

Ohmforce – Bohm Multimodal Kick Drum Voice

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Creative patch ideas for the Bohm Eurorack system

Bohm looks like much more than a simple kick module: it's a **stereo dual-voice kick platform** with model-based synthesis, performance modes, optional **Groove** layering, and **Performer** stereo/DJ-style processing. That means you can treat it as:

- a kick drum voice
- a bass percussion synth
- a layered low-end system
- a stereo effects destination
- a live techno performance centerpiece

Because the manual suggests the controls behave differently per model, a lot of the fun will come from **modulating familiar parameters across different models** and using external modules to create structure, groove, and movement.

What stands out from the manual

A few things suggest the best creative uses:

- **Multiple kick models** with different architectures
This means model selection and parameter sweeps can give you multiple drum-machine personalities in one patch.
- **Stereo dual-voice concept** Useful for layered kicks, call-and-response percussion, stereo movement, and low-end + texture splits.
- **Groove expander** Especially suited for **rumbles, layered percussion, and secondary impacts**.
- **Performer expander** Adds **ducking, DJ-style effects, and stereo processing**, which is huge for live transitions and making a kick patch feel like a finished record.
- **Studio / Live Song / Jam modes** This strongly suggests pairing Bohm with **sequencers, CV memories, switches, and performance controllers**.
- **Pitch curve behavior inspired by 808/909** This means Bohm likely responds very musically to **pitch CV, envelopes, accent, and transient shaping**.

Best module pairings

1. Trigger sequencers and drum sequencers

Bohm will shine with a sequencer that can do more than simple quarter notes.

Good pairings

- **ALM Pamela's Pro Workout**

- **Xaoc Moskwa II**
- **Intellijel Steppy**
- **Winter Modular Eloquencer**
- **Five12 Vector Sequencer**
- **Noise Engineering Numeric Repetitor**
- **Verbos Multi-Stage / Voltage Multistage** for more experimental sequencing

Why

Use them to create: - standard 4-on-the-floor - broken kicks - fills - probability-based ghost hits - pattern-specific accent variations - alternating main kick / Groove voice patterns

Patch idea

Send a main trigger pattern to Bohm and a sparser or shuffled pattern to Groove.

Then use a sequencer lane or probability trigger to create occasional layered hits for transitions.

2. Accent and velocity modulation

Since Bohm has **VELOCITY**, it'll benefit enormously from dynamic triggering or CV modulation.

Use with

- CV sequencers
- offset/attenuator modules
- random stepped voltage generators
- function generators
- MIDI-to-CV interfaces with velocity output

Specific recommendations

- **Mutable Instruments Marbles**
- **Bastl CV Trinity**
- **Make Noise Maths**
- **Frap Tools Falistri**
- **After Later / Mutable Peaks-style modulation sources**
- **Hermod+** if working with MIDI velocity

Patch idea: “Humanized warehouse kick”

- Trigger Bohm with a rigid 4/4 clock.
 - Modulate VELOCITY slightly with a stepped random source, attenuated carefully.
 - Send another very subtle modulation to ATTACK or COLOR.
 - Result: a kick that keeps the pulse steady but feels alive in a long techno set.
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3. Envelope generators for macro kick sculpting

Even if Bohm has internal shaping, external envelopes are perfect for animating model-dependent parameters.

Great targets

- PITCH
- CURVE
- LENGTH
- COLOR
- FX
- TRS DECAY / TRS TONE

Modules

- **Make Noise Maths**

- **Intellijel Quadrax**
- **Xaoc Zadar**
- **Cosmotronic Delta-V**
- **ALM Pip Slope**
- **Doepfer A-171-2**

Patch idea: “Pseudo-sidechained pitch rip”

Use a fast-decay envelope into PITCH or CURVE on selected hits only. This can exaggerate the classic downward pitch sweep and create huge modern hard-techno transient impacts.

4. VCAs and CV processors

A lot of people underrate this with drum modules, but CV processing is where Bohm becomes a serious instrument.

