

Noise Engineering – Basimilus Iteritas Alia

- [Manual PDF](#)
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[Basimilus Iteritas Alia \(BIA\) Manual - Noise Engineering \(PDF\)](#)

Creative Eurorack Patching Ideas with Basimilus Iteritas Alia (BIA)

The Noise Engineering Basimilus Iteritas Alia (BIA) is a digital drum/percussion and voice module with deep sound design capability and flexible patching options. Its rich overtone structure, dynamic envelope, and multi-mode synthesis make it much more than just a drum module. Here are creative combinations and patch strategies, both with named and generic modules, to help you explode BIA's potential in your rack.

1. Rhythm & Percussion Layering

- **Stack with Other Drum Modules**

Sequence BIA alongside classic analog drum voices (e.g., Tiptop 808/909, Hexinverter Mutant Drums) to add digital and spectral complexity to your drum patterns.

- **Layer Multiple BIAs**

If you have more than one BIA or can run alternate firmwares on the Alia hardware, design entire drum kits—kick, snare, hats, percussion—all from the same module/firmware family for a tight cohesive sound.

2. FM & Harmonic Modulation

- **FM/AM Input Processing** 

Patch audio-rate or complex LFOs (from Make Noise Maths, Mutable Instruments Tides, or XAOC Zadar in looping mode) into BIA's CV inputs—especially 'Decay', 'Morph', and 'Spread'—to create wild, evolving metallic and harmonic textures.

- **Resonator/Filter Chaining**

Feed BIA's output into a resonant filter or physical modeling resonator like Mutable Instruments Rings or MI Ripples. The harmonics and noise content of BIA interact beautifully with resonator feedback and filter sweeps.

3. Envelope Out—Worlds Beyond Drums

- **Envelope-Follow Modulation**

Use BIA's Env Out to modulate VCAs, filters, or wavetable positions on oscillators elsewhere in your patch. This ties non-percussive voices to the shape and groove of your rhythms for organic, responsive sound design (e.g., modulate Intellijel Quad VCA, Mutable Instruments Plaits, or Erica Synths Fusion VCF).

4. Sequencing and Trigger Experiments

- **Accent Patterns & Humanization**

Patch separate CV triggers or random voltage to BIA's 'Decay' or 'Attack' to control dynamics—try using stochastic modules (e.g., Mutable Marbles, WMD Probability Javelin) for live, mutating accents and ghost notes.

- **Audio-rate Triggers**

Feed high-frequency gates into BIA's Trig input. At audio rates, this "retriggers" the envelope in bizarre ways, producing gated metallic drones or glitchy stuttering percussion.

5. Glitch, IDM & Texture Design

- **Mess with Pitch at Audio Rate**

Run an oscillator or audio-rate LFO into BIA's Pitch CV input (-2V to +5V range). The result: insane AM/FM, ringmod, or razor-sharp digital textures.

- **Sample & Hold / Random Voltages**

Use classic random, S&H (Doepfer A-148, Mutable Kinks) patched to Spread or Morph for constantly morphing inharmonic percussion hits, metallic grains, or expressive digital noise.

6. Melodic Applications

- **BIA as Bassline/Lead**

Sequence 1V/oct melodies using a reliable sequencer (Intellijel Metropolis, Malekko Voltage Block, or Pam's Pro Workout). Try using the Alto/Treble switch and 'Liquid' mode for punchy, melodic FM-ish lines.

Pair with pitch quantizers (e.g., Intellijel Scales) for in-tune, musical sequences.

7. FX Processing

- **Waveshapers, Folders & Bitcrushers**

Send BIA into external folder/distortion/bitcrusher modules (e.g., Serge Wave Multiplier, WMD Geiger Counter, ST Modular Fold) for extra crunch or feedback abuse.

Patch post-BIA folding into granular or delay FX (Mutable Beads, Make Noise Mimeophon) for shimmering glitch washes.

8. CV Feedback Loops

- **Envelope Feedback**

Route Env Out back into BIA's Spread or Harm input via an attenuverter (e.g., Intellijel Quadratt) for dynamic self-modulation tied to each hit.

- **Triggered Modulation**

Use BIA's Env Out to trigger or clock random voltage modules, or even sequence other voices, for tight, drum-synced generative patches.

9. Polyphony via Digital/External Sequencing

- **Alternating Drum Voices**

Pair BIA with switches or logic modules (Doepfer A-150, Mutable Branches) to alternate between different BIA parameters per trigger or bar—morphing from kick to snare to hat with the same module per pattern step.

10. Firmware Swapping for Modular Meta-Instrumentation

- **Explore Alternate Firmwares**

Use the Alia platform's firmware swapping to convert BIA to other Noise Engineering oscillators (e.g., Manis Iteritas Alia, Cursus Iteritas Alia) for new synthesis engines within the same hardware—especially interesting for evolving sets or live performance with minimal re-patching.

Bonus: Recommended Utility Modules

- **Attenuverters/Offset**

- Intellijel Quadratt, Happy Nerding 3xMIA: Shape CV levels into BIA

- **Random/Chaos**

- Mutable Marbles, SSF Ultra-Random Analog: Add controlled unpredictability

- **Function Generators**

- Make Noise Maths, ALM Pip Slope: Complex envelopes into BIA's CVs

- **Clock/Pattern Generators**

- Pamela's Pro Workout, Malekko Varigate: Complex, polyrhythmic triggers for dynamic drum programming

- **Mixers & VCAs**

- For layering BIA voices, or ducking FX, etc.
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The BIA is a digital drum monster, but with creative patching, it's also an innovative synth voice, modulation source, and sound mangler. Explore its edge cases and don't be afraid to go far "off-label".

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