

DIHWorld Audio

Dynamics / Kick-Key / Duck Template

Current: 2026-07-31

Session lanes

Lane	Insert / Route	Starting action
Kick key	Send to named sidechain	Unity or pre-fader as needed
Bass target	ANUBIS	DUCK on; KEY optional
Music target	ANUBIS	Vocal sidechain; gentle Range
Reverb return	ANUBIS	KEY on from lead vocal
Drum parallel	DRUMKRUSHGLUE or DEBO	Blend below clean drums
Dynamics bus	OTIS → LOOKOUT	Shape then observe
Print endpoint	SESHAT	Observation only

Kick-to-bass starting card

- Route kick to ANUBIS Sidechain.
- Enable DUCK for rhythmic clearance.
- Enable KEY only if kick should drive gate detection.
- Start with shallow Range.
- Set fast Attack and tempo-aware Release.
- Check mono and bypass-match.

Vocal-clearance starting card

- Insert ANUBIS on music or ambience target.
- Route lead vocal to Sidechain.
- Use DUCK for space around words.
- Use KEY on ambience returns that should open with the vocal.
- Keep Range gentle and Release natural.

Dynamics stack options

Goal	Suggested order	Note
Clean transient control	LOOKOUT → OTIS	Shape edge, then density
Pressure and body	OTIS → DEBO	Build gradually; Gain Match
Drum parallel impact	DRUMKRUSHGLUE → LOOKOUT	Blend beneath clean bus
Keyed ambience	ANUBIS → effect return	KEY only; no audible key
Rhythmic clearance	ANUBIS on target	DUCK from kick or vocal

Approval checklist

- Sidechain source is correct and audible to the detector.
- KEY and DUCK states match the intended behavior.
- Range is no deeper than required.
- Attack, Hold, and Release follow the groove.
- Bypass and output levels are matched.
- Mono remains stable.
- No clipping, static, harshness, or unintended level loss.
- No more than three active processors per lane unless deliberate.