Marq (Fit, Lieves!Tuore) (08.05.2010) (survey) coder

Marq, Tue 11 May 2010

Survey of Marq

Job: coder

Survey submitted: Sat 08 May 2010

Handle, ex-handle(s):
Marq (ex: Giant)

Name, birthday, origin:
Markku Reunanen, 29.1.1976, Finland

Group, ex-group(s):
Fit, Lieves!Tuore

What was your first group, your role in that group and what did that group produce?:
Fit (since 1991), coder, demos, intros, diskmags, mod players

What motivates you to spend time on the scene?:
The love of multimedia, friends

What is your favorite color?:
red

On what platform(s) did you begin your computing journey, and when was this?:
First computer ever: Sharp MZ-721 in 1986, first demos on PC/286 in 1991

What platform(s) do you use now?:
Mac, Linux, MSX

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

Moby: Knulla kuk and all Arte tunes, Uncle Tom: Madness took me

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

The works by Electric/Extend

What is your favorite programming language, effect, tool, coder, platform, book?:

C, ribbons , GCC, Navis/ASD, Mac, Kernighan & Ritchie: The C Programming Language

Discuss: your first steps towards becoming a coder, who helped you, what problems did you run into, your first effect, the future of demo coding:

I started already with BASIC in 1986, but demo-oriented coding in 1990 or so. Mostly it was a group of friends trying to move forward, gathering bits and pieces from here and there. It was hard to find tutorials, tools and programming books in the pre-Internet era. The first effects were scrollers, colorbars and fades. The future seems to be more and more about expression and high-level tools: the hardware is so powerful that pushing it isn't interesting or useful any longer.

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

Probably Anataus 5: we were finally getting out of the baby shoes and worked together as a team, everybody contributing a lot.

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

Demo: Arte (Sanity), intro: Heaven 7 (Exceed), megademo: Cuddly Demos (Carebears), retrogame: Bubble Bobble, slideshow: haven't seen many, musicdisk: haven't seen many, diskmag: R.A.W., wilddemo: hbc-00004: field trip

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

Minimalist demos: interesting if executed well. Not all the demos need to be so overwhelming.

Cracktros: Haven't followed them lately. In the 80s used to be annoying (I wanted to see the game!), then started to look interesting. Our roots obviously.

Fucktros: A thing of the past, I guess people have grown up.

Joke demos: Parodies and well-executed jokes are fine by me and loosen the harsh scene mentality. Many jokes don't fit that description.

Lamers: Another reminder of the nasty early years, these days we don't talk about lamers any more.

Compo winners: Someone has to win, be it through merit or crowdpleasing.

Demotools: I don't know why demomakers are even made, if everybody is so displeased with productions made with them.

Diskmags: Used to be interesting, but now killed by the Internet.

Chiptunes: Earbreakers Still, often more interesting and creative than mp3s.

Glenz vectors: Say hello to 1990s

Programming languages: First it was 100% asm, then C/C++, maybe something else in the future. The scene has always used tools

that are powerful enough for the contemporary hardware.

Photoshop: Just a tool, but had significant effect on demo gfx. Now it's layers, effects and compositing all the way.

Textmode: Pretty much a gimmick, but has lead to some innovative thinking

What percentage of modern demos are 3d flybys?:
90%

What percentage of older demos are the same effects recycled?:
99%

What platform(s) needs more demos?:
Mac, Linux, MSX, Dreamcast, mobiles

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:
Assembly, Alternative Party, Vammala Party, MSX Info Update, Icons, Motorola Inside. The most impressive one was Assembly'94: the first big party we ever visited. Can't describe the feeling of seeing thousands of computers and sceners in the same place.

How did the scene alter since you are taking an active part in it? Can you explain why?:
In numerous ways, it's almost 20 years. The hardware today is a different beast altogether, the Internet changed the distribution of productions and discussion, people are not teenagers any longer and thus the atmosphere is not so harsh, activity is decreasing, less youngsters in the scene, the level of productions has become high and challenging, large parties have turned into game events or died.

What are your dreams/goals in life, did scene help you and have you achieved them yet?:
I'm still interested in creative multimedia and research (and dark haired girls). I guess it was the scene that lead me to study first computer science and then new media. I'm currently working in the field too, so I see a story there.

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:
Greetings to all the good & friendly people, who have made these years worth living
http://www.kameli.net/fit/
http://www.kameli.net/lt/
http://www.kameli.net/demoresearch2/