

# Tiptop Audio – SD808

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## Creative Eurorack Patch Ideas with the Tiptop Audio SD808

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As a eurorack musician, the SD808 snare module opens up a world of creative patching. Below are some ideas combining the SD808 with other modules—both specific suggestions and generic module types—to deepen your drum sound design and rhythm experimentation.

### 1. Wavefolding and Distortion

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- **Modules:** Befaco Chopping Kinky, Intellijel uFold II, Doepfer A-136
- **Patch Idea:** Run the SD808 output into a wavefolder or distortion module to create gritty, metallic snares and percussive textures. With the SD808's "hot" output, adjusting the LEVEL and ACCENT will push these effects even further, creating snappy, overdriven snares perfect for aggressive genres.

### 2. Filtering for Resonant Hits

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- **Modules:** Mutable Instruments Ripples, WMD MSCL (for saturation), Mutable Blades
- **Patch Idea:** Patch the SD808 through a resonant filter. Use the filter CV input to modulate cutoff via an envelope or LFO for "acidic" snares, or crank the resonance for zappy tonal snare

effects. Try bandpass modes to isolate the core "crack" of the snare.

### 3. Amplitude Modulation & Ring Modulation

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- **Modules:** Befaco A\*B+C (VC Multiplier), Doepfer A-114 Ring Modulator
- **Patch Idea:** Pair the SD808 with another percussive module (e.g., Tiptop BD808 or Hats808) and route both through a ring modulator or VCA for AM effects. This can produce clangorous FM-like textures, especially when modulating the volume or pitch of the sidechain input.

### 4. Granular & Glitch FX

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- **Modules:** Qu-Bit Nebulae, Mutable Instruments Clouds, 4ms Tapographic Delay
- **Patch Idea:** Route the SD808 into a granular processor or delay for stuttering, pitch-shifted, or reverb-laden snare sounds. Freezing, time-stretching, or pitch manipulation can take your analog snare into uncharted digital territory.

### 5. Sequenced Accent and Dynamic Control

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- **Modules:** Mutable Instruments Grids, Intellijel Steppy, ALM Pamela's New Workout
- **Patch Idea:** Program complex snare dynamics by using a trigger or gate sequencer to independently fire the ACCENT IN. This allows for intricate, shifting snare patterns and can mimic the humanized accent patterns of live drummers.

### 6. Modulating "Snappy" & "Tone"

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- **Modules:** Joranalogue Contour 1, Make Noise Maths
- **Patch Idea:** Insert a CV source with a precision adder or offset (after modding the SD808 for external control, if possible) to

modulate the TONE or SNAPPY parameters for real-time timbre changes. Sample & hold or random voltages can make the snare morph continuously in a generative patch.

## 7. Noise Source Layering

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- **Modules:** Mutable Instruments Kinks, WMD/SSF Ultra Random Analog
- **Patch Idea:** Use external white or colored noise sources (by mixing into the SD808 audio path or layering in the DAW) for thicker snare sounds, or even to replace/augment the SD808's internal noise via creative routing and external VCAs.

## 8. Audio-to-CV Feedback

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- **Modules:** Doepfer A-119 (External Input), any Envelope Follower
- **Patch Idea:** Feed the SD808 audio output to an envelope follower, and use the resulting CV to modulate other modules—like VCAs controlling hi-hats, filter cutoffs on bass, or even delay times for correlated rhythmic effects.

## 9. Stereo and Spatial Processing

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- **Modules:** Make Noise Mimeophon, Strymon Magneto, Erica Synths Black Stereo Delay
- **Patch Idea:** Process the SD808 through high-quality effects for stereo imaging, ping-pong delays, or spatialization. This can lift your classic analog snare into immersive, contemporary mixes.

## 10. Drum Synthesis Layering

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- **Modules:** Noise Engineering Basimilus Iteritas Alter, Endorphin.es BLCK\_NOIR
- **Patch Idea:** Layer the SD808 with digital drum modules for hybrid analog–digital snare hits. Adjust the balance and stereo placement for wide, impactful drum sounds.

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Don't forget: patching is about experimentation. The SD808 encourages using high output levels and accent control to push subsequent modules in unique ways—so try chaining effects and processors, and see what emerges!

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