2hp — Pluck

Creative Ways to Patch 2hp Pluck in Your Eurorack System

2hp Pluck is a 2HP-wide, Karplus-Strong algorithm-based string voice, designed for physical modeling synthesis with up to four voices of polyphony. It's super compact but very powerful — making it an ideal tool for adding plucked string timbres and "acoustic-esque" textures to your rack. Here are some creative patch ideas, along with suggestions of other modules (both specific and generic) that combine brilliantly with Pluck.

1. Polyphonic Sequencing & Chord Stabs

- **Idea:** Take advantage of Pluck's four-voice polyphony for melodic content, arpeggios, or chord stabs.
- **How:** Use a polyphonic MIDI-to-CV converter (e.g., **MIDI 1U from Intellijel**, or **Polyend Poly**) to send polyphonic gates and CVs to Pluck's V/Oct and Trig.
- **Patch:** Connect up to four gate/CV lanes; play chords or arpeggios from your DAW or MIDI keyboard. You could transpose the root with a sequencer or quantizer for more complex progression.

2. Physical Modeling Percussion

- **Idea:** Use Pluck as more than just a "string voice." With short decay and high damping, it can sound like percussive hits, wooden blocks, or even synthetic drums.
- **How:** Patch random or Euclidean gate patterns from a trigger sequencer (e.g., **Pamela's Pro Workout**, **Mutable Instruments Grids**) to Trig. Modulate DAMP/DECAY (with LFOs, envelopes, or random sources) to emulate natural subtle variations.
- **Patch:** Clock Pamela's into Pluck's TRIG, send random CV (e.g., from **Wogglebug**, **Turing Machine**, or **Marbles**) into DAMP and DECAY. Output can be processed through short stereo delays for extra realism.

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3. Expressive, Modulated Strings

- **Idea:** Use envelopes or complex LFOs to modulate DAMP and DECAY, providing dramatically shifting timbres.
- **How:** Try assigning separate envelopes to DAMP and DECAY, with an expressive controller (e.g., **Make Noise Maths**, **Intellijel Quadrax**, or **ALM Pip Slope**).
- **Patch:** Use a pressure CV from a touch controller (e.g., **Make Noise 0-CTRL**) to DAMP, and let a longer envelope modulate DECAY. Gesture-based performance is very rewarding here.

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4. "Strummed" Chords with Switches/Sequential Gate Controllers

- **Idea:** Use manual gate generators/switches (e.g., **Intellijel Tetrapad**, **Doepfer A-182-2**, or **Mutable Instruments Mutable Grids**) to "strum" chords or trigger fast arpeggios, playing Pluck almost like a real instrument.
- **How:** Patch sequential gates to the TRIG input and quantized CVs to V/Oct.
- **Patch:** A quantizer or pitch CV selector can step through a chord; a switch controller can fire triggers in a rhythmic pattern.

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5. Processing the Output

- **Idea:** Run the sharp, plucked output to FX for new timbres.
- **How:**
- **Reverb:** Emphasize the naturalistic quality (e.g., **Make Noise Mimeophon**, **Strymon Magneto**, **Erica Synths Black Hole DSP**).
- **Filter:** Sweepable low-pass for duller or "muted" string sounds.
- **Ring Modulation or Wavefolder:** Get harmonically dense, metallic, or prepared-piano effects (**Doepfer A-133**, **Intellijel Bifold**, **Ring Modulator**).
- **Patch:** Output → FX → Mixer; try CV controlling effects (e.g., reverb decay, filter cutoff) in time with Pluck's damping for shifting spatial illusions.

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6. Algorithmic/Generative Pluck Playing

- **Idea:** Use random or generative gate sources (e.g., **Mutable Instruments Marbles**, **ALM Pamela's Pro Workout**, **Ornament & Crime** in gate sequencing modes) to create ever-changing melodic figures or textures.
- **How:**
- Random gates → TRIG.
- Quanitized random or generative voltages → V/Oct (for melodic lines).
- Slow random or S&H → DAMP/DECAY (for organic movement).
- **Patch:** Let the system surprise you with evolving pseudo-acoustic patterns.

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7. Layering with Other Voices

- **Idea:** Stack Pluck with subtractive or FM synths for a hybrid string lead.
- **How:** Mult your gate/CV signals to Pluck and another voice (e.g., **Mutable Instruments Plaits, 2hp VCO** + VCF/VCA).

- **Patch:** Mix both signals together or layer through a crossfader for morphing timbres—e.g., string/plucked attack and sustained analog pad.

Module Compatibility (Quick Reference)

- **Sequencers:** Make Noise Rene, Malekko Voltage Block, Intellijel Metropolis
- **Random CV:** Mutable Instruments Marbles, Turing Machine, Noise Tools
- **Envelopes & LFOs:** Maths, Quadrax, Batumi
- **Effect Modules:** Mimeophon, Magneto, Black Hole DSP, Erica Fusion Delay
- **Polyphonic Gate/CV:** Polyend Poly, MIDI 1U

Final Tips

- **Attenuate CVs** before sending to DAMP/DECAY for more subtlety. Many modules output stronger CV ranges than you need: use an attenuverter or mixer if things get too wild!
- **Experiment with feedback** by routing Pluck's output into a delay or reverb with a feedback path—imitating resonant instruments or prepared pianos.
- **Acoustic Emulation:** Patch Pluck through an EQ, then a reverb with early reflections for extreme realism.

For full details, check the Full 2hp Pluck Manual (PDF).

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