

# Mutable Instruments — Grids

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- [Manual PDF](#)
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[Grids Manual PDF](#)

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## Creative Uses for Mutable Instruments Grids in a Eurorack Setup

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### 1. Drums with Multilayered Modulation

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**Pair With:** Noise Engineering Basimilus Iteritas Alter (BIA) or Tiptop Audio BD909, SD808, HH909 or other drum modules

**Patch Idea:**

- Connect Grids' 3 TRIG outputs to 3 drum modules (e.g., BD/SD/HH or anything percussive). - Use the ACC accent outputs to modulate the Accent/Decay/Distortion CV inputs on the drum modules for dynamic expression. - Use Grids' individual fill controls (E1, E2, E3) to shift between minimal and maximal drum patterns in real time for evolving, nonstatic drum lines.

### 2. Generative Percussive Textures

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**Pair With:** Mutable Instruments Marbles, Make Noise Maths (for random/envelope CV), LFOs

**Patch Idea:**

- Patch LFOs or random voltages from Marbles/Maths into Grids' MAP X, MAP Y, or FILL CV inputs for morphing, generative rhythms. - Clock Grids

from an irregular pulse or clock-divided/clock-multiplied signal to introduce unpredictability. - Use the CHAOS CV input for "humanized" swing/random fills.

### 3. Poly-Rhythmic Sequence Layering

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**Pair With:** Intellijel Plog (logic module), Shakmat Time Wizard, clock dividers/multipliers

**Patch Idea:**

- Output Grids triggers to multiple sound sources (drums, percussive synth voices). - Combine Grids outputs with logic modules (AND, OR, XOR, NAND gates from Plog) to derive "hidden" patterns and triggers for alternative percussion sounds. - Use clock division/multiplication and reset inputs to create shifting polyrhythms and polymeters.

### 4. Pattern-Based Melodic Sequencing

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**Pair With:** Quantizer (e.g., Intellijel Scales, Doepfer A-156), Ornament & Crime, pitched voice module

**Patch Idea:**

- Use Grids' triggers to advance a melodic sequence every time a drum/ percussion hit is played, or pluck a synth voice for evolving melodic patterns. - Route accent outputs to a quantized pitch CV for "accented" melodic changes. - Create evolving arpeggiations and generative melodies based on rhythm not based on a Euclidean clock, for more "musical" randomness.

### 5. Modular Groovebox Brain

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**Pair With:** Endorphin.es.es Ground Control, Erica Synths Black Sequencer, Frap Tools USTA

**Patch Idea:**

- Use Grids as the heartbeat, sending triggers/clocks to drum modules and also to sequencer reset/advance inputs. - Sync modular sequencers with Grids for shifting rhythmic relationships, or have Grids "riff" off another sequencer using external clock/reset.

## 6. Experimental Sound Sculpting

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**Pair With:** Mutable Instruments Rings, Plaits, Doepfer A-119 Envelope Follower

**Patch Idea:**

- Send Grids triggers to Rings or Plaits for triggered resonant or percussive textures. - Use accents to switch modes or modulate timbres/strikes within Rings/Plaits. - Feed outputs through filters and audio FX for cinematic, polyrhythmic soundscapes.

## 7. Live Performance & Macro Morphing

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**Patch Idea:**

- Assign a MIDI controller or CV macro knob to sweep through Map X/Map Y or fill CVs, performing real-time “scene” changes for dynamic live sets. - Use tap tempo or external clock manipulation for push-pull DJ-style twists.

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**Bonus Tips:** - In **Euclidean/sequencer mode**, try using Grids to clock or gate melodic and modulation sections, not just drums. - The **gate output mode** is ideal for controlling sustain-based voices or even switching video/modulation patches.

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