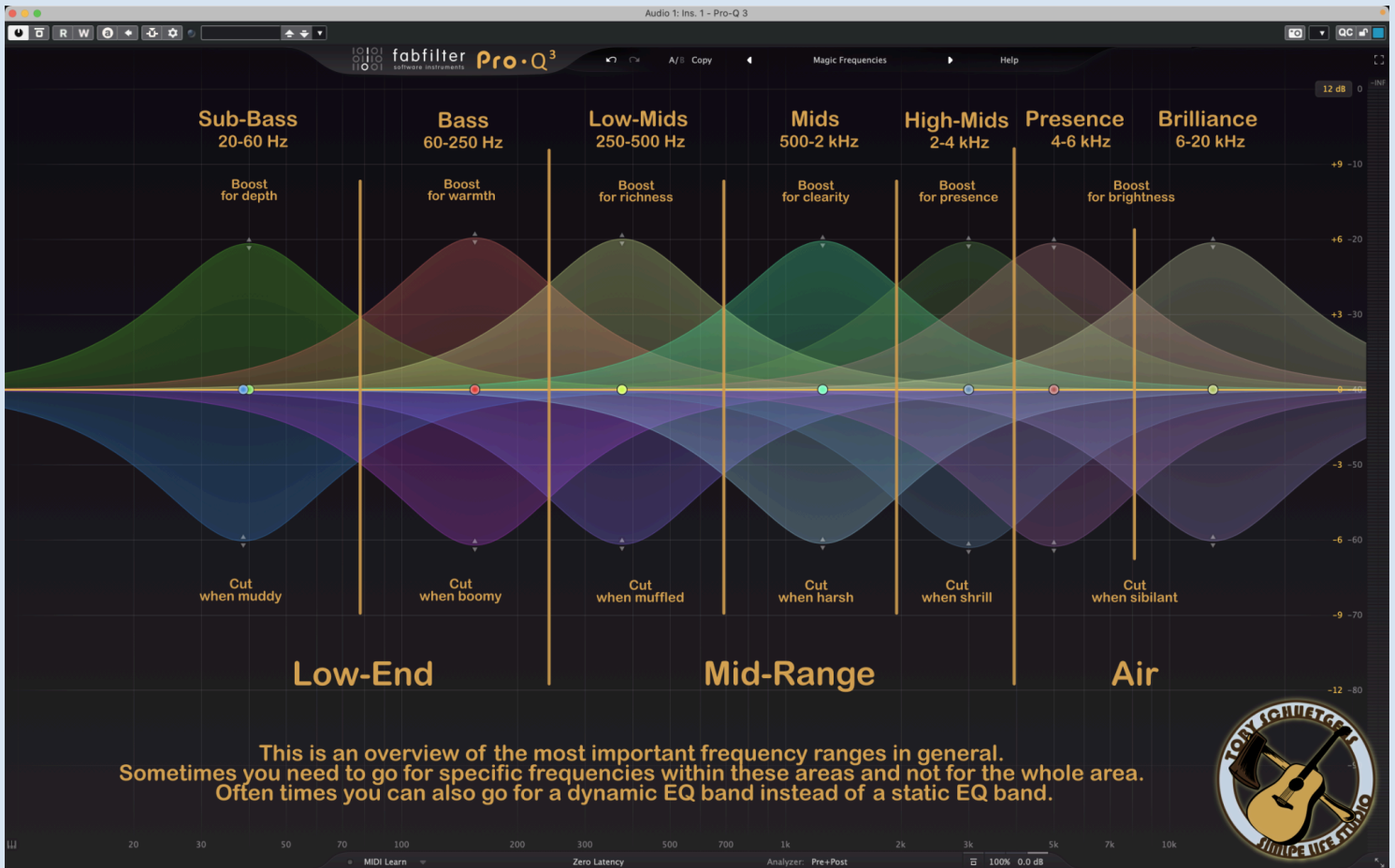




Your Mixing & Mastering Studio

for Country & Rock Productions

General EQ Cheat Sheet



General Tips for EQing:

- 👉 Clean up before you boost
- 👉 Use clean sounding EQ's for surgical cleaning
 - 👉 Try colorful EQ's for boosting
 - 👉 Cut narrow, boost wide
 - 👉 Try dynamic EQ bands
- 👉 Try EQing in mono to find overlapping Frequencies
- 👉 Don't focus on numbers and meters, trust your ears
- 👉 Sometimes DeEssing or MB compression works better than EQing





Go-To Frequencies

Reach for these frequencies as a starting point and sweep up and down to find the individual sweet spot for your mix

INSTRUMENT	EQ CUT	EQ BOOST
KICK	150-350 Hz when muddy 700-900 Hz when boxy	50-70 Hz for low-end 2.5-4.5 kHz for slap 8kHz for click & attack
SNARE	500-700 Hz when boxy	180 Hz for low end / body 6-8 kHz for crack/snap 2.5 kHz for midrange attack
TOMS	150-300 Hz when muddy 700-900 Hz when boxy	120-200 Hz for low end (rack toms) 70-90 Hz for low end (floor tom) 4.5 kHz for attack 8 kHz for attack
OVERHEADS	HPF 200 Hz or higher 400-700 Hz when boxy	12 kHz for high-end brightness
BASS	350-700 Hz when boxy	50-80 Hz for sub/low-end 1 kHz for attitude & cut in the mix 200-400 for character and body
GUITARS <i>heavy</i>	HPF at 90-120 hz LPF at 9-12 khz 150-350 Hz when muddy	1 kHz to cut through the mix 2.5 kHz for extra aggression 5-8 kHz for brightness
GUITARS <i>clean</i>	250-600 Hz when muddy or boxy	1-2.5 kHz to cut through 8-12 kHz for brightness
GUITARS <i>acoustic</i>	80 - 150 Hz when boomy 150-300 Hz when boxy 4-8 kHz when scratchy	1,5-4 kHz for presence 4-8 kHz bright above 8 kHz for air
VOCAL <i>lead</i>	200-400 Hz when boxy 800-1,500 Hz when nasal 2-4 kHz when penetrating	7-12 kHz air 4.5 kHz for definition 1-2.5 kHz to get up-front
VOCALS <i>background</i>	1-2.5 kHz for lead vocal space 200 Hz or higher Low-Shelf when muddy	7-12 kHz for air / brightness 3-4.5 kHz for definition 800 Hz for fullness
ORGAN	320 kHz when boomy 100-200 kHz when rumbling	Fullness 100Hz Body 200Hz Presence 3-5 kHz
PIANO	320 kHz when boomy 1-2 kHz when too edgy	Fullness 80 Hz Presence 3-5 kHz Honky-tonk 2,5 kHz
STRINGS	7-10 kHz when too scratchy	Fullness 240 Hz Scratchy 7-10 kHz
MASTER	100-200 Hz dynamic when rumbling 160 smooth low cut on sides for mono low end 200-300 Hz when muddy	650-1 kHz on sides for stereo image 1,5-2,5 kHz boost for presence 12 kHz on sides for air

