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bracket (Accession, Acid Rain) (04.05.2010) (survey) graphician

bracket, Tue 11 May 2010

Survey of bracket

Job: graphician

Survey submitted: Tue 04 May 2010

Handle, ex-handle(s):

bracket, nemesulku

Name, birthday, origin:

Terho Tanskanen, 8.12.1977, Originally from Joensuu, Finland, now Espoo, Finland

Group, ex-group(s):

Accession, Acid Rain

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

Acid Rain, i did graphics, 3d objects and design. Acid Rain produced a number of demos

What motivates you to spend time on the scene?:

the people, the mentality of making the most of you got. Meaning for example the hardware limitations and so on. That's why I kinda dislike the PC as a platform, it's not constant.

What is your favorite color?:

well.. actually the background of this webform is nice. => grayish blue. or blueish gray. i'm not a fan of bright colors.. this is a silly question. =>

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

it's probably 1988 and the platform was C-64.



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What platform(s) do you use now?:

what ever i can get my hands on..

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

i think my favourite artist is mosaik(aka radix).. brothomstates(aka dune) is another one i really like, muffler too.. but a certain piece of music.. that's impossible to say..

Which graphician, in and outside the demoscene, inspired you the most?:

I really can't say who inspired the _most_.. all demoscene artists inspire me.. but if I have to name one i'll be boring and say Visualize. but there's no way I could ever produce anything like he's work.. nor would I want to.. maybe I'll learn how to draw one day and develop my own style..

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

hmm.. this is just as hard for me as the music question.. it's hard to name one.. Archmage's Nexus 7 is one i like...

What's the procedure when you start a new picture?:

depends on the picture... for pixel graphics i first make a reference picture(a composite of a number of pictures) with gimp, then i'll scale it to the size the final picture will be and then i'll trace it by hand and pick certain key color from the reference picture, then i'll take the outlines and the colors to grafx2 and start working on it.

What drawing/3d program are you using the most to express yourself? Why?:

grafx2, it feels so much like deluxe paint i felt right at home when i tried it out..

Do you draw on any other platforms beside computers? (Painting, Graffiti etc):

no. I should though.. =)

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

hmm.. it's probably the project I'm working right now but I can't talk about it. I hope by Assembly'10 I can..

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

oh god... =) umm... ok. these are on the order they were asked: Killer by CNCD, you am i you am the robot by Orange, [can't name any], the _real_ WOW(=Wizard of Wor), [can't name any], hmm.. it's this musicdisk by Falcon and some other guy(Scorpi? Jogear?) released on the late 90s.. i tried to find it but could :/, [can't name any], umm...demoscene in 2 minutes by Accession ;P(nothing else came to mind.. =))

Discuss: minimalistic demos, cracktros, fucktros, joke demos, lamers, compo winners at big parties, demotools, diskmag, chiptunes, glenz vectors, programming languages, photoshop, textmode:

umm.. right. =) i guess you mean anything demoscene related i feel discussing about.. Well, the platforms i mentioned earlier.. I dislike



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PC as a platform, namely because it's not constant. The point gets lost when making demos PC, for example Framanger.. great looking demo but is it optimized for the platform it runs? The hardware it takes to run that demo smoothly could run a demo way better looking than that. Of course it would take a _lot_ of time and effort and in that time even more powerful hardware would be available and so the vicious circle goes on and on. My idea would be that the PC platform should be kept constant(same processor, same amount of same kind of memory, same gfx card) for the compos and it would be revised let's say every 3 years. Then it would make sense to make demos for PC and they could be well optimized.

But, about those things you mentioned:

minimalistic demos: rule, make more. =)

cracktros: the ancestors of demoscene, respect. truly.

fucktros: well, some consider these a joke, some take seriously.. can't really say which group i belong to, depends on the fucktro i guess.

joke demos: well, it's allowed to have fun isn't it? people who dislike joke demos take demoscene waaay too seriously.

lamers: i bring you fuckings, from accession. i guess certain amount of elitism is a part of demoscene, so there will always be lamers..

compo winners at big parties: well what can i say here... I hope i'll be one one day?

demotools: It's really great that demoscene produces it's own tools.. grafx2 diskmag: haven't really read many.. i guess Demo Journal was the only one back in a day, and that's mainly because i made the ascii layout for the early editions(don't look them up, they look crappy..)

chiptunes: rule. since i grew up with c64 music chiptunes will always be close to my heart.

glenn vectors: umm.. sounds cool but i have no idea what they are. =)

programming languages: yeah, good to have these! =)

photoshop: i've been criticized for using gimp instead of photoshop, but i'm sticking to gimp anyway. for many reasons, getting a mac or installing windows do _not_ appeal to me, i don't have to buy it(or download warez), i would probably use it the exact same way as gimp anyway..

textmode: i still do ansis sometimes and i had a bbs back in a day(called Rat's Nest in Finland's 013-area) and i did the ansis for it.

textmode = rules. it's also a constant platform..

What percentage of modern demos are 3d flybys?:

don't really know that much about modern demos so i can't really say..

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

who cares? =)

What platform(s) needs more demos?:

The ones that do not have that many demos.

Which parties do you intend to go to, and which parties would you like to go to? Please describe your personal experiences



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