Vermona — Melodicer

- Manual PDF

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Creative Ways to Utilize Vermona meloDICER in Your Eurorack System

The **Vermona meloDICER** is a unique stochastic (probabilistic) and deterministic sequencer that offers a wealth of musical inspiration and variation possibilities. Its ability to generate evolving melodies and rhythms, combined with powerful CV and gate interfacing, makes it a deep tool for both hands-on performance and generative ambient patches. Below are some creative patches and module pairings to expand its capabilities:

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1. Generative Melodic Patching

- **Combine With: Mutable Instruments Marbles, Turing Machine, or Ornament & Crime (Turing Mode)**
- **How:** Use meloDICER as your main melodic source, setting the probability faders to favor certain pitches or chords. Sequence or clock Marbles or the Turing Machine independently and cross-patch their random outputs into meloDICER's CV IN 1 (set to ADD SEQ or TRANS SEQ for transposition/modulation).

- **Result:** Complex generative melodies where the base sequence is colored by another random source. The mix of random “ideas” from two modules creates endlessly interesting variations.

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2. Rhythmic Randomization

- **Combine With: Pamela’s New Workout, Euclidean Circles, or any rhythmic gate sequencer**
- **How:** Use external gates or rhythms as the master clock into CLK IN, or drive GATE IN 1/2 for rhythm control. Use Pamela’s New Workout to send unusual divisions/multiplications or Euclidean rhythms into meloDICER for unexpected pattern syncing.
- **Result:** Hybrid rhythmic machines, where humanized, Euclidean, or polyrhythmic patterns interplay with the probabilistic aspects of meloDICER, creating grooves that are both organic and surprising.

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3. Melodic Quantizer Mode Inspiration

- **Combine With: LFO/Random CV Source (e.g., Make Noise Maths, Mutable Instruments Stages, or a random S&H)**
- **How:** In Modes C/D (quantizer), feed an LFO or random CV to CV IN 2 and manipulate the fader settings to set a scale or create shifting tonality.
- **Result:** Quantized melodies, arps, or chords from analog randomness, allowing you to “play” scales and chord voicings with hands-on control.

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4. Live Pattern Manipulation (Performance-Ready)

- **Combine With: A performance controller or touch interface (e.g., Make Noise Pressure Points, Intellijel Tetrapad)**

- **How:** Use meloDICER's LOCK function to prepare drastic changes, then snap your settings live. Use channel pressure or gate outs from touch interfaces to trigger Dice or Mute behaviors, or to send transposing CV into CV IN 1.
- **Result:** On-the-fly performance alterations—meloDICER becomes a playable instrument, not just a sequencer.

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5. Experimental Drumming and Percussion

- **Combine With: Drum modules (e.g., Mutable Instruments Peaks/ Plaits, Noise Engineering Basimilus Iteritas, Tiptop 808/909 modules)**
- **How:** Use meloDICER's gate and rhythm output to sequence percussion, tuning rhythm variations, rests, and legato for more humanized drumming, or for triggering multiple drum voices by splitting the gate and pitch output.
- **Result:** Procedural drum lines and fill generation, perfect for generative or non-repetitive percussion.

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6. Patch-Based Probability Control

- **Combine With: Voltage-addressed switches, sequential switches (e.g., Doepfer A-151, WMD Sequential Switch Matrix), and logic modules**
- **How:** Route the CV or gate out from meloDICER into a matrix switch to create alternate routings for different voices or effects, or use logic to combine/complement meloDICER's rhythm out with other clock sources.
- **Result:** Pattern switching, A/B song sections, or evolving routings where melody or rhythm are redirected in real-time based on probability or external input.

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7. Audio-Rate and Self-Modulating Madness

- **Combine With: Fast-clocked function generators, VCAs, or even send audio-rate CV to meloDICER's inputs**
- **How:** Send fast or even audio-rate modulation into CV IN 1 or 2 with caution, for chaotic but sometimes musical self-modulation excercises. Use a VCA between your signal and CV IN to "tame" the modulation.
- **Result:** Unpredictable, glitchy melodies or bursts—great for IDM/glitch or experimental textures.

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8. External Pattern Saving/Recalling for Performance

- **Combine With: MIDI-to-gate/CV interface or external sequencer (e.g., Expert Sleepers FH-2, Hermod)**
- **How:** Use external triggers or gates to automate recall (via GATE IN 1/2 and the pattern load functions) for instant song-sections or variations as part of a live set sequence.
- **Result:** Performer-driven patch memory recall, seamlessly jumping between generative ideas as part of a planned or improvised song structure.

Bonus: Effects and Post-Processing

- **Combine With:** Audio and CV processors (delays, reverbs, wavefolders, ring modulators)
- **How:** Sequence not just pitch, but also modulation for your effects (e.g., send the 1V/OCT as the control for a filter cutoff, not just a VCO).
- **Result:** Patterns "play" the timbre and texture of your sound in addition to the notes. meloDICER becomes a full epicenter of sequenced modulation.

Keep experimenting—meloDICER rewards deep exploration and creative cross-patching!

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