Acid Rain — Chainsaw

[Download the Chainsaw Stereo Super-Oscillator Manual (PDF)](#)

Using Chainsaw For Complex, Percussive, and Rhythmic Eurorack Music

As a eurorack synthesist, the **Acid Rain Technology Chainsaw** module is a powerful digital oscillator that excels in generating dense, harmonically rich sound sources—perfect for sophisticated percussive and rhythmic applications. Here are actionable strategies for leveraging Chainsaw's features to craft hyper-complicated, polyrhythmic percussion:

1. Polyphonic Percussion Through Envelopes & Triggers

- **Individually Gate Each Voice:** Use three different sequencer channels or rhythm generators to send gates/triggers into v/o 1, v/o 2, and v/o 3 inputs. With the right envelopes (short decay, snappy attack), each of Chainsaw's voices becomes a distinct drum hit (e.g., kick, snare, clicky hats).
- **Polyrhythms:** Patch triggers in different time divisions (e.g., 3:4:5) to each v/o input so that each voice plays its own pattern, creating phase-shifting percussion.

2. Complex Modulation for Percussive Timbre

- **Wave Morphing:** CV the waveform morph input between super saw and super square using stepped, random, or sequenced

modulation synced with your rhythm. Sharp morphing can create unique, aggressive attack transients.

- **Detune Animation:** Modulate the detune CV input with envelopes or rhythmic LFOs; at extreme (but momentary) detune you can get clangorous, metallic, and noisy percussion—especially with fast envelopes to emphasize the downbeat.
- **Frequency Modulation:** Send fast envelopes or stepped random voltages into the FM input for percussive pitch sweeps or pseudo–"drum machine tom" effects. Try routing clock-divided triggers in polyrhythmic patterns to create evolving, intricate pitch modulations.

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3. Stereo Field & Dense Layers

- **Extrude the Mix:** Use both left and right outputs to pan different voices (or waves) for spatially complex percussion. Blend with additional FX modules (delays, panning, reverb).
- **Layering:** For extra punch, stack Chainsaw voices with dedicated analog drum modules, using the stereo spread to position Chainsaw layers "around" the core rhythm.

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4. Sequencing Tricks for Hyper-Complex Patterns

- **Micro-Variations:** Use CV sequencers or random sources clocked at polyrhythmic divisions to constantly alter detune, waveform, and FM settings. The rapid, non-repeating parameter changes build evolving grooves.
- **Non-Standard Time Signatures:** Program your sequencers (or algorithmic trigger modules like Euclidean or West Coast probability-based clocks) to pulses that do not repeat for many bars—fitting Chainsaw's dense sound to a maximalist drum programming ethos.

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5. Punch, Transient, and Articulation Tips

- **Transient Shaping:** After the Chainsaw, use VCA/Envelope combos with very fast attack/decay. Drive the module slightly with a wavefolder, saturation, or compressor downstream for beefier hits.
- **Waveform Selection:** Morph fully to square for hollow, woody percussion or stay closer to saw for sharper, buzzy attacks—modulate live for dynamic movement in timbral character per hit.

Summary Table

Percussion Role	Patch Strategy
Kick/Tom	Short envelope to VCA, FM input sweep, square waveform
Snare/Clap	Short detuned hits, fast CV to detune and wave morph
Hi-spec Hat/ Clave	Envelope or burst to v/o, high detune, saw mix, quick decay
Polyrhythm Layer	Separate sequencer output per v/o, different time sigs

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Pro Tip: Combine Chainsaw's density and stereo image with rhythmic CV modulation for ever-shifting, complex percussion that will stand out in any maximal, rhythm-focused modular set.

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