

# Tiptop Audio – MODFX FSU

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- [Manual PDF](#)

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[Tiptop Audio ModFX + FSU Manual \(PDF\)](#)

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## Creative Eurorack Patching with Tiptop Audio ModFX & FSU

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The Tiptop Audio **ModFX** and **FSU** are deep, multi-algorithm effects modules for Eurorack with extensive stereo, modulation, and CV-control capabilities. Let's explore how you can push them into creative territory with smart patching ideas and synergistic module pairings.

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### Signal Sculpting & Animation

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#### 1. Stereo Animation with Panning & Crossfading

- **Combine With:** Mutable Instruments Frames or WMD AXYS
- **Patch Idea:** The ModFX has many stereo outputs (choruses, multidimensional delays). Use a CV-controllable stereo crossfader/panner to further morph, animate, and spatialize the processed sound in performance. Animate with LFOs or envelopes.

#### 2. CV Modulation & Source Experimentation

- **Combine With:** Make Noise Maths, Intellijel Quadra, ALM Pamela's Pro Workout

- **Patch Idea:** Take advantage of the three CV inputs on each module. Patch in complex LFOs, envelopes, or step-sequenced voltages to morph chorus depth, filter sweeps, or glitch parameters over time.

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## Effect Feedback and Layering

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### 3. Feedback Loops

- **Combine With:** Befaco A\*B+C (for mixing, attenuation), or a Matrix Mixer like Livestock Electronics Maze
- **Patch Idea:** Run one channel of the effect out, loop it through the matrix mixer, and back into the input. Carefully manage feedback amount with the mixer for wild flanging, dub-style delays, or unpredictable textures—especially using the FSU's distortion and sound-on-sound algorithms.

### 4. Layered Processing Chains

- **Combine With:** Other stereo effects modules (Strymon Magneto, Make Noise Mimeophon)
- **Patch Idea:** Stack ModFX's lush ensemble or random vibrato into spatial delays/loopers for hybrid “cloud” atmospheres. Experiment with the order—placing granular or glitch processing after deep modulations or vice versa.

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## Interface & Utility Integration

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### 5. Voltage-Controlled Stereo Filtering

- **Combine With:** Mutable Instruments Blades or Doepfer A-121-3
- **Patch Idea:** Use ModFX or FSU in parallel with another filter. Crossfade or sequence between two very different filter sounds (e.g., ModFX's Quad Bandpass LFO vs. analog MS-20 clone) for rhythmic or evolving timbral interplay.

## 6. Audio-Rate Modulation Sources

- **Combine With:** DPO, Hertz Donut (complex oscillators), or Bitbox Micro (sampling/granular sources)
- **Patch Idea:** Feed complex VCO waveforms, chopped up samples or rich noise into ModFX or FSU. Use the audio as both the sound source and as a modulation (FM, AM, or CV) for ultra-complex motion.

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## Generative & Self-Running Patches

### 7. Randomization & Probability

- **Combine With:** Mutable Instruments Marbles, Turing Machine
- **Patch Idea:** Use generative CV sources to randomly address the ModFX/FSU's FX parameters or program select via bank change/trigger. Have chorus rate, glitch pitch, or granular spread drift and evolve live, never the same twice.

### 8. Performance Sampling & SOS Looping

- **Combine With:** 4ms Stereo Triggered Sampler, ADDAC 207 Quantizer & Envelope follower
- **Patch Idea:** Use FSU's Sound-on-Sound looper to grab snippets of live modular jams. Quantize gate signals to trigger the SoS record VCA at musically relevant times. Layer, degrade, varispeed, and pitch-shift your own live patterns for complex performance builds.

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# Experimental Sound Techniques

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## 9. Vocoded & Formant Synthesis

- **Combine With:** Random\*Source Serge Resonant EQ, Mutable Rings (strummed or plucked), Noise Engineering Vox Digitalis (sequencing)
- **Patch Idea:** Run harmonically rich sources (saw, square, or plucked strings) into ModFX's Formant Ping Pong Delay or Ahh Detuned filters. Gate/sequence the "vowel" range for robot voice leads, or haunting choral pads.

## 10. Multi-Channel Granular Madness

- **Combine With:** Qu-Bit Nebulae v2, Monome Norns (for live sampling/granular synth), ER-301 Sound Computer
- **Patch Idea:** Route a live granulated signal into FSU's random grain, pitch grain, or buffer degrade effects. Feedback both modules into each other for shifting digital textures—perfect for ambient, glitch, or leftfield electroacoustic sound design.

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## Module-Specific Character Pairings

- **With Drums/Percussion Modules:** Patch the FSU glitch bank post-percussion for instant broken-beat, IDM, or deconstructed club textures.
- **With Harmonic/Polyphonic Sources:** Channel chords, pads, or string synths through Chorus/Ensemble for maximum lushness.
- **For Live FX Morphing:** Use a footswitch gate or manual gate to flip programs/transitions in a performance.

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## Patching Inspiration Summary

- Maximize CV: Feed evolving voltages to all parameters for real-time morphing.

- Stack stereo: Parallel, chain, or feedback with analog and digital stereo FX for intense spatialization.
- Abuse the limits: Overdrive, degrade, feedback, and freeze for hands-on noise and risk.
- Use as voices: Some algorithms (Karplus-Strong, Chord Resonator) can be voltage-controlled into string synth territory!

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Generated With Eurorack Processor