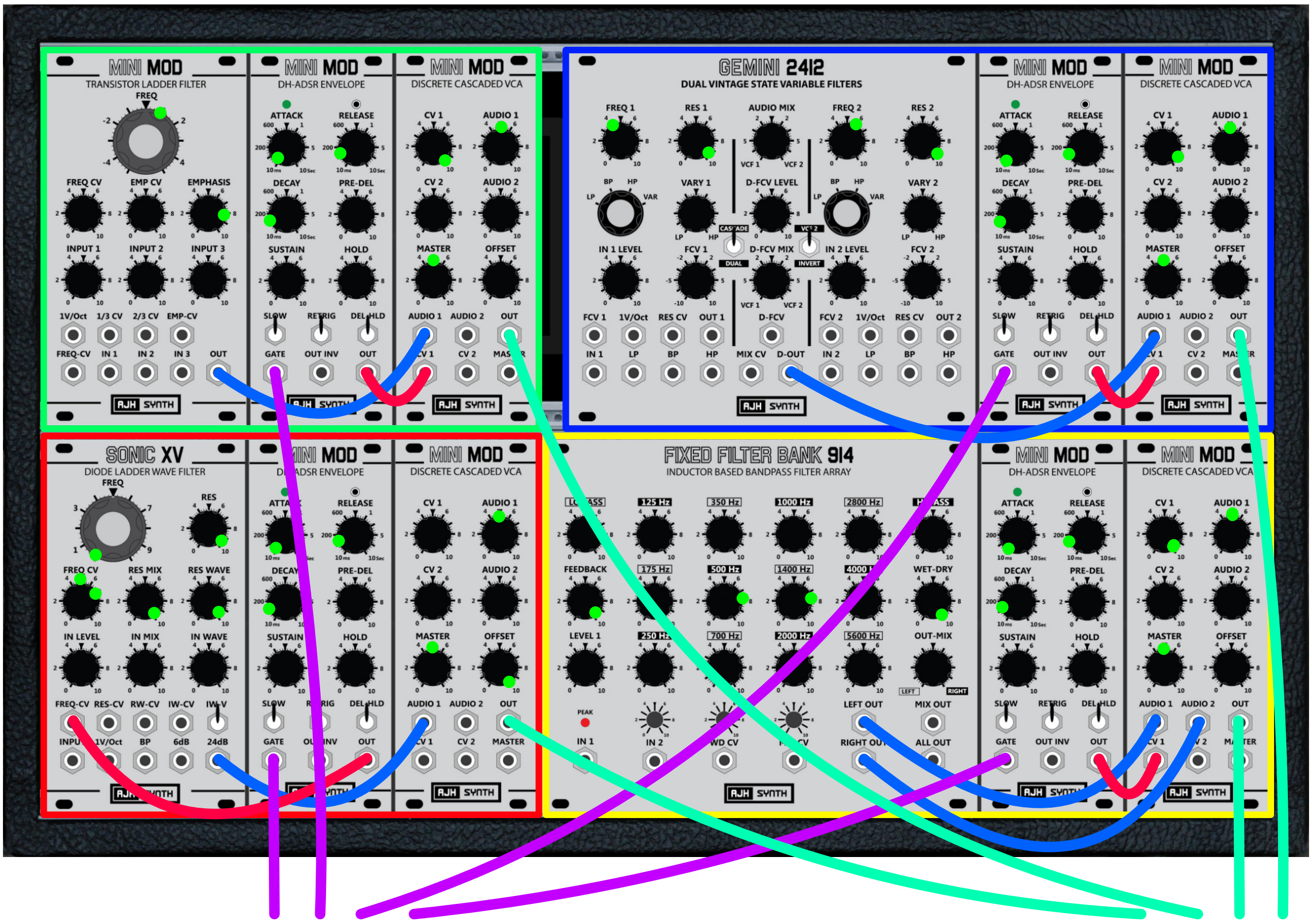
AJH SYNTH Patch of The Week

'Filter Drums' Part 2



Sequencer Gates: 1 2 3 4

To audio channels: 1 2 3 4

Clave

Bongo

Bass Drum

Cowbell/Bongo

Green dots show approximate pot and switch positions. Pots and switches that do not have green dots are not used in this patch, and should be left at their zero or off positions.

I've combined all four drums into one rack for simplicity, each occupying a corner: Top Left - Clave, Top Right - Hi Bongo, Bottom Left - Bass Drum, Bottom Right - Low Bongo (Names are inspired by the CR-78 etc, but sounds are not directly based on them). All filter frequencies and decay time should be chosen to suit your own ears.

You can try swapping the Sonic XV and Ladder Filter for either Bass Drum or Claves, or use the Gemini for both. You can also experiment with Tom sounds using the same method as the Bass Drum, but with higher filter frequency and longer decay times.

Notice in the final pattern example I used the Gemini to create both Bongos in a simplified, single-pitch form.

I've shown the DH-ADSR being used an the envelope generator in all cases, but the Contour Generators can also be used. Only 2 would be needed in total, or 1x Contour Generators and 2x DH-ADSR.

Here the Discrete Cascaded VCA is used, but the Muting Mixer & VCA can be used in the same manner, as seen in the video. Volume levels will vary a lot, as we're dealing with filter feedback/resonance, which can get very loud, so start with low VCA input levels and gradually adjust upwards.

For more information on modules and user manuals visit https://AJHSynth.com

For more videos visit https://www.youtube.com/AJHSynthOfficial