Mystic Circuits — IDUM

• [Manual PDF](#)

[IDUM Official Manual (PDF) – Mystic Circuits](#)

Creative Modulation of the Mystic Circuits IDUM

As an eurorack modular musician, the Mystic Circuits **IDUM** module offers exceptional modulation potential for varied and experimental sound design. By using its modes, external CV, and modulation sources, you can create unique percussive distortion, warped basslines, and atmospheric textures. Here are targeted approaches for your sound design goals:

1. Distorted Percussive Sounds

Key Features to Use: - **BURST**, **MULTIPLY/DIVIDE**, **HOLD**, **GATE DELAY**, and **BREAK** Modes - Probability control (CHANCE) - Length/time modulation (LENGTH, PARAM) - External CV mod (especially from random, envelope, or audio-rate sources)

Patch Ideas:

- **Ratchet-Style Drums:**
  Use the **BURST** or **MULTIPLY/DIVIDE** mode on drum trigs. Modulate the PARAM knob with white noise or stepped random CV for chaotic, glitched drum rolls and distorted hits.
- Patch random or sample+hold CV into "PARAM" or "MODE" input.
- Modulate CHANCE with a fast envelope to "smear" bursts during transients.
- **Chopped/Distorted Breaks:**
  In **BREAK** mode, sequence trigs from drum modules through

IDUM. Use CV control on the MODE and PARAM inputs to jump suddenly between break presets.

- Use gate modifiers or fast LFOs on "LENGTH" for chopped, rapidly-evolving patterns.
- **Extreme Skips & Clock Hack:**
  Use **CLOCK SKIP** mode to multiply or ratchet clock output (PARAM right side). Patch audio-rate or rhythmic gates into LENGTH or CHANCE CV to "overload" the sequence input, creating digital distortion and breakbeat chaos.

---

2. Crazy Dubstep/Drum & Bass Basslines

Key Features to Use: - **ROTATE**, **SKIP**, **BURST**, **MULTIPLY/DIVIDE**, and **BOUNCING BALL** modes - Clock/trigger manipulation of sequencers controlling basslines - Modulate gating to VCA or filter envelopes

Patch Ideas:

- **Wobble/Glitch Bass:**
- Send sequenced gates (from a rhythm generator or random trigger source) through IDUM.
- In **MULTIPLY/DIVIDE** mode, use LFO, envelope, or S&H noise into PARAM for unpredictable stutter and acceleration of note triggers —perfect for broken, rubbery basslines.
- Patch a bass sequencer's clock through **SKIP** mode; use PARAM with CV (maybe an envelope follower on your drum bus!) to "smartly" double/triple clock rate for DnB-style fill-ins or to randomly drop steps, adding broken-rhythm movement.
- **Granular Gating FX:**
- Layer IDUM with fast **BURST** or **BOUNCING BALL** mode triggers for granular "sputters" and gater effects.
- Use audio-rate CV modulation on LENGTH or PARAM for bitcrushed, digital artifacts.
- **Swapping Patterns:**
- **ROTATE** mode: Randomly shift which trigger goes to which voice (bass, mid, sub) via S&H on the MODE input, making unexpected fills and runs.

---

3. Haunting Atmospheric Pads

Key Features to Use: - **GATE DELAY**, **BOUNCING BALL**, **HOLD** (gate extension), **LOOPER** - Slow, gradual control/modulation - Lengthening, smearing, asynchrony

Patch Ideas:

- **Unreal Gated Clouds:**
- Use long, evolving envelopes or random slow LFO to modulate the **HOLD** mode's PARAM to probabilistically drop/mute or lengthen pad triggers, creating ghostly, unpredictable textures.
- **Organic Modulation:**
- **GATE DELAY** with slow LFO or random CV on PARAM will ghost or stagger layers for a "detached" or "ethereal" pad.
- **Pad Granulation:**
- **BOUNCING BALL** mode with slow-to-mid envelope CV on LENGTH and PARAM. This introduces evolving granularity, from fast clusters to sparse echoes.
- **Atmospheric Repeats:**
- Capture 8 steps in **LOOPER** mode with varied gating/delays, then slowly scrub with the MODE knob or external CV for warbly, "tape loop"-like morphs in your pads.
- Use the CYCLE switch to re-synchronize or drift the looping pad sequence with respect to the rest of your patch.

General Tips for All Patches

- **Combine External & Internal Modulation:**
  Don't just use a single CV source! Random gates, audio-rate signals, envelopes, and slow LFOs all yield different flavors.
- **Stack Multiple Modes:**
  Chain IDUM with other trigger/gate processors or quantizers for deeper unpredictability.
- **Experiment With Probability:**
  Using the CHANCE slider or external modulation leads to non-repetitive, ever-shifting material.

- **Try Audio-Rate Modulation:**
  Some very crunchy, digital distortion-like effects can be achieved by patching audio signals into CV inputs—especially useful for "noisy" percussion or glitch-destroyed rhythms.
- **Explore the SETUP Options:**
  Adjust length and parameter resolution (ODD/EVEN/POW2) for more/less quantized glitch and unpredictability, and toggle the "Slow Clock" for compatibility.

References

- IDUM Official Manual PDF (mysticcircuits.com)
- Mystic Circuits IDUM Product Page

Generated With Eurorack Processor