

EQ FREQUENCY SPECTRUM

20 HZ - 60 HZ SUB BASS

- Can be felt and perceived more than actually heard.
- Projects a sense of power.
- Too much is muddy.
- Humans can't hear anything below 20Hz.

60 HZ - 250 HZ BASS

- Contains fundamental notes of rhythm section.
- Increase for a fatter sound.
- Decrease to make the sound thinner.
- Too much of this range can sound boomy.

250 HZ - 2 KHZ MIDRANGE

- Contains the low order harmonics of most instruments.
- Too much 500k - 1kHz can be honking.
- Too much 1kHz - 2kHz can make sound tinny and/or thin.

2 KHZ - 6 KHZ HIGH MIDRANGE

2kHz - 4kHz:

- Range of attack in most percussive instruments.
- Vocal recognition.
- Definition in hard consonants.
- Too much can cause listener fatigue.

4kHz - 6kHz:

- Clarity and definition.
- Boost to bring forward on the mix.
- Cut to reduce sibilance/hissing.

6 KHZ - 20 KHZ HIGH FREQUENCIES

- Brightness / crispness
- Not enough is dull or flat.
- Too much 6kHz - 8kHz makes the sound sibilant and "hissing".
- Too much 8kHz - 16kHz can make sound brittle, lack fullness.
- Sensed more than heard above 16kHz.