Noise Engineering — Sec Ruina

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Creative Patch Ideas for Seca Ruina

The **Noise Engineering Seca Ruina** is a compact (6HP) and versatile *multiband distortion/VCA* offering per-band and global drive control, with CV over both. Here are creative ways to integrate it with other Eurorack modules, leveraging both its multiband architecture and modulation possibilities.

1. Dynamic Multiband Percussion Processing

Modules Needed: - Percussion source (e.g. Erica Synths Drum Modules, Tiptop Audio BD909) - Envelope generator (e.g. Maths, Zadar) - Seca Ruina

Patch: - Route drums or percussion loops into Seca Ruina's input. - Patch separate envelopes to the individual band CV inputs (High, Mid, Low). - Use the envelopes to dynamically modulate distortion per band, making kicks boomier, snares crunchier, and hats fizzier—independently. - Take the Sum out to your mixer.

Result: Rhythmic, dynamically shifting multiband drum textures. Great for glitch, breakcore, experimental techno.

2. Frequency-Selective Distortion Chains

Modules Needed: - Seca Ruina - Three different effects modules (e.g. delay, phaser, reverb: Mimeophon, Warped Circuits Bend, FX Aid) - Mixer (e.g. Intellijel Mixup, Befaco STMix)

Patch: - Patch an instrument or field recording into Seca Ruina. - Route each Seca Ruina individual band out to a different FX module. - Mix processed bands back together.

Result: Drastically different FX chains sculpted tightly to frequency content—think low-end going through a phaser, mids through heavy delay, and highs washed in reverb. This creates a rich, spatially complex signal.

3. Animated Multiband Distortion with LFOs/Sequencers

Modules Needed: - Modulation sources (LFOs: Batumi, Pam's New Workout. Sequencers: René, Metropolix) - Seca Ruina

Patch: - Patch LFOs or stepped CV from sequencers into any or all band CV inputs (or the All CV input for global chaos). - Slowly modulate drive settings, or use sequencer triggers for rhythmically pulsed distortion.

Result: Animated, evolving timbres. Hook up a random voltage source (Wogglebug, Marbles) for wild, pseudo-generative distortion movement.

4. Additive Multiband "Vocoding"

Modules Needed: - Seca Ruina - Vocoder or bandpass filter bank (Doepfer A-128, Mutable Instruments Vocoder) - Voice signal and carrier (two audio sources)

Patch: - Patch voice signal into Seca Ruina, split bands out, send to vocoder's modulator band inputs. - Send a synth sound to the carrier input. - Use the Sum out for processed, intelligible distortion-vocode hybrid timbres.

Result: Choppy, hyper-articulated "vocal synth" textures, ideal for industrial and experimental pop.

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5. Multiband Envelope Following for CV Extraction

Modules Needed: - Seca Ruina - Envelope followers (Doepfer A-119, Mutable Ears) - Modulation destinations (VCA, filter cutoff, etc.)

Patch: - Process a complex signal (drums, field recordings) through Seca Ruina. - Patch individual outs to envelope followers. - Use generated envelopes to control parameters elsewhere in your system—e.g. send the envelope from the High band to modulate reverb mix or pan, Mid band to bass synth cutoff.

Result: Eco-systemic, frequency-reactive modulation throughout your rack. Great for live sets and generative patches.

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6. Spectral Wavetable Distortion

Modules Needed: - Wavetable oscillator (Plaits, E352, Piston Honda) - Seca Ruina - Spectral or granular processor (MIMEOPHON, Morphagene)

Patch: - Morph oscillator through Seca Ruina; patch the band outs to spectral processor inputs. - CV sweep distortion per band (with LFOs or sequencer). - Record or granularize the results.

Result: Animated spectra, with distortion "filling in" different parts of the frequency spectrum as you sweep. Great for music concrete or cinematic sound design.

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7. Voltage-Controlled Groovebox

Modules Needed: - Seca Ruina - Envelope/VCA module - Sequencer - Drum and bass synth voices

Patch: - Use Seca Ruina as a final bus for your stereo mix. - Patch sequencer gates/envelopes to the All Drive CV input, "pumping" the entire mix's harmonic content in time with your groove.

Result: Punchy, dynamically driven multiband bus distortion for entire groovebox/live techno setups.

These patch ideas should get you started; Seca Ruina's multiband, CV-able architecture encourages experimentation—especially with modulation and routing. Pair it with stereo/frequency processors, complex modulators, or effects for endless sound design possibilities.

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