

WMD SSF — Crater

- [Manual PDF](#)
-

[WMD Crater Manual PDF](#)

Songbuilding with the WMD Crater: Strategies for Eurorack Compositions

The WMD Crater is a deep and dynamic hybrid kick drum module, ideal for more than just single hits or static loops. Creating full-length songs on a modular setup often requires thought around arrangement, timbral variation, and expressive modulation, not just sound sources. Here's how you can leverage the Crater—and its features in combination with other modules—to structure entire tracks.

1. Dynamic Drums as Narrative Backbone

a. Intro/Builds/Breakdowns

- **Pitch & Decay Modulation:** Automate the `Pitch` and `Decay` via external sequencers, random sources, or envelopes. For intros, longer, subby decays and gradual pitch sweeps can set atmosphere.
- **Sustain for Texture:** Use the `SUSTAIN` control (and send a gate to TRIGGER) to create sustained, almost drone-like bass notes. These can fill transitions between sections.

b. Chorus & Drop Sections

- **Click Level & Timbre:** Vary the `CLICK LEVEL` and switch `CLICK TIMBRE` (1-14 sampled clicks) to create distinctive kicks for different song sections.
 - **Clipping Modes:** Engage the most aggressive clipping (right switch) for “drop” sections, pulling back for verses or breakdowns for contrast.
-

2. Sub Bass and Melodics

- **1V/OCT Input:** Sequence the pitch of the Crater using a pitch CV sequencer (e.g., Rene, Metropolis, etc.). This allows for tonal kicks, tom-like melodies, or even full-on basslines. For a verse, sequence a root; in choruses, use the sequencer to lift the melody, modulate for bridges, etc.
-

3. Narrative Through Modulation

- **Saturation and Clipping:** Use LFOs, random voltage sources, or even envelope followers to modulate the `SATURATION` and `CLIPPING` parameters in time with the song sections, giving each one a unique character.
 - **Pitch Envelope Amount & Decay:** Animate kick attack and snap with modulation sources—snappier for energetic sections, relaxed for breakdowns.
-

4. Structural Techniques

1. **Variation via Modular Sequencing**
2. Use logic modules, switches, or sequential switches to route different triggers/accents to Crater, adding fill-ins or double-kick patterns in different sections.

3. Combine with a burst generator or random/sequential module to create fills or unpredictable drops.

4. CV-Controlled Arrangement

5. Use CV recorders or performance controllers (e.g., Planar, Tetrapad) to “play” the parameters live or automate over time.
6. Synchronized modulation (via clocks or voltage-addressed presets) can move the song through Intros, Verses, Choruses, and Drops.

7. Complement with Other Sources

8. Use a sample player for additional drum layers, or analog sound sources for layered bass.
9. Clocked effects (like delay and reverb modules) can be used for echoes in breakdowns, pulled back for punchy drops.

5. Mixing and Output

- **Accent Input for Emphasis:** Use the ACCENT input to boost certain beats—perfect for emphasizing transitions, downbeats, fills, or breakdown kicks.
- **Automated Click/Decay/Fx:** Fine-tune the CLICK DECAY and other parameters via CV sequencers to shape the sound over the length of the song, making each section distinct.

6. Example Patch Progression

1. **Intro:** Slow clock, long decay, pitch envelope almost closed, dark click/noise, minimum saturation/clipping.
2. **Verse:** Steady 4/4, mid decay, subtle pitch modulation, more click, saturation modulated by LFO.
3. **Chorus/Drop:** Accent input engaged, max clipping, punchy click, shortest decay for momentum, pitched up.

4. **Bridge/Breakdown:** Remove click, long decays, negative CV to saturation for soft tone, trigger patterns sparse.
 5. **Fill Buildup:** Burst generator or fast clock for rapid triggers, gradual increase of pitch envelope decay and saturation, then resolve to chorus.
-

Conclusion

By extensively modulating the WMD Crater's parameters, sequencing their evolution over time, integrating accenting, and creatively patching external sequencers, your kick drum becomes a fluid part of your song's development—not a static sound. Use matrix mixers, switches, or performance surfaces for on-the-fly arrangement controls, crafting a journey rather than a loop.

Explore Crater as not just a drum source, but as an evolving instrument central to song structure, drama, and dynamic energy in your modular system.

Generated With [Eurorack Processor](#)