SHAPE EACH PART · VOCALS

Kiln Lip

The voice, up front.

A complete vocal chain in one window: gate, de-ess, tone, two stages of compression, warmth and a built-in double. Start from a style preset and adjust from there.

Where it goes

On the vocal track, last (after Slake, Damper and Caliper).

Quick start

1. Pick a preset close to the voice: Rock, Clean Pop, Scream, Male, Female, Rap or Backing.
2. Gate for breaths and headphone bleed; De-ess for loud s and t sounds.
3. Level evens out the phrases; Front puts the vocal up front.
4. Body, Mid, Presence and Air to shape the tone; Double for width.

Listen for

- Every word clear over the band without riding the fader.
- No spitty s sounds on earbuds.



Controls

Gate · De-ess	Breaths, bleed, sibilance
Low Cut · Body · Mid · Presence · Air	Tone
Level · Front · Aggro	Two-stage compression
Warmth	Tube-style saturation
Double	Stereo double
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
- [x] **The vocal holds steady**
- [ ] Kick and bass are heard

SHAPE
- [ ] 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"

Two-stage compression holds the vocal steady, and De-ess clears the spitty sounds Shape listens for.

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