

Intellijel — MultiGrain

- [Manual PDF](#)
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Creative Modulation with Intellijel Multigrain v1.2

Goal: Design patch ideas and modulation workflows with Intellijel Multigrain to create... - Distorted Percussive Sounds - Wild, Modulated Basslines (Dubstep/Neuro/Drum&Bass) - Haunting Atmospheric Pads

This analysis pulls directly from the features and functions mapped in the manual—and exploits Multigrain’s unique real-time granular modulation, CV assignment, morphing, and the new Live Sound/Looping Recorder!

1. General Modulation Framework

Assignable CV inputs:

- X, Y, Z ($\pm 10V$) — can modulate ANY knob parameter, or REVERSE toggle.
- Dedicated:
- GATE = trigger grains - NEXT = step through sounds (or SCAN reset, see below) - SELECT = Sound select via CV - MORPH CV ($\pm 10V$, with attenuverter) - SYNC = External clock/quants

Morphing:

Each Sound has two Scenes (A/B). You can morph the grain engine’s parameters between ANY two states, by fader or CV:

- Create drastic contrasts between A & B, and sweep or automate between

them for wild timbral movement. - Modulation assignments can also be morphed (different attenuverter values per scene!).

Random Modulation:

- Internally generated, assignable to ANY parameter. - Unipolar/bipolar modes selectable. - Use negative random on LEVEL/TONE for L/R panning craziness. - RATE randomization introduces stochastic/percussive patterns.

Key CV/Modulation Shortcuts: - Assign CV live: Hold X/Y/Z/RAND, turn parameter to set amount/polarity. - Control all sounds/scenes: Hold LATCH and/or SCENE. - Quick randomization: Hold RAND + any button. - Modulate Freeze on Looper: Assign CV/RAND to @SAMPLE in mod page.

2. Patch Design Recipes

a) Distorted Percussive Sounds

Sample: - Use one-shots, dense transient-rich samples, or drums with abrupt attacks. - Make sure to trim/start at transient (use advanced sampling page as needed).

Parameter & Modulation Suggestions: - **SIZE:** Set very short (30–100ms). Randomize SIZE for variable hits (assign RAND, ~30–50%). - **RATE:** Set 0Hz to 20Hz. Try enabling RATE–SIZE link for more glitch artifacts. - **SHAPE:** Use DECAY, SQUARE, TRI or very sharp window shapes. - **LEVEL:** Modulate with short, negative/positive envelopes or LFOs for amplitude stuttering. - **PITCH:** Randomize for tonal irregularity. For metallic percussion, use PITCH + Quantizer to force chromatic percussive notes. - **REVERSE:** Assign X/Y/Z as triggers, or modulate via RAND for unpredictable reversing. - **THRU + BLUR:** Disable BLUR send for dry, snappy output. Enable when you want ghostly tails.

Further tips: - Modulate **SCAN** or **START** at audio rate or with envelopes—this "scrubs" the sample for weird, choppy effects (think distorted glitch hats or FM percussion!). - Use external envelopes or step sequencer CV to **LEVEL** and **PITCH** for synthetic kicks/snare. - Overlap many grains (high RATE, smaller SIZE) for "buzz" and smearing distortion.

Experimental:

Use Live Sound mode, freeze the Looper, modulate Freeze with an envelope—this gives quasi-granular gating on live input.

b) Crazy Basslines (Dubstep/Neuro/Drum&Bass Styles)

Sample: - Use resampled synth patches, single bass notes, or dirty reece/wub samples. - Mono or stereo—stereo files enable more stereo modulation tricks!

Parameter & Modulation Suggestions: - **PITCH:** Assign a sequencer or Voltage source (1V/Oct possible with 100% mod assign). Combine with unquantized or scale-locked Quantizer mode for scales/riffs. - **SIZE-PITCH LINK:** Enable to stretch/squeeze grains in sync with pitch moves—classic neuro/dubstep "time warping". - **TONE:** Assign a strong LFO or envelope (or RAND in negative amount!) for moving filters; this mimics animated DnB/filter sweeps. - **MORPH:** Make Scene A clean and B brutal with crushed/warped parameters, staggering reverb sends, or even max-level SIZE/WRAP. - **SCAN/WRAP/START:** Modulate with stepped/random CV/LFO, especially when using rich samples—this alters which fragment of the sample each grain comes from (stuttery or constantly evolving texture). - **BLUR:** Add subtle tails for width, or crank to max with Scene Morphing for "exploding" grains at phrase ends. - **REVERSE:** Randomize sparsely for sudden, dizzying bass "sputter" glitches. - **RATE:** Try mid-high for overlapping grain buzz. Use random mod (RAND– or RAND+) for breakbeat/rhythmic shuffle artifacts.

Experimental:

- "*Scatter Basses*": High RATE, small SIZE, aggressive modulation of PITCH and START synchronized to drum triggers. - "*Wub Animation*": Morph between clean and wobble scenes with the fader or sequencer CV to MORPH input. - *Random Pan*: Assign negative RAND to LEVEL/TONE for psychoacoustic stereo spread.

c) Atmospheric Pads and Haunting Textures

Sample: - Use evolving drones, field recordings, extended instrument notes (cello, flute, guitar harmonics), vocal washes, or full ambient loops.

Parameter & Modulation Suggestions: - **SIZE:** Slow, 500ms–3sec grains. Scene A (long, soft), Scene B (short, sharp, for morphing tension/relaxation). - **RATE:** Low values (<2Hz) for sparse pointillism, or higher for dense, smudgy clouds. - **SHAPE:** BELL, TUKEY, SINE for soft fade-ins/outs. - **START/SCAN/WRAP:** Apply S&H (sample/hold) or smooth LFO CV for gently shifting position through the soundscape. - **RAND Modulation:** Dust all parameters with 10–30% RAND for organic, evolving movement. - **BLUR:** Use heavy blur (reverb send) for endless tails. - **REVERSE:** Sparingly assign to mod/X/Y/Z for ghostly reversed fog. - **TONE:** Lowpass for dark, HP or modulated for ethereal "whisps". - **Live Sound Mode:** Use looping recorder to grain-up incoming synth drones, freeze/unfreeze with footswitch or random triggers for everchanging pads.

Experimental:

- Morph between two contrasting pad textures (e.g., bright violin and low cello sample, or urban field recording and pure synth pad).
 - Modulate BLUR send in sync with scene morph to swell into deep reverbs on certain transitions.
 - Quantize PITCH and assign light random to only blend specific notes—mysterious, semi-tonal pads.
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3. Advanced Play & Tips

- **Assign Modulation Smartly:** Layer slow LFOs, step-random sequences, and rapid envelopes to different parameters for multidimensional evolution.
- **Morph Dynamic Movement:** Don't forget that MOD attenuation per Scene is also morphable—use this for "animated" modulation depth transitions.
- **Grain Engine as FX with Live Sound:** Use Live Sound as a real-time FX processor; send percussion, synth, or voice through it, modulate everything for glitching, granulating madness.

- **SYNC Input:** For clocked effects, drive RATE (and Scan/Wrap on Looper) from drum machine or sequencer clock.
 - **Mod Output as Feedback Loop:** Use A/B mod outputs to drive further modulation—e.g., envelope out to mod PITCH of another sound source in your rack.
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For more patching ideas: - Skim the "Shortcuts and Combos" in the manual (page 53+). - Use the RAND button for rapid, happy accidents!

Manual Link:

[Attachment from user \(PDF\)](#)

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