Prok Drums are a set of 4 compact expressive morphing drum modules available exclusively from Thonk - https://www.thonk.co.uk/prok/

BD : Bass Drum

From the simple 808 / 909 one oscillator bass drum sound to screaming hardcore kicks by combining 4 oscillators, 2 waveshapers and a noise source. You want solid, it does solid. You want banging distorted harmonics you get them too.

SN : Snare Drum

Sounds a bit like the 808 and 909 but does more than both combined. 2 oscillators and a shift register based noise source like the 909 this noise is based on the famous SID chip. It also features variable sample rate for both sweet airy high noise and low down digital dirty grains.

HH : Hi Hat

6 square wave oscillators and the SID style noise generator through a web of filters, envelopes and waveshapers. It can also make chords and drones or just use it as a weird noise source. Or shakers. There's a really nice shaker in the factory presets. So Shake it.

CP : Clap

Somebody give the lord a handclap. Take 3 noise sources : White, Pink and SID of course, mix them, waveshape them, run them through filters and special clap envelopes. Add a touch more filtering and some reverb. C C C CLAP. etc. Huge variety of claps on offer. From crispy X0X and linn style to tight rz-1 like sounds.

The Basics

Each module has 4 sound sets we call QUADS. Each quad is built from 4 patches, one at each corner of the square. This gives a total of 16 patches which are preset for each module. The set of 16 patches is what we call a BANK.

1 Bank = 4 Quads = 16 Patches

BUT

This doesn't mean there are only 16 sounds. That would be boring.

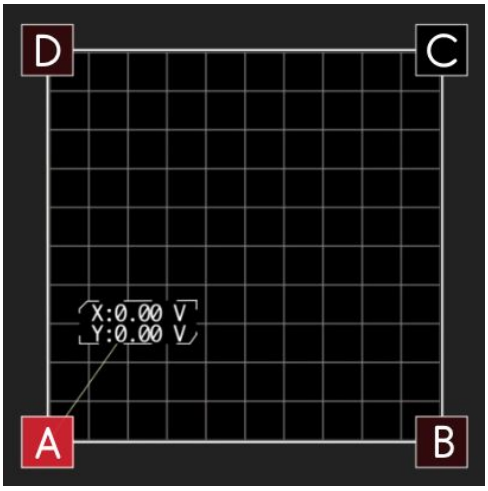
Each module is powered by a **morphing** engine which allows you to continuously move between the sounds within one quad. Not just 4 channels being mixed by volume : **ALL** the parameters of the synthesis engine are modulated in real time to create a continuously variable galaxy of drums, percussion and other sounds.

Every module comes with a full set of patches built into the firmware : just turn on the module and start triggering the drums either via a trigger signal or the button on the front panel.

Twist the X / Y knobs to morph the sound of the current Quad.

Hold down the trigger button to change Quad.

The LEDs will flash to show which Quad is now active.



The Front Panel

4 Red Squares

1. Show current morph position
2. When changing Quad will flash to show which quad is selected

X & Y Knobs

Control the morph position between the 4 patches in the current quad.

SD Card Slot

Allows you to store and load custom patches

To load custom patches from the SD card hold the button at boot.

Button

Retrigger the sound. Hold down to switch quads.

X & Y CV

The CV inputs only respond to positive signals from 0v to 5v.
For full range control from CV leave the knobs at the zero position.
CV inputs are scaled across the remaining range from the knobs.
For example if the X knob is halfway then the CV will control X from 0.5 to 1.0 using the full range of CV input.

Trigger Input

Trigger the sound on a rising edge.

Audio Output

Mono audio output.

How does it work?

Each corner of the square corresponds to a single patch which is a complete set of parameters controlling the drum synthesis algorithm.

At any position other than a corner the module will morph the parameters of the patches in the current Quad.

For example if Y stays at 0 and you turn X it will morph between the Bottom Left and Bottom Right patches with no influence from the Top Left and Top Right patches.

If you set X and Y in the middle then each patch will contribute equally to the sound.

For some quads there will be relatively mild variation between the corners as the parameter changes will mainly be decay and pitch related, but for others there can be up to 64 parameters changing at once.

Creating Custom Patches

To create custom patches you can download the Prok Modular Control patch editing software. These can then be copied on to an SD card and used instead of the inbuilt factory patches.

Check the Thonk site for additional patch banks that we've already created that you can download and start using straight away.