Coincidence is something nice. In everyday life as well as in music. Chance as an antithesis to perfectionism. *"**Aleatory music** or **chance music** is music in which some element of the composition is left to chance [...]"* – see Wikipedia. Vermona is taking up this great topic by releasing the dual-engine *random*RHYTHM module ...

*random*RHYTHM has two independent sections that can be used to control external modules (envelopes, etc.), synthesizers, or drum machines. Each section provides outputs for 1/4, 1/8, 1/16 and triplet values. Depending on the position of the associated faders (which means more pulses or fewer pulses per channel), random trigger signals are avaiable at each (of the eight) individual outputs.

There is no influence on the coincidence itself, of course. It is only possible to adjust the random-notes-density ... how *often* the random impulses shall occur ... from "only once in a time" to "very often". Apart from that, the individual tracks – and thus the entire grooves – are always pure randomness.

The module is by no means only useable for Eurorack or other modular users. If you own a small collection of analog synthesizers (three or four of them ...), you can easily create multi-timbral random patterns with *random*RHYTHM. Simply trigger every synthesizer with one of the 4 random-note tracks – and off you go ...

————————————————————————————————————————

Further Info:
www.vermona.com/en/products/modules/product/randomrhythm