

2hp – Arp

- [Manual PDF](#)
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[Download the 2hp Arp Module Manual \(PDF\)](#)

Creative Modulation Techniques for 2hp Arp

The 2hp Arp is a compact, gate-driven arpeggiator designed for deep creative modulation. Below, you'll find methods to patch and modulate this module for distorted percussive hits, wild basslines, and ambient atmospheres commonly sought in dubstep, drum & bass, and cinematic music.

1. Distorted Percussive Sounds

Goal: Quick, complex note bursts with aggressive articulation.

Patch Suggestions

- **Trig Input:** Use a fast, irregular gate pattern (from a trigger sequencer or a burst generator). This will create rapid-fire arpeggio steps.
- **Mode Knob/CV:** Modulate with a stepped random voltage or sequence. Sudden mode changes can give a stuttering, glitchy rhythmic effect.
- **Chord CV Input:** Run a stepped random or sample & hold voltage here to quickly swap chords, injecting different intervals for every hit.

- **Root CV Input:** Modulate with an envelope or hard LFO—this pitch shifts the entire arpeggio root for each hit, like a pitch envelope on drums.
- **Output:** Send to a wavefolder/distortion and fast VCA controlled by the original trigger for sharp, aggressive timbre.

Tips for Sound Design

- To maximize distortion, keep the Output pitch range tight but fast-moving. Modulate Chord CV and Root CV heavily.
 - Try quantized random or burst patterns for unpredictable, machine-gun style hits.
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2. Dubstep/Drum & Bass Crazy Basslines

Goal: Twisted, syncopated, and morphing melodic lines.

Patch Suggestions

- **Root CV Input:** Route an envelope or heavy LFO for wobble bass effects; faster rates = warble, slower = sweeps.
- **Mode CV Input:** Modulate with a synced LFO or a clock-synced stepped random to flip between arpeggio directions mid-line.
- **Chord CV Input:** Step-sequence this CV input so chords change with your bass progression. Try modulating between Major/Minor/Seventh for evolving harmonic content.
- **Trig Input:** Drive with a shuffled or off-beat clock for that classic syncopated feel.
- **Output:** Into a lowpass gate or fast envelope-VCA for plucks, then a saturation or distortion module for body.

Tips for Sound Design

- Use “Random” or “Pendulum” mode for unpredictable, serpentine basslines.

- Try using short clock triggers for staccato notes; longer gates for legato, sliding motion.
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3. Haunting Atmospheric/Pad Sounds

Goal: Evolving, textured, eerie sound beds.

Patch Suggestions

- **Chord CV Input:** Slowly modulate with an LFO or slowly moving random voltage source for morphing chord voicings.
- **Root CV Input:** Pair with an attenuated, very slow triangle or sine LFO to gently shift the root note.
- **Mode Knob:** Manually or slowly modulate changes between “Ascending/Descending/Pendulum” to add movement.
- **Trig Input:** Clock slowly, or patch a random, irregular gate for occasional arpeggio note changes.
- **Output:** Take to audio-rate reverb, phaser or granular FX for large, textured washes.

Tips for Sound Design

- Blink and alternate chord LEDs indicate more complex or ambiguous chords—great for cinematic tension.
 - Use “Random Two Octave” mode and attenuated, slow modulation for maximum evolving complexity.
 - Layer outputs with additional oscillators/samplers for lush, haunting timbres.
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Modulation Tools & Additional Ideas

- Use **attenuators/offsets** to fine-tune the range of your Root and Chord CVs for subtle modulations.

- **Random, S/H, or noise sources** bring unpredictability when patched to any CV input, especially in percussive or atmospheric patches.
 - **Sequential switches/matrix mixers** let you reroute triggers and modulations for more performance variation.
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For more creative workflows & patch ideas, consult the full [2hp Arp Manual \(PDF\)](#).

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