TONE AND COLOUR · EQ

Kiln Rib

Shape the profile.

Four big knobs when you want speed, a live curve when you want detail, and three moves that fix the common problems for you.

Where it goes

On a group bus or any track that needs tone shaping.

Quick start

1. Basic: four big gain knobs. Advanced: a live curve with every band's frequency and width.
2. Mud cuts the cardboard-y build-up around 350 Hz.
3. Burnish pulls harsh highs down only when they get loud.
4. Slip glues the bus gently; Color adds console warmth.

Listen for

- The low mids clear when the whole band plays.
- Any one note that rings out: find it in Advanced and dip it narrowly.



Controls

Low Cut · High Cut	24 dB/oct
Low · Low Mid · High Mid · High	±15 dB
Freq · Q · Shape	Advanced only
Mud	Boxy low mids
Burnish	Dynamic high cut
Slip · Color	Glue and saturation
Output	Trim

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
- [x] Nothing harsh or spitty
- [x] 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"

Firing's "What to look at" names the range to fix; Rib is usually the tool it points to.

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