

Tiptop Audio — VCA

- [Manual PDF](#)
-

[PDF Link: Tiptop Audio VCA Manual](#)

Creative VCA Modulation Techniques for Eurorack Sound Design

The Tiptop Audio VCA's variable-slope design allows for extremely flexible modulation and distortion possibilities. Below, I'll break down patches and creative uses specifically for:

- **Distorted Percussive Sounds**
- **Aggressive/Crazy Dubstep & Drum and Bass Basslines**
- **Haunting Atmospheric Pads**

Each technique leverages the VCA's unique features: *continuously variable response curve (log/lin/exp)*, *offset and CV attenuation*, and the *ability to clip both audio and control voltage inputs*.

1. Distorted Percussive Sounds

Objective: Make punchy, saturated, and dynamic drum or percussion sounds.

Patch Ingredients

- Percussive sound source (VCO, drum module, or resonating noise)
- Envelope (short, punchy, fast attack/decay)
- CV signal (envelope)
- VCA audio input (signal to distort)
- Audio out to overdrive/distortion or direct to mixer

Patch Steps

1. **Signal Routing:**
2. Patch drum VCO (e.g., sine for kick, noise for snare) to VCA audio IN.
3. Patch a fast envelope (ADSR or simple Decay envelope) to VCA CV IN.
4. **Aggressive Settings:**
5. Set **LEVEL** to max.
6. Set **SHAPE** to full *exponential* (fully right). This will make the response ultra-snappy and “punchy”.
7. Push the **CV IN** attenuator up until you see the **CV clip LED flash**. Back off just until it stops flashing.
Optional: deliberately push into clipping for edgy, digital-style distortion.
8. **Audio Clipping Distortion:**
9. Crank the audio input level (from your external VCO) so the red **audio clip LED** flashes on peaks. This creates brutal distortion character.
10. Subtly move SHAPE towards *log* or *linear* for different attack slope flavors. Exponential is often the hardest-hitting.
11. **Offset:**

12. Slightly raise the OFFSET until signal starts to pass, helping accentuate the attack tail or sustain.
13. **Experiment:**
14. Try modulating the SHAPE parameter itself (with slow LFO) for morphing percussive character.
15. Layer two VCAs in series: one for distortion (input clipping), one for clean amplitude shaping.

Tip: The unique LOG curve is great for “ticky” percussion and can add unconventional timbral spikes.

2. Aggressive Dubstep/Drum & Bass Basslines

Objective: Dubstep “talking” and DnB reese basses often rely on sharp amplitude modulation, saturation, and dynamically changing response shapes.

Patch Ingredients

- Two VCOs: one for carrier (e.g., saw/square) and one for modulation (sine/triangle for FM or AM)
- Envelope or LFO (for amplitude or index modulation)
- Fast/complex LFO or envelope for VCA CV
- Optional: filter pre/post VCA for further shaping

Patch Steps

1. **Audio Path:**
2. Mix saw and square from primary VCO for rich harmonic content.
3. (Optional) Patch secondary VCO to FM or AM input on main VCO, or directly to VCA CV input for ringmod/AM.
4. **VCA Configuration:**

5. Feed the main VCO output (the bass) into AUDIO IN.
6. For "growl" and movement, patch a complex LFO or step-sequencer CV into VCA CV IN.
7. Set **SHAPE** center (LIN) initially, then sweep towards exp/log for timbral change during sequence.
8. Push **LEVEL** high, **CV IN** moderately high, optionally into the **CV clipping** region for extra bite.
9. **Amplitude Modulation:**
10. Patch a second VCO (audio-rate sine/triangle) into CV IN for **ringmod** or **audio-rate amplitude modulation**. This creates metallic, robot-like timbres characteristic to aggressive bass genres.
11. **Envelope Control for Riffs:**
12. Use a rhythmic envelope or step-sequenced gate to modulate the VCA, chopping the bass into pulse or groove patterns.
13. **Drive and Distort:**
14. Push the audio or CV into clipping as desired. The VCA will saturate the signal, especially if you boost at source or set the SHAPE to exponential.
15. **Modulate SHAPE Live:**
16. Manually sweep, or patch a slow LFO to the SHAPE control for evolving, talking-bass-style textures.

Pro Tip: Sequence the SHAPE knob alongside filter/oscillator parameters for dramatically evolving basslines.

3. Haunting Atmospheric Pads

Objective: Pads are all about smooth, evolving, and sometimes ghostly textures. The VCA's variable slope lets you fade these in/out with custom curve shapes for organic results.

Patch Ingredients

- Multiple VCOs or wavetable oscillators for lush pad source.
- Slow, multi-stage envelope or looping function generator for amplitude modulation.
- Gentle LFO for slow shape morphs.

Patch Steps

1. **Mellow Settings:**
2. Patch drones, chords, or complex waves to VCA AUDIO IN.
3. Patch a slow, looping envelope or LFO to VCA CV IN.
4. **Curve Magic:**
5. Set **SHAPE** to linear for most natural fade-ins/outs; sweep gently toward log for ultra-smooth slow attacks, or to exp for slightly sharper entries/decays.
6. **Offset Trick:**
7. Use OFFSET to prevent the VCA from ever closing all the way – this creates ghostly, always-present pads, especially when sustained over reverb.
8. **Amplitude Animation:**
9. Modulate the SHAPE knob with a super-slow LFO for pads that gently morph their fade characteristics—this gives pads motion without obvious “filter sweeps.”
10. **Ethereal Washes with Clipping:**
11. Experiment with modulating CV IN so that the envelope occasionally clips for a gritty pad tail or “crackling,” especially if reverb is post-VCA.
12. **Stack and Layer:**
13. For ultra-rich atmospheres, patch several VCAs in parallel, each with slightly different response curves, envelopes, and offsets.

Bonus: General Tips

- **Audio vs. CV Clipping:** Both can produce unique timbres—audio clipping = signal distortion, CV clipping = dynamic "stuttering" or hard-gated effects.
- **Manual SHAPE riding:** For live performance, slow manual sweeps of SHAPE provide evolving dynamics in your sound.
- **AM Synthesis:** Use audio-rate signals in the CV IN for ringmod or tremolo, especially with log/exp shaping for complex modulation spectra.

Explore more advanced routings with various combinations of modulation sources, filters, and other VCAs for even richer results!

Generated With [Eurorack Processor](#)