

Intellijel – Plonk

- [Manual PDF](#)
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[Plonk Physical Modeling Percussion Synthesizer Manual \(PDF\)](#)

Creative Eurorack Patching with Intellijel Plonk

The Intellijel Plonk is a deep and unique percussion module utilizing physical modeling techniques, making it ideal both as a realistic percussive sound source and as a wild, modular-centric experimental tool. Below, you'll find creative patch ideas and module combination suggestions to unlock new sonic territory.

1. Dynamic Kits & Live Performance Switching

Idea: Use the MOD input set to "Preset Step" and feed it voltage from a sequencer (like [Malekko Voltage Block](#), [Make Noise Pressure Points](#)), or a random source, to morph between banks of related sounds ("kits") in real time.

- **Pro tip:** Group presets as kits (Kick, Snare, Hi-hat, Perc FX) and automate switching so that every trigger produces a unique percussive element.
 - **Bonus:** Use a clock-divider ([4ms RCD](#)) to switch kits every bar, or for complex polymetric switching.
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2. Naturalistic Velocity Modulation

Idea: Patch a random stepped voltage or envelope generator (e.g., [Mutable Instruments Marbles](#), [Intellijel QuadraX](#)) to the VEL input for dynamic accenting and humanized grooves.

- Set VEL mode to "dynamics" for realistic articulations.
 - Try a touch controller ([Make Noise O-CTRL](#)) for real-time manual dynamics.
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3. Physical Modeling "FM" with External CV

Idea: Assign the MOD, X, or Y input to "R Pitch (Resonator Pitch e.g. 'FM')" and frequency-modulate the model with a fast LFO ([Intellijel Dixie II+](#)), audio oscillator, or random source for metallic, warped, or outlandish sounds.

- Set short DECAY for percussive "carrier" FM/East Coast x West Coast fusion.
 - Use stepped random to create randomized, every-hit-different percussion.
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4. Evolving Textures via Morphing

Idea: Assign MOD to "Morph," and fading between two wildly divergent presets with a slow LFO ([Mutable Instruments Tides](#), [XAOC Batumi](#)) or sequenced envelope for slowly shifting percussive timbres or bowed/struck hybrids.

5. "Choke" Techniques for Rhythmic Control

Idea: Patch a gate from another percussion module or track (e.g., hi-hat trigger) to the MOD input with destination "Choke Noise"/"Choke Res"/"Choke Both" to implement tight hats, open/closed hi-hat trills, or articulate rhythmic cutoffs.

6. Processing External Audio through Plonk

- **Not directly possible**, as Plonk does not accept audio input for the resonator. But you can use Plonk's outs as a "triggered exciter" alongside other resonator modules, like [Mutable Instruments Rings](#) or [Physical Modelling FX modules](#), for creative layering and call-and-response patches.
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7. Self-Modulation & CV Feedback

Idea: Take Plonk's OUT and mult (split) it to an envelope follower ([Doepfer A-119](#), [Mutable Instruments Ears](#)), then feed that CV to the MOD/X/Y input mapped to parameters like "Noise Density" or "Resonator Decay" for audio-reactive, evolving percussion.

8. Drum Brains in a Full Modular Kit

Idea: Use multiple Plonk modules—each loaded with different preset kits (one for drums, one for tuned percussion, one for textural/FX hits)—sequenced by a euro-drum sequencer ([Endorphin.es Ground Control](#), [Intellijel Metropolix](#)), and mix for full modular drum set.

9. Auxiliary FX Processing

- Pass Plonk's OUT through LPGs, wavefolders, or granular processors ([Make Noise Mimeophon](#), [Mutable Instruments Clouds](#), [Happy Nerding FX Aid](#)) to extend the range from natural percussion to lush, shimmering drones or digital chaos.
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10. Algorithmic & Euclidean Percussion

Idea: Use a Euclidean rhythm generator ([Euclidean Circles](#), [Pamela's PRO Workout](#)) to trigger Plonk, modulating parameters with CV for polyrhythms and cross-rhythmic percussive patterns.

Module Type Recommendations

- **Sequencers:** for note, velocity, and MOD (Voltage Block, Circadian Rhythms, Eloquence).
 - **Random/Chaos Generators:** for generative modulation (Marbles, Wobblebug, Sapél).
 - **LFOs/Envelopes:** for morphing and dynamic parameter movement (Quadrax, Batumi, Zadar).
 - **Attenuverters/Mixers:** to combine and tame CV going into Plonk (Mutable Shades, Intellijel Triatt).
 - **Envelope Followers:** for self-modulation or external reactive patches.
 - **Drum Mixers & VCAs:** to blend, process, and effect multiple Plonk voices or kits.
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Advanced Tip

Preset Randomization for Inspiration:

Assign "Randomize" to the MOD input and send random or clocked gates for instantly new, wild percussion—great for generative or experimental sessions.

[Generated With Eurorack Processor](#)