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s!nk (Hemoroids) (15.06.2008) (survey) general

s!nk, Mon 16 Jun 2008

Survey of s!nk

Job: scenelover

Survey submitted: Sun 15 Jun 2008

Handle, ex-handle(s):

s!nk

Name, birthday, origin:

1971, montpellier (south of france)

Group, ex-group(s):

Hemoroids (HMD) on ATARI ST

What was your first group, your role in that group and what did that group produce?:

HMD, I started swapping to finish as leader, too many things to be listed here

What motivates you to spend time on the scene?:

i will resume by some words : Friendship,a mountain of floppy disks,phone,BBS,demos,party,fake stamps,minitel (rtel),bluebox,modem, ascii, chiptunes, unlimited scrolltext,big logo and the feeling of belonging to something!!

What is your favorite color?:

blue

On what platform(s) did you begin your computing journey, and when was this?:

It all began in 80 years, with the discovery of computer with the zx81, then quickly to amstrad (first tape game copy). Then one



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summer evening about 1987, at a friend I had a revelation while watching cuddly demo (I knew this was the moment that was it that I liked most about computer). Quickly on Minitel (RTEL), it was a sort of irc first generation, only available in France. Those that I discovered it and talked with any major name of the French scene which was at that time to hyperactivity. I ended up making party and I gave him 5 years of my life practically 24h/24h (and try to imagine that without internet ...). I was getting more mail than my parents, I spent more time a post that anyone in my village;), I was talking about things that everyone did not know like the word "modem" for example. That was certainly another era but it was too damn good!

What platform(s) do you use now?:

PC of course but I use regularly my atari, amiga and c64

What is/are your favorite piece(s) of music/s - from a demo production or a scener (released outside of a demo)?:

simple all Madmax songs !! but after reflexion, it's too hard to choose because too many good songs were created on all these old machines!

What is/are your favorite picture(s) - from a demo production or a scener (released outside of a demo)?:

.. too many ...

Which project that you worked on was the most exciting and interesting for you? And why?:

nothing special 'cauze each days in the scene it was exciting

What is your favorite demo, intro, megademo, retrogame, slideshow, musicdisk, diskmag, wilddemo?:

in disorder (on atari only):

- Cuddly demo(Most of the demo scene atari)
- All gen4 screens (contest in a magazine french)
- Wattaheck
- European demos
- Syntax terror by deltaforce
- Dark side of the spoon by ULM
- Punish your machine by Delta force
- Phaleon giga demo by Next
- So watt by TCB
- Mindbomb by TLB
- Virtual Escape by Equinox
- and
- the
- rest.

Discuss: minimalistic demos, cracktros, fucktros, joke demos, lamers, compo winners at big parties, demotools, diskmags,



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chiptunes, glenz vectors, programming languages, photoshop, textmode:

- I am collecting the demos on all media that exists, computers and consoles (snes!) But what I prefer the more these the cracktros. Because cracktros is a bit like pub on TV, it's short but sometimes fucking soooooooo good (musik+ideas+deizgn+minimal code).

- One important thing that makes the demos at this time was different from those of today because the man was trying to overcome the machine (and win)

- People were taking us for fools has spend hours a read scrolltexts who never stopped in the hope of seeing his name in greetings

What percentage of modern demos are 3d flybys?:

dunno and you?

What percentage of older demos are the same effects recycled?:

i know and you?

What platform(s) needs more demos?:

TV channels

Which parties do you intend to go to, and which parties would you like to go to? Please describe your personal experiences with your most favourite or impressive party you have ever been at.:

simple my first party, it's was in fact a copy party and when I knocked at the door, people have believed that it was the police . and This is where I met my friend "stranger" who joined me in the group a bit later.

How did the scene alter since you are taking an active part in it? Can you explain why?:

I am nothing in the small world of the demo as it exists thanks to the work of all

What are your dreams/goals in life, did scene help you and have you achieved them yet?:

hummm very easy to understand i have 2 children and i'm married

Finally, do you have some special greetings? Feel free to add links to your graphics, screenshots of effects, modules or other pieces of your work.:

As the list is too long, I prefer to thank everyone who made things to advance the scene (all scene)

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