Noise Engineering — Integra Funkitus

[Integra Funkitus Manual PDF](#)

Creative Uses For Integra Funkitus in a Eurorack System

Integra Funkitus (IF) is an advanced four-part probability and logic gate processor. Its ability to manipulate, combine, and probabilistically vary rhythmic gate inputs makes it a powerful creative hub for generative sequences, evolving percussion, and novel rhythmic modulations. Below are some creative patch ideas and module pairings to supercharge your system:

1. Dynamic Percussion with Randomized Variation

Modules:
- Gate generators (e.g., Noise Engineering Numeric Repetitor, ALM Pamela's Pro Workout, Mutable Instruments Grids)
- Percussion voices (Tiptop Audio ONE, Mutable Instruments Peaks, NE Basimilus Iteritas Alter)

Patch Idea:
- Feed four distinct rhythmic gate patterns from your drum sequencer or clock divider into Integra Funkitus inputs. - Patch Integra Funkitus outputs

into four different drum modules. - Use **Trigger** or **Gate mode** to dial in variable gate probabilities per part: each drum hit will occur unpredictably but musically. - Add subtle or wild CV modulation to the IF's modify/CV jacks from LFOs, S&H, or stepped random (e.g. Make Noise Wogglebug), to morph density or randomness over time. - Result: Always-fresh, non-repetitive percussion with tons of groove and fill potential.

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2. Instant Fills and Performance "Burn" Effects

Modules:
- Manual gate sources (e.g., Mutable Instruments Frames, Befaco Kinky)
- Drum or sequencer outputs

Patch Idea:
- Set up a classic groove with IF's probabilistic or logical processing. - When you need a fill, momentarily hit "Burn"—all patterns combine for energetic, complex bursts: perfect for transitions, live drops, or resetting grooves.

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3. Rhythmic CV Automation & Evolving Modulation

Modules:
- Function generators or CV sources (e.g., Make Noise Maths, Intellijel Quadrax)
- Random/chaos modules (e.g., SSF Ultra-Random Analog, Doepfer A-118)

Patch Idea:
- Use non-audio gate sources: patch clocked LFOs, envelope endings, or binary random outputs into IF's gate inputs. - Take IF's outputs to trigger sequenced modulation events, or ping low pass gates/vactrols for evolving textures. - Use Logic mode for "morphing" relationships: e.g., as a "group mute" or evolving generative compositional tool.

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4. Rhythmic Logic-Based Chaos

Modules:
- Clock dividers/multiplers (4ms Rotating Clock Divider, Doepfer A-160) - Any logic module (Mutable Instruments Kinks, Doepfer A-166)

Patch Idea:
- Combine IF's Logic mode with external logic: chain complex AND/OR/XOR relationships for hyper-evolving triggers. - Great for glitch percussion, evolving melody triggers, or randomized rhythmic modulation sources.

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5. Melodic Sequencing & Generative Gate Control

Modules:
- Quantizer/sequencer (e.g., Intellijel Scales, Tiptop Z8000) - Sample-and-Hold modules (e.g., ALM S.H.N.T.)

Patch Idea:
- Use IF's processed gates to clock a pitch sequencer or sample & hold, creating melody lines whose density and phrasing are always in flux. - Modulate the probability or logic channels with slow envelopes or performance controls for hands-on phrase shaping.

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6. Mutating Clock Divisions for Self-Playing Patches

Modules:
- Clock source (e.g., Tiptop Circadian Rhythms) - Sequencer/voice modules

Patch Idea:
- Send different clock divisions/multiplications into IF's gate inputs. - Use IF outputs to clock different sequencer rows, modulation resets, or voice triggers. - Modulate IF's settings for non-static, morphing generative patches—self-playing, yet never quite the same.

Further Module Recommendations

- **Random/Probability:** Mutable Instruments Marbles, WMD Probabilty, Verbos Random Sampling
- **CV Modulation:** Intellijel Tetrapad/Tete, ALM Pam's Pro Workout, XAOC Batumi (quad LFO)
- **Logic/Utility:** Mutable Instruments Kinks, Doepfer A-166, Ladik S-180

Generated With Eurorack Processor