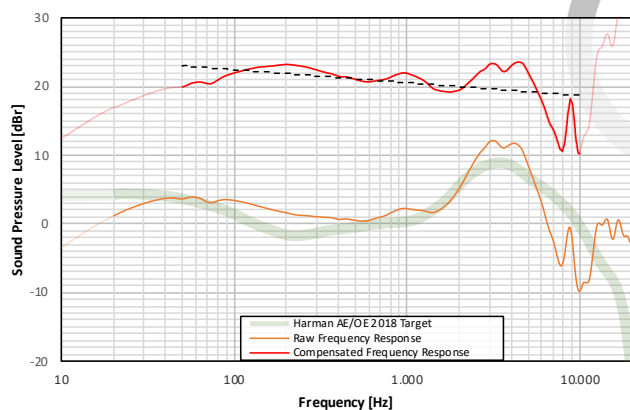
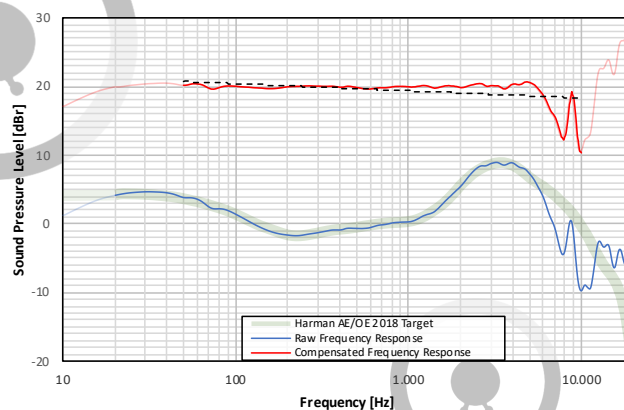
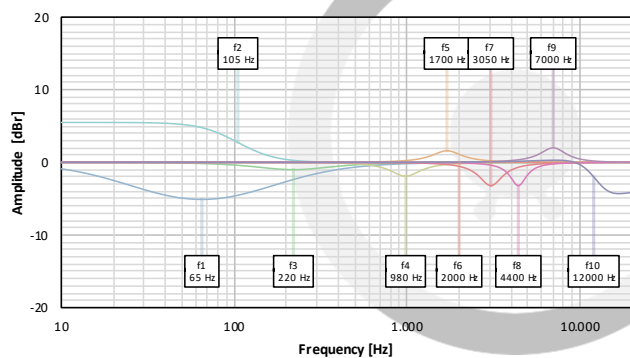
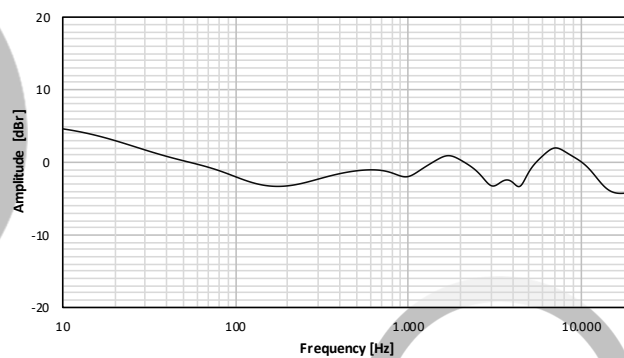
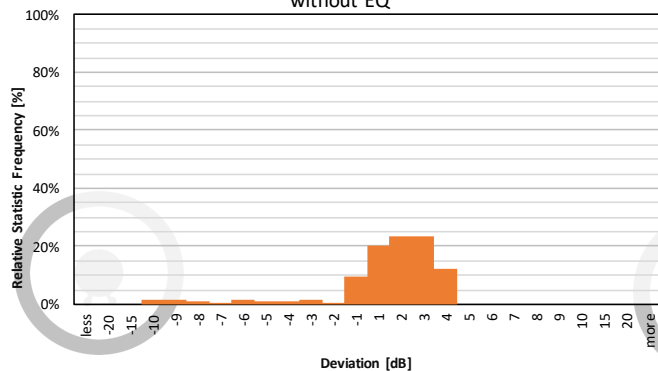
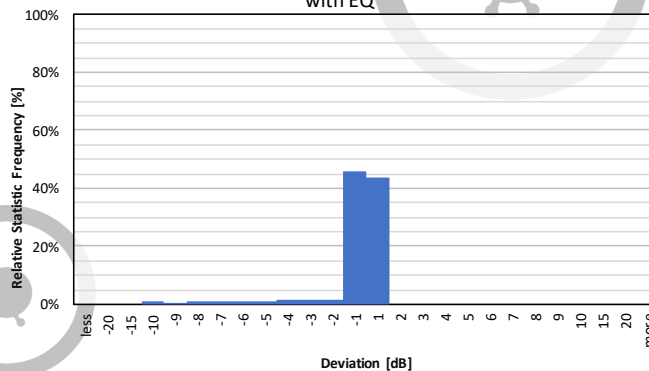


SPL Frequency Response
without EQSPL Frequency Response
with EQEQ Curve
Individual FiltersEQ Curve
totalError Curve Histogram
without EQError Curve Histogram
with EQ

Filter Settings					
Band	Filter Type	Frequency	Gain	Q-Factor	BW
Band 1	PEAK	65 Hz	-5,1 dB	0,35	3,33
Band 2	LOW_SHELF	105 Hz	5,5 dB	0,71	1,89
Band 3	PEAK	220 Hz	-1,0 dB	0,75	1,8
Band 4	PEAK	980 Hz	-1,9 dB	2,0	0,71
Band 5	PEAK	1700 Hz	1,6 dB	2,0	0,71
Band 6	HIGH_SHELF	2000 Hz	0,0 dB	0,35	3,33
Band 7	PEAK	3050 Hz	-3,2 dB	2,5	0,57
Band 8	PEAK	4400 Hz	-3,2 dB	3,5	0,41
Band 9	PEAK	7000 Hz	2,0 dB	2,0	0,71
Band 10	HIGH_SHELF	12000 Hz	-4,0 dB	1,0	1,39

Preamp gain:	
	-4,7 dB
Deviation from Target	
Before EQ	After EQ
2,08 dB	0,64 dB
Preference Rating*	
Before EQ	After EQ
67/100	85/100
ID:	
	844

Adjust gain of band 2 to preference (bass)
Adjust gain of band 6 to preference (treble)
Adjust gain of band 9 to preference (sharpness / detail)
Adjust gain of band 10 to preference (airiness)

Due to the angle of the driver, the region above 5 kHz is highly dependent of how the headphone is positioned relative to the head. It generally matches the HRTF very well. If this region sounds off, play with positioning, not with EQ. Much easier.

*preference rating prediction based on:

- [1] S. Olive et al: "A Statistical Model That Predicts Listeners' Preference Ratings of In-Ear Headphones: Part 1" (2017)
- [2] S. Olive et al: "A Statistical Model That Predicts Listeners' Preference Ratings of In-Ear Headphones: Part 2" (2017)
- [3] S. Olive et al: "A Statistical Model That Predicts Listeners' Preference Ratings of Around-Ear and On-Ear Headphones" (2018)

The normalized preference ratings are used, where zero deviation from target equals a preference rating of 100