

ALM – ALM005 - Dinky's Taiko

- Manual PDF
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[ALM-005 'Dinky's Taiko' Operation Manual \(PDF\)](#)

Creative Modulation Techniques for ALM-005 'Dinky's Taiko'

The ALM-005 'Dinky's Taiko' is an exceptionally flexible 12-bit digital drum voice with full voltage control over almost every parameter (excluding the tone control), making it a powerhouse for innovative percussion, basslines, and atmospheric sounds. Below are detailed strategies for modulating Dinky's Taiko to generate **distorted percussion**, **crazy basslines**, and **haunting pads** within a Eurorack setup.

1. Distorted Percussive Sounds

Key Parameters to Modulate:

- Noise Spectrum & Release
- Oscillator Start/End Frequency, Speed, Release, Wave
- Mix (Noise vs Oscillator)
- EQ (Tilt Filter)
- Accent & Choke trigger inputs

Modulation Ideas:

- Overdriven Tones:

- Set the Mix fully CW for mostly oscillator output; patch in a hot CV source (sequencer, looping envelope, or an LFO with lots of amplitude) to the frequency controls (Start/End Freq).
 - Push the output into +10V territory (“signals can get HOT”) and further clip/distort with external modules (wavefolders, analog distortion, or even the input of a VCA at high gain).
 - **Crushed Metallic Hits:**
 - Use fast random LFO or S&H CV on the Wave control to jump between the table's digital and noisy waveforms per hit.
 - Modulate the Noise Spectrum with fast pitch envelopes or stepped random voltages.
 - The Choke input can slice off the tails of heavily-decaying sounds, creating glitchy, cut-off sounds. - **Sharpen via EQ:**
 - Automate the EQ control (with a slow LFO or envelope) to alternate harsh treble or deep bass prominence. - **Accent Torture:**
 - Send varied gates to Accent—either from sequencer accent rows, Euclidean patterns, or probability triggers. Combine with noise-heavy settings for aggressive attack transients.
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2. Crazy Bassline Sounds (Dubstep/Drum & Bass Style)

Key Parameters to Modulate:

- **Oscillator Start/End Frequency**
- **Speed (FM-like, metallic sweeps)**
- **Oscillator Wave (Wavetable scan)**
- **Mix**
- **EQ**

Modulation Ideas:

- **Tearing Bass Wubs:**

- Modulate Start and End Frequencies with synchronized LFOs or envelopes, sweeping ranges rapidly for “talking” bass tones typical in modern bass music.
 - Use a sequencer CV track to pitch Oscillator Start Freq per note.
 - **Formant-like Movements:**
 - Modulate the Wave parameter rhythmically for morphing timbres. Combine stepped and smooth CV for glitchy or vocal-like transitions.
 - Modulate Mix back and forth with a punched-in envelope for dynamic “talking” bass effects.
 - **Resonant Edge:**
 - EQ control towards a treble tilt accentuates harmonic buzz; automate for vowel-like sweeps.
 - **Choke for Micro-stabs:**
 - Use a trigger sequencer to punch in quick Choke triggers just after each note to create micro-length, percussive “pluck” basses.
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3. Haunting Atmospheric Pads

Key Parameters to Modulate:

- **Long Noise & Oscillator Release**
- **Low Speed and subtle Start/End Freq sweeps**
- **Wave (slow or smooth CV)**
- **Mix (for evolving blends)**
- **EQ (tilt for spectral movement)**

Modulation Ideas:

- **Evolving Textures:**
 - Use long, free-running random LFOs or S&H on Oscillator Wave, Noise Spectrum, and Mix for morphing, shimmering textures.
 - Slow slewed pitch modulation on Start/End Freq gives drifting, unstable pitch—great for spooky pads.
- **Swelling & Fading:**

- Use the Noise and Oscillator Release controls at higher values, so triggered hits overlap and create smooth washes.
 - Patch gentle envelopes or LFOs to EQ for subtle emphasis/fading between dark and airy moods.
- **Pad Sequencing:**
- Sequence the Accent input with probability gates for softly shimmering attack variations.
 - Try chaining multiple short triggers for clustered, granular atmospherics.
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General Techniques

- **External VCA and FX:**

Dinky's Taiko output can get very hot and digital—patch into a VCA for further amplitude sculpting, or into reverb for cinematic effects.

- **Pamela's Workout Pair:**

The manual suggests ALM-001 'Pamela's Workout' for advanced rhythmic modulation: use it to send divided, shuffled, or random triggers/CV to every CV input on Dinky's and accentuate the creative chaos!

Reference:

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