

The Equalization Primer

(from <http://www.recordingeq.com>)

Boost (+) / Cut (-)	Frequency in Hz and KHz (K)	Increase (^) / Decrease (v)	Sound Characteristic Affected	Q Setting
Guitar				
Boost (+)	100	Increase (^)	Fullness	1
Cut (-)	100	Decrease (v)	Boom	1-1.4
Cut (-)	100	Increase (^)	Clarity	1-1.4
Boost (+)	200	Increase (^)	Fullness (harder)	1.4
Cut (-)	800	Decrease (v)	Cheap	1
Cut (-)	1.5K	Decrease (v)	Dullness	1
Boost (+)	3K	Increase (^)	Attack	1.4
Cut (-)	3K	Decrease (v)	Out of Tune	1
Boost (+)	5K	Increase (^)	Attack and Brightness	1.4
Cut (-)	5K	Decrease (v)	Thinness	1
Boost (+)	7K	Increase (^)	Sharpness	1-1.4
Boost (+)	10K	Increase (^)	Light Brightness	1
Bass Guitar				
Boost (+)	50	Increase (^)	Fullness	1.4
Cut (-)	50	Decrease (v)	Boom	shelf
Cut (-)	50	Increase (^)	Overtones and Recognition	shelf
Boost (+)	100	Increase (^)	Hardness	1-1.4
Boost (+)	400	Increase (^)	Clarity	1
Boost (+)	800	Increase (^)	Clarity and Punch	1.4
Boost (+)	1.5K	Increase (^)	Clarity and Pluck	1.4
Boost (+)	3K	Increase (^)	Pluck	1.4
Boost (+)	5K	Increase (^)	Finger Sound	1.4
Boost (+)	7K	Increase (^)	Finger Sound (Acoustic Bass)	1.4

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Male Vocal				
Boost (+)	200	Increase (^)	Fullness	.7-1
Cut (-)	200	Decrease (v)	Muddiness	1
Boost (+)	3K	Increase (^)	Clarity and Hardness	1
Cut (-)	3K	Decrease (v)	Out of Tune	1
Boost (+)	5K	Increase (^)	Presence	1
Boost (+)	7K	Decrease (v)	Dullness	1
Cut (-)	7K	Decrease (v)	"S" Sound (sweep freq from 7K - 8K to zero in)	2.8
Boost (+)	10K	Increase (^)	Brightness	1
Cut (-)	10K	Decrease (v)	"S" Sound	1.4
Boost (+)	15K	Increase (^)	Brightness and Breathiness	1
Background Vocals				
Cut (-)	3K	Increase (^)	Breathiness and Soft Sound	1
Cut (-)	5K	Increase (^)	Distance	1

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Piano				
Boost (+)	100	Increase (^)	Warmth	1
Boost (+)	3K	Increase (^)	Attack (lo parts)	1
Boost (+)	5K	Increase (^)	Attack	1.4
Boost (+)	7K	Increase (^)	Sharpness	1-1.4
Boost (+)	10K	Increase (^)	Light Brightness	1
Horns				
Boost (+)	100	Increase (^)	Warmth	1.4
Strings				
Boost (+)	15K	Increase (^)	Brightness	1
Synth				
Boost (+)	7K	Increase (^)	Sharpness	1-1.4
Boost (+)	15K	Increase (^)	Realness (of sampled sounds)	1.4-2.8
Flute				
Boost (+)	15K	Increase (^)	Brightness	1
Midrange Instruments				
Cut (-)	200	Decrease (v)	Muddiness	1

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Foot Drum				
Boost (+)	50	Increase (^)	Fullness	1.4
Boost (+)	100	Increase (^)	Hardness	1-1.4
Cut (-)	400	Decrease (v)	Cardboard Sound	1.4
Boost (+)	5K	Increase (^)	Attack (lo freq)	1.4-2.8
Boost (+)	7K	Increase (^)	Attack	1.4-2.8
Snare				
Boost (+)	100	Increase (^)	Fullness	1
Boost (+)	200	Increase (^)	Fullness (harder)	1.4
Boost (+)	3K	Increase (^)	Attack	1.4-2.8
Toms				
Boost (+)	50	Increase (^)	Fullness	1.4
Boost (+)	100	Increase (^)	Hardness	1-1.4
Cut (-)	400	Decrease (v)	Cardboard Sound	1.4
Boost (+)	5K	Increase (^)	Attack (lo freq)	1.4-2.8
Boost (+)	7K	Increase (^)	Attack (metallic sound)	1.4-2.8
Cymbals				
Cut (-)	200	Decrease (v)	Gong	1
Cut (-)	400	Decrease (v)	Ambience	.7-1 (or shelf at 320)
Boost (+)	10K	Increase (^)	Hardness	1.4
Boost (+)	15K	Increase (^)	Brightness	1
Percussion Instruments				
Boost (+)	7K	Increase (^)	Attack	1.4-2.8