · Low Mid · Mid	80 Hz shelf, 250 Hz, sweepable mid
Bright	+5 dB presence above 2.5 kHz
Anchor	Low-end compression
Comp	One-knob leveller
Harmonics	Small-speaker translation
Output · Clip	Gain into a −0.3 dBFS clipper

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
- [x] **No mud**
- [ ] Nothing harsh or spitty
- [ ] No ringing frequencies
- [x] **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"

Anchor and Harmonics are the two quickest ways to tick "Kick and bass are heard" without making the low end bigger.

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