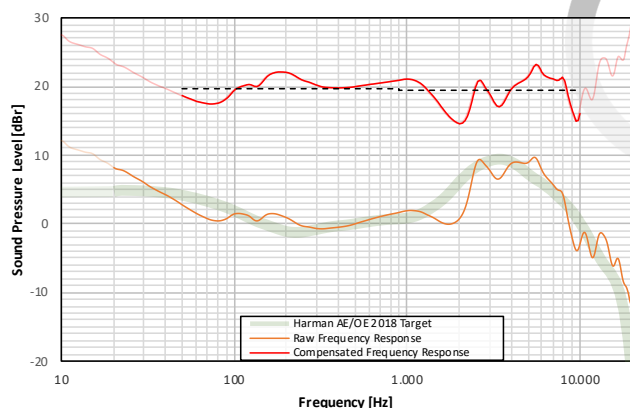
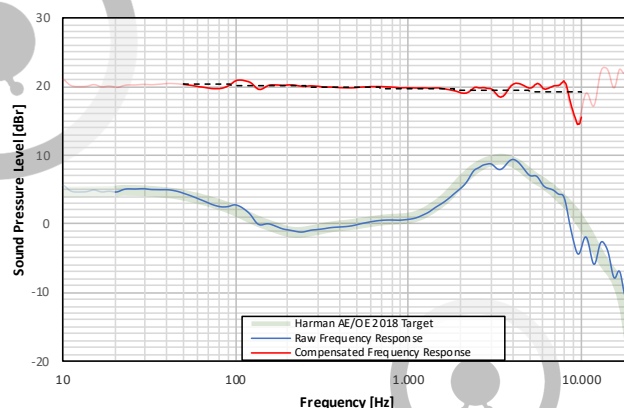
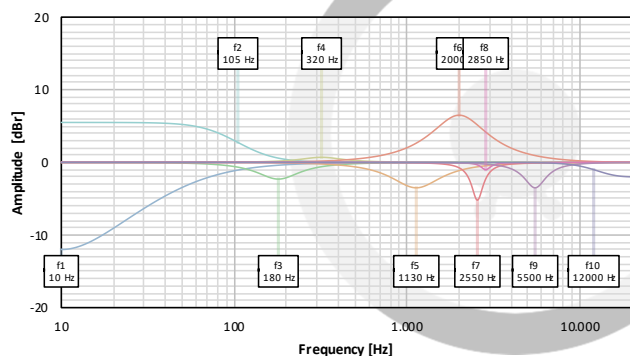
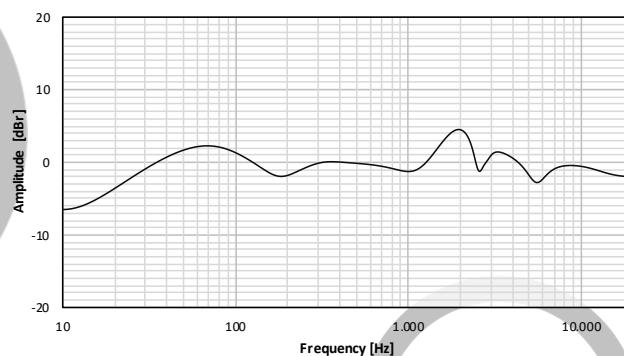
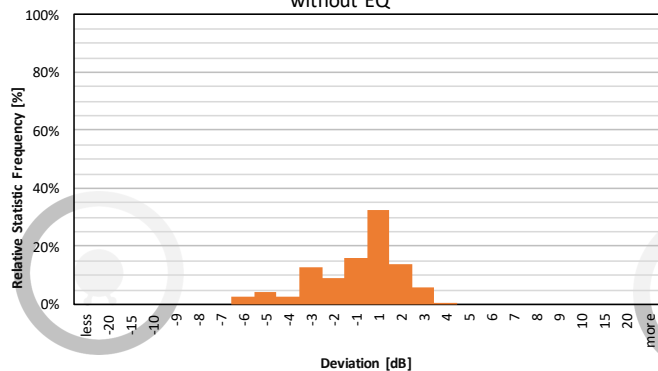
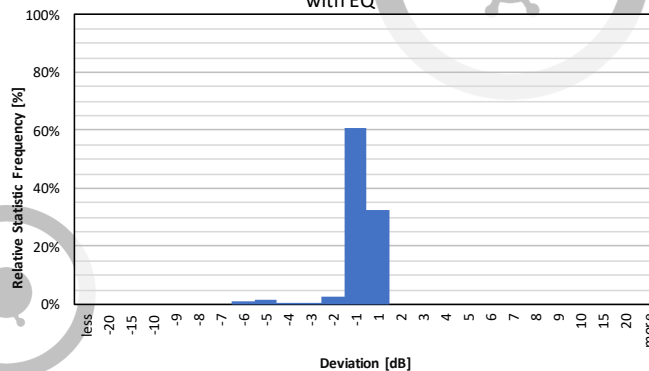


SPL Frequency Response  
without EQSPL Frequency Response  
with EQEQ Curve  
Individual FiltersEQ Curve  
totalError Curve Histogram  
without EQError Curve Histogram  
with EQ

Filter Settings					
Band	Filter Type	Frequency	Gain	Q-Factor	BW
Band 1	PEAK	10 Hz	-12,0 dB	0,35	3,33
Band 2	LOW_SHELF	105 Hz	5,5 dB	0,71	1,89
Band 3	PEAK	180 Hz	-2,3 dB	1,4	1,01
Band 4	PEAK	320 Hz	0,7 dB	1,4	1,01
Band 5	PEAK	1130 Hz	-3,5 dB	1,2	1,17
Band 6	PEAK	2000 Hz	6,5 dB	1,0	1,39
Band 7	PEAK	2550 Hz	-5,2 dB	5,0	0,29
Band 8	PEAK	2850 Hz	-1,0 dB	6,0	0,24
Band 9	PEAK	5500 Hz	-3,5 dB	2,5	0,57
Band 10	HIGH_SHELF	12000 Hz	-2,0 dB	0,71	1,89

Preamp gain:	
-	-4,6 dB
Deviation from Target	
Before EQ	After EQ
1,40 dB	0,42 dB
Preference Rating*	
Before EQ	After EQ
90/100	100/100

Adjust gain of band 2 to preference (bass)  
Adjust gain of band 6 to preference (midrange accuracy / shoutiness)  
Adjust gain of band 9 to preference (sharpness / sibilance)  
Adjust gain of band 10 to preference (airiness)

\*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