

WMD SSF — Crater

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WMD Crater: Creative Modulation Approaches

Let's explore the WMD Crater—an earth-shattering hybrid kick drum module—focusing on modulation tricks to coax out extreme distortion, wild bass, and haunting pads from this drum beast.

1. Distorted Percussive Sounds

- **Saturation CV:** Patch an LFO or envelope (fast, steep shapes work best) into the **Saturation** CV input. Use wide swings into positive **and negative** voltage to get variable amounts of clipping and grit. Try sequencer-triggered envelopes for shifting distortion per hit.
 - *Tip:* Negative CV will **attenuate** the signal, great for sudden drops or weird “thudding” effects.
- **Clipping Switch:**
 - *Middle Position:* Modulates in as the decay proceeds—great for kicks that decay from crunchy to clean.
 - *Right Position:* Leaves the circuit fully clipped—this is straight-up gabber/noise territory.

- **Click Timbre & Level:**

- Use CV switches/sequencer outputs into click-related parameters. Fast switching and/or sample & hold modulation through the 14 available timbres can get glitchy, IDM-style percussion.

- **Pitch Envelope Amount + Decay:**

- Max out both for laser/rave percussion; sequence the **Decay** for pseudo-909 “rat-tat-tat” effects.

2. Crazy Basslines (Dubstep/Drum & Bass)

- **Sustain Mode:**

- Patch a gate/keyboard/sequencer into **Trigger** and activate **Sustain**—now you have a beefy synth voice!
- Sequence *melodies* using the **1V/OCT** input.

- **Modulate Pitch Envelope:**

- Use stepped/random CV to **Pitch Envelope Amount** or **Pitch Decay** for wobbly, popping bass.

- **Combine Saturation + Clipping:**

- Use intense envelope or LFO modulation on **Saturation** while in **max clip** mode for bristling, digital overdriven bass.

- **Accentuate:**

- Alternate between regular and accented triggers to alternate between “clean” and “rowdy” bass notes.

3. Haunting Atmospheric Pads

- **Long Decay:**

- Max out the **Decay** (oscillator portion) to let tones bloom and fade.
- Use a continuous gate for **Sustain**—now modules like Crater can hold out notes for pad-like drones.

- **Pitch Modulation:**

- Slow, evolving LFOs to **Pitch** and **Pitch Envelope Amount** create eerie, subtle movement in the pad sound.

- **Click Decay/Level:**

- Set **Click Level** low and add some *white-noise* character with **Click Timbre** at longer decays for atmospheric “shimmer.”

- **Saturation Wandering:**

- Slow random/slewed CV on **Saturation** adds lo-fi, old-tape instability.

- **Atmospheric Tricks:**

- Pair Crater with reverb and chorus modules after its output for lush, “breathing” kicks.
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Bonus Patch Examples

Distorted Kick Arp 1. Envelope (from sequencer) to **Saturation CV** 2. LFO (medium-fast) to **Pitch Envelope Amount** 3. Set to max **Clipping** 4. Experiment with different **Click Timbres** per step

Dubstep Reece Bass 1. Gate/keyboard/sequencer to **Trigger + 1V/OCT** 2. Envelope to **Saturation** 3. LFO to **Pitch Decay** 4. Max **Sustain** 5. (Optional) Sequence **Clipping** and/or accent inputs per step

Haunted Drone 1. Hold gate high at **Trigger**; modulate **Pitch** with slow LFO
2. Slowly modulate **Sustain** and **Decay** for subtle bloom/fade 3. Set **Click Level** low, long **Click Decay** 4. Gentle LFO on **Saturation** 5. Feed output to long, dark reverb

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