

EQ

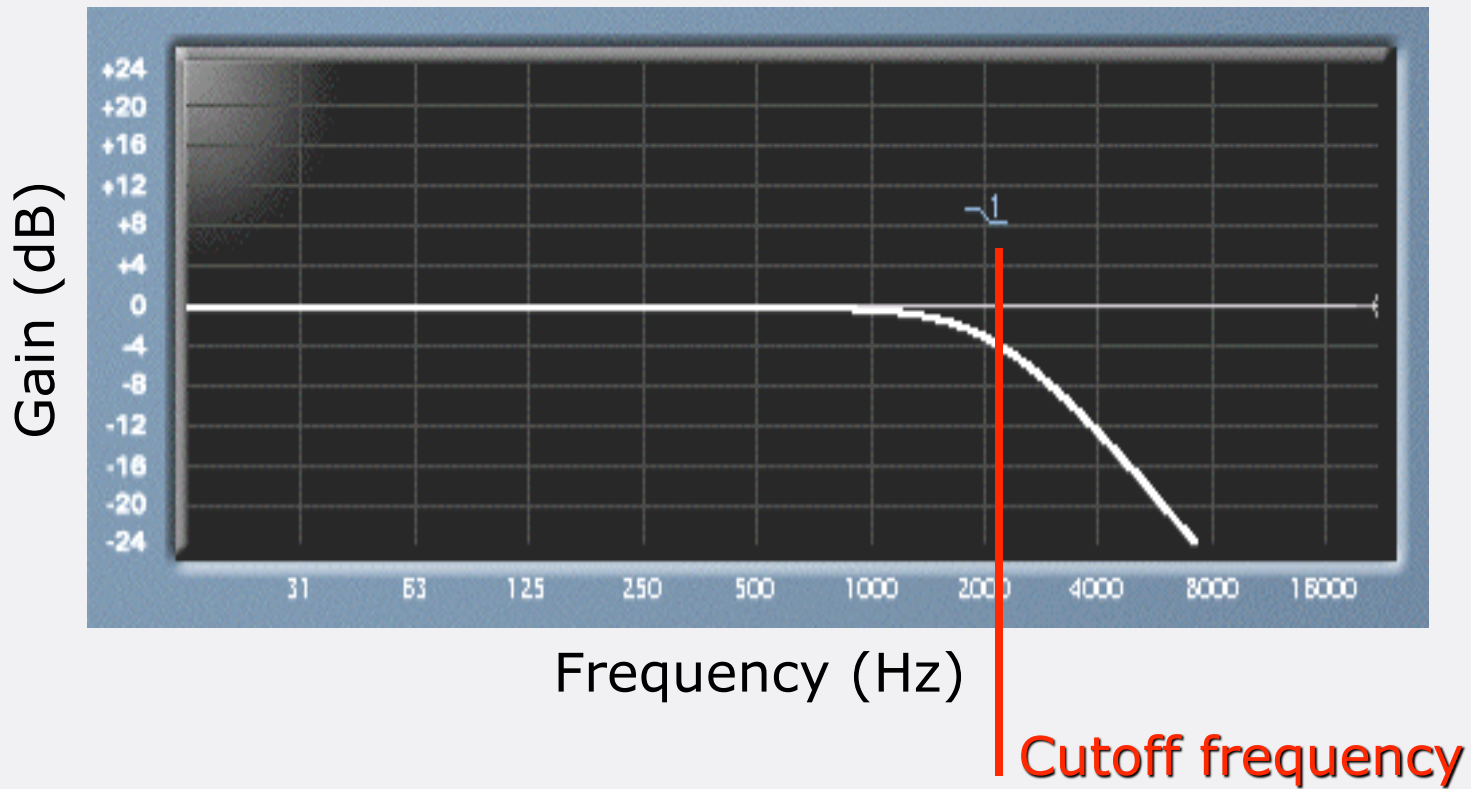
EQ (equalization) modifies **spectrum** of a sound

EQ types:

- Low pass - attenuate highs, pass lows unchanged
- High pass - attenuate lows, pass highs
- Low shelf - boost or cut lows
- High shelf - boost or cut highs
- Peak / notch - boost or cut region in the middle

