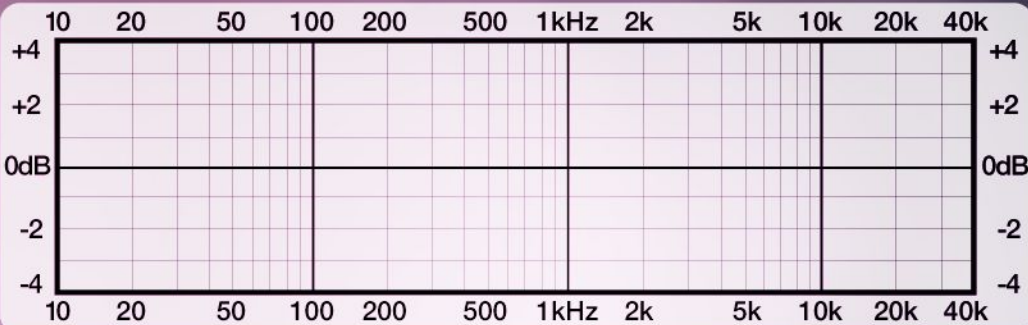


YOUR GUIDE TO FREQUENCY

KICK DRUM

Any apparent muddiness can be rolled off around 300Hz. Try a small boost around 5-7kHz to add some high end.

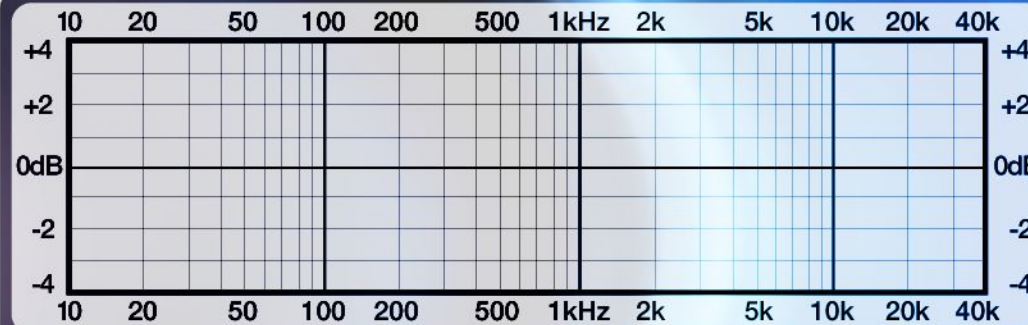
50-100Hz Adds bottom to the sound	100-250Hz Adds roundness	250-800Hz Muddiness area	5-8kHz Adds high end	8-12kHz Adds hiss
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SNARE

Try a small boost around 60-120Hz if the sound is a little too wimpy. Try boosting around 6kHz for that 'snappy' sound.

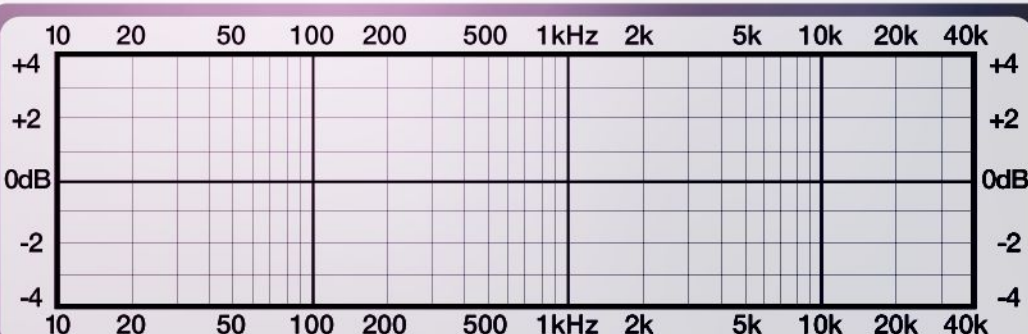
100-250Hz Fills out the sound	6-8kHz Adds presence
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HI HATS OR CYMBALS

Any apparent muddiness can be rolled off around 300Hz. To add some brightness try a small boost around 3kHz.

250-800Hz Muddiness area	1-6kHz Adds presence	6-8kHz Adds clarity	8-12kHz Adds brightness
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BASS

Try boosting around 60Hz to add more body. Any apparent muddiness can be rolled off around 300Hz. If more presence is needed, boost around 6kHz.

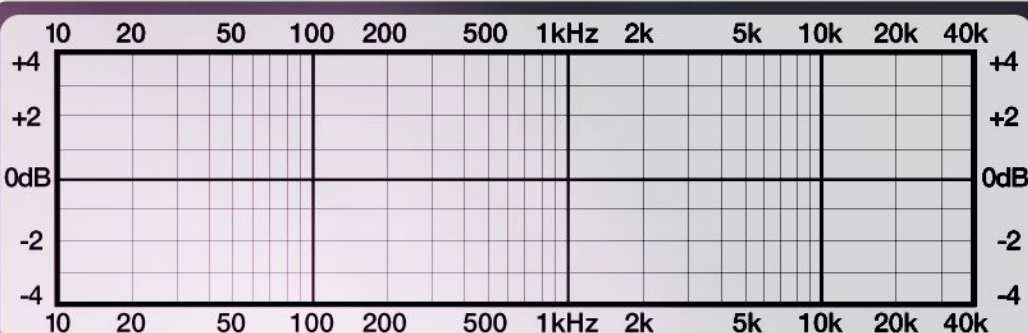
50-100Hz Adds bottom end	100-250Hz Adds roundness	250-800Hz Muddiness area	800-1kHz Adds beef to small speakers	6-8kHz Adds high end	8-12kHz Adds hiss
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VOCALS

This is a difficult one, as it depends on the mic used to record the vocal. However... apply either cut or boost around 300Hz, apply a very small boost around 6kHz to add some clarity.

