

PRECISION / DYNAMIC / SPECTRAL

SHARK DIGITAL EQ

Precision when you need it. Personality when you want it.



USER MANUAL / VERSION 1.0

Eight-band modern equalization with Dynamic EQ, frequency-selective Spectral processing, Natural and Linear Phase, EQ Sketch and optional Console character.

WELCOME TO SHARK DIGITAL EQ

ONE WORKFLOW. THREE LEVELS OF CONTROL.

01

Shape

Create up to eight bands directly on the graph. Drag for frequency and gain; use the wheel for Q.

02

Control

Turn any band into a Dynamic band with threshold, signed range, attack and release.

03

Refine

Use Spectral mode to catch resonant energy inside the band while preserving its static EQ shape.

04

Finish

Choose clean Natural or Linear Phase, or add optional Console color in Natural Phase.

QUICK START

A MUSICAL RESULT IN SIX MOVES.

1

Add a band

Double-click the graph, then drag the node to the frequency and gain you want.

2

Set width

Scroll over the node to move from broad tone shaping to narrow correction.

3

Choose shape

Select Low Cut, Low Shelf, Bell, High Shelf or High Cut in the floating console.

4

Choose motion

Use Static, Dynamic or Spectral behavior according to the problem.

5

Compare honestly

Use Gain Match for loudness-aware comparison and Delta to hear the difference signal.

6

Save the result

Store A/B/C comparisons or save a user preset for another session.

THE MAIN DISPLAY

READ THE SOUND WHILE YOU SHAPE IT.

A

Analyzer

The live spectrum is intentionally calm and readable. FREEZE holds the analyzer without stopping the EQ or meters.

B

Total curve

The bright master curve shows the combined response of every active band.

C

Band fields

Each band keeps its own color, response field, number and selected-state markers.

D

Floating console

The selected band opens a draggable **FREQ / GAIN / Q** panel with **Power**, **Type**, **Slope**, **Placement**, **Solo** and **mode** controls.

BAND CONTROLS

EVERY MOVE STAYS CLOSE TO THE NODE.

FREQ**20 Hz - 20 kHz**

Logarithmic frequency placement for surgical and musical moves.

GAIN**-18 dB - +18 dB**

Boost or cut Bell and Shelf bands. Cut shapes use slope instead.

Q**0.15 - 18.0**

Broad tonal shaping through narrow corrective focus.

TYPE**Five shapes**

Low Cut, Low Shelf, Bell, High Shelf and High Cut.

SLOPE**6 / 12 / 24 / 48**

Four cut-filter slopes, selected from the floating console.

PLACE**Stereo / Left / Right**

Route each band to the complete stereo signal or one channel.

DYNAMIC EQ

LET THE BAND MOVE ONLY WHEN NEEDED.

THRESHOLD**-60 to 0 dB**

Sets when frequency-filtered energy around the band begins to trigger movement.

RANGE**-18 to +18 dB**

Defines the maximum signed movement. Negative values reduce; positive values expand upward.

ATTACK**1 - 250 ms**

Controls how quickly the dynamic band reaches its target.

RELEASE**20 - 1200 ms**

Controls how gracefully the band returns to its static position.

DISPLAY**Live + maximum**

A restrained secondary curve shows the available range; the activity point follows the real detector.

SPECTRAL MODE

CATCH RESONANCES WITHOUT LOSING THE EQ MOVE.

STATIC FIRST**Gain stays meaningful**

Positive, zero or negative static gain remains the foundation when Spectral mode is enabled.

SELECT THE ZONE**Frequency + Q**

Frequency sets the center and Q controls the spectral zone width.

ADAPTIVE REDUCTION**Resonances only**

A 2048-sample overlapped FFT detects prominence and applies smoothed, reduction-only control inside the zone.

SEE THE ACTION**Two-layer view**

The colored zone shows intent; a bright irregular contour shows the resonances currently being caught.

PHASE MODES

CHOOSE THE RIGHT KIND OF TRANSPARENCY.

NATURAL PHASE**Immediate and musical**

The low-latency IIR path is ideal for everyday mixing, tracking and broad tonal work.

LINEAR PHASE**Phase-coherent shaping**

The FFT path preserves the magnitude intent with reported 2048-sample latency. Use it when phase relationships matter more than immediacy.

HONEST LOCKOUT**Console disabled**

Console color, Drive and its oversampling are grayed out in Linear Phase. Switching back restores the saved character settings.

