Noise Engineering — Sec Ruina

- [Manual PDF](#)

[Seca Ruina Manual (PDF)](#)

Using Seca Ruina for Hyper-Complex Percussion in Eurorack

Module Recap

Type: Multiband Distortion / VCA
Function: Splits audio input into 3 bands (Low/Mid/High), distorts each individually, allows CV control per band or globally, features individual outs and sum out, onboard VCA with bypass.
CV Range: 0 to 5V for all CV inputs

Generating Densely Rhythmic, Hyper-Complex Percussion

Seca Ruina is a distortion-effect module rather than a voice. Its extreme bandsplitting and per-band drive capabilities make it ideal for reshaping, mangling, and rhythmically modulating percussion sounds and sequences. Here's how to manipulate it for punchy, unique, and percussive results:

1. Preparing the Input

- **Input Material:** Send drum loops, percussion samples, or rapid-fire synthesized percussion hits to the Audio In. Melodic complex patterns or even noise bursts work great.
- **Source Variety:** Use polyrhythmic triggers/sequences to generate percussive sound sources feeding Seca Ruina.

2. Splitting & Driving with Polyrhythms

- **Polyrhythmic CV Modulation:**
- Patch different clock divisions or Euclidean/polyrhythmic gates from a sequencer (e.g., Pam's New Workout, Euclidean Circles) to the CV inputs (Low, Mid, High). Each band can be dynamically overdriven according to a unique rhythm.

- **Example:** A 3-step pattern for low, 5-step for mid, and 7-step for high. Each band pulses/distorts in a distinct rhythmic cycle, creating interlocking beats.

- **Global Rhythmic VCA:**

- Patch a complex envelope, LFO, or stepped random pattern with odd time signature to the "All" CV input. This rhythmically gates/distorts all bands simultaneously, or layers above the per-band modulations.

3. Complex Patterns via Per-Band Outputs

- **Individual Outs:**
- Route each band's output to different effects (filters, delays, comb filters, ring mods) and re-combine in a mixer or matrix mixer. This enhances separation and punch, letting you shape distinct polyrhythmic layers before summing.

- Post-process outs with further amplitude or CV rhythm modulation.

- **Sum Out:**

- Process the summed output for a cohesive but dense percussive result—adjust the drive knobs to give each band a tailored distortion character.

4. Patch Tricks for Maximum Impact

- **Dynamic Range via VCA:**
- Flip between heavily distorted and clean sounds using dynamic or sequenced modulation of the VCA (Sum CV). Use accent tracks or random gates for unexpected percussive punches.
- **Transient Design:**
- Feed short envelope attacks or triggers to any CV input for pseudo-transient shaping. Each band can "snap" in at different times for ultra-complex grooves.
- **Audio-Rate CV:**
- Try feeding audio-rate signals to the band CVs (e.g., fast LFOs or oscillators in complex polyrhythmic relation) for brutal audio-rate amplitude/distortion modulation — adds chaotic percussive harmonics.

5. Advanced Sequencing & Performative Control

- **Manual Performance:**
- Ride the band drive knobs live for accent and fill effects in complex drum passages.
- **Preset Switching:**
- If you have a sequencer with preset CV outs, flip between different polyrhythmic drive CV patterns over time.

Example Patch

Goal: Dense, evolving beat cutting through with distinct, morphing textures.

1. **Drum Loop (polyrhythmic pattern)** → Seca Ruina Audio In
2. **CV Generator 1 (5/8 time LFO or random sequence)** → Low CV
3. **CV Generator 2 (7/16 time Euclidean)** → Mid CV

4. **CV Generator 3 (3/4 stepped voltage sequence)** → High CV
5. Tweak drive knobs for flavor
6. Patch **Low Out** → Envelope Follower → Sidechain synth bass
7. **Sum Out** → Mixer/Master for dense final output

Layer and process each band differently for stunning complexity and independence.

Manual PDF: Seca Ruina Manual

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