

Erica Synths – Bassline

- [Manual PDF](#)
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[Erica Synths Bassline Module Manual \(PDF\)](#)

Creative Modulation Techniques with the Erica Synths Bassline

Based on the manual for the Erica Synths Bassline, here are several approaches you can use to create **unique and expressive sounds** with this analog synth Eurorack module. Techniques are tailored to build **distorted percussion, crazy basslines, and haunting pads/atmospheres**.

Key Modulation Points

The Bassline module offers the following modulation options:

- **VCO FM In (1V/oct & FM)** – Frequency modulation
- **VCF CV In** – Voltage control of the filter cutoff
- **VCF Env In** – External modulation of the filter envelope
- **Accent In** – Accent dynamics/grooves
- **Gate In** – Trigger the envelope/VCA
- **VCO SUB/LEVEL, TUNE, DETUNE** – Add weight and detuned dirt

Below are targeted patches and ideas for each sound design goal:

1. Distorted Percussive Sounds

Patch Tips:

- Set the oscillator to pulse or saw for harmonic richness.
- Crank the **VCO Level** and use the **SUB Oscillator** for added punch.
- Use a very short **VCF Env Decay** for sharp, snappy transients.

Modulation: - **Overdrive with Resonance:** Increase **VCF Resonance** to near self-oscillation. Modulate **Cutoff** via VCF CV for aggressive filter pops. - **FM**

Percussion: Patch envelopes, LFOs, or fast random CV into the **FM In** for pitch modulation at audio rates, creating metallic/distorted timbres. -

Accent Input: Use a sequencer or random gate source to accent alternate hits—crank up gain to push the VCA into saturation. - Patch a noise module or another VCO into the **VCF CV**, slightly, for dirt and unpredictable snappy energy.

2. Crazy Basslines (Dubstep/Drum and Bass)

Patch Tips: - Push the TUNE into lower registers for sub-bass power. - Use **SUB Oscillator** for additional weight and movement.

Modulation: - **Wobble Bass:** Sync an LFO (triangle/sine) or step-sequencer to the VCF CV for rhythmic filter sweeps (“wobble”) at musically synced rates. - **Filter FM:** Use audio-rate FM into the **VCF CV In** for aggressive, vocal-like growls—route another oscillator or noise in here. - **Envelope**

Shaping: Adjust the VCF Envelope Decay for plucky or drawn-out shapes; modulate this decay time with external CV if possible. - **Accent Input:** Sync to the ‘off-beats’ or drums for pumping/groove effects.

3. Atmospheric Pads/Haunting Textures

Patch Tips: - **Detune** the oscillator for chorused width. - Use **both the saw and pulse** waves plus SUB for dense harmonic content. - Long VCF Decay for slow-moving filter morphs.

Modulation: - **Slow LFO/Envelope to VCF CV:** Slowly move the filter cutoff for evolving ambient drones. - **FM with slow LFO/random source:** Subtle FM (into FM In) for ghostly, shifting timbres. - **Manual tweaking of Resonance & Cutoff:** Perform live sweeps for organic, haunting edges. -

VCF Envelope Input: Patch an external envelope (from another EG or complex modulator like Maths) for complex opening and closing of the VCF. - **External Effects:** Run the output through long reverbs/delays, but

pre-feed these by modulating the Bassline for constantly transforming pad soundscapes.

Tips for Maximum Variation

- Stack modulation: Use a mult/attenuator to modulate both VCF and VCO FM with related but distinct LFOs.
 - Experiment with self-patching: Route audio-rate square wave to FM In for circuit-bending textures.
 - Use the **Accent** input to inject sequence/groove into any patch type.
 - Slightly clip the **VCA output** or overdrive a following module for extra filth.
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Summary Table

Mod Source	Patch To	For What Sound	Result
Fast Envelope	FM In	Percussion	Metallic, snappy attacks
LFO/Seq	VCF CV	Dubstep, Pads	Movement/Wobble, evolving sweeps
Audio-rate Osc	VCF CV / FM	DnB Basses, Distorted Hits	Vocal, growl, harsh textures
External Envelope	VCF Env In	Ambient	Evolving timbral changes
Accent Gate/Pulse	Accent In	Groove, Emphasis	Accented notes, dynamics

Additional Resources

- [Erica Synths Bassline Manual \(PDF\)](#)
- [Generated With Eurorack Processor](#)

Use these ideas as starting points for custom patches—let your modulation sources run wild!