

# Sea Side Modular – Proteus

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- [Manual PDF](#)
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[Proteus Eurorack Manual PDF](#)

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## Modulating the Seaside Modular Proteus for Unique Eurorack Sounds

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The Seaside Modular **Proteus** module is a generative sequencer/voltage processor that excels at blurring the boundaries between repetition and change. Below, I'll explain how to use its modulation capabilities—via internal settings, CV, and patching—to sculpt **distorted percussive sounds**, **aggressive basslines**, and **atmospheric/ambient textures**. For each, I'll recommend external patching, detailed Proteus parameters to focus on, and CV ideas.

### 1. Distorted Percussive Sounds

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#### Patch Tips

- **Trigger Proteus at Audio Rate**

Run a rapid trigger/clock (audio rate or near-audio rate) into the GATE IN. This will create fast, “pitched” clicks for use as noise/percussion.

- **Short Envelopes**

Use the GATE OUT to trigger a short envelope or directly hit a VCA for a clicking, percussive transient.

## Proteus Settings

- **SLEEP Knob:**

Set to 0 (no sleep), for rapid-fire sequence repetition.

- **GATE LENGTH (Settings Mode):**

Turn fully CCW for ultra-short trigger pulses = sharp transients.

- **DENSITY:**

Keep near full CW for maximal step density—more notes, more hits per bar.

- **MUTATE:**

Moderate position for subtle note changes, adding surprising percussive movement.

- **COMPLEXITY:**

Low for simple rhythms, or higher for less predictable patterns.

- **PATTERN BANK:**

Save a few rhythmic patterns, and cycle between them to inject sudden “variation drops”.

- **CV Modulation:**

Patch random CV or sequenced voltage into the DENSITY, MUTATE, or SLEEP to create “broken” rhythms and glitches.

## External Treatment

- **Distortion/Folding:**

Take the Proteus pitch output and use it as an audio oscillator through distortion, wavefolders, or bitcrushers for harsh percussive clicks.

- **Ring Mod Adjustment:**

Use the pitch output as an FM or AM modulator for another sound.

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## 2. Dubstep/Drum and Bass Basslines

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### Patch Tips

- **Melody Generation for Bass** Set sequence LENGTH to 2–8, for repetitive, catchy bass phrases.
- **Scale:** Use a minor (or custom) scale for dark harmonics (e.g., Natural Minor, Harmonic Minor, or even a custom scale with repeated root/fifths).
- **OCTAVE:**  
Keep the OCTAVE knob CCW for low “bass” output, but modulate with CV for jumps.
- **COMPLEXITY:**  
Start at noon. If you want variations between whompy LFO-wobble and gnarly steps, set somewhere between noon and full CW.
- **DENSITY:**  
Run at 75-100% for a pounding, rapid-fire bassline. Lower for “stutter” effect.
- **TRANSPOSE Input (with Quantize OFF):**  
Route an LFO, stepped random, or envelope into the TRANSPOSE jack, creating bass “wobbles” or glides.
- **MUTATE:**  
Low to moderate for micro-evolutions in bass riffs without going off the rails.

### External Treatment

- **Filter Modulation:**  
Patch GATE OUT to trigger envelopes for cutoff resonance or even wild filter FM.
- **Distortion/Saturation**  
Take Proteus pitch output through a waveshaper or tube-style module for driven, monster basslines.
- **Side-Chain:**  
Use the SLEEP knob or GATE patterns to carve out rhythmic holes for kick/snare interplay.

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### 3. Haunting Atmospheric Pads

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#### Patch Tips

- **SLEEP Knob:**

Medium–high values (leave gaps between sequences)—for haunting repetition with space to breathe.

- **DENSITY:**

Down at 30–60% for notes that unsystematically drop away, creating ghostly, fragmentary harmonies.

- **OCTAVE & MUTATE:**

Slightly above CCW and infrequently modulated = sudden spectral transpositions or evolving harmonics.

- **COMPLEXITY:**

Fully CW for evolving, ambiguous melodic material; or noon for something more harmonic.

- **PATTERN BANK Cycling:**

Store three slowly evolving patterns and CLOCK the NEXT input slowly for “movements” in the pad.

- **SLEW (Settings):** Engage Slew Mode. Adjust SLEW LENGTH/NOTES so only some steps glide for overlapping, smeared transitions (teal lights).

#### CV Modulation

- **PATience:**

Patch a slow LFO or random voltage to the PATIENCE input for sequences to gently decay and “rematerialize”, adding long-form ambience.

- **Density/Complexity:**

Modulate via smoothed random/chaotic LFOs so the pattern breathes, sometimes busy, sometimes minimal.

- **Transpose:**

Slowly moving CV into TRANSPOSE, with quantization ON, for evolving modal atmospheres.

## External Patch Ideas

- **Reverb/Delay:**

Send pitch output to a heavily wet shimmer or modulated delay/reverb for ethereal soundscapes.

- **Polyphony Trick:**

Mult Proteus pitch and gate to several oscillators/different voices for pseudo-polyphonic pads.

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## Workflow Summary

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- Use all CV inputs for extra dynamism; try external sequencers, random sources, or even audio-rate signals for wild behaviors.
  - Save your favorite “state” to the pattern bank and experiment with cycling them mid-performance.
  - Explore custom scales (microtonal, just intonation, or “broken” scales) for genuinely alien sounds via the online config tool.
  - Slew and gate settings allow you to morph the standard step sequencing into more legato, expressive, or chopped textures.
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