

Tubbutec — 6m0d6

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Modulating the 6m0d6 Eurorack Module for Experimental, Hard, and Atmospheric Sounds

The 6m0d6 module is a powerful percussive voice inspired by the classic TR-606, but provides extensive CV, MIDI, and sound-engine modifications for deeply creative sound design. Here's how you can leverage its features for **distorted beats**, **wild basslines**, and **atmospheric pads**.

1. Distorted Percussive Sounds

Key features to exploit: - Selectable **noise sources**: White, Metal, XOR - **Noise Bit Reduction** (via Noise Tune knob and CV) - Individual **decay**, **tuning**, and **click** parameters per drum sound - External **dynamic triggers** and **CV inputs** for accent/level

Techniques: - **Bitcrushing for Grit:** Set the Noise source to 'Noise' and turn down the Noise Tune for intense bit reduction. You can CV modulate this with stepped or random voltages for constantly shifting lo-fi textures. - **Accentuated Distortion:** Use an external envelope or random LFO in the Accent CV input; combined with trigger amplitude modulation, this creates aggressive dynamic range and clipped artifacts. - **Metallic Industrial:** Choose the Metal or XOR source for Snare or Cymbals, then modulate **Metal Tune** and **Spread** with audio-rate LFOs or sequenced CV. This

produces clangorous, syncopated metallic scrapes and cracks. - **Decay Smearing**: Set decay times unusually long (especially on Snare or Toms), then rapidly modulate them with stepped or slewed CV for sludgy, smeared drum tails.

2. Crazy Basslines (Dubstep/Drum & Bass Style)

Key features to exploit: - **Bass Drum**: Powerful decay, tune, and click controls - **Sub Tom**: Changes Low Tom pitch to sub-bass territory - **Metal Tune** (1V/Oct compatible CV input) - MIDI: Use channel 1 to play metal oscillators as tuned synth voices

Techniques: - **Percussive Reeses**: Set Sub Tom ON. Use a fast ADSR envelope or a pitch LFO (preferably audio-rate) to modulate Tom or Bass Drum TUNE CV. Layer with long decay for moving, talking bass effects. - **Tuned Metallic Bass**: Use MIDI channel 1 to play the Metal oscillators chromatically. You can sequence paraphonic lines or chords using the allocated 6 voices; combine this with low METAL TUNE and high SPREAD for thick, detuned bass. - **Rhythmic Wobble**: Send clock-synced LFO or stepped random voltages to the Bass Drum or Tom decay, or Accent CV. Velocity over MIDI or dynamic triggers further accentuate movement and punch.

3. Haunting Atmospheric Pad/Drone Sounds

Key features to exploit: - **Cymbal Pulse Shaper Bypass**: Lets you use the Cymbal as a long-decay or continuous sound source - **Multi-voice Metal Oscillators**: Can be played continuously via MIDI - **Noise Tune**: Emulation of analog white noise and bit-reduced digital noise, controllable via CV - **Wide-range Tuning and Envelope Controls**

Techniques: - **Cymbal Drone Mode**: Disable the internal pulse shaper via CY.PULSE (or MIDI CC). Trigger the cymbal with longer pulses or gates, or hold via MIDI for sustained, bell-like textures. Modulate TONE, DECAY, and select Metal or XOR sources for richer harmonics. - **Shimmering Pads**:

Send chords over MIDI channel 1 to the Metal oscillators. Modulate METAL SPREAD and TUNE for evolving pad foundations. Blend in NOISE source and modulate with slow LFO for airiness. - **Evolving Textures**: Use slow random or cyclic CV on NOISE TUNE and ACCENT CV. Play with high decay and overlapping triggers to “smear” drum tails into evolving washes. - **Atmospheric “Ghost Hits”**: Send very low amplitude triggers (1-2V) for ghostly, understated percussive hits, then layer their long, modulated decays.

Patch Examples

Distorted Clanging Snare: 1. Snare Noise Source: XOR, METAL TUNE & SPREAD at mid, NOISE TUNE CV with stepped random. 2. Snare DECAY controlled via envelope follower from another module. 3. Accent CV input modulated with a sequencer or stepped random.

Wobble Bass Drum: 1. Bass Drum TUNE modulated with fast LFO or sequencer. 2. Sub Tom ON, tuned low. 3. Accent Gate clocked so some hits are accented, others not.

Haunting Pad: 1. Cymbal: Pulse shaper OFF, gate input held open. 2. MIDI channel 1 sends occasional chords to metal oscillators. 3. METAL TUNE and SPREAD modulated by slow LFOs. 4. Noise source blended in and tuned for shimmer.

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