2hp — Rnd

- Manual PDF

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Creative Patch Ideas for the 2hp Rnd Module

The **2hp Rnd** is a compact, flexible random voltage and gate generator, capable of smooth and quantized random voltages, with independent attenuators for each output. Here are several creative ways to exploit its features in a modular synthesizer setup:

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1. Randomized Sequencing/Note Generation

Modules Required:
- Quantizer (e.g., Intellijel μScale, Disting Mk4, or any pitch quantizer)
- Oscillator

Patch:

- Patch the **Quant Output** of Rnd to a quantizer, then route the quantizer CV out to your oscillator's V/OCT input.
- Use the clock input to sync new random notes with your drum patterns or sequencer.

Result:
You get musically locked random melodies or basslines. Control the voltage range with the **Quant Attenuator** for more melodic or restricted results.

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2. Organic Modulation and Movement

Modules Required:
- Filter or effect processor (with CV-able parameters) - Envelope generator

Patch:

- Send **Smooth Output** from Rnd to the cutoff CV input on a filter or the 'rate' input on an LFO or envelope.
- Adjust the Rate Knob for glacial sweeps or frenetic motion.

Result:
Your timbres morph over time in organically unpredictable ways, creating ambient or evolving sonic textures.

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3. Randomized Rhythmic Gates

Modules Required:
- Percussion synth, drum modules, or envelope/LPG (Low-pass gate)

Patch:

- Set Int/Ext switch to **External**, patch a master clock to the Clock Input, and patch **Gate Output** to trigger percussion hits or envelopes.

Result:
Rhythmic, probabilistic gate bursts for evolving, semi-random drum patterns or stuttering effects, especially great for glitch or generative music.

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4. Synchronized Random Voltage Bursts

Modules Required:
- Sample & hold module (optional) - Sequencer

Patch:

- Use the Gate Output to trigger a sample & hold (if available), sampling either the Smooth or Quant outputs (or another random or modulating source).
- Sync the Rnd clock externally to your main sequencer for coordinated randomness.

Result:
Per-step controlled chaos, with locked timing but unpredictable voltages.

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5. Randomized Effect Control

Modules Required:
- Delay, reverb, or multi-effect pedal/module with CV input

Patch:

- Send Smooth or Quant Output to an effect's CV input (e.g., delay time, feedback, reverb decay).

Result:
Spatial effects that mutate and morph, especially lush and warped with slow, smooth randomization.

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6. Probability Clock Divider/Mangler

Modules Required:
- Clock dividers/multipliers or logic modules (e.g., Mutable Instruments Kinks, 4ms Rotating Clock Divider) - Sequencer

Patch:

- Use Rnd's random gates to mask or combine with sequencer or LFO gates through OR/AND logic modules.
- Alternatively, create a “chance” passage in a song where events only occur if Rnd’s gate is high.

Result:
Dividers and sequencers that become less predictable, great for generative structures and aleatoric music.

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7. Ideas for Stereo/Polyphonic Movement

Modules Required:
- Two independent voices/channels
- VCAs or panning modules

Patch:

- Use Smooth for left channel modulation, Quant for right, or vice-versa.
- Or, scan between two different filters or FX paths with each random output.

Result:
Evolving, stereo-random textures that animate a mix or patch.

Bonus Tips

- **Attenuators are key:** 2hp Rnd's built-in attenuators help keep modulation ranges under control for finer, more musical gestures.
- **Sync to a DAW/tempo source:** For "controlled" randomness, clock Rnd from your main clock so everything stays in time—perfect for live/structured jams.
- **Double up:** Use two Rnd modules for even more intricate modulation webs!

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