Mutable Instruments — Branches

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Creative Ways to Use Mutable Instruments Branches in Your Eurorack System

Mutable Instruments Branches is a Dual Bernoulli Gate, making it a probabilistic voltage-controlled switch—essential for generative, stochastic, and evolving patches. Below are creative ways to utilize Branches in your rack, both with specific and generic module recommendations:

1. Generative Rhythms

Branches can turn a single trigger source into two probabilistically distributed trigger streams.

- **Example Patch:** Feed a clock or trigger source (e.g., **ALM Pamela's New Workout**, **4ms QCD**, or any basic clock module) into the IN of Branches. Route outputs A and B to two different drum modules (e.g., **Tiptop Audio ONE**, **Mutable Instruments Peaks**, or any drum voice).
- **Result:** With the probability knob/CV, vary which drum gets the trigger, creating shifting, evolving rhythms without complex sequencing.

2. Probability-Based Sequencing

- **Patch idea:** Route a step gate from a sequencer (e.g., **Intellijel Metropolix** or **Make Noise René**) into Branches.
- Send Output A to a melodic voice, and Output B to a different sequence or transposition circuit (**Doepfer A-156 Quantizer** or similar).
- **Result:** Some notes/steps will randomly change path, creating variations and happy accidents in your sequences.

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3. Probabilistic Modulation Routing

- Route LFOs or envelopes (e.g., from **Mutable Instruments Tides**, **Doepfer A-140**, or **Joranalogue Contour 1**) into VCAs.
- Use clocked triggers divided and randomized by Branches to open the VCAs, thus sending modulations to different destinations probabilistically (e.g., filter cutoff or oscillator FM).
- **Result:** Dynamic and evolving modulations where destinations or timing change per patch cycle.

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4. Drum Fill and Accent Control

- Insert Branches between your drum sequencer/triggers and the drum voices that you want to accent or fill occasionally.
- Use the probability knob to control how often a fill or accent actually fires.
- **Modules to combine: DFAM**, **Accent input on Tiptop drum modules**, or **Bastl Tea Kick**.

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5. Generative SFX and Ambient Events

- Sample & Hold random CV (e.g., from **Mutable Instruments Marbles**, or **Noise Engineering Mimetic Digitalis**) can control the probability CV input.

- Route triggers from Branches to activate reverb throws, granular effects (such as **Mutable Instruments Clouds**), or event-style samples.
- **Result:** Occasional, unexpected sonic events that animate ambient or generative patches.

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6. Toggle and Latch Modes for Alternating Patterns

- In Toggle mode, used with a hi-hat or percussion voice, create "always alternate" patterns from one trigger stream—great for open/closed hat alternation.
- In Latch mode, one output stays high until the next event, ideal for holding gates for event-driven effects or switching duties, like muting/unmuting voices (**Doepfer A-150 Switch** or **Intellijel Mutamix**).

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7. Controlled Randomization with External CV

- Use random voltage sources, stepped random, or sequencer gates to control Branches' probability CV input for deterministic or pattern-based switching.
- **Modules to combine: Mutable Instruments Marbles, ALM Pamela's New Workout (Random Outputs), WMD Probabilistic Skipper**.

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8. Performance Utility

- Use manual mode switching (toggle/latch) as a live performance tool, instantly re-structuring which voice gets triggered, or bringing in fills/effects with a long button press.
- Pair with an **Intellijel Tetrapad** for manual trigger or latch CV control.

Tips

- **Branching Audio:** Branches is designed for triggers/gates, but you can experiment with logic-level audio for creative gating/chopping effects. Just be sure to protect your audio path if levels exceed safe thresholds.
- **Preset Storage:** Toggle/latch modes are retained on power cycle, ideal for gig or studio setups with repeatable probabilistic processes.

Let your patches evolve and surprise you by introducing chance! Mutable Instruments Branches is a powerful tool in generative, experimental, and performance Eurorack systems.

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