SHAPE EACH PART · DRUMS

Kiln Wedge

Drums that hit.

One strip for every drum. Pick the piece and Wedge re-voices its EQ, cleanup and compression around it, so a snare and an overhead each get the moves they need.

Where it goes

On each drum track (kick, snare, toms, overheads, room), after Slake.

Quick start

1. Pick the drum: Kick, Snare, Toms, Overheads or Room. Every frequency and the compressor timing re-voice for it.
2. Turn Punch until the drum hits the way you hear it in the room.
3. Use Tight for boxiness and Smooth for harshness before reaching for the EQ.
4. Blend in Slam underneath for size and room, a little at a time.
5. Drive and Clip for weight and a clean ceiling.

Listen for

- The kick's attack and low end on a small speaker as well as on headphones.
- Cymbals bright but not tiring.



Controls

Low · Mid · High	Shelf, bell and shelf, ±12 dB
Tight	Cuts boxiness, 300–500 Hz
Smooth	Cuts harshness, 2.8–4 kHz
Punch	One-knob compression
Slam	Parallel crush
Drive	Tube-style saturation
Output · Clip	Gain into the 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
- [x] **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"

Punch and Slam put the kick where Firing can hear it; Smooth takes the edge off before Shape checks for harshness.

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