

# Forge TME — Vhikk X

---

- [Manual PDF](#)
- 

[Download the Vhikk X Manual \(PDF\)](#)

---

## Modulating Vhikk X for Eurorack: Sound Design Guide

---

*(Focus: Distorted Percussion, Dubstep/DnB Basses, Haunting Pads)*

The **Vhikk X** by Forge TME is a multi-algorithm stereo sound source and processor designed for hands-on exploration in modular synth setups. It offers 36 algorithms (9 per bank, 4 banks), extensive CV modulation, and stereo in/out for both creation and processing of wild, dense, or delicate sounds.

Below are recommended patching and modulation strategies tailored for **distorted percussion, crazy basslines, and haunting atmospheric pads**.

---

### 1. Key CV Inputs & Controls

---

- **MORPH, BASIS, FIELD, TIME, FORM** (CV with attenuverters):  
Modulate these for dynamic timbral shifts.
- **VCA**: Internal stereo VCA; CV control for amplitude/punch shaping.
- **SEED, SCAN** (Encoders, no CV): Manual/automation for algorithmic randomness & morphing.
- **Volume in/out**: Can be overdriven for distortion.
- **Two Toggles**: Algorithm selection.
- **Four Banks**: More options with future updates/firmware.

**CV Routing Tips:** - Any CV in VCA is normalised to all other param CVs (if unpatched). - MORPH CV normalised to remaining param CVs (if unpatched). - Attenuverters = on-the-panel fine-tuning.

---

## 2. Distorted Percussive Sounds

---

**Setup:** - Choose an algorithm with sharp transients, granulation, or aggressive processing (experiment with different toggle/bank combos). - Feed short triggers, envelopes, or audio percussion samples into the stereo inputs.

**Modulation Moves:** - Patch fast, snappy envelopes (from Maths, Quadrax, etc.) into the **VCA CV** for sharply gated, drum-like attacks. - Modulate **MORPH** and **BASIS** with stepped/random voltages or fast LFOs — jump between different timbres, glitchy distortion, and pitch bursts. - Drive the **Input Gain** and **Output Gain** using the encoders to add internal clipping/distortion (Vhikk X soft-clips at each gain stage for punchy grit). - Patch a slow LFO into **FIELD** to create movement within the percussive shell, morphing the overtones or decay characteristics per hit. - Use the **TIME** CV to vary granulation or internal delay/reverb times, for metallic, ringing, or decaying echoes.

**Creative Extreme:** Randomize **SEED/SCAN** via manual press (both buttons), causing algorithmic chaos between hits.

---

## 3. Dubstep/Neuro Drum & Bass Basslines

---

**Setup:** - Select an algorithm that's synth-heavy—complex oscillators, wavefolders, or aggressive filters.

**Modulation Moves:** - Use a quantized pitch sequence into **BASIS** (V/Oct calibrated) for note control. - Route an audio-rate LFO or oscillator to **MORPH** or **FORM** for FM-style, gnarly transformer bass movement. - Patch a sync'd envelope or stepped random into **TIME**, **FIELD**, and **VCA** for 'wobble'—tight amplitude shaping, filter sweeps, and formant morphing. - Push the **Input** and **Output Gain** encoders into saturation for crunchy,

heavy distortion. - Manually 'scan' with the **SCAN** encoder during a sequence to morph bass 'characters' in real time. - Use stereo outputs to widen the bass via external mid-side, chorus, or direct patching for a massive effect.

**Creative Extreme:** Launch into extreme modulation depths, overdriving CV attenuverters for unpredictable, unstable timbres. Try flipping algorithms mid-bar ("toggle switch performance") for glitchy, aggressive phrases.

---

## 4. Haunting Atmospheric Pad Sounds

---

**Setup:** - Pick an algorithm focused on granular, shimmering, or filter-resonant sounds—often in true stereo.

**Modulation Moves:** - Feed slow, looping envelopes or random LFOs into **MORPH, FIELD, FORM, TIME** for continuous drifting soundscapes. - Use low amplitude/no CV in **VCA** for swelling, evolving pads. - Patch stereo field recordings, synth chords, or noise into **Stereo Inputs**; process these with Vhikk X's reverb, delay, or spectral algorithms. - Keep the **Input/Output Gains** moderate for headroom; overdrive only for distant, haunted saturation. - Slowly rotate **SEED** and **SCAN** encoders to drastically evolve algorithms, introducing spectral artifacts and spectral haloes. - Automate switching through banks/algorithms for scene changes without patch rewiring.

**Creative Extreme:** Use the **internal randomisation (press both buttons)** to inject spontaneous ghostly mutations.

---

## 5. Power User Tips

---

- **Attenuverters as Manual Shapers:** When no CV is patched, these become precise manual 'morphers'—glide through sound worlds by hand.
- **Global vs. Per-Algorithm Save:** Store 'scene' settings for rapid recall—use per-algorithm storage for live sets/performance flexibility.

- **Calibration:** Ensure BASIS is calibrated for perfect 1V/oct tracking if playing melodies/basses.
- 

## 6. Example Patching Summary

---

**Distorted Snare:** - Envelope → VCA - Fast S&H → TIME, MORPH - Hot Input Signal + High Output Gain = Hard Digital Clipping - Tap both buttons for SEED-ful chaos

**Wobble Bass:** - Sequencer → BASIS (V/Oct) - Audio-rate Osc → FORM - S&H or Sequenced Envelope → FIELD, TIME - MOD Wheel → MORPH (performance filter sweeps) - Slow SCAN encoder movement for evolution

**Haunted Pad:** - Stereo Input (tape hiss/field) → Inputs - Two slow LFOs → FORM, FIELD - Envelope → VCA for slow fade ins/outs - Periodic manual SEED/SCAN movements or internal randomization

---

## Resources

---

- [Vhikk X Official Manual / Web Guide](#)
  - [Generated With Eurorack Processor](#)
- 

Let yourself get lost in the [tele]presence and dynamic algorithmic world of Vhikk X—the stranger and more interwoven your modulations, the more this module will reward creative exploration!