Useful module types

- attenuverters
- offsets
- VCAs for CV
- polarizers
- sequential switches
- logic modules

Recommendations

- **Happy Nerding 3xMIA**
- **Frap Tools 321**
- **Befaco A*B+C**
- **Intellijel Triplatt**
- **Mutable Blinds / clones**
- **Doepfer A-172 / A-185 style utility support**

Why

Different models likely react very differently to the same CV range. Utilities let you: - narrow modulation sweet spots - invert envelopes - combine random + envelope motion - create different response depths for different songs

Patch idea

Mix a slow triangle LFO with a tiny random stepped source, then attenuate heavily into COLOR.

You'll get subtle model drift rather than obvious wobble.

5. Random and generative modulation

Because Bohm has many timbral parameters, random voltage can transform it from "kick module" to "evolving percussion system."

Modules

- **Mutable Marbles**
- **Make Noise Wogglebug**
- **SSF Ultra-Random Analog**
- **XAOC Devices Batumi** in stepped mode through sample-and-hold
- **Turing Machine + expanders**

Patch idea: "Intelligent industrial kickline"

- Main kick on every quarter note.
 - Random modulation to ATTACK and COLOR at low depth.
 - Probability-based extra trigger to Groove.
 - Send Groove through a long decay or external feedback path.
 - Result: a controlled but unstable industrial techno low-end bed.
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6. Sequential switches and scene switching

Since Bohm has multiple running modes and likely rewards parameter changes, external switching is a strong pairing.

Modules

- Doepfer A-151 Sequential Switch
- Tenderfoot quad switch types
- Shakmat Bard Quartet
- Vice Virga
- Noise Engineering Vice Virga
- WMD SSM / similar switch modules

Patch idea: “Four kick personalities”

Prepare four CV sources or offsets for PITCH/COLOR/FX and switch between them every 8 or 16 bars.

This lets Bohm move through: 1. dry club kick 2. distorted hard kick 3. boomy rumble layer 4. washed transition kick

This is especially effective in **Live Song Mode**.

7. Distortion, saturation, and wavefolding

Bohm likely already covers a lot of internal kick colors, but external saturation is still one of the best pairings.

Great module choices

- Noise Engineering Ruina Versio
- Noise Engineering Terzi Ruina
- Strymon Magneto input drive
- Bastl Dark Matter
- Instruō tanh[3]
- SSF Triptych

- **100 Grit**
- **Metasonix / tube modules** if you like dangerous low-end chaos

Patch ideas

A. Hard techno destroyer

Run Bohm into a distortion with parallel dry blend.
Keep the sub intact and smash only the mids/high transient.

B. Folded click layer

High-pass a copy of Bohm, then wavefold it.
Mix that back with the dry signal for a custom top-click that tracks your kick pattern.

C. Rumble exciter

Send Groove into saturation before reverb/delay to make the rumble denser and more harmonic.

8. Filters and EQ modules

A kick module through a filter sounds obvious, but there are some less obvious uses.

Good module types

- multimode filters
- fixed filter banks
- stereo filters
- resonant low-pass gates
- parametric EQ / sculpting modules

Recommendations

- **QPAS**

- **Bastl Ikarie**
- **Sara VCF**
- **Worng Parallax**
- **Doepfer Wasp / SEM filters**
- **ADDAC fixed filter banks**
- **Joranalogue Filter 8**

Patch ideas

A. Split-band processing

Mult Bohm: - one copy stays clean for sub - one copy goes through a band-pass filter and distortion Mix to taste.

This keeps low-end solid while adding a controllable attack band.

B. Resonant kick bassline

Patch PITCH CV melodically and run Bohm through a low-pass filter that opens only on selected hits.

This can turn Bohm into a bass-percussion hybrid.

C. Stereo Performer widening

If using Performer, process its stereo output through a stereo filter with slow modulation for breakdowns and transitions.

9. Delays and reverbs for techno rumble

The manual explicitly points toward **Groove** as a rumble/layering tool. External effects can push this much further.

Best effect pairings

- synced delay
- reverb with filtering
- feedback processors

- stereo diffusion
- clocked delay into saturation

Specific modules

- **Make Noise Mimeophon**
- **Strymon Magneto**
- **Happy Nerding FX Aid XL**
- **Xaoc Timiszoara**
- **Intellijel Sealegs**
- **Erica Synths Black Hole DSP 2**
- **Desmodus Versio**
- **Nautilus**

Patch ideas

A. Classic rumble loop

- Send Groove output to reverb.
- High-pass the reverb return.
- Compress or saturate it.
- Duck it against the main kick using Performer or an external envelope/VCA setup.