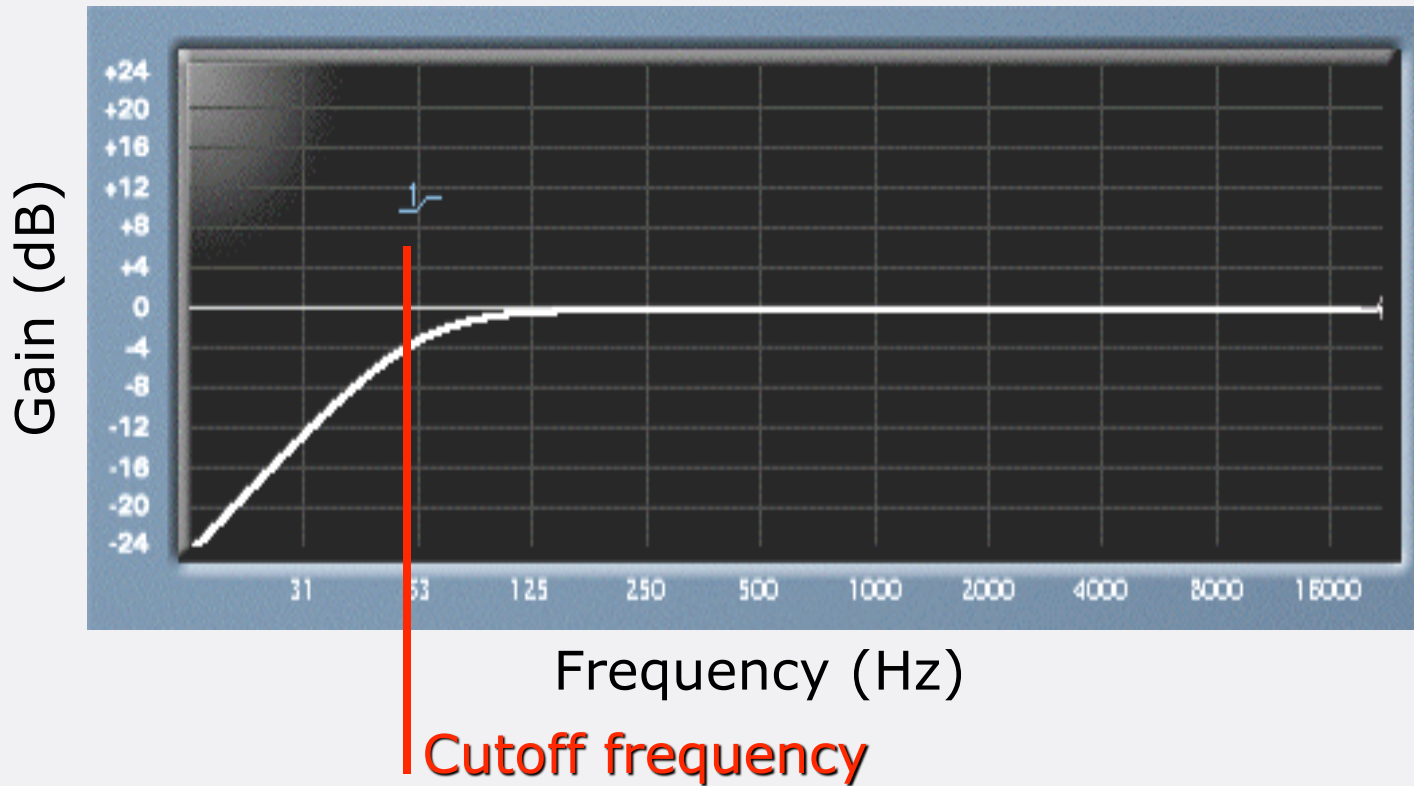
EQ

Low pass - let the low frequencies pass



EQ

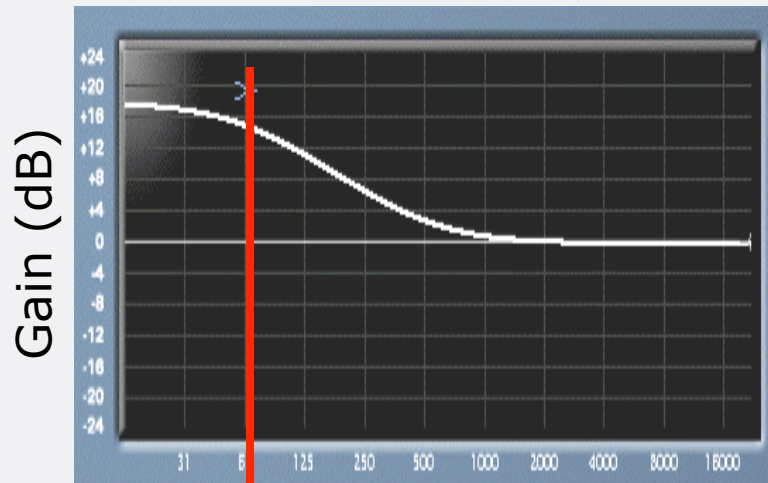
