

General Pop Music 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. To control, shorten the attack. Lengthen attack to make it musical.

Voice EQ for lead voice

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

Intelligibility? +1750 – 2500 Hz & +5500 Hz

Warmth and chesty-ness? 125-250 Hz

Esses: Sweet 4k, Sugar 6k Hz

Usually panned in center.

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: high-pass (cut) below 40Hz
Cut at 300-350Hz to "tighten"
Boost at 700-1K for clarity

• 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
Usually panned in center.

Electric Guitar

• EQ for guitar

Too edgy? -3dB at 2k Hz

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 Mics

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

Snare: Add 100Hz for added snare pop.

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

Kick Drum: Boost ≈70 Hz of low power

Cut ≈200-450Hz to tighten,

Add 2K - 6K for snap

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

Usually panned near center.

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)

40-60 ms for 50s slap back

Predelay 70ms + reverb = large room

EQing Reverbs

Often 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