

# Erica Synths – Drum Sequencer

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- [Manual PDF](#)
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[Erica Synths Drum Sequencer Manual PDF](#)

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## Creative Sound Design with Erica Synths Drum Sequencer

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The Erica Synths Drum Sequencer is powerful for both rhythmic and melodic sequencing in a modular environment, thanks to its deep modulation, randomization, and sequencing options. Here's how you can leverage its features to create the types of sounds you requested:

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### 1. Distorted Percussive Sounds

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**Key strategies: - Microtiming (uTM):**

Use the Step Events Mode to shift triggers ahead or behind the grid for flams, humanized grooves, or overlapping hits—a great way to drive analog distortion circuits differently each time.

- **Retriggering (RTRG):**

Employ step retrigger mode to fire off multiple triggers per step, creating rolls or stuttering hats/snare. Send these to modules with built-in distortion or into wave folders/waveshapers.

- **Accents:**

Assign accents to certain steps to push external VCA or distortion input levels, creating "clipped" hits.

- **Shuffle & Swing:**

Apply maximum shuffle to some parts for an off-kilter, pushed groove—unpredictable hits into distortion!

- **Randomization:**

In CV/Gate Track Randomization Mode, set high randomization probabilities for steps/gate length so your percussion is always evolving with unexpected accents and timings.

**Patch tip:**

Sequence your drums through distortion, send an LFO out of the Drum Sequencer's LFO outputs modulating the drive or filter frequency of your distortion.

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## 2. Crazy Basslines (Dubstep, Drum & Bass Style)

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**Key strategies: - CV/Gate Track:**

Program your basslines directly using the melodic track. Use the Note Edit and CV/Gate Randomization to introduce slides, ties, or randomization for unpredictable patterns.

- **Note Slides & Ties:**

In Note Edit, add slides between adjacent steps to get gliding, wobble-style transitions; tie gates for legato effects.

- **Gate Length:**

Set varying lengths (even up to 'tie') for staccato or drawn-out notes, shaping the bass groove.

- **Scales & Octaves:**

Switch quickly between scales for modal twisting, or transpose by octaves with COPY/PASTE for heavy sub drops.

- **Step Probability (PRO):**

Use probability settings so notes 'flicker' in and out, keeping interest in repeated patterns.

- **LFO Modulation:**

Use the on-board LFOs to modulate the cutoff/resonance of an external filter tracking your bass or as FM into a VCO for growl/wobble.

**Patch tip:**

Use LFO1 to modulate the filter cutoff on your bass voice, clock-sync the LFO so the movement hits right on the beat or off for syncopation.

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### 3. Haunting Atmospheric Pads

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**Key strategies: - CV/Gate Track with Long Gates:**

Sequence slow-moving melodies with long gate times or use 'tie' for droning sustained notes.

- **LFO as Slow CV Modulator:**

Assign one of the LFOs to a slow sine/triangle, use this to modulate the pitch, timbre, or reverb amount on your pad voice for a drifting feel.

- **Randomization for Evolving Textures:**

High random probability on note and octave parameters in the CV randomizer yields ever-changing harmonies.

- **Mute Arming & Pattern Chaining:**

Chain patterns or use mute arming to bring voices in and out for gradual texture changes.

- **Ping-Pong/RANDOM Directions:**

Use non-linear step progression for evolving, non-repetitive pads.

**Patch tip:**

Use the Drum Sequencer's LFO outputs to modulate the mix of an external reverb or granular module, or send random gates to trigger atmospheric sounds sporadically.

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## General Modulation Techniques with the Drum Sequencer

- **Dedicated LFO Outputs:**

Clock-divided or audio-rate LFOs can modulate ANY device in your rack (filter cutoff, VCO FM, waveshaper depth, panning, effects mix, etc.)

- **Dynamic Pattern Modulation:**

Use CV/Gate randomization *live* for controlled chaos — re-randomize between sections.

- **Midi & Clock Insertions:**

Integrate with other eurorack sequencers or DAWs for cross-modulation of patterns or LFOs.

- **Probability-based Drumming:**

For generative percussion, employ a combo of step probability and ratcheting.

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## Further Automation & Processing Resource

- [Generated With Eurorack Processor](#)

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Dive into the Drum Sequencer's manual for more deep-dives, and don't be afraid to layer these ideas for even wilder results!