Musician
- ON A MISSION -

# EQ CHEAT SHEET

## Frequency spectrum

| Frequency Range | Description |
|---|---|
| 20Hz-60Hz | Sub-bass |
| 60Hz-200Hz | Bass |
| 200Hz-600Hz | Lower mids |
| 600Hz-3kHz | Mids |
| 3kHz-8kHz | Upper mids |
| 8kHz-20kHz | Highs |

| Description | Frequency Range |
|---|---|
| Rumble | 25Hz – 40Hz |
| Bottom | 60Hz – 90Hz |
| Boom/Punch | 100Hz – 170Hz |
| Warmth | 130Hz – 220Hz |
| Fullness/Mud | 250Hz – 450Hz |
| Honk | 450Hz – 1kHz |
| Tinny | 1kHz – 2kHz |
| Crunch | 2kHz – 4kHz |
| Edginess/Brittleness | 3.5kHz – 6kHz |
| Sibilance (in voice) | 4kHz – 10kHz |
| Definition | 6kHz – 10kHz |
| Piercing | 8kHz – 12.5kHz |
| Air | 15kHz – 20kHz |

IMPORTANT: Don’t use these charts when you’re mixing, or try to avoid it.

They are just there to give you an idea of how different frequencies sound.

Every now and then it’s okay, but don’t become reliant on them. Instead, use your ears and sweep around with the EQ when mixing if you can’t find the range you are looking for.

# 4 Key Approaches

1. Remove nasty elements
    a. Narrow cuts to remove room resonances
    b. High pass filter (only if needed) to remove low end noise
    c. Do this in solo as part of the preparation phase
2. Enhance pleasing elements
    a. Wider cuts and boosts to shape the tone
    b. Be bold if necessary - but only if you know what you are doing
3. Make things sound different
    a. For example, filtering all the lows and highs to create the 'telephone' sound on vocals
4. Create space in the mix using range allocation
    a. Don't boost two different channels in the same frequency range
    b. Instead, carve out space for important parts e.g. vocals or lead guitar

# 10 Essential Tips to Try Today

1. Have an intention
2. Don't rely on EQ alone, especially to shape tone
3. Prioritize cuts, but still use boosts
4. Avoid applying EQ in solo
5. Small changes soon add up
6. Be more subtle with stock parametric EQs
7. Don't obsess over plugin order
8. Get it right in the recording phase
9. Create instant clarity by removing muddiness (200-500Hz)
10. Mix in mono