

# 2hp – Kick

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- [Manual PDF](#)
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[Download the Kick Module Manual \(PDF\)](#)

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## Creative Patch Ideas for the Kick Bass Drum Synthesizer (2hp)

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Based on the functions described in the manual, here are some creative ways to patch and utilize the Kick drum module in your Eurorack setup:

### 1. Voltage Sequenced Melodic Kick Basslines

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#### What you'll need:

- Kick module
- Sequencer (e.g., Make Noise René, Arturia Keystep, or any CV/gate sequencer)

#### How to patch:

- Patch your sequencer's gate output to the **TRIG** input.
- Patch the CV/pitch output to the **V/Oct** input.
- Set Decay to a medium setting.
- Play in a sequence that follows your track's bassline.

#### Creative result:

Create punchy, tuned kick drums that follow your song's bassline.

Experiment with microtonal or nonstandard intervals for IDM/glitch vibes.

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## 2. Kick as a Percussive Lead

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### What you'll need:

- Kick module
- Envelope generator (e.g., Maths, Intellijel Quadra)
- VCA (Voltage Controlled Amplifier)
- Reverb/Delay module (e.g., Clouds, Mimeophon)

### How to patch:

- Use a fast envelope from the EG to modulate **Tone** or **Pitch** via their CV inputs. - Send the **Out** from Kick to the Reverb/Delay for big room/spacey FX. - Adjust Decay for long, pipe-like percussive sounds.

### Creative result:

By modulating tone/pitch, use the Kick as a synth voice that creates massive, rhythmic pitch-swept toms, sub-basses, or wild metallic thuds.

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## 3. Glitch & Texture Generation

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### What you'll need:

- Kick module
- Random or Sample & Hold module (e.g., Wogglebug, Turing Machine)
- Modulation source (LFO, stepped random)

### How to patch:

- Patch random voltages into the **Tone** and/or **Decay** CV inputs. - Send **TRIG** input a irregular clock (e.g., Turing Machine's gate output). - Optionally, feed the Out to wavefolders or bit-crushing modules.

### Creative result:

Generates a constantly changing field of percussive glitch sounds, great for experimental genres. Use wavefolders or effects after the module for even more timbral variety.

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## 4. Distorted Techno Kicks

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### **What you'll need:**

- Kick module
- VCA or distortion module (e.g., Erica Synths Fusion Distortion, Mutable Instruments Warps)

### **How to patch:**

- Set **Tone** fully left for overdriven sound.
- Send Out to additional analog distortion/saturator.
- Try parallel processing—split the Out signal and process one copy clean, one copy with heavy effects, then mix.

### **Creative result:**

Stack and layer thick, industrial-techno style kicks or add edge to classic 808-style drums with additional drive.

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## 5. Envelope Follower/Sidechain Compression Effects

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### **What you'll need:**

- Kick module
- Envelope follower (e.g., Mutable Instruments Ears, Befaco Envelope Follower)
- VCA or Compressor module

### **How to patch:**

- Use the envelope follower to convert the Kick's Out signal into a CV signal.
- Use this CV to modulate the amplitude of another (e.g., pads, bass), creating classic sidechain “pump” effects.

### **Creative result:**

Synchronize the movement of melodic elements to the kick, letting them “breathe” in rhythm with the drum, commonly used in electronic dance music.

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## Bonus: Automating Decay for Dynamic Beats

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Use an LFO or slow random voltage to modulate the **Decay** CV, producing kicks that alternate between tight and boomy throughout a pattern—great for evolving, less-static rhythms.

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### Module Pairing Highlights:

- **Sequencer:** melodic/rhythmic lines - **Random/S&H:** glitch textures, generative rhythms
  - **Envelope generators:** transient shaping
  - **Effects (Reverb, Delay, Distortion, Wavefolder):** timbral expansion
  - **VCA/Compressor:** sidechaining, amplitude shaping
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Generated With Eurorack Processor