

WMD SSF — Chimera

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Using the WMD Chimera for Hyper-Complex Rhythmic Percussion in Eurorack

The Chimera is a metallic percussion synthesizer module, ideal for generating nuanced, complex, and cutting-edge rhythmic elements. Here's how to use it as a powerful voice for dense, polymetric, and highly unique percussion:

1. Programming Complex Triggers & Polyrhythms

- **TRIG Input:** Send a variety of trigger pulses to the TRIG input from different sources in your rack (e.g., Euclidean sequencers, clock dividers/multipliers, or random gate generators).
 - **Trigger Patterns:** For polyrhythms and complex time signatures, use multiple gate/trigger generators in odd and even divisions (e.g., 5:4, 7:8). Pair with a clock/trigger sequencer (Pamela's New Workout, Hermod, or similar).
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2. Nuanced Velocity and Accenting

- **ACCENT Input:** Patch an accent signal, such as a stepped CV or random voltage, to modulate emphasis on select hits. The ACCENT input also resets the rhythm in FEEL mode 2; experiment with bursts or unpredictable resets for shifting patterns.
- **FEEL Modes:**

- Mode 1: Forces mechanical regularity (great for some polyrhythmic foundations).
 - Mode 2: Introduces subtle velocity and timing variations (morphs repetitive triggers into expressive grooves).
 - Mode 3: Engages full randomization—each strike evolves uniquely, perfect for unpredictable, evolving metallic textures.
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3. Density and Expressive Texture Control

- **DENSITY Knob:** Turn up for rapid-fire grains—this is key for shimmering, densely packed sequences. Lower density for space or to isolate certain percussive events within the polyrhythmic structure.
 - **SURFACE Selector:** Morph between the 11 surface types for timbral shifts or automate with external CV for ever-evolving metallic flavors.
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4. Punch, Clarity, and Dynamic Range

- **DECAY Control:** Keep DECAY short for snappy, punchy percs or lengthen for washy metallic noise. CV the decay for evolving articulations in your sequence.
 - **VCA Input:** Patch envelopes or stepped, sequenced voltages here to impose accenting, ducking, or dynamic swells—layering groove complexity.
 - **CHOKE Input:** Use this creatively by sending streams of gates for rapid gating effects (excellent for ratchet patterns or sudden dropouts within dense polyrhythms).
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5. Pitch, Timbre, and Special FX

- **PITCH Knob:** Modulate using external CV for shifting metallic tones, making each hit distinct or morphing across the range for pseudo-melodic rhythmic effects.

- **ENVELOPE Pitch Control:** Apply positive or negative settings to infuse each sound with falling/rising bends—these can suggest Doppler or sci-fi, laser-esque sounds for even more percussive variation.
 - **FX & FX AMT:** Cycle/sample-rate reduction for crunchy, digital edges or comb filtering for resonant, pinging overtones. Modulate FX AMT for movement.
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6. Sequencing and Modular Integration Tips

- Pair Chimera with complex trigger sequencers, logic modules, or CV sample & holds for extreme rhythmic diversity.
 - Send random, probabilistic, or LFO-sourced voltages to PITCH, DECAY, SURFACE, DENSITY, and FX parameters to maximize chaos or organic variation in dense rhythmic beds.
 - Layer multiple instances (if you own more than one unit) or parallel process the output for further complexity.
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7. Patch Idea: Polymetric Machine Groove

- Channel 1 Pamela's New Workout: 3-step pattern triggers → Chimera
- Channel 2: 5-step pattern → Chimera ACCENT
- Euclidean Gate from Ornament & Crime → Chimera CHOKE (rapid cut-o
- Random stepped voltage from Turing Machine (locked loop mode) → C
- Slowly cycling LFO → Chimera SURFACE
- FX set to comb filter; random slew to FX AMT

Result: Unrepeatable metallic machine-funk full of cross-rhythm, ac

With strategic modulation and sequencing, the Chimera is a secret weapon for advanced, dynamic, and hyper-complex percussion textures in Eurorack.
