

2hp – Rnd

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[2hp Rnd Manual \(PDF\)](#)

Using the 2hp Rnd for Hyper-Complex Percussion & Rhythms in Eurorack

The **2hp Rnd** is a powerful random gate and random voltage source that becomes a playground for experimental rhythmic and percussive synthesis. For the creation of dense polyrhythms, complex meters, and intricate percussive patterns, this compact module can be leveraged in several creative ways:

Clocking, Gates, and Rhythms

1. Randomized Gate Patterns (Polyrhythmic and Complex Sequences)

- **External Clock Mode:**
Send a non-standard (e.g., quintuplet, 7/8) clock into the **CLOCK IN** jack.
- **Rate Knob** shapes the density and probability of the random gates.
- **Gate Output** will generate unpredictable triggers at non-binary subdivisions, perfect for hyper-kinetic or polyrhythmic percussion tracks.

- **Patch Example:**

- Use a rhythmic step sequencer or clock divider to provide several mismatched clocks to multiple Rnd units.
- Output random gates to varied percussion voices (hi-hats, metallic pings, clicky samples) for organically evolving, interlocking patterns.

2. Internal Clock for Steady Rhythms with Unpredictable Modulation

- **Internal Clock Mode:**

Use the **Rate Knob** to set a base tempo, outputting a standard clock to a trigger sequencer or drum voice.

- Stack multiple Rnd modules for layered, phase-shifted clocks and polyrhythms.

- **Randomization Layer:**

Send the random gates to percussion accents, fills, or ratchets—combining steady beats with sudden bursts of chaos that are always time-synced.

Modulating Percussion: Unique, Punchy Sounds

3. Generate Unique Modulations with Smooth & Quant Outputs

- **Smooth Output:**

- Sends a constantly morphing random CV (0V-10V).
- Use **Smooth Attenuator** to fit modulation depth.

- Patch to VCA, VCF, or percussion voice FM input for dynamic, wildly animated timbres or envelope shapes.

- **Quant Output:**

- Each clock pulse emits a stepped random voltage for sample-and-hold effects.
 - Clock this at an odd division for shifting, jerky dynamics in percussive voices (panning, pitch, filter cutoff).
 - **Example:**
 - Smooth CV to the decay time of a drum envelope—get lively, swerving tails.
 - Quant CV to oscillator pitch or drum sample selector for generative, unpredictable patterns.
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Advanced Patching Ideas for Hyper-Complex Percussion

| Goal | Patch Suggestion |
|---------------------------------|---|
| Unusual time signatures | Run the Rnd's Gate Output to a clocked logic module or rhythmic addressable switch |
| Densely layered rhythms | Chain multiple Rnd modules, each with different clock sources and modulate each other's Rate Knob |
| Chaotic event accenting | Use the random gate output to punch in effects (reverb bursts, distortion) on percussion hits |
| Meta-polyrhythm creation | Use Slew (Smooth Out) as a clock modulator, warping the perceived tempo of other rhythmic modules |

Sound Design Tips

- **Punch and Snap:**

Patch the stepped (Quant) output to both pitch and VCA

envelopes for percussive voices.

Apply sharp, high-pass filtered Smooth CV for snappy transient modulations.

- **Organic Variation:**

Use attenuators to finely scale randomness—keep patterns musical, not purely chaotic.

- **Flavor Multiple Voices:**

Mult or sequential switch Rnd's outputs to apply its unique movement across your drum architecture.

The 2hp Rnd is not a voice or effect by itself, but as a control/modulation generator can transform even basic drum modules into wildly animated, complex, and rhythmically rich percussive sources.

[Generated With Eurorack Processor](#)