



MIXINGCHEATSHEET

QUICK REFERENCE FOR EQ AND COMPRESSION SETTINGS

TRACK	EQ BOOST	EQ CUT	COMPRESS
KICK	Between 50-70hz 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	8khz for crack/snap 2.5khz for midrange attack 200hz for low end	500-700hz for boxiness	Slow Attack Fast Release
TOMS	120-200hz for low end (rack tom) 70-90hz for low end oor tom) 4.5khz for attack 8khz for attack	150-300hz for mud 700-900hz 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	Medium-fast Attack 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 “grind” and presence	350-700hz for boxiness LPF at 4khz	Medium Attack Medium-fast Release
GUITARS (Heavy/Distorted)	1.5khz to cut through the mix 2.5khz for extra aggression 5-8khz for brightness	HPF at 90-120hz LPF at 9-12khz 250-350hz for mud	Medium Attack Medium-Fast Release
GUITARS (Clean)	1-2.5k to cut through 8-12khz for brightness	250-600hz for mud or boxiness	Medium Attack Medium Release
LEAD VOCAL (Sing or Scream)	8khz for aggressive brightness 4.5khz for definition 1-2.5khz to get up-front	200hz Low-Shelf for mud/woof	Fast to Medium Attack Fast Release COMPRESS HARD Slower Attack = harder consonants
BACKGROUND VOCALS	12khz for air / brightness 3-4.5khz for definition 800hz for fullness	1-2.5khz to make space for Lead Vocal 200hz Low-Shelf for mud / woof	Fast Attack Fast Release

EQ Quick Tips

- Start with these frequencies and move up or down to find the sweet spot for each track
- Try boosting to enhance before cutting to fix
- Boost as much as you need to get the job done
- In general, cut narrow and boost wide.
- Try EQing in mono to more easily hear where tracks are fighting
- Use your ears - don't EQ if it doesn't need it

COMPRESSION Quick Tips

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