CONSOLE CHARACTER

OPTIONAL COLOR AFTER THE EQ.

CLEAN

Precision only

True bypass of the color stage.

PUNCH

Tight and forward

A controlled solid-state attitude with firm transient density.

CLASS A

Smooth warmth

Asymmetric harmonic weight and a softer contour.

DISCRETE

Firm edge

A tighter transistor-style color with more bite.

TRANSFORMER

Weighted low mids

A blended nonlinear shape for body and cohesion.

DRIVE

0 - 18 dB

Mastering-tapered: subtle in the first half and deliberately obvious near the upper range.

WORKFLOW TOOLS

MAKE DECISIONS FASTER - AND TRUST THEM.

EQ SKETCH**Draw the intention**

One left-to-right gesture becomes a small musical set of cuts, bells and shelves. Width informs Q; returning near 0 dB commits a section.

DELTA**Hear the change**

Audition the processed-minus-dry signal, time-aligned across Natural, Linear and Spectral paths.

GAIN MATCH**Remove loudness bias**

A bounded comparison aid for judging tone instead of level.

A / B / C**Three complete states**

Capture alternate approaches and move between them without losing the current state.

UNDO / REDO**Recover confidently**

Parameter changes and complete Sketch gestures can be reversed.

PRESETS + THEMES

START FAST. MAKE IT YOURS.

100 FACTORY PRESETS**Categorized starting points**

Includes tonal, corrective, dynamic and spectral ideas such as Cymbal Tamer, Sibilance Tamer and Air Without Harshness.

USER PRESETS**Save + Load**

Save .sharkpreset files, import them, favorite useful entries and delete user-created entries.

FOUR THEMES**Click the Shark**

Cycle Cyan, Purple, Red and Green. The complete live interface follows the selected accent.

RESIZING**60% - 140%**

The 16:10 interface scales from 864 x 540 to 2016 x 1260, with a host-aware fullscreen request.

METERING

SEE LEVEL WITHOUT THE HECTIC NUMBERS.

I/O RANGE**Six views**

Choose 16, 32 or 48 dB; K-12, K-14 or K-20; or the wide Loudness view.

PEAK + RMS**Stereo input/output**

Fast bars preserve transient information while numeric values are musically smoothed and refreshed at a readable cadence.

FREEZE**Analyzer only**

FREEZE holds the spectrum. Meter bars and numerical level readings continue to respond.

K-SYSTEM**Reference-aware**

K views provide reference lines and red-zone context without changing the audio path.

SHORTCUTS + GESTURES

THE FAST HAND.

Double-click graph**Create or select a band**

Uses frequency-aware defaults near the spectrum edges.

Drag node**Frequency + gain**

Option/Alt constrains the axis; Shift enables finer movement.

Mouse wheel**Q or slope**

Bell/Shelf changes Q; Cut changes slope. Shift makes the step finer.

Right-click node**Band actions**

Access spectral conversion and related band commands.

Delete / Backspace**Remove selection**

The selected band is disabled and solo is safely released.

F**Freeze analyzer**

Toggle the spectrum hold state during playback.

PRACTICAL STARTING POINTS

LISTEN FIRST. THEN REFINE.

VOCAL**Control presence**

Try a broad static lift for intelligibility and a narrow Dynamic or Spectral zone for sibilance.

DRUM BUS**Preserve impact**

Use Natural Phase, broad low-mid cleanup and gentle high-shelf tone. Add low Drive Punch only after level matching.

MIX BUS**Small moves win**

Use broad Q, low gain values and Gain Match. Console color should feel like depth, not an effect.

MASTER**Choose phase deliberately**

Natural for movement and low latency;
Linear for phase-critical correction.
Re-check the low end and transients after switching.

TROUBLESHOOTING

FAST ANSWERS BEFORE THE SESSION STOPS.

No audible boost or cut**Check Gain Match**

Disable Gain Match for isolated sine tests; it may intentionally compensate the level change.

Console controls are gray**Linear Phase is active**

Return to Natural Phase. The previous Console, Drive and OS settings will reappear.

Spectral adds latency**Expected FFT behavior**

Spectral and Linear processing report 2048 samples so the host can maintain timing.

Fullscreen keeps host chrome**Host ownership**

The plugin requests native fullscreen and a large 16:10 fallback; some DAWs retain their own frame.

CPU rises with color**Lower oversampling**

Use 2x or 4x while mixing and reserve 8x/16x for final-quality checks.