Omnitone — Rhythmi

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[Rhythmi Information Package Manual (PDF)](#)

Maximizing Rhythmi for Hyper-Complex, Dense Percussive Sequences

As a Eurorack modular artist looking to push the envelope of complex percussion, **Rhythmi** offers deep modulation, probabilistic rhythm morphing, and algorithmic control—perfect for intricate, polyrhythmic groove creation. Here's how you can exploit its features for dense, evolving drum structures and hyper-complex percussive patterns:

1. Dense Rhythms & Hypercomplexity

- **Energy Parameter:**
- Push the *Energy* macro high to max out the density and syncopation across kick, snare, and toms. High settings (with the cursor turning red) will drive more hits per part and activate the crash at every loop start—essential for a rich, busy pattern backbone.
- When Energy exceeds the "red" point, the module pushes syncopation toward a 50/50 mix (via the Synco knobs), further thickening the rhythmic mesh.
- **Individual Density Control:**
- Use each piece's Density and Synco knobs to fine-tune how busy each voice is. Stagger them—e.g., heavy kicks, sparse snares, toms that fill at end of bar—for a "drum corps" feel.

2. Generating Polyrhythms & Exotic Time Signatures

- **Loop Length Flexibility:**
- Set the *Length* knob to odd or prime numbers (e.g., 7, 11, 13) to create cycles that interlock at less-common intervals, ideal for a polyrhythmic feel even with straight input clocks.
- Pair different Length settings with sequencers or rhythm sources elsewhere in your rack, then cross-patch clocks to create interlocking patterns.
- **Clock Division/Multiplication:**
- Use the *Speed* encoder as a clock divider/multiplier to rapidly switch between time bases. You could, for example, sequence Rhythmi at double (or half) the speed of another voice for cross-rhythmic interplay.
- Try external clocking from a polymetric master clock (like Pamela's New Workout or Integer Sequence from other modules), then set Rhythmi's internal multiplier/divider asymmetrically compared to other gear.

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3. Complex Pattern Evolution

- **Evolve Parameter:**
- Modulate Evolve via CV, or use regular performance tweaks, to morph between related patterns and continually recontextualize the rhythmic material. With CV randomization engaged, you get new, unexpected but musically related pattern branches on demand.
- Mash the *Evolve* encoder for new pattern mutations on the fly, or automate this for generative shifts.
- **Base Pattern Variations:**
- Use different *Base Patterns* (accessed by encoder long-press) to rearrange the hit priorities for each voice, allowing you to switch entire rhythmic feels quickly—even with the same density and syncopation settings.

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4. Swing, Syncopation, and Groove

- **Swing Control:**
- Crank the Swing for advanced shuffle and off-beat emphasis. Rhythmi pushes swung hits even past following syncopated ones, yielding lopsided, "broken" feels unlike classic swing. Combine high swing with odd-length loops for off-grid, semi-unstable grooves.
- **Synco Knobs:**
- For each drum sound (except CHH), set Synco towards maximum to prioritize off-beat hits—great for broken, "skittery" IDM/footwork/flamenco patterns. Or bias individually across parts for "conversations" between drums.

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5. Unique Percussive Manipulation

- **Hi Hat Output as Gates/Triggers:**
- Patch HI-HAT output to a VCA with noise and use the varying gate/trigger lengths to get a continuously variable "open/closed" hi hat character—far more nuanced than traditional discrete hits.
- **TOM CV:**
- Send TOM CV out to a pitched drum voice or sampler; with its minor pentatonic quantization, it's perfect for tuned percussion fills or "melodic" drum lines.
- **Crash as Global Accent:**
- Use the CRASH trigger output as a system-level reset or accent, not just as audio—signal LFO resets, sequencer advances, or FX bursts for climaxes.

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6. Advanced Patch Tips

- **CV-Control Energy/Evolve:**
- Modulate these parameters in real-time with LFOs, sequencers, or random voltages for ongoing evolution; assign foot pedals or pressure ribbons for controller-driven improvisation.
- **Stack with Other Rhythm Sources:**

- Layer Rhythmi's output with more traditional step sequencers or drum triggers for hybrid grooves: grid meets probability.

Sample Patch Ideas

1. **Polyrhythmic Madness:**
2. Set *Loop Length* to 7, run a 4-step sequence from another drum module, and sum the audio. Result: automatic 7-against-4 pattern evolution with minimal effort.
3. **Generative IDM:**
4. Patch random LFO or stepped CV into *Evolve CV* and *Swing CV*; adjust *Energy* to taste. Let Rhythmi generate endless twisting, glitchy drum phrases.
5. **Live Rewire:**
6. Use the vertical LED as "blindfold feedback"—play the module's encoders by feel or with eyes closed, relying on changes in groove to drive performance.

Manual & Further Learning:
Download the full Rhythmi PDF manual here.

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