SPACE AND TEXTURE · REVERB

Kiln Hearth

Space, kept warm.

Five rooms, one lush engine. Hearth draws the shape of the tail as you set it, ducks out of the vocal's way, and can hold a chord forever.

Where it goes

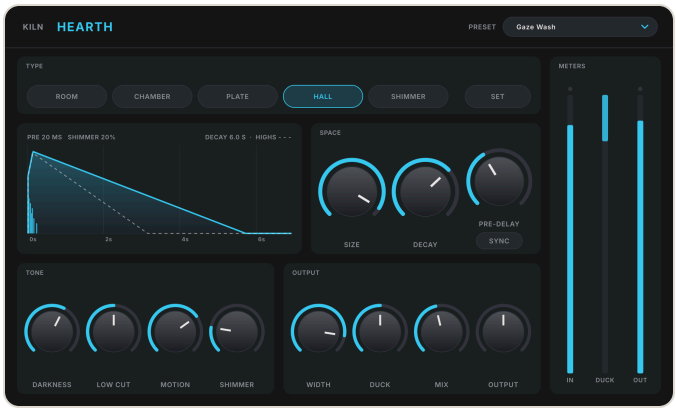
On an aux send at 100% Mix (or inserted on a part).

Quick start

1. Pick a Type: Room, Chamber, Plate, Hall or Shimmer. Each sets a good starting point.
2. Size and Decay for the space; Pre-delay keeps the words in front.
3. Low Cut keeps the lows out of the reverb; Duck dips it while the singer sings.

Listen for

- The vocal sitting in a space, not behind it.
- No low rumble building up in the tail.



Controls

Room · Chamber · Plate · Hall · Shimmer	Type
Size · Decay · Pre-delay	0.2–20 s, tempo sync
Darkness · Low Cut	Tone of the tail
Motion · Shimmer	Movement and octave sparkle
Width · Duck	Placement
Set	Infinite hold
Mix · Output	100% for an aux send

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
- [ ] Kick and bass are heard

SHAPE

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

A low-cut, ducked reverb keeps the mix clear and still holds together in mono.

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