

CHEATSHEET

HARDCORE

MIXING

Quick reference for EQ and Compression settings

TRACK	EQ BOOST	EQ CUT	COMPRESS
KICK	Between 50-70 HZ for low-end 2.5-4.5khz for slap 8khz for click & attack	150-350hz for mud 700-900hz for boxiness or "basketball" sound	Slow Attack Fast Release
SNARE	200hz for low end 2.5khz for midrange attack 8khz for crack/snap	500-700hz for boxiness	Slow attack Fast Release
TOMS	120-200hz for low end (rack tom) 70-90hz for low end (floor tom) 4.5khz for attack 8khz for attack	150-300 for mud 700-900 for boxy or 'basketball' sound	Slow Attack Fast Release
OVERHEADS	12khz shelf for high-end sheen	HPF 200hz or higher 400-700hz for boxiness and reduce kit sound	Slow to medium attack Medium to Fast release
ROOMS	80hz for low end 5-8khz for presense	150-350hz for mud 8khz and above for harshness	Fast Attack Fast Release Compress hard to bring out ambience
BASS	50-80hz for sub/low-end 1khz for attitude & cut in the mix 2-2.5khz for string noise and presence	350-700 for boxiness LPF above 4k	Medium attack Medium release
UITARS (Heavy / Distorted)	1.5khz to cut through the mix 2.5khz for extra aggression 5-8khz for brightness	HPF below 90-120hz LPF above 10-12khz 250-350hz for mud	Medium attack Medium release
UITARS (Clean)	1-2.5k to cut through 8-12khz for brightness	250-600hz for mud or boxiness	Medium attack Medium release
VOCALS (SCREAM)	1-2.5khz to get up-front 8khz for aggressive brightness 12-14khz shelf for air		Fast to Medium Attack Fast Release COMPRESS HARD Slower attack = harder consonants
VOCALS (SING)	1-2.5khz to get up-front 8khz for aggressive brightness 12-14khz shelf for air		Fast to Medium Attack Fast Release COMPRESS HARD Slower attack = harder consonants

EQ Quick Tips

- Start with these frequencies and sweep up or down to find the sweet spot for each track
- Find harsh frequencies by boosting and sweeping, then cut
- Boost as much as you need to get the job done
- Use your ears - don't EQ if it doesn't need it!
- Don't over-eq distorted guitars. 3-4db boosts or cuts max.
- In general, cut narrow and boost wide.
- Try EQing in mono to more easily hear where tracks are fighting.

COMPRESSION Quick Tips

- Slower attack speeds emphasize attack (great for drums)
- Faster attack speeds can soften transients and bring out ambience
- Higher ratios = more obvious compression (good for intensity)
- Lower ratios are more transparent
- Not just for level control - use compression to shape the transients (read: hardness or softness) of an instrument and enhance its character.
- Don't focus too much on the meter - use your ears!