

# Noise Engineering – Zularic Repetitor

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## Creative Modulation with Zularic Repetitor

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*Eurorack Patch Ideas for Distorted Percussion, Crazy Basslines, and Haunting Pads*

Noise Engineering's **Zularic Repetitor** is a rhythmically advanced gate generator, offering 30 "mother rhythms" spanning African, Indian, Latin, Funk, and Rock foundations. You have four gate outputs (Mother + 3 Children), with voltage (CV/knob) controllable time offsets, probability modes, and two world banks for old/new rhythmic flavors. Here's how you can modulate it for unique, expressive sonic outcomes:

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### 1. Distorted Percussive Sounds

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**Goal:** Highly rhythmic, glitchy, and aggressively processed drums.

#### **Patching Suggestions:**

- **Step 1:** Patch ZR's four output gates to four Eurorack percussion voices (e.g., drum modules, metallic noise, self-oscillating filters).
- **Step 2:** Send crazy, non-steady clocks to ZR's *Beat* input. Try swingy, irregular, or shuffled clocks. You can even clock it from a

sequencer's random gate (e.g., Pam's New Workout, Mutable Marbles, etc.).

- **Step 3:** Use a CV sequencer or LFO to modulate the *Child 1–3* CV inputs—this will dynamically offset the grooves, causing evolving, unexpected trigger patterns that fragment or stutter the rhythm.
  - **Step 4:** Try switching to a probability-based mode (see manual, e.g., RANDOM BEAT at page 7) and use aggressive LFOs or stepped random CV (S&H) to modulate the probability for unpredictable trigger bursts.
  - **Step 5:** Patch the resulting percussive gates through distortion, wavefolders, or bitcrushers for gritty, destroyed textures.
  - **Bonus:** Use an envelope follower on the most erratic percussion, then feed that CV to modulate other Child inputs or the probability CV. This creates self-evolving feedback chaos.
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## 2. Crazy Dubstep/Drum & Bass Basslines

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**Goal:** Rhythmic, modulated bass gate sequences for driving bass sounds.

### Patching Suggestions:

- **Step 1:** Use *Mother* or any *Child* output as the gate for your bass module (could be a wavetable oscillator, complex voice, or put a VCA after your favorite synth voice).
- **Step 2:** Modulate the *Mother* pattern selection (via CV) using a sequencer or slow envelope for evolving groove changes—flip between Funk, Rock, and World banks.
- **Step 3:** Modulate one or more *Child* offset CVs with random signals or synced LFOs. The resulting bass gates will drift, syncopate, or stutter against the core pattern.
- **Step 4:** Mult the ZR's *Mother* output to trigger envelope(s) and sync LFO(s) that modulate your filter cutoffs, wavetable positions, or wavefolders in your bass voice, for classic wobble or growl effects.

- **Step 5:** For extra rhythmic complexity, sum/divide clocks at the ZR *Beat* input or feed in complex clocks generated by logic/comparison modules (XOR, AND gates).
  - **Bonus:** In probability mode (RANDOM BEAT), use performer gesture (manual knob) or touch plate CV for spontaneous “wobbles.”
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### 3. Haunting Atmospheric Pads

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**Goal:** Evolving rhythmic textures and sparseness for eerie pads.

#### Patching Suggestions:

- **Step 1:** Patch ZR gate outputs into slow-attack, long-release envelopes that modulate VCAs or LPGs opening lush reverb/delay-fed synth voices.
  - **Step 2:** Use *Old World* patterns and offset the Child rhythms slightly with very slow LFOs or quad random voltages, for polyrhythmic “ghost” pulses within the pad texture.
  - **Step 3:** Use probability modes at low rates (e.g., set base probability low, then modulate up) so events are rare and unpredictable—great for ambient “shimmers.”
  - **Step 4:** Feed a divided-down master clock to ZR (e.g., /8 or /16 of your main tempo), allowing lots of slow, generative pad movement unsynced from the main rhythm.
  - **Step 5:** Process triggered pad voices through granular or spectral effects, with ZR’s gates cross-patched to modulate effect freeze or sample parameters for animated, haunted atmospheres.
  - **Bonus:** Use a CV mixer to sum slow modulation sources for Child offset CVs—this ensures pads drift, fade, and intertwine in complex, unrepeatable ways.
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# General Modulation Tips

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- **Mix analog, sample/hold, or stepped random with traditional sequencers for unpredictable results.**
- **Patch feedback: Use ZR's own outputs (via envelope followers or clock dividers) back into its CV offset inputs.**
- **Interact manually: Turn Child/Mother knobs live for performative modulation.**
- **Pair with logic: Use logic modules to further chop/mangle ZR outputs for ultra-complex gate patterns.**

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*For detailed reference, consult the [Zularic Repetitor Manual PDF](#).*

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