

Intellijel – Metropolix

- [Manual PDF](#)
-

[Metropolix Manual PDF](#)

Creative Modular Patching Ideas With Intellijel Metropolix

As a Eurorack musician, the Intellijel Metropolix is a goldmine for live performance, generative music, and modular experimentation. Its unique sequencing approach, deep modulation options, and multi-track architecture enable wild creative combinations—especially when paired with other modules. Below you'll find a selection of creative ideas, patch strategies, and some module recommendations to inspire fresh musical and performative directions.

1. Dual Voice Counterpoint with Complementary Sound Engines

Concept:

Exploit Metropolix's independent tracks (TRK 1 and TRK 2) to generate harmonically related yet rhythmically distinct melodies.

- **Suggested Combo:**
- [Make Noise STO](#) (TRK 1)
- [Mutable Instruments Plaits](#) (TRK 2)
- **Technique:**

- Set differing playback ORDER, LEN, and DIV for each track, creating intertwining counterpoint lines.
 - Use the same clock for tight timing, or clock TRK 2 at an odd division for polymetric interplay.
 - Run each through different effects (e.g., reverb for one, delay for another) to maximize separation.
 - For generative harmonic shifts, modulate the scale or root globally, or sequence User Scales via MOD lane/AUX.
-

2. Sequencer-Driven Rhythmic Effects

Concept:

Harness per-stage gate, probability, and ratchet control to trigger non-pitch events, like rhythmic gating of effects or VCAs.

• **Suggested Modules:**

• **VCAs:** Intellijel Quad VCA, ALM Tangle Quartet

• **Effects:** Mutable Instruments Clouds, Strymon Magneto (using sequenced triggers for freeze/record)

• **Technique:**

- Assign OUT A or B to a MOD lane or track's CV lane set to "Gate Toggle."
 - Patch OUT A/B to a VCA CV input for rhythmic amplitude modulation or to a CV/gate-enabled effect.
 - Use per-stage probability for morphing, semi-random muting of effects.
 - Modulate ratchets to create fast, chopped FX bursts or granular freezes.
-

3. Complex CV Modulation of External Parameters

Concept:

Sequence envelopes, LFO speeds, filters, or any CV-controllable parameter with Metropolix's MOD lanes.

- **Suggested Module Types:**
- **Filters:** Mutable Ripples, Tiptop Forbidden Planet
- **Envelope Generators:** Maths, Zadar
- **Waveshapers, Function Processors:** Befaco Rampage, Intellijel Bifold
- **Technique:**
 - Assign MOD Lanes to OUT A/B (set to "Mod").
 - Design evolving or stepped CV shapes/per stage in the MOD lane.
 - Assign per-stage voltage ramps (smooth or abrupt) to subtly morph tone or envelope times on each step.
 - Use the "ramp" mode for smooth transitions, "step" for abrupt changes—great for sample & hold effects.

4. Generative Self-Modulation and Feedback Networks

Concept:

Metropolix's internal modulation (via MOD lanes, AUX inputs, or randomized parameter features) can feedback on itself to create evolving patches.

- **Advanced Patch Example:**
 - Assign MOD Lane 2 to modulate TRK 1's probability or playback order.
 - Patch a random voltage source (like Wobblebug or Marbles) into AUX X, assign X to modulate LEN or swing.
 - Use Z output to reset accumulator or swap track outputs mid-pattern.

- Periodically randomize a stage's settings live using ALT + AUX buttons for controlled chaos.
-

5. Polyphonic or Chordal Eurorack Using Quantized CV Lanes and Multiple Oscillators

Concept:

Use CV lanes and/or multiple tracks/LFOs to control more than two voices for richer harmonic content.

• Suggested Module:

- Tiptop Audio Poly2 or Mutable Instruments Polyphonic OSCs

• Technique:

- Align MOD lane voltages (by hand or via user scales) for chord voicing.
 - Sequence roots with TRK 1, thirds or fifths with MOD lanes out to quantizer/extraneous oscillators.
 - Use external precision adders (e.g., Doepfer A-185-2) to sum CVs for more complex chords.
 - Modulate scale or root note for dreamy chord progressions.
-

6. Morphing Percussive Sequences

Concept:

Animate percussion by using MOD lanes or track CVs to control drum module parameters.

• Suggested Drum Modules:

- Endorphin.es BLCK_Noir
- Mutable Instruments Peaks
- Erica Synths Pico Drums

• Technique:

- Assign per-stage ratchets for fast rolls.
 - MOD lanes to tune, decay, or effect depth on drum modules.
 - Use gate outputs for parameter locking, triggers, or accent inputs.
-

7. MIDI and DAW Integration

Concept:

Use Metropolix's MIDI features to sequence or modulate external synths, drum machines, or virtual instruments.

• **Technique:**

- Route MIDI through the USB port (optionally using the Intellijel USB Extender).
 - Assign MOD lanes or CV lanes to output CCs for dynamic control of soft synths or hardware.
 - Sequence DAW drums or samples via trigger outputs.
-

8. Expander Magic

Concept:

Expand Metropolix with a Gx/Qx for up to 8 additional gates—ideal for triggering drum modules, events, or clocking other sequencers.

• **Suggested Uses:**

- Trigger drum steps, clock Bastl Popcorn, reset other sequencers, or use stage gates for live performance macros.
 - Use probability clocks for generative rhythms and textures.
-

9. Performance Gestures & Live Jamming

Concept:

Set up CTRL knobs for macro-performance controls such as Trk Out Swap

(for instant voice swapping), Probability ±, or Slide Amount for acid-infused lines.

- **Technique:**

- Prepare a set with "Thru" or "Jump" preset options for instant recall of previous jams.
 - Live randomize via ALT + AUX for "happy accident" fills or improv breaks.
-

Patch Note

- Chain multiple patch ideas: e.g., poly-sequencing and CV modulation of filters for animated, harmonically rich modular drones with glitchy drum accents.
 - Always remember to experiment with sequence order, stage skip, and accumulator functions for non-repetitive, emergent music.
-

[Generated With Eurorack Processor](#)