

# Omnitone – Rhythmi

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- [Manual PDF](#)
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[Rhythmi Manual \(PDF\)](#)

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## Creative Uses for Rhythmi in a Eurorack Environment

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Rhythmi is a highly original generative drum sequencer designed to inspire rhythmic creativity through its “evolve” parameter, energy shaping, and syncopation controls. Here are several ways to take full advantage of Rhythmi in your Eurorack setup, with both generic and specific module combinations:

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### 1. Evolving Drum Generator with CV Automation

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- **Patch idea:** Use a modulation source (e.g., Make Noise Maths, Intellijel Quadrax, or Mutable Instruments Stages) to automate the **Energy** or **Evolve** CV inputs. Slowly modulating these with LFOs or envelopes can create ever-shifting grooves and fills.
- **Variation:** Program energy bursts or rhythmic LFO patterns to create fills and transitions automatically.

## 2. Generative Syncopation with Algorithmic Melody

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- **Patch idea:** Take the **Tom CV output** (quantized to pentatonic minor) and use it to control melodic voices. For instance, feed this CV to a Make Noise STO or Mutable Plaits for drone-ish or West Coast style melodic layers that are rhythmically synced to your drum fills.
- **Variation:** Mult the Tom CV to both a VCO pitch and a filter cutoff to create hybrid melodic-percussive voices.

## 3. Reactive Drum Layering with Sample Players

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- **Patch idea:** Send Rhythmi outs (Kick, Snare, Tom, Crash, Hi-Hat) to sample playback modules like the 1010music Bitbox or Mutable Instruments Peaks (drum mode). Layer your modular percussion with realistic/lo-fi samples simply by using the triggers from Rhythmi.
- **Variation:** Use Bastl's GrandPA for random and chopped percussion triggered by evolving patterns from Rhythmi.

## 4. Dynamic Accents and FX via Crash Output

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- **Patch idea:** The Crash output, which triggers at the start of the loop and beyond certain energy points, can be used for more than cymbals. Patch it to trigger global FX – e.g., ping a Mutable Instruments Clouds for a burst of granular chaos, or reset modulation/LFOs (just as the manual suggests).
- **Variation:** Use Crash as a reset trigger for other sequencers (e.g., Winter Modular Eloquencer, Malekko Voltage Block) to keep your modular rhythmically glued together.

## 5. Swing for Groovy Clocking

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- **Patch idea:** Use the clock output from Rhythmi (already including division/multiplication and swing) to clock additional sequencers like Pamela's New Workout or Acid Rain Maestro. This way, the entire system inherits the groove and swing of your main drum lines.

## 6. Complex Hi-Hat Expression

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- **Patch idea:** Since the Hi-Hat output is a hybrid gate/trigger, feed it to a simple decay envelope (ALM Pip Slope, Befaco VC ADSR) into a noise VCA for ultra-realistic or wildly exaggerated hi-hats. Vary your envelope times by modulating with random LFOs, or even use Rhythmi's own modulations.
- **Variation:** Use the HI-HAT gate output as an input to a Mutable Instruments Rings or other resonator for metallic, tuned percussive textures.

## 7. Multichannel Drum-Voice Integration

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- **Patch idea:** Pair Rhythmi with the Beatsi drum module (mentioned in the manual) or other full-voice modules such as Tiptop Audio ONE, Hexinverter Mutant drum modules, or Erica Synths Drum Series for a compact, self-contained percussion setup.

## 8. Energy-Responsive FX and Side-Chain

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- **Patch idea:** Patch the kick, snare, or crash outputs to a Mutable Instruments Streams, Befaco VCMC, or other envelope followers to generate dynamic envelopes for side-chaining or automated FX routing. For example, duck a bass drone whenever crash or kick triggers fire.

## 9. Cross-modulation and Feedback

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- **Patch idea:** Use the **progress LEDs** or base pattern CV outs to trigger state changes in other modules—such as switching chord voicings (Qu-Bit Chord v2), changing modes on an effects processor (e.g., Strymon Magneto), or transposing sequences on a pitch CV generator.

## 10. Generative “Branches” and Pattern Morphing

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- **Patch idea:** Use the random “branches” generated by the Evolve knob as start events for other algorithmic modules (e.g., patch Evolve CV into Mutable Instruments Marbles’ bias or t input for generative melody lines that follow drum variations).
- **Variation:** Pair with Noise Engineering’s Zularic Repetitor or Euclidean Circles for percussive counterpoint—evolving the primary rhythm with Rhythmi, while the companion voices add steady or polyrhythmic undercurrents.

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Rhythmi's strength is in macro-level rhythmic evolution with deep generative possibilities. Exploit its unique modulations by patching its rhythms, gates, and CVs into melodic, FX, and auxiliary control domains—and you'll unlock a vast world of organic, never-static modular grooves!

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