This gives you the classic rolling techno basement rumble.

B. Pinged sub tail

Use a very short delay with feedback and low-pass filtering on Groove only. This can create a tuned resonant tail behind the main kick.

C. Stereo transition wash

During fills or breakdowns, push Bohm or Groove into long stereo reverb, then snap back to dry for the drop.

10. Compressors, envelope followers, and sidechain tools

Since Performer already includes ducking, external dynamics modules can still open up more advanced routing.

Useful modules

- **WMD MSCL**
- **Cosmotronic Messor**
- **Frap Tools CGM dynamics setups**
- **Mutable Ears / envelope follower types**
- **Detect-Rx**
- **Endorphin.es Cockpit / Ghost**
- **Shakmat Archer's Rig / sidechain-capable mixers**

Patch ideas

A. Self-ducking rumble bus

Use Bohm's trigger or an envelope follower from Bohm audio to duck a reverb return or bass voice.

B. Kick drives the whole patch

Let Bohm control the sidechain on: - drones - pads - acid lines - sampled textures

This makes the kick the central rhythmic authority in the patch.

C. Dynamic transient emphasis

Compress a distorted parallel version of Bohm while keeping the dry transient uncompressed.

11. Mixers and parallel processing

Bohm is the kind of module that rewards **parallel chains**.

Useful module types

- submixers
- stereo mixers
- sends/returns
- performance mixers
- crossfaders

Recommendations

- **Happy Nerding PanMix**
- **Befaco Hexmix**
- **WMD Performance Mixer**
- **Cosmotronic Cosmix**
- **Toppobrillo Minimix**
- **Joranalogue Mix 3**
- **XOH / OUT-style stereo outputs**

Patch structure

Try 3 parallel lanes: 1. **dry Bohm** for punch 2. **distorted lane** for aggression
3. **reverb/delay lane** for space

Blend live. This is especially powerful if Performer is present.

12. LFOs for long-form motion

Slow modulation can make a repetitive kick evolve over 5–10 minutes.

Great pairings

- **Xaoc Batumi**

- DivKid øchd
- Intellijel Quadrax cycling
- Joranalogue Orbit 3
- Pamela's Pro Workout

Best parameter destinations

- COLOR
- FX
- ATTACK
- CURVE
- stereo processing parameters via Performer

Patch idea: "Set-and-forget evolution"

Use very slow unsynced LFOs at tiny depth into 2–3 parameters. The kick subtly changes tone over the course of a track, keeping long loops interesting.

13. Quantizers and melodic pitch CV

The manual says PITCH roughly covers **C1 to C2**, which opens up more than just drum tuning.

Modules

- Intellijel Scales
- Ornament & Crime
- ADDAC quantizers
- Bard Quartet
- Mimetic Digitalis + quantizer

Patch idea: "Kick-bassline hybrid"

Sequence Bohm's PITCH melodically over a 1-octave range while keeping trigger density sparse.

You can create: - tuned electro toms - bass kicks - industrial percussive basslines - 808-style melodic booms

Pair with an acid line one octave up for huge groove lock.

14. Sample and hold / stepped modulation

This is ideal if you want repeatable-but-changing kick settings every bar or phrase.

Good tools

- sample & hold
- clock divider
- stepped random
- addressable CV source

Patch idea

Clock a sample-and-hold every 8 steps and route it to COLOR or FX.

The kick timbre changes once per phrase, which feels musical rather than chaotic.

15. Logic and clock utilities

Kick layers become much more interesting when trigger relationships are derived logically.

Module suggestions

- Doepfer logic modules
- Joranalogue Compare 2
- ALM Pamela's Pro Workout
- Mutable Kinks / logic utilities
- Klavis Logica XT

Patch ideas

A. Accent from coincidence

Generate a second trigger only when two rhythmic streams coincide, then use that to fire Groove or modulate VELOCITY.

B. Fill generator

Use a clock divider reset and logic combination to create end-of-bar fills that alter Bohm parameters for a single beat.