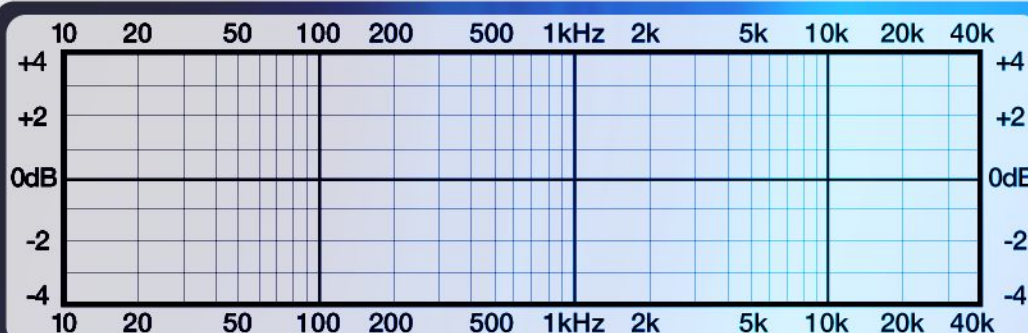
100-250Hz Adds up-frontness	250-800Hz Muddiness area	1-6kHz Adds presence	6-8kHz Adds sibilance and clarity	8-12kHz Adds brightness
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PIANO

Any apparent muddiness can be rolled off around 300Hz. Apply a very small boost around 6kHz to add some clarity.

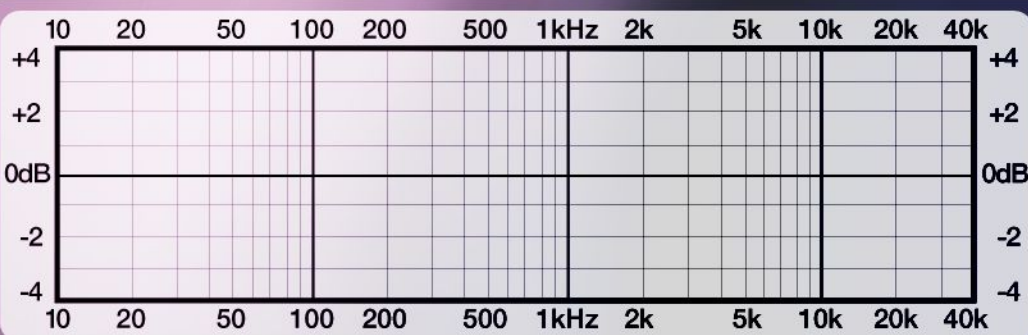
50-100Hz Adds bottom	100-250Hz Adds up-frontness	250-1kHz Muddiness area	1-6kHz Adds presence	6-8kHz Adds clarity	8-12kHz Adds hiss
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ELECTRIC GUITAR

Again this depends on the mix and the recording. Apply either cut or boost around 300Hz, depending on the song and sound. Try boosting around 3kHz to add some edge to the sound, or cut to add some transparency. Try boosting around 6kHz to add presence. Try boosting around 10kHz to add brightness.

100-250Hz Adds body	250-800Hz Muddiness area	1-6kHz Cuts through the mix	6-8kHz Adds clarity	8-12kHz Adds hiss
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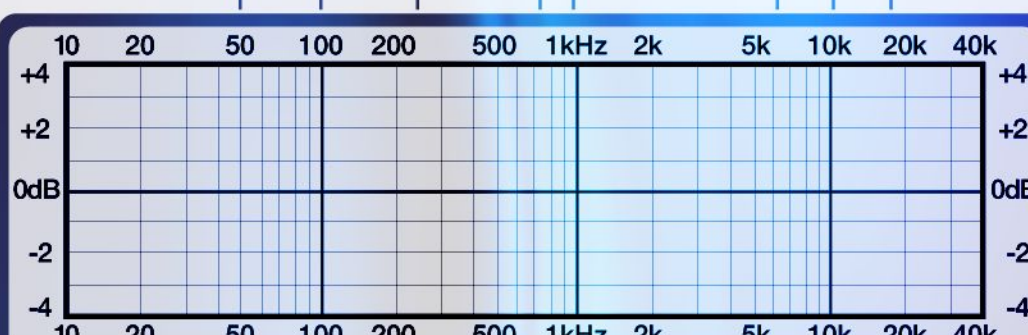


100-250Hz Adds body	6-8kHz Adds clarity	8-12kHz Adds brightness
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STRINGS

These depend entirely on the mix and the sound used.

50-100Hz Adds bottom end	100-250Hz Adds body	250-800Hz Muddiness area	1-6kHz Sounds crunchy	6-8kHz Adds clarity	8-12kHz Adds brightness
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ACOUSTIC GUITAR

Any apparent muddiness can be rolled off between 100-300Hz. Apply small amounts of cut around 1-3kHz to push the image higher. Apply small amounts of boost around 5kHz to add some presence.