



MIXING CHEATSHEET

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 (floor 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 presence | 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!