

Some crucial EQ bands and what they sound like:

50-60 Hz

- Thump in a kick drum
- Boom in a bassline
- Essential in dub, dubstep and reggae !
- Too much and you'll have flapping speakers and a flabby mix
- Too little, and the mix will never have enough weight or depth

100-200 Hz

- This EQ band adds punch in a snare
- Gives richness or "bloom" to almost anything
- Too much makes things boomy or woolly
- Too little sounds thin and cold

200-500 Hz

- Crucial for warmth and weight in guitars, piano and vocals
- Too much makes things sound muddy or congested
- Too little makes them thin and weak

500-1000 Hz

- One of the trickiest areas
- Gives body and tone to many instruments
- Too much sounds hollow, nasal or honky
- Too little sounds thin and harsh

2 kHz

- Gives edge and bite to guitars and vocals
- Adds aggression and clarity
- Too much is painful!
- Too little will sound soft or muted

5-10 kHz

- Adds clarity, open-ness and life
- Important for the top end of drums, especially snare
- Too much sounds gritty or scratchy
- Too little will lack presence and energy

16 kHz

- Can add air, space or sparkle
- Almost too high to hear
- Too much will sound artificial, hyped or fizzy
- Too little will sound dull and stifled