High pass - let the high frequencies pass



EQ

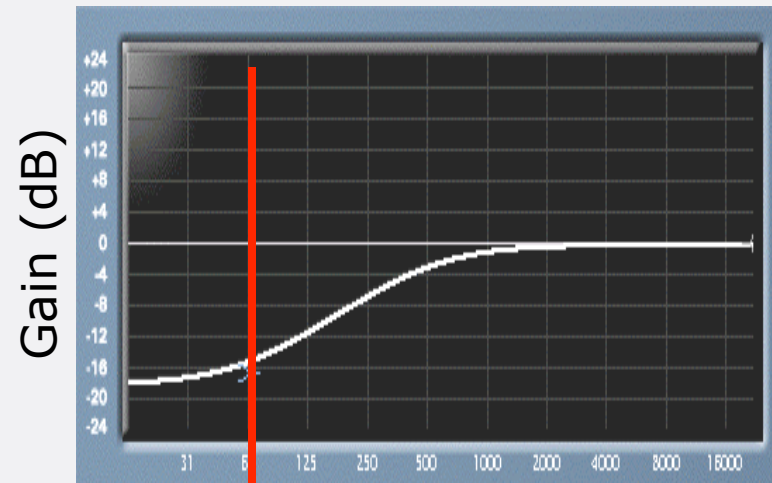
Low shelf - boost or cut low frequencies