C. Triggered FX burst

Use logic-derived gates to open an external FX send only on special hits.

Performance-focused setups

Setup 1: Minimal techno core

Modules - Bohm - Pamela's Pro Workout - 3xMIA - distortion - stereo reverb - mixer

Patch - Pam triggers Bohm in 4/4 - Another Pam channel modulates VELOCITY subtly - Slow random via Pam into COLOR/FX - Distortion on a parallel send - Reverb on Groove or selected fills

Result A compact but club-ready techno kick ecosystem.

Setup 2: Live performance drum centerpiece

Modules - Bohm + Groove + Performer - trigger sequencer - CV recorder or scene controller - stereo mixer - external delay/reverb

Patch - Main pattern to Bohm - Syncopated layers to Groove - Performer handles ducking and stereo transitions - Use scene-based CV changes every 16 bars - Push FX and stereo width in breakdowns

Result A highly performable low-end section that can carry an entire live set.

Setup 3: Experimental industrial percussion lab

Modules - Bohm - random source - sequential switch - wavefolder/distortion - band-pass filter - delay - envelope follower

Patch - Irregular trigger patterns to Bohm - Random CV to ATTACK, CURVE, COLOR - Switch between different modulation depths - Distorted filtered parallel lane - Delay feedback only on selected hits

Result Bohm becomes a brutal percussion synth rather than just a kick.

Less obvious uses

Use Bohm as a bass voice

Because of the pitch range and envelope-like character of kick synths, Bohm may work well as: - sub bass stabs - plucky mono bass - tuned low toms - 808-style booming notes

Pair with: - quantizer - glide/portamento CV source - VCA for external amplitude articulation if needed - low-pass filter and saturation

Use Groove as a dedicated send effect source

Instead of thinking of Groove as “second kick,” treat it as: - the reverb-fed rumble voice - the distorted mid-bass layer - the ghost-hit percussion lane - the breakdown swell lane

That frees the main Bohm voice to stay clean and mix-stable.

Use Performer as a pseudo-master bus for your rhythm section

If Performer has ducking and stereo effects, feed related percussion or bass into a shared bus around it if your system allows that kind of routing. This can make Bohm the anchor of a more cohesive live mix.

Practical modulation targets to try first

If you're just starting with Bohm, I'd prioritize these pairings:

Most musically useful CV targets

1. **VELOCITY** – immediate groove improvement
2. **PITCH** – tuned kicks, fills, bass-kick hybrids
3. **COLOR** – tonal movement without losing timing
4. **ATTACK** – helps define placement in the mix
5. **CURVE** – major impact on classic drum-machine feel
6. **FX / TRS DECAY** – excellent for transitions and rumble work

Best modulation sources

1. stepped random
2. short envelope
3. slow LFO

4. sequenced CV lane
 5. logic-derived trigger converted to CV
 6. manual performance controller
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My top recommended companion modules

If I were building around Bohm, I'd especially consider:

Compact utility-oriented system

- Pamela's Pro Workout
- Happy Nerding 3xMIA
- Make Noise Maths
- FX Aid XL
- Ruina Versio
- small stereo mixer/output

Performance techno system

- Vector Sequencer or Eloquencer
- Bohm + Groove + Performer
- Messor or MSCL
- Mimeophon or Sealegs
- performance mixer
- filter or saturator for parallel bus

Experimental sound design system

- Marbles
- Falistri or Maths
- Vice Virga
- Filter 8

- **Triptych / Ruina**
 - **Desmodus Versio / Timisoara**
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Final creative advice

The biggest creative opportunity with Bohm is to avoid treating it as “just the kick.” Instead, think of it as a **low-frequency performance voice system**.

The winning strategies are:

- keep one layer **clean and reliable**
- make another layer **dirty, spatial, or unstable**
- modulate **small amounts** for long-form movement
- use **parallel processing** rather than destroying the main signal
- exploit **sequenced CV and scene changes** to make one kick engine behave like an entire rhythm section

If you want, I can also turn this into: 1. a **genre-specific patch guide** for techno / electro / industrial / ambient, or
2. a **shopping list of the best companion modules by budget**.

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