YOUR GUIDE TO FREQUENCY

**KICK DRUM**
Any apparent muddiness can be rolled off around 300Hz. Try a small boost around 5-7kHz to add some high end.

**5NARE**
Try a small boost around 60-120Hz if the sound is a little too wimpy. Try boosting around 6kHz for that ‘snappy’ sound.

**HI HATS OR CYMBALS**
Any apparent muddiness can be rolled off around 300Hz. To add some brightness try a small boost around 3kHz.

**BASS**
Try boosting around 60Hz to add more body. Any apparent muddiness can be rolled off around 300Hz. If more presence is needed, boost around 6KHz.

**VOCALS**
This is a difficult one, as it depends on the mic used to record the vocal. However... apply either cut or boost around 300Hz, apply a very small boost around 6kHz to add some clarity.

**PIANO**
Any apparent muddiness can be rolled off around 300Hz. Apply a very small boost around 6kHz to add some clarity.

**ELECTRIC GUITAR**
Again this depends on the mix and the recording. Apply either cut or boost around 300Hz, depending on the song and sound. Try boosting around 6kHz to add some edge to the sound, or cut to add some transparency. Try boosting around 10kHz to add brightness.

**ACOUSTIC GUITAR**
Any apparent muddiness can be rolled off between 100-300Hz. Apply small amounts of cut around 1-3kHz to push the image higher. Apply small amounts of boost around 5kHz to add some presence.

**STRINGS**
These depend entirely on the mix and the sound used.