

# Noise Engineering — Basimilus Iteritas Alia

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## Creative Modulation Strategies for Basimilus Iteritas Alia

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*(with a focus on percussive distortion, wild basses, and atmospheric pads)*

The Noise Engineering Basimilus Iteritas Alia (BIA) is an immensely versatile digital drum and percussion voice that goes far beyond kicks and snares—it's a wild sound design workstation in 10HP. Below are focused modulation and patching strategies for three creative applications:

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### 1. Modulating Distorted Percussive Sounds

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**Core Concepts:** - BIA excels at aggressive, harmonically rich percussion via its *Fold*, *Morph*, and *Harm* parameters. - Patch dynamic (envelope, LFO, or random) CV to these parameters for constantly evolving, gnarly distortion.

**Modulation Techniques: - Distorted Kicks/Snares:**

- Use the *Metal* mode for a noisier, trashier backbone. - Patch a random stepped LFO or fast envelope to *Fold CV* for unpredictable digital wavefolding—crunchy, broken-glass tones. - Send a fast, decaying envelope to the *Morph CV* to sweep from sine/triangle at the attack to saw/square at the tail for evolving timbres. - Slightly modulate *Spread CV*

with an LFO to detune the oscillators, introducing fluctuating inharmonic overtones.

- **Glitch Percussion:**

- Mult your trigger to *Trig* and *Decay CV* so that every hit is a different length; clocked random for even more variation.
- Modulate *Harm CV* with either clocked or unclocked random voltages for each hit to have a unique harmonic structure.

*Bonus Tip:* Use the *Envelope Out* to modulate other effect parameters (distortion pedals, VCA levels, etc.) downstream for even nastier transients.

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## 2. Crafting Dubstep/Drum & Bass Basslines

**Core Concepts:** - BIA is secretly a monstrous FM-esque bass synth, not just a drum voice. - Key modulation points: *Pitch*, *Fold*, *Morph*, and *Spread*.

**Modulation Techniques: - Growling & Talking Basses (Think Skrillex):**

- Use *Liquid* or *Metal* mode for maximum aggression; *Liquid* introduces a pitch envelope for a snappy attack. - Send a stepped sequencer or expressive controller to *Pitch CV* for bassline melodies. - Multi-destination modulation: Use an envelope follower or sequencer to simultaneously modulate *Fold* and *Morph* to sweep from soft to hard, and from pure to harmonically brutal. - Wobble: LFO to *Spread CV* or *Morph CV* for “talky”, vowel-like movement. - Macro modulation: Use a CV mixer to sum LFO, envelope, or MIDI-CV sources for live, performable bass morphs.

- **FM Bass Growl:**

- Patch audio-rate signals (another VCO or noise source) into *Decay*, *Attack*, or *Spread CV* inputs for unexpected audio-rate modulation/distortion (be careful with levels!).
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### 3. Haunting Atmospheric Pads

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**Core Concepts:** - While BIA's envelope is percussive, careful patching and re-triggering + parameter modulation enables droning or paddy textures. - Use low *Decay* and high *Attack* for slow ramps and long tails.

**Modulation Techniques: - “Eternal Hit” Pads:**

- Use a slow clocked gate to regularly re-trigger *Trig*; set *Decay* and *Attack* high for amorphous, overlapping tones. - Mult an LFO (slow triangle or sine) to *Morph* and *Harm CV* to create ever-shifting harmonic color and texture. - Modulate *Spread* gently for subtle movement between harmonic and inharmonic spectra. - For spectral “smears”: Use *Skin* mode with lots of harmonics, long *Decay*, and subtle, slow *Spread* modulation.

- **Textural Atmospheres:**

- Patch *Envelope Out* to modulate a filter cutoff or reverb mix in your system, so each hit blooms and recedes.
- Modulate *Pitch* with a very slow, shallow LFO for subtle microtonal shifts (“detuned melted tape” effect).

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### General Tips for All Sound Types

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- Patch audio back through the BIA's own *Envelope Out* controlling an external VCA or waveshaper for dynamic and interactive effects.
- Try using BIA as part of a feedback loop (send its output to an external module and route some of that back to a modulation input) for unstable, living sounds.
- Don't forget the *Firmware Swap*: Try other Alia platform firmwares for drastically different capabilities using the same hardware!

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For more details:

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