SHAPE EACH PART · GUITARS

Kiln Grog

All the grit. None of the pain.

Amp voices for DI guitars, or straight shaping for tracks already through an amp. Grog keeps heavy guitars big and tight, and only reins them in when they bite.

Where it goes

On each guitar track, after Slake. Off if the guitar was already recorded through an amp.

Quick start

1. Pick the voice: Off, Combo, Cranked, Stack or Fuzz.
2. Tight before the amp tightens palm mutes; Low Cut and High Cut remove rumble and fizz.
3. Thump dips the low thump only when it surges; Harsh dips 3.5 kHz only when it gets loud.
4. Comp to even out picking.

Listen for

- Heavy parts staying tight, not smeared.
- Bright but not painful when everything plays at once.



Controls

Off · Combo · Cranked · Stack · Fuzz	Amp voice
Gain · Tone · Tight	Drive, tilt, pre-amp high-pass
Low Cut · High Cut	Rumble and fizz
Low · Mid · Top	±12 dB tone stack
Thump · Harsh	Dynamic cuts
Comp	One-knob compressor
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
- [x] **Each group sits in its range**
- [ ] The vocal holds steady
- [ ] Kick and bass are heard

SHAPE
- [x] **No mud**
- [x] **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"

Guitars are where most mud and harshness comes from; Grog clears both before they reach the bus.

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