

REMIX

Magic Frequencies

Range	Description	Effect
Sub-Bass 16 to 60Hz	Sense of power	Too much makes the music sound muddy
Bass 60 – 250 Hz	Contains fundamental notes of rhythm section; makes music fat or thin	Too much makes the music boomy
Low Mids 250 Hz to 2 kHz	Contains the low-order harmonics of most instruments	Boosting 500 to 1 kHz sounds hornlike; 1 to 2 kHz sounds tinny
High Mids 2 kHz to 4 kHz	Contains speech recognition sounds like <i>m, b</i> and <i>v</i>	Too much causes listener fatigue
Presence 4 kHz to 6 kHz	Responsible for clarity and definition of voices and instruments	Boosting makes music seem closer
Brilliance 6 kHz to 16 kHz	Controls brilliance and clarity	Too much causes vocal sibilance