

## General Pop Tracks

Most tracks can benefit from a low-cut at somewhere between 80 Hz and 200 Hz  
The tracks that don't need low cut are the bass and kick drum, or any low-frequency instrument.

Where to start with compression? Set attack and release to midway. Shorten the attack to control, lengthen attack to make it more naturally musical.

## Voice EQ for lead voice

Too mellow? Try -5dB at 80Hz -8dB at 1kHz  
+3dB at 10kHz

Intelligibility? +1750 – 2500 Hz & +5500

Esses: Sweet 4k Sugar 6k

## EQ for Background Vocals:

120Hz high-pass.

## Compression for Vocals:

Starting point: medium attack and release.

4-6 dB of gain reduction,

The threshold frequency depends:

Lower threshold for overall energy raising.

Higher for controlling louder passages.

For a jazz type or natural "transparent" vocal:

Threshold: high enough to limit gain reduction to 3 dB or so.

Ratio: low, in the 2:1 to 4:1 range

Attack: fast. Release: medium

## Reverb on Voice

The reverb should be long enough to extend the notes, but not so long as to smear the last note into the next one.

## Bass

- EQ for bass: cut below 40Hz  
Cut at 300-350Hz to "tighten"  
Boost at 700-1K to define the notes

- Compression for bass  
Start with 2:1 ration ratio, can go higher  
Gain reduction -3 to 4dB may be enough  
Attack? 10-15 ms. Release? Medium

Usually put the compression in before the EQ

## Electric Guitar

- EQ for guitar  
Too edgy? -3dB at 2k  
Too bright? +200 Hz and +450Hz  
Compression? 4:1 up to 8:1 especially for solos

## Acoustic Guitar

EQ often can use a shelf +2 DB at between 2K Hz and 5K

Compression: attack: slow. Ratio: medium.

Look for -3 to -8 dB gain reduction

(Mic choice and *placement* always work better to change the tonal balance on acoustic guitars, than EQ.)

## Drums EQ

Overhead mic tracks, as well as the snare, and hi-hat tracks, can often use hi-pass at somewhere between 100 Hz and 200 Hz

Add 100Hz for added snare pop.

Sometimes cut snare around 500Hz to make it more crisp.

Cut 450Hz on kick drum to tighten, add 1K (or 2K?)

Classic kick drum EQ: +60 Hz -200 Hz and +5500 Hz for the "click" part of the kick sound.

Hi pass kick at 60 Hz. There is nothing useable below that anyway.

Cymbal trashiness? Cut at 2K Hz

- Sometimes overheads and kick alone are best.

## Percussion (tambourine, etc)

- use peak meters. Don't let them get near full scale because peaks are hot and quick.
- Better to adjust EQ in the mix, not soloed.

## Delays (both pre-delay in reverb and echos)

40-60ms for 50s slap back  
predelay 70ms + reverb = large room

## EQing Reverbs

Create three reverbs, L + R  
and a center that is long, bright, and quieter

To make Make drums stick out: *brighten*

Make drums fit in, to fill in a space:

*Roll off reverb low end on busy mixes*

*Add low end on stark passages*