2hp — Pitch

Using 2hp Pitch for Complex, Densely Rhythmic Percussion in Eurorack

2hp Pitch is a time domain pitch shifter with integrated "wow & flutter" (W&F) effects. Though primarily used for transposing signals and tape-like effects, you can leverage its feature set to create unique, punchy, and percussive textures—ideal for modern, micro-edited, hyper-complex rhythm music.

Below are strategies to make the most out of this 2hp effect in pursuit of intricate percussive patterns and polyrhythmic madness.

1. Percussion Layer Enhancement via Pitch Shifting

- **Feed drum or percussion voices** (such as kicks, hi-hats, glitches, foley, or physical modeling percs) into the `Audio Input`.
- Use the **Pitch Knob and 1V/OCT Input** to transpose or modulate the sound. Rapid, clock-synced, or trigger-driven pitch modulation creates stuttering, ratcheting, or evolving timbral changes.
  - **Complex rhythms:** Use a polyrhythmic CV sequencer to drive 1V/OCT, 'retuning' each percussion hit differently in various time divisions.
  - **Modulate pitch with rhythmic LFOs:** Use multiplyable clocked LFOs, fed into the 1V/OCT input, at different polyrhythmic intervals.

2. Pseudo-Tape Effects for Percussion Manipulation

- Use the **W&F Knob** or input random CV via `W&F CV Input` to add random fluctuation/tape instability.
  - **Per-cussion punch:** Hard, quick modulation at rhythmically relevant moments (e.g. via fast, stepped random or S&H synced to triggers) can make each percussion hit slightly different.
  - **Swing/syncopation:** Use `W&F` with clocked but offset CV sources to introduce subtle off-grid timing and pitch artifacts, especially interesting with hi-hats, shakers, or FM percussion.

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3. Mix/Shaping per Hit for Dynamic Rhythm Complexity

- The **Mix CV Input** allows dynamic blending between dry (original) and wet (pitch-shifted) signals. Patch a rhythmic CV source (clock divider, burst generator, trigger sequencer) into Mix CV.
  - **Patterned accents:** Use Euclidean or polyrhythmic gates as Mix CV for intricate patterns of "dry" and "wet" sounds throughout a bar, almost like automated send FX.
  - **Morphing timbres:** Automate Mix knob in time with your complex rhythm structures to add 'ghost' or shadow hits, echoes, or slurred effects.

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4. Advanced Patch Ideas

- **Dual Pitch:**
  - If you have two percussion voices (or split a mono signal), run one through Pitch at +7 semitones, the other at -5, and recombine. Layer patterns for stacked, "digital polyrhythm" percussion lines.
- **Feedback/Buffer Hacks:**
  - Feed the output back to the input via a CV-controllable VCA for glitchy, unpredictable patterns. Wet signal

detuning + feedback + W&F = complex, ever-changing digital percussion clouds.

- **Combo with Your Sequencer:**
  - Use a trigger sequencer (modular or external) to generate uneven divisions (e.g. 5/8, 7/16), and use these as CV sources for Pitch and Mix for polymetric movement.

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5. Make it Hyper-Modern and Punchy

- **Sharp, Sync'd CV:**
  - Use stepped, quantized random CV (like a Turing Machine or Sample & Hold) into the 1V/OCT or W&F input, clocked by your master rhythm or at divisions thereof.
- **Accentuation:**
  - Accent certain hits by automating pitch jump (e.g., suddenly +2 octaves on every 9th step), or quick, harsh W&F burst on off-beats.
- **Chop and Glitch:**
  - Send granulated, micro-edited patterns into Pitch, modulate heavily, and crossfade fast between dry and wet for "granular drum machine" effects.

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6. In the Larger Patch

- **Feed** micro-edited loops, glitch buffers, or sample-sliced drum kits (e.g. from sampler modules) into Pitch.
- **Combine** with sequential switches, logic, or complex gate processors to drive CV inputs in ever-shifting, polyrhythmic architectures.
- **Record** the output into a buffer/looper (e.g., 2hp Loop) for evolving, fractal-sounding percussion beds.

Key Principles: - Treat 2hp Pitch as a rhythmic tool, not just a pitch shifter. - Modulate everything with rhythmically interesting CV. - Combine with

clocked, random, or step-sequenced sources for non-repetitive drumming.
- Layer processed (wet) and unprocessed (dry) percussion for syncopation and drive.

Continue reading the full manual:

2hp Pitch Manual PDF

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