

INSTRUMENT	MAGIC FREQUENCIES
Bass Guitar	Bottom at 50 – 80Hz; attack at 700Hz; snap at 2.5kHz
Kick Drum	Bottom at 80 – 100Hz; hollowness at 400Hz; point at 3 – 5kHz
Snare	Fatness at 120 – 240Hz; boing at 900Hz; crispness at 5kHz; snap at 10kHz
Toms	Fullness at 240 – 500Hz; attack at 5 – 7kHz
Floor Tom	Fullness at 80 – 120Hz; attack at 5kHz
Hi Hat and Cymbals	Clang at 200Hz; sparkle at 8 to 10kHz
Electric Guitar	Fullness at 240 – 500Hz; presence at 1.5 to 2.5kHz; reduce 1kHz for 4x12 cabinet sound
Acoustic Guitar	Fullness at 80Hz; body at 240Hz; presence at 2 – 5kHz
Organ	Fullness at 80Hz; body at 240Hz; presence at 2 – 5kHz
Piano	Fullness at 80Hz; presence at 2.5 – 5kHz; Honkey-tonk at 2.5kHz;
Horns	Fullness at 120 – 240Hz; piercing at 5kHz
Voice	Fullness at 120; boominess at 240Hz; presence at 5kHz; sibilance at 5kHz; air at 10 – 15kHz
Strings	Fullness at 240Hz; scratchiness at 7 – 10kHz
Conga	Ring at 200Hz; slap at 5kHz