Omnitone — Rhythmi

- [Manual PDF](#)

[Rhythmi Eurorack Drum Sequencer Manual (PDF)](#)

Creative Rhythmi Modulation Strategies

For Distorted Percussion, Dubstep/Drum & Bass Basslines, and Haunting Atmospheric Pads

Rhythmi is a deep, generative drum sequencer tailored for both quick, evolving grooves and mod-heavy explorations. Here's how you can patch and modulate it for wild sound-design inspiration within your own modular setup—whether you're after aggressive percussion, crazy modulated basslines, or spacious, shifting pads.

1. Creating Distorted Percussive Sounds

General Strategy: - Use Rhythmi to produce complex, evolving percussion patterns with heavy syncopation and energy. - Run audio outputs (Kick, Snare, Tom, Hat, Crash) through distortion, wavefolders, bitcrushers, or feedback devices outside the module. - Modulate parameters for ever-changing distortion character.

Step-by-Step:

- **Energy Macro Control:**
- **Crank up the Energy** to drive density on kick, snare, and toms.

- Hit the red cursor for crash triggers—patch this to gate further distortion or external event (e.g., toggle feedback).
- **Syncopation (Synco) & Density:**
- **Max out Syncopation** for hats and snares—creates unpredictable off-grid percussive triggers.
- **Increase Density** to pack the beats per drum voice.
- **Evolve Parameter:**
- **Slowly modulate Evolve** (CV or manually) for patterns that morph over time. Go further by randomizing Evolve for wildly asymmetrical fills.
- **Short loops:**
- Run 2–8 step loops for glitchy, stuttering patterns ideal for heavy distortion.
- **Patch Suggestion:**
- HI-HAT output to a gated fuzz/bitcrusher.
- SNARE output to a short delay/reverb plus overdrive.
- CRASH output to a distortion + filter—use crash as a rhythmic "reset" or spiky accent.
- **External Modulation:**
- Use a fast LFO or envelope to modulate Energy or Evolve via CV, so pattern intensity and fill rate constantly shift.

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2. Creating Crazy Basslines (Dubstep/DnB Style)

General Strategy: - Rhythmi's TOM output is both rhythm and pitch! Quantized to a minor pentatonic scale with 1V/oct, you can use this for basslines. - Pair evolving rhythms with external bass voice for heavy, wobbly, or tearing effects.

Step-by-Step:

- **TOM CV Out:**
- Send TOM CV output to a VCO/VCO-sub combo set low for sub bass.

- Use the **Tom Amount** knob to set the "note pool" size—more notes for more melodic fills, fewer for steady riffs.
- **TOM Trigger:**
- Also patch TOM TRIG out to a fast envelope or VCA, gating the bass oscillator.
- **Energy Macro Control:**
- As you **raise Energy**, TOM triggers cluster at the fill phase (end of loop), creating classic fill/roll effects.
- Go beyond the red threshold so crash = baseline "reset" accent.
- **Swing:**
- Push SWING to near 90% for delayed off-grid stabs.
- **Evolve:**
- Automate Evolve (with randomization!) for glitching or pitch-rising fills.
- **External Patch Ideas:**
- Use a distortion or formant filter after the bass for DnB "talking" basslines.
- Modulate these post-effects with the CRASH trigger, or use HI-HAT gates as envelope triggers for filter/FX motion.

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3. Creating Haunting, Atmospheric Pads

General Strategy: - While Rhythmi is designed for rhythmic triggers, its evolution, syncopation, and density controls can generate organic "pulses" for granular or ambient soundscapes. - Use slow, sparse patterns to trigger layers of long-attack/release envelopes.

Step-by-Step:

- **Slow Clock/External Sync:**
- Set Rhythmi to a SLOW loop (low speed, long lengths) or clock from a divided LFO for ambient tempo.
- **Low Energy, Sparse Density:**
- **Turn Energy low**, density knobs low—few triggers, lots of space.
- **Syncopation for Randomness:**

- Modulate Synco slowly (with LFO or random voltage) on SNARE and TOM for unpredictable, ghostly hits.
- **Pad Sound Source:**
- Patch TOM or SNARE triggers to envelope generators with long attack and release—these EGs then modulate filters/VCAs of your pad voices (synths or samplers).
- Use TOM CV out to shift pad pitch in a scale-locked way.
- **Evolve + Randomization:**
- Apply evolving/randomization to keep patterns shifting gently.
- **Swing:**
- Dial in extra swing for ethereal delay/diffusion—spread attacks out in wonky ways.
- **Layering:**
- Mult outputs to modulate other parameters (e.g., send CRASH trigger to reverb "freeze" or shimmer FX).

General Patching/Modulation Tips

- **CV Control Everything:**
- Connect LFOs, envelopes, or random CVs to Evolve, Energy, Syncopation, or Length for hands-off textural changes.
- **Pattern Automation:**
- Use CV-enabled randomization for unpredictable bursts/fills— great for filling space in pads or sudden energy spikes in percussion.
- **Base Pattern Changes:**
- Long-press the encoder to flip the base pattern—use in performance or automate with external hands.

Summary Table: Parameter-Driven Sound Design

Goal	Parameter Focus	CV Modulation (External)	Output Destinations	Suggested Processing
Distorted Percussion	High Energy, Density, Synco	Evolve, Energy, Syncopation	KICK/ SNARE/ TOM/HI-HAT/CRASH	Distortion, Bitcrush, FX
Modulated Basslines	Tom CV/ Trig, Swing, Evolve	Evolve, Length, Energy	TOM CV/ Trig, Crash	Filter, Distortion, Glitch
Atmospheric Pads	Low Energy, Slow Clock	Evolve, Syncopation	TOM/ SNARE/HI-HAT triggers, TOM CV	Long EG, Modal/ Granular FX

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