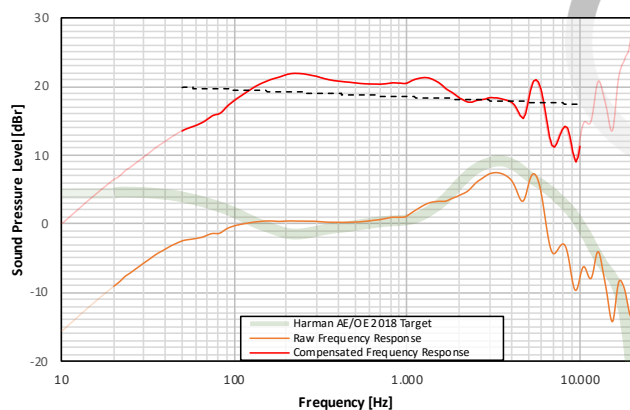
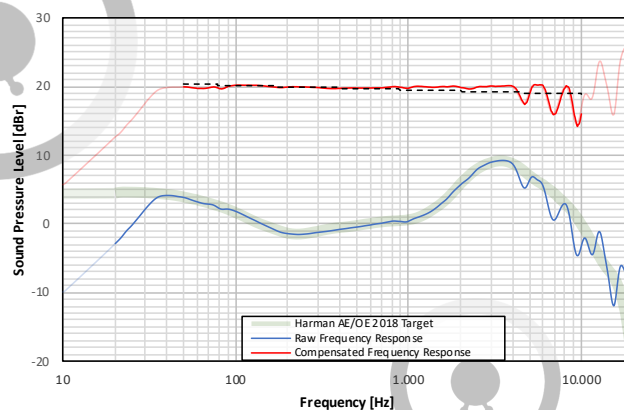
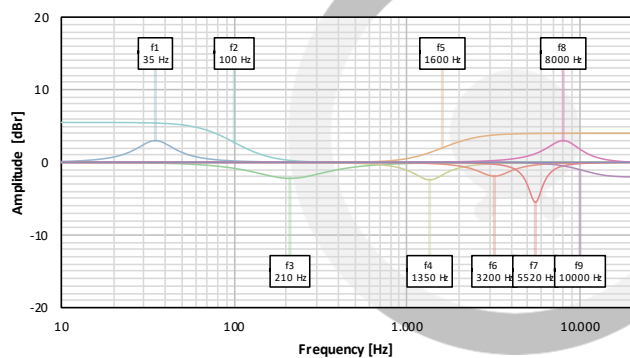
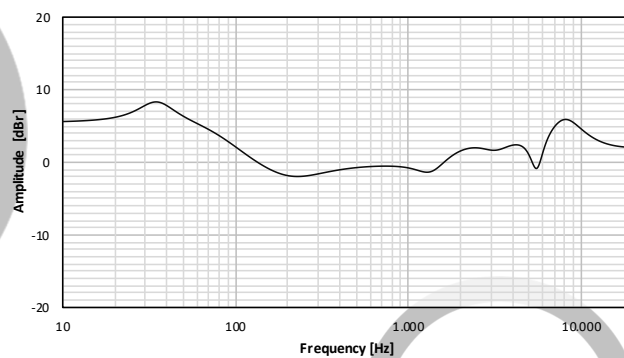
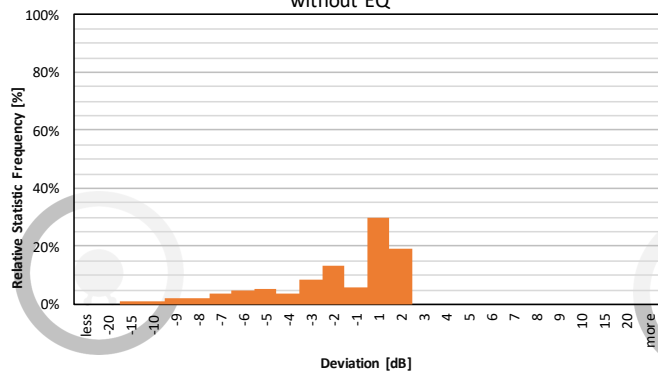
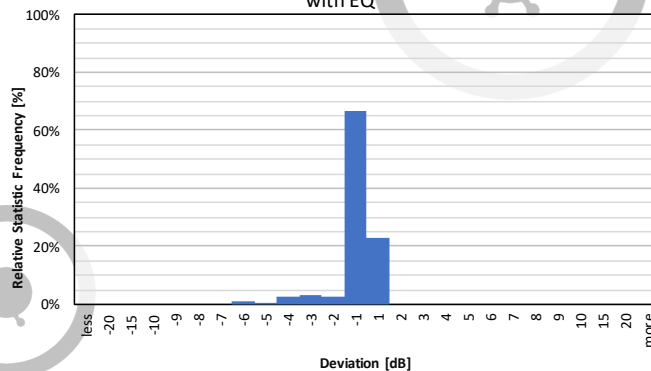


SPL Frequency Response
without EQSPL Frequency Response
with EQEQ Curve
Individual FiltersEQ Curve
totalError Curve Histogram
without EQError Curve Histogram
with EQ

Filter Settings					
Band	Filter Type	Frequency	Gain	Q-Factor	BW
Band 1	PEAK	35 Hz	3,0 dB	1,5	0,94
Band 2	LOW_SHELF	100 Hz	5,5 dB	0,71	1,89
Band 3	PEAK	210 Hz	-2,2 dB	0,8	1,7
Band 4	PEAK	1350 Hz	-2,4 dB	1,8	0,79
Band 5	HIGH_SHELF	1600 Hz	4,0 dB	0,71	1,89
Band 6	PEAK	3200 Hz	-1,9 dB	1,7	0,84
Band 7	PEAK	5520 Hz	-5,5 dB	3,8	0,38
Band 8	PEAK	8000 Hz	3,0 dB	1,4	1,01
Band 9	HIGH_SHELF	10000 Hz	-2,0 dB	0,71	1,89
Band 10					

Preamp gain:	
-	-8,4 dB
Deviation from Target	
Before EQ	2,47 dB
After EQ	0,42 dB
Preference Rating*	
Before EQ	70/100
After EQ	98/100

Adjust gain of band 1 to preference (subbass)
 Adjust gain of band 2 to preference (bass)
 Adjust gain of band 3 to preference (warmth/muddiness)
 Adjust gain of band 4 to preference (midrange accuracy / shoutiness)
 Adjust gain of band 5 to preference (treble)
 Adjust gain of band 8 to preference (sibilance/detail)
 Adjust gain of band 9 to preference (airiness)

*preference rating prediction based on:

- [1] S. Olive et al: "A Statistical Model That Predicts Listeners' Preference Ratings of In-Ear Headphones: Part 1" (2017)
 [2] S. Olive et al: "A Statistical Model That Predicts Listeners' Preference Ratings of In-Ear Headphones: Part 2" (2017)
 [3] S. Olive et al: "A Statistical Model That Predicts Listeners' Preference Ratings of Around-Ear and On-Ear Headphones" (2018)

The normalized preference ratings are used, where zero deviation from target equals a preference rating of 100