



EQ HINTS AND TIPS

- If your mix sounds ‘muddy’, boost the main frequency of each of the principal instruments. Boost ‘decorative’ sounds even more.
- If you can’t get your tracks to blend together in the mix, cut the main frequency range of the principal instruments.
- To make vocals stand out in the mix, boost at around 3 kHz.
- For extra clarity, cut the bass element of instruments which are not meant to be bass instruments.
- Adding EQ boost often adds noise. Listen carefully to arrive at the best compromise.
- Changing the EQ changes the level. Always consider re-adjusting the level after your EQ.
- If you add a lot of EQ boost, you may run into clipping and distortion. Reduce the channel’s gain to eliminate this.
- If you use EQ to reduce feedback in live work, take care not to take too much level out over too wide a range of important frequencies, particularly the vocal ‘presence’ range around 3 kHz.
- If your mixing console has an EQ Off button, use it frequently to check that you really are improving the sound.

IMPORTANT FREQUENCIES TO REMEMBER

- Human Hearing Range (20 Hz to 20 kHz)
- Cymbals (8 kHz to 16 kHz)
- Sibilance (8 kHz to 11 kHz)
- Piano Clarity (10 kHz)
- Drum stick attacks (5 kHz)
- Acoustic Guitar Clarity (2.5 kHz to 5 kHz)
- Vocal Presence (2 kHz to 4 kHz)
- Distorted Guitar (2.5 kHz)
- Bass Guitar Punch (800 Hz)
- Bass Guitar (350 Hz to 400 Hz)
- Acoustic Guitar’s Fat End (240 Hz)
- Kick Drum (80 Hz)