

Forge TME – Vhikk X

- [Manual PDF](#)
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Creating Full-Length Eurorack Songs with the Vhikk X

The Vhikk X, as described in its [manual](#), is a multi-algorithm sound source and processor designed for extreme versatility. This isn't just a weird drone module—it's an entire textural, dynamic sonic environment in a box, encouraging deep exploration, organic evolution, and experimental workflows. Here's how you can use it as a powerful tool for constructing **full-length, structured compositions** in the context of a modular system:

1. Vhikk X as a Song's Sonic Engine

Use Its Algorithm Banks to Structure Sections

- **36 Total Algorithms** accessible via switch and bank combinations means you can completely shift the core timbral identity mid-song.
- **Performance Patch:** Assign specific algorithms to verse, chorus, bridge, breakdown etc. Use the encoder and buttons to swap banks/algos live, translating to dramatic section changes.

Morphing as Arrangement

- The **MORPH** parameter (with attenuverter CV input) lets you interpolate between timbres/textures within an algorithm.

Sequence or fade this over time for builds, drops, breakdowns, or smooth transitions between sections.

- **Pro tip:** Use a looping envelope or sequencer to automate MORPH for hands-off morphing during a song.
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2. Making Arrangements: Automation & Control

Automation Everywhere

- All major parameters (**MORPH, BASIS, FIELD, TIME, FORM, VCA**) have CV control. Use sequencers, LFOs, envelopes, or generative sources (Marbles, Pam's, Turing Machine) for ultra-dynamic changes.
- E.g., use a slow LFO or S&H to the VCA for swelling and ducking transitions.
- Use CV over **BASIS** (pitch/frequency) sequenced for melodies or bass lines.
- **FIELD/TIME/FORM** as “macro-controls” for carving out evolving atmospheres.

CV Normalling Tricks for Fast Variation

- The **VCA CV input normalised to all major CVs** means a single modulator can sweep all sound-shaping parameters at once, yielding cohesive macro-moves—ideal for dramatic climaxes or drops.

Internal State Saving and Recall

- **Per-algorithm or global parameter saving** lets you set up “presets” for each section and call them as you perform. This is invaluable in a live performance or structured track-building session.
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3. Textural Layering—the Ambient/ Experimental Edge

Build Complex Backdrops

- Use Vhikk X as a constantly evolving background layer under more “traditional” drum/bass/lead voices.
- Pair with long delays, reverbs, and granular modules to enhance the sense of movement and space.

Send External Signals for Unique Processing

- Stereo inputs allow Vhikk X as an FX box—use it to mangle returns from your mixer, beats, or even vocals for unique breakdowns and transitions.
 - Use the internal VCA for amplitude modulation without needing an external stereo VCA—great for animated swells synchronized with your arrangement.
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4. Song Structure Concepts:

A. Sectional Contrast via Algorithm Switching

- Assign each major section a different algorithm for maximum contrast, leveraging Vhikk X as the “anchor” instrument that defines the song’s architecture.

B. Dynamic Builds Using Morph/Field/Time

- Slowly morph patches or algorithm parameters over long segments for tension-and-release.

C. Per-step/Per-bar CV Randomization

- Use external CV sequences or random sources to change parameters each repeat/section, bringing live-sounding variation to otherwise repetitive motifs.

D. Audio Rate Modulation

- With robust CV inputs, try using audio-rate sources into Vhikk's CVs for distorted, glitchy transitions or climaxes.
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5. Integration with the Rest of Your Rack

- **Drums/Sequences:** Pair with trigger/gate sequencers like Pam's Pro Workout, Erica Black Sequencer, or Metropolix for beats that bring the Vhikk's textures to life.
 - **Bass/Leads:** Route output through traditional filters/VCOs or feed VCO audio into Vhikk for processed leads/basses that evolve across the composition.
 - **Control:** Use a CV switch, Matrix Mixer, or foot controller to perform "macro" transitions for hands-on composition.
 - **Utilities:** Random/scaled modulation (Maths, Ornament & Crime) for slow or abrupt changes.
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6. Sample Compositional Workflow

1. **Patch Vhikk X as your main voice** (or FX chain, or backdrop).
 2. **Assign algorithms** to song sections ("A" = drone/bass, "B" = glitch texture, "C" = breakdown noise).
 3. **Set up sequencer/clock** for arrangement.
 4. **Automate/Macro CV** to morph/shift parameters for each section (using attenuverters to fine-tune movement).
 5. **Layer with other racks or DAW elements.**
 6. **Save states** for recall between takes or in live performance.
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7. Key Strength for Full-Length Songwriting

- **Massive Timbral Breadth:** Allows one module to fill roles from bass to pad to lead to experimental noise.
 - **Performance-Oriented Controls:** Bank/algorithm/parameter recall, CV normalling, and per-algo state recall means you can treat Vhikk X almost like a “compositional centerpiece.”
 - **Ergonomic/Low Overhead:** Because so much variety is built in, it reduces cognitive/signal overhead, leaving you free to animate sections instead of getting stuck patching basic elements.
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Conclusion

The **Vhikk X** can act as either the heart or wild brain of a eurorack composition, able to carry multiple sections, evolve through automation, and deliver everything from melodic content to pure textural glue. Used with sequencers, modulation sources, traditional voices, and send/return processing, it can carry your pieces from start to finish as a *dynamic, living instrument*.

Generated With Eurorack Processor