Intellijel — Plog

- Manual PDF

Intellijel Plog Manual (PDF link)

Using the Intellijel Plog for Hyper-Complex, Densely Rhythmic Percussion

The **Intellijel Plog** is an advanced digital logic module perfectly suited for generating hyper-complex and densely packed rhythmic patterns, thanks to its controllable Boolean logic blocks, flip-flops, and unique normalling scheme. Here's how you can exploit its capabilities for polyrhythmic, odd-time, and intricate percussion sequencing in your Eurorack system.

Core Techniques for Rhythmic Complexity

1. Boolean Logic Mixing of Gates for Polyrhythms

- **Patch multiple independent clocks and gate generators (like sequencers, clock dividers, LFOs, random trigger sources) into the X, Y, and Z inputs of Logic Blocks A and B.**
    - For example, patch a 5/4 clock to X and a 4/4 clock to Y; set the logic type to XOR or AND to get novel intersections.
    - Use three different rhythms (X/Y/Z) for ultra-complex cross-patterns.

- **Switch between logic types (AND, OR, NOR, XOR, NAND, XNOR) using CV or manual control.**
    - Modulate the “TYPE” CV input with stepped random or sequencer voltages for evolving, unpredictable percussive patterns.
    - Send CV to the TYPE input to create real time morphing of logic operations, mutating patterns on the fly.

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2. Using Flip-Flops for Clock Division and Pattern Multiplication

- **Feed the output of a logic block or a master clock into the TOGGLE input:**
    - OUT T will give you a divide-by-two clock (subdividing the rhythm).
    - OUT D (data flip flop) yields a further divided or manipulated sequence—great for less obvious pattern expansion.
- **Daisy chain the Flip Flops:** Chain OUT T to DATA or CLK input for more deeply nested divisions, creating polymetric or cyclical patterns within patterns.

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3. Injecting Unpredictability and Evolution

- **Use “random” gate or trigger streams (such as from a Turing Machine, stepped random LFO, or sample & hold) into one of the logic inputs.**
    - For example: Random trigger into X, steady clock into Y, and a sequencer into Z.
    - Set logic to AND, so you’ll only get pulses when all three conditions align—a great way to thin out a high-density stream in intriguing ways.
- **Manually or with CV cycle through logic types in a live situation to “remix” your grooves instantly.**
    - Use this to break repetition and add performance control over density and syncopation.

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4. Polyrhythm and Polymeter Patch Ideas

- **Patch two clocks at different divisions (e.g., /5 and /7) into X and Y; select XOR or AND to generate emergent, shifting attack points.**
- **Combine outputs from Logic A and B (with different logic types, but shared clocks) to layer multiple derived patterns. Use these outputs for triggering various percussion voices.**
    - Example: OUT A triggers a kick, OUT B triggers a snare—both with subtly different but interlocked timing.

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5. Pattern Quantizing and Controlled Randomization

- As demonstrated in the manual, use an AND logic gate to "quantize" a random rhythm to a grid (such as 16th notes).
    - This is a powerful method for creating complex, "alive" hats, glitches, or fills that always maintain some rhythmic coherence.

Expanding Complexity: Integration Tips

- **Mult the Plog's outputs to several percussion modules, switching logic types and/or input routings for instant pattern variation.**
- **Feed the Plog outputs into clock inputs of sequencers, clock dividers, or other logic modules for chain-reactions of pattern complexity.**
- **Use the tap-tempo feature for performative tempo shifting; send its clock output into downstream logic for live tempo mutation.**
- **Combine with CV control from sequencers or pressure modules to "play" logic pattern changes dynamically.**

The Plog as a Rhythmic Percussion Processor (Not a Voice or Effect)

While the Plog itself does not generate audio, its manipulation of rhythmic gates and triggers makes it an indispensable **brain for patching unique drum sequences**. Route outputs to drum modules, envelope generators controlling VCAs, or anything that needs a rhythmic gate. Each output can produce advanced, musical polyrhythms, multiplied by voltage control and live interaction.

Summary: Unleashing Density and Complexity

- Exploit Plog's logic mixing and flip-flops to build patterns **no traditional sequencer can easily match**.
- Layer, merge, modulate and divide clocks, gates and triggers for irreproducible and constantly morphing percussion structures.
- Add CV modulation for live, organic variation or tightly controlled shifts in rhythmic character.
- Translate polyrhythmic math into the grid-crushing reality of punchy, hyper-complex modular patterns.

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