

WMD SSF — Chimera

• [Manual PDF](#)

[WMD Chimera Manual PDF](#)

WMD Chimera — Cheat Sheet

Metallic Percussion Synthesizer | Eurorack Module

Panel Controls & Knobs

Control	Function	Notes/Range
DENSITY	Number of grains in the sample window.	Low = slow timbral shifts, High = shimmery, ephemeral bursts.
SURFACE	Morphs between 11 distinct impact surface types.	Captured textures from various real objects.
DECAY	Controls decay time of sounds.	Short = ticks, Long = washed hits.
FEEL	Selects between 3 rhythmic amplitude/volume patterns (see below).	Button toggles mode.
(Pitch) ENVELOPE	Amount of pitch up/down sweep with each note.	

Control	Function	Notes/Range
		Negative = Doppler effect, Positive = Lazer zap.
PITCH	Shifts overall pitch (frequency) of metallic texture.	~5 octave range.
FX	Select between: Bit Quality ↓ (), Sample Rate ↓ (), Comb Filter ()	Toggle.
FX AMT	Adjusts depth of selected effect/type.	-
OUT	Main audio output.	Patch to mixer or output module.
TRIG button	Manual trigger when pressed.	Use for manual hits/testing.

Feel Modes (Rhythmic Patterns):

1. **Mode 1:** All notes equal amplitude—good for consistent hits.
 2. **Mode 2:** Four-step groove: Normal > Soft > Random > Soft. Added "shaking" from varied attack.
 3. **Mode 3:** Randomized—each strike unique. With max decay, sounds blend and layer.
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Input/Output Jack Summary

Jack	Type	Function	Voltage Range
TRIG	Input	Triggers the sound.	+5V expected for gate/trigger.
ACCENT	Input	Accentuates hit and resets FEEL rhythm.	Typically 0–5V.
CHOKE	Input	Cuts length/amplitude short (mute/stop sound).	0–5V gates.
VCA	Input	Voltage Controlled Amplitude, master volume.	0–5V.
OUT	Output	Main synthesized audio output.	Modular audio, $\pm 5V$ or $\pm 10V$ typical.

Modulation / CV Ins:

- **Most major controls (Density, Surface, Decay, Envelope, Pitch, FX Amt) appear to be CV-able (refer to module for jack locations and labeled CV ins).**
 - **Typical CV range:** 0–5V, unless marked otherwise. Use attenuators for fine-tuning.
 - **VCA input:** Direct voltage control over output amplitude; unaffected by Decay setting.
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Performance Tips:

- Use **low Density** for evolving, spacious metallic textures; **high Density** for hi-hat, shaker, and noise-burst effects.
- Sweep **Surface** for timbral variety per hit—simulate drums, bells, and abstract percs.

- Use **Decay** to dial from tight, ticked percussion to swirling, cloud-like shimmers.
 - Explore **Feel** modes with sequenced triggers to introduce rhythmic interest or randomization.
 - **Pitch Envelope** makes for riser/fallers and wild sci-fi percussion.
 - **FX** section adds digital or comb character—dial up FX Amt for crush, ring, or shimmer.
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Patch Example:

- **TRIG**: from your sequencer or clock source
 - **ACCENT**: tie to sequencer accent outputs for dynamic grooves
 - **CHOKE**: patch envelope or mute triggers to kill tails (e.g., open hats)
 - **VCA**: modulate with LFO or envelope for dynamic volume control
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References

- **Manual for full details:** [WMD Chimera Manual PDF](#)
 - **Module community & updates:** [WMD Chimera Modular Grid](#)
(*optional reference*)
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