2hp — Unity

- [Manual PDF](#)

Creative Uses for the 2hp Unity Module in Eurorack Setups

The **2hp Unity** is a compact, dual-channel unity mixer with three flexible mixing modes and normalling features that offer a surprising amount of depth despite its size. Below are some inspiring ways to leverage Unity's features in your rack, both in generic modular environments and with specific module combinations.

1. Six-to-One Audio Mixer

Context: *Small cases or pods where space is premium*
- Chain six audio sources (oscillators, drum voices, etc.) into all six inputs, utilize the Averaging Mode to keep your mix balanced without overloading the output. - **Interesting Combo:** Use it after six oscillators (e.g., Mutable Instruments Plaits, Make Noise STO, etc.) for dense, harmonically rich drone textures without signal clipping.

2. Hybrid CV/Audio Summing (Split Mode)

Use Case: *Mix both audio and control voltages simultaneously*
- Top three mixer channels (gain=1) can sum pitch sources such as sequencer CV, LFO, and manual offsets. - Bottom three (gain=1/3) could

mix kick, snare, and hats into a single drum output. - Great with a CV sequencer (Intellijel Tête, Malekko Voltage Block) and drum synths (WMD Crater, Tiptop ONE).

---

3. CV Generation Chaos—LFO/Envelope Collisions

Context: *Create gnarly, unpredictable CV shapes*
- Patch different LFOs, random voltage generators (e.g., Make Noise Wogglebug), and envelope outputs into the same mixer. - Use Unity Mode for true additive mixing—send the wild result into a filter cutoff or wavefolder for modulations that sync but still surprise. - Try: Befaco Rampage + ALM Pamela's Pro Workout + Doepfer A-145 into the mixer.

---

4. Verstaile Utility Bus

Scenario:
- Use normalling: If "Out 1" is not patched, the mixed signal goes to "Out 2" along with the second group of three inputs.
- Patch combined outputs to parallel effects chains (e.g., Erica Synths Black Hole DSP + Make Noise Mimeophon), then blend the wet/dry sum for evolving textures.

---

5. Utility for Polyphony in Modular

Pitch and Gate Track Handling:
- Use Averaging Mode for pitch CVs when running simple paraphonic or polyphonic setups—helps keep detuning in check. - Great for summing keyboard, arpeggiator, and sequenced CVs before sending to a dual oscillator (e.g., Dreadbox Antiphon, Doepfer A-111-4).

6. Accidental Distortion/Drive

Advanced Play:
- In Unity Mode, stacking several hot audio signals (all with gain=1) can intentionally overdrive the sum and create pleasing distortion.
- Patch multiple outputs from a single oscillator at different waveshapes for "polywave" timbres.

---

7. Interactive Performance Mixer

Scenario:
- Use manual offset modules (e.g., Intellijel Quadratt, 2hp DC) patched into Unity's inputs as active CV or audio "faders" for tactile live tweaks.

---

8. Feedback Networks

Experimental Sound Design:
- Use self-patching: Route Unity's output to a delay or reverb, then back into one of Unity's inputs (via attenuator/VCAs for level control).
- This can build evolving, regenerative feedback textures—great for ambient or generative music when used with effects like Mutable Instruments Clouds or Strymon Magneto.

---

9. System-Wide Offset Distribution

Control Distribution:
- Feed a single master clock, random, or offset voltage to multiple destinations by splitting from Unity's inputs and utilizing all outputs.

In summary:
The 2hp Unity, while tiny, is immensely powerful when strategically paired with modulation sources, oscillators, audio/CV effects, and utility modules.

Its flexible mixing logic and normalling saves patch cables and opens new creative routings in your modular workflow.

Generated With Eurorack Processor