

Sea Side Modular — Proteus

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Creative Uses for Seaside Modular Proteus in Eurorack Setups

The Proteus is a generative melodic sequencer with probabilistic and “humanized” algorithms, making it an endlessly versatile source for melodies, triggers, and evolving patterns. Here’s how you can creatively use Proteus in a Eurorack setup:

1. Melodic Generative Voice

- **Basic patch:** Proteus V/OCT → VCO (e.g. ALM MCO, Mutable Plaits) → VCF → VCA → Output; Proteus GATE OUT → Envelope Generator (e.g. Make Noise Maths) → VCA.
- **Tip:** Use different scales and pattern bank features to quickly switch mood and tonality during performance.

2. Melody Modulation with External CV

- **Modulation:** Send random or evolving CV to Proteus parameters (DENSITY, COMPLEXITY, PATIENCE, etc.) using modules like ALM Pamela’s New Workout, Mutable Stages, or Make Noise Maths.
- **Result:** Melodies morph over time, providing organic movement.

3. Interactive Mutations

- **Performance:** Patch gate/trigger outputs from a performance-oriented controller (e.g., Intellijel Tetrapad, Make Noise Pressure Points) to the NEW or NEXT jacks to force new melodies or cycle through pattern slots on demand.

4. Clock Manipulation and Experimentation

- **Non-standard rhythms:** Use clock divider/multiplier modules or irregular clocks (e.g., 4ms QCD, Pamela's New Workout, or random clocks from Mutable Marbles) into GATE IN for polyrhythms or euclidean patterns.

5. Layered Voices/Polyphony

- **Double/triple melodic layers:** Run Proteus V/OCT OUT through a precision adder (e.g., Doepfer A-185-2) for harmonized lines, or use a quantizer downstream (e.g., Intellijel Scales) for harmonies.
- **Tip:** Use two voices—one dry, one slewed (add slew via a module like Mutable Instruments Tides or Doepfer A-171-2)—for melodic counterpoint.

6. Probability-Based Percussion

- **Gate output to percussive voice:** Patch GATE OUT to a percussive module or drum synth (e.g., Mutable Peaks, WMD Crater).
- **Use density and sleep:** Set DENSITY to lower to create less dense, shifting patterns, or use SLEEP for rhythmic gaps.

7. Generative Song Structure

- **Pattern Bank + Scene Control:** Use external sequential switches (e.g., Doepfer A-151, Erica Synths Sequential Switch) to switch

between multiple melodic outputs, each with unique Proteus patterns or scales, forming “parts” of a composition.

8. Generative Ambient / Drone Work

- **Melodic drone:** Patch through plenty of reverb & fx (e.g., Make Noise Mimeophon, Strymon Magneo).
- **Octave & mutate:** Let Proteus’ mutate/octave parameters wander for shifting pads.

9. Melody Quantization/Non-Quantized Synthesis

- **Patch through or around external quantizers:** Proteus can be quantized or not; but for “microtuning” or Scala scales, combining Proteus with Disting mk4/Hemisphere Suite or ADDAC207 Intuitive Quantizer can yield Slendro, Just Intonation, or user-drawn scales.
- **Layer quantizers:** Send Proteus CV into a quantizer locked to a different scale for complex melodic interplay.

10. Logic-Based Harmony and Counterpoint

- **Logic Processing:** Run GATE OUT and/or generated melodies through logic modules (e.g., Mutable Kinks, Doepfer A-166 Dual Logic) to derive new rhythmic or melodic material triggered only on particular combinations/changes in Proteus sequence.

11. CV Memory Morphs

- **Morph between patterns:** Save versions of a melody at different moments in Pattern Bank, and step/blend between them using the NEXT jack and external latching switches or even sequential control voltages.

12. Experimental Percussion or Voltage Source

- **Non-melodic applications:** Use Proteus OUT (tuned to atonal or custom microtonal scales, or with low density and short sequences) to modulate parameters in other modules—VCFA cutoff, delay time, granular fx—using pitch as a generic control voltage.
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Module Recommendations

- **Random Sources:** Mutable Marbles, Toppobrillo Sport Modulator 2
 - **Slew-Filled Voices:** Make Noise Maths, Doepfer A-171-2
 - **Quantizers:** Intellijel Scales, Disting mk4, ADDAC207
 - **Switches:** Doepfer A-151, WMD Sequential Switch Matrix
 - **Percussive Voices:** Mutable Peaks, Tiptop 808/909 series, Noise Engineering Basimilus Iteritas Alter
 - **Reverb/Delay:** Strymon Magneto, Make Noise Mimeophon, Mutable Beads
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Generic Patch Ideas

- Stack two melodies (Proteus + other sequencer) into a mixer for “duet” textures.
 - Use Proteus patterns to control not pitch, but complex timbre changes: send CV to LPG, filter cutoff, reverb mix, etc.
 - Use “sleep” or “density” at minimum for random emphasis—sharp trigger patterns for glitch or IDM effects.
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