

EQ for Instruments

Recording, Engineering, and Mixing

Kick Drum

- Cut @ 200-350 hz
- Boost @ 1500 hz “snap”
- Find and cut unpleasant frequencies

Snare

- High pass filter
- Low pass filter 10,000 hz
- Boost @ 2,000-3,000 hz
- Cut @ 300-400 hz

Acoustic guitar, vocals, acoustic instruments

- High pass filter
- Drop 200-300 hz a couple db (vary between instruments)
- Boost 800-1500 hz, 5000 hz (vary between instruments)

Electric guitars, “thick” synths, organ, electric piano

- High pass filter
- Boost 200-600 hz (vary)
- High shelf drop @ 5,000-8,000 hz

OH's

- Highpass @ 800-1000 hz
- High shelf raise @ 2000-3000 hz