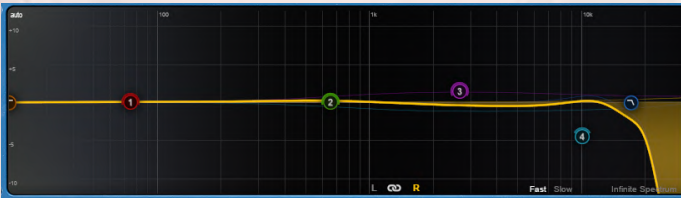


# Drums EQ and Compression Cheat Sheet

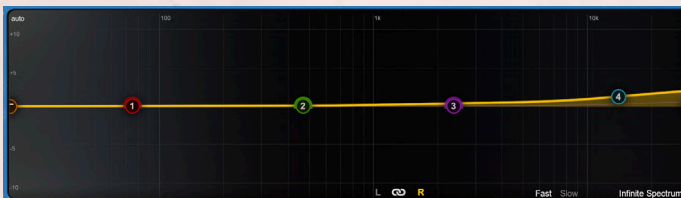
Build more power, achieve transient snap, or increase clarity with these ten initial processing tactics for drums. Remember to adjust exact settings based on the unique material at hand.

## Rein in hi-hats



Use a low pass filter to cut the fizziness of your hi-hats above roughly 17kHz depending on your source material, and add a bell circuit with a relatively low bandwidth to reduce the level of the transient information.

## Add air



Using a shelf circuit and a medium-high bandwidth, boost the frequencies above roughly 7kHz to add sparkle and air to your drum mix. Listen out for it on hi-hats, snares, claps, and congas and tom transients.

## Clean up mud



Using a bell circuit with high bandwidth, cut at approximately 250Hz to remove boxiness and mud from drums. Kicks, toms and the lows of snares may all benefit from a slight reduction in level here.

## Make snares fat



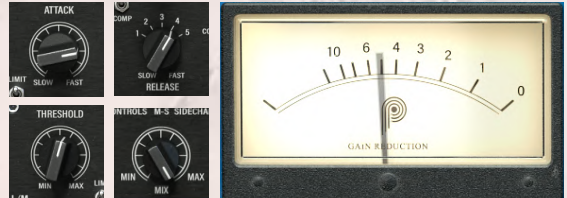
Use a lower mid bell to boost the body of the snare, and a high shelf to boost the high frequencies. You can also use another bell circuit to reduce ringing nearer the bottom of the frequency spectrum.

## Make kicks thump



Low-cut to remove the very lowest frequencies, then boost the main body of the kick with a low-bandwidth bell. Remove boxiness around 200Hz, then boost higher frequencies to emphasise transients.

## Glue drums together



**Attack:** Medium to Fast  
**Mix:** 80% to 90% Wet

**Release:** Fast  
**Gain Reduction:** -2dB to -4dB

## Bring out transients



**Attack:** Fast  
**Mix:** 50% to 60% Wet  
Increase look-behind time until you hear enough transient

**Release:** Fast  
**Gain Reduction:** -6dB to -9dB

## Apply aggressive compression



**Attack:** Fast  
**Mix:** 100% Wet  
Try using in parallel to retain original clarity and transients

**Release:** Fast  
**Gain Reduction:** -25dB to -30dB

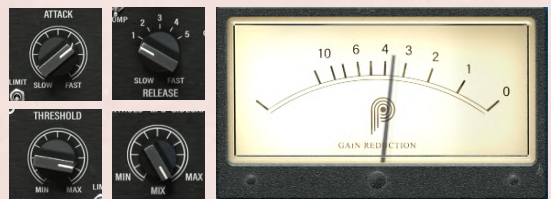
## Give your drums more punch



**Attack:** Medium to Fast  
**Mix:** 50% to 60% Wet  
Add some saturation for more warmth and character

**Release:** Fast  
**Gain Reduction:** -9dB to -12dB

## Smooth out drums



**Attack:** Medium to Fast  
**Mix:** 100% Wet

**Release:** Slow  
**Gain Reduction:** -2dB to -5dB