

Noise Engineering – Basimilus Iteritas Alia

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Creative Modulation Strategies for Basimilus Iteritas Alia

(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:

1. Modulating Distorted Percussive Sounds

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.

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

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

- 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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