

Page A

Instrument	Drums	Bass	Elec gtr	Acc gtr	Keybds	Vocal	Other	Overall Mix
Frequency								
50hz	bass drums, floor toms	boom in bass				get rid of pops, not useful range		mains hum 50-60
70-100hz	prime "sub" range; punchiness of kick	prime "sub" range; punchiness	cabinet boom below 80hz			roll off range		
100hz	harder bass sound; fullness to snare, toms	harder bass sound	fullness; boom - reduce here for clarity	fullness; boom - reduce here for clarity	warmth to piano, esp bass notes	boomy around 150hz	harder bass sound in lowest frequency instr; warmth to horns	
200hz	fullness to snare, harder; gong sound of cymbals		fullness, harder sound; boxiness; warmth 125-200hz	fullness, harder sound		fullness; reduce for muddiness	reduce for muddiness of mid-range instr	
200-400hz	woodiness of snare; cut to thin out cymbals and hi percussn; flab of kick drum		boost to fill out	boost to fill out; watch out for muddy or boomy	warm up many pad sounds by increase here; piano boomy here	warm up or remove mud		
400hz	cardboard sound of toms and kick; reduce ambience of cymbals	increase to add clarity, esp @ low vol						
400-800hz	boxiness of toms; roll off below 600 for hihat clarity	clarity of tone, bite	thicken/thin out	thicken/thin out				reduce to tighten up overall bass sound
800hz		clarity and punch	reduce to remove cheap sound	reduce to remove cheap sound				
800-1khz	knocky sound of bass drum					thicken, esp around 1khz; may also be nasal here		
1.5khz		clarity and pluck	reduce to remove dullness; increase to add edge; can be harsh or nasal	reduce to remove dullness; increase to add edge; can be nasal				
1-3khz	clanginess of percussion and cymbals	pluck, clarity, edge	increase to add edge; cut to let vocals through	increase to add edge; cut to let vocals through	add edge to kbd	cut upper to smooth out, boost for edge	brass and strings become honky or nasal, cut=sweeten	

3khz		pluck	attack; cut to disguise out of tuneness	attack; cut to disguise out of tuneness	attack on low piano	clarity/hardness; cut to disguise out of tuneness	reduce for softness, breathiness of bkup vox	
5khz	attack of kick and toms	finger sound	brightness; reduce to soften thin gtr or to let vox through	attack; reduce to soften thin gtr or to let vocals through	attack on piano	increase for presence		reduce to make bkgnd parts more distant
3-6khz	definition of kick drum, bite of snare	plucky finger sound; definition	brightness; 6k gtr distortion			6k clarity of vocals; may be sibilant		cut to soften or dull many sounds
7khz	metallic" attack of kick, toms; attack of percussn in general	finger sound on acoustic bass	sharpness of sound	sharpness of sound; zingy at 5-7khz	sharpness of sound on synth and piano	increase to brighten a dull sounding singer; beginning of sibilance	edge to strings; add sizzle to brass and strings	
6-10khz	ring of snare; top edge of bass drum; percussion and cymbals benefit from boost			crispness; sparkle	edge to synth	boost to sweeten; higher range of freq adds air/breath		
10khz	hardness or sizzle of cymbals			light brightness	light brightness to piano	brighten; sibilance		
10-16khz	zing to cymbals + other percussion		add air to clean gtr	add air to clean gtr	sparkle on pad sounds	breathy; airy		reduce to cut noise from "duller" sounds
15khz	brighten cymbals				increase to make sampled synth more real; air to piano	brightness, breath	brighten strings and flutes	

Last Modified By: Chris Tondreau

Last Modified On: Monday, May 26, 2003 22:48:45