Boost



Cutoff frequency

Cut

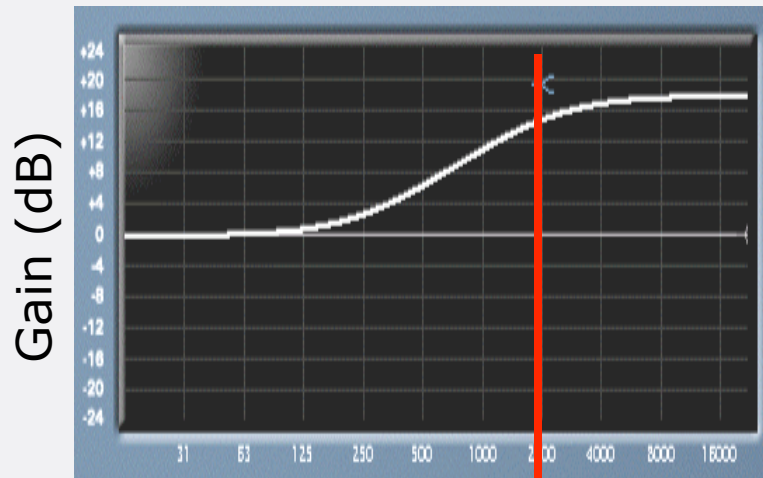


Cutoff frequency

EQ

High shelf - boost or cut high frequencies

Boost



Cutoff frequency

Cut

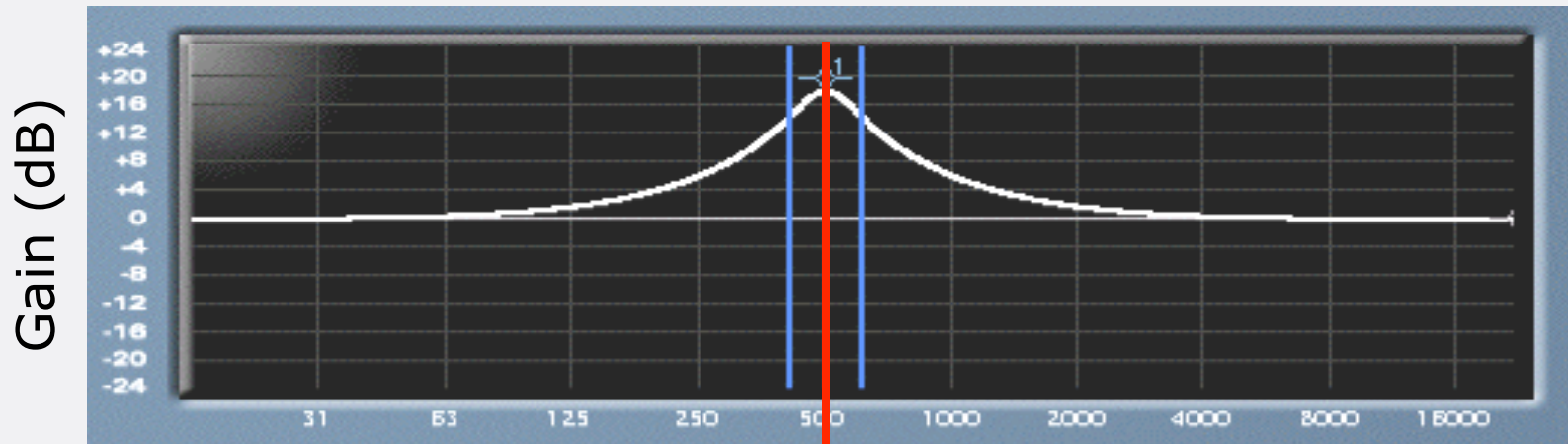


Cutoff frequency

EQ

Peak / notch - boost or cut middle frequencies

Boost



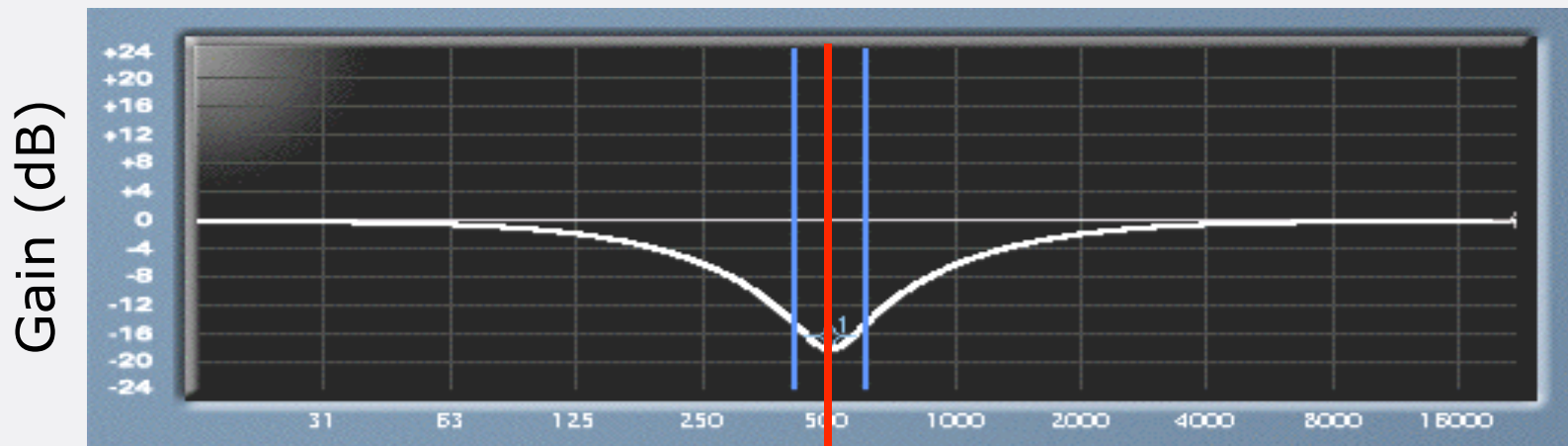
Bandwidth (octaves)

Center frequency

EQ

Peak / notch - boost or cut middle frequencies

Cut



Bandwidth (octaves)

Center frequency