

2hp — Rnd

- [Manual PDF](#)
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[PDF Manual for 2hp Rnd](#)

Creative Patching with 2hp Rnd for Distortion, Basslines, and Atmospheres

The **2hp Rnd** module is a compact, versatile random voltage and gate generator. Let's explore patching ideas for your modular system to create **distorted percussion, crazy modulated basslines, and haunting atmospheric pads**.

Overview of 2hp Rnd Modulation Potential

- **Smooth Output (Random S&H/LFO):**
 - Variable, continuously changing random voltage (rate set by RATE knob).
 - Attenuator available for output scaling (0-10V range).
- **Quant Output (Stepped Random):**
 - Generates a new random value on each clock pulse (sync to internal or external clock).
 - Attenuator for output scaling.
- **Gate Output:**

- Produces either steady clock (internal) or random gates (external).
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1. Distorted Percussive Sounds

Approach: Modulate distortion/waveshaper, VCAs, and drum voice CV inputs for unpredictable, glitchy timbres.

Patching Tips

- **Random Envelope Decay:**
 - Patch **Quant Output** to a drum VCA's decay or release CV for wildly changing tail lengths and transients.
- **Random Distortion/Drive:**
 - Send **Smooth Output** to control a distortion module's drive/amount CV, creating unpredictable, evolving saturation over your drum hits.
- **Random Gates for Percussive Rhythm:**
 - Set Rnd to **external clock** mode and patch **Gate Output** to trigger drum modules or envelopes for non-repetitive, syncopated patterns.
- **Granular Glitch:**
 - Use **Smooth Output** to modulate sample position or bit reduction on a granular or lo-fi sampler.

Pro Tip: Adjust the RATE knob to taste—the faster, the more frantic and harsh the modulation.

2. Crazy Dubstep/Drum & Bass Basslines

Approach: Channel the classic "talking"/moving bass sound by modulating filters, wavetable positions, and amplitude.

Patching Tips

- **Filter Modulation:**
 - Patch **Smooth Output** to a low-pass or band-pass filter's cutoff frequency. The non-repetitive motion creates constantly evolving bass timbre.
 - Use **Quant Output** (stepped) for sudden, dramatic filter jumps—especially with sync to your beat clock.
 - **Amplitude & Timbre Chaos:**
 - Use Gate Output in **random** mode to fire VCAs/envelopes on bass notes, adding broken-glitch rhythm (think: neuro, halftime).
 - **Waveshaper/Wavetable Scanning:**
 - Feed **Smooth Output** into the wavetable position or wavefolder CV input for constantly morphing bass sounds.
 - **Subtle Randomization:**
 - Use the output attenuators to scale modulation amount, keeping the chaos in control or letting it go wild.
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3. Haunting Atmospheric Pad Sounds

Approach: Slow, unpredictable motion creates evolving textures and eerie soundscapes.

Patching Tips

- **Evolving Filter/Pan/Reverb:**
 - Patch **Smooth Output** to the cutoff/resonance of a filter applied to a pad sound, or to the wet/dry CV of a reverb.
 - Send the same output to a stereo panner, slowly drifting the sound across channels.
- **Clocked Random for S&H Pads:**
 - Sync **Quant Output** to a slow LFO or external clock, driving slow-changing but stepped textures (modulate wavetable, filter, or harmony CV).
- **Random Layer Movement:**
 - Use two channels (Smooth & Quant), one for filter movement, another for amplitude or FX parameters.

- **Atmospheric Swells:**
- Use the internal clock and RATE knob to set the pace of movement—slower for more ominous atmospheres.

Pro Tip: Try stacking several random modulations on different voice layers for lush, morphing backdrops.

General Modulation Strategies

- **External Clocking:** Sync Rnd's randomization to your sequencer for "in time" modulations.
 - **Voltage Scaling:** Use attenuators on Rnd to precisely dial in subtle or extreme random movement.
 - **Cross-Modulation:** Feed one random output into a CV-controlled crossfader or mixer, blending/modulating between several modulation targets.
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More Resources

- [2hp Rnd Official Manual \(PDF\)](#)
- [Generated With Eurorack Processor](#)