



**Rudi (Yaphan, Darklite, Tufs, Genetix) (26.06.2010) (survey) graphician**

Rudi, Sat 14 Aug 2010

**Survey of Rudi**

**Job: graphician**

Survey submitted: Sat 26 Jun 2010

**Handle, ex-handle(s):**

Rudi, Hezze, Activator, ruderudy

**Name, birthday, origin:**

Rudi B. Stranden, 261081, Norway

**Group, ex-group(s):**

Yaphan, Darklite, Tufs, Genetix

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

Genetix, we made a lame demo called Stream on PC, i was the coder. I did some music and some gfx as well.

**What motivates you to spend time on the scene?:**

The creativity and meet with friends.

**What is your favorite color?:**

White

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

Dad bought me a Commodore 64 for christmas in 1986.

**What platform(s) do you use now?:**

PC, C64



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

Xtal demo by Complex. When i first watched it i thought this was really an amazin track and a beautiful demo.

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

The graphician for Last Ninja 3.

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

Yoshimi by Electric

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

Usually i have an idea before i draw.

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

MS Paint because its simple. Photoshop because i have more freedom. I miss Deluxe Paint though.

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

No, only sketch on paper.

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

Some time in the nineties, me and a friend worked on a slideshow on his Amiga. We drew on Deluxe Paint and Brilliance at that time. He was a great artist, later he turned into mathematics. It was interesting because it was a good atmosphere.

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

fav demo: 303 by Acme. fav intro: sonnet by Threestate, retrogame: last ninja series, musicdisk: EGG by KFMF (if i remember correctly), diskmag: Imphobia by Pulse

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

Minimalistic demos: i think its cool. I like simplicity rather than complexity, but it depends on the demo of course.

Cracktros: that's how it all started.

Glenz vectors: Amiga

Programming languages: If you're going to code a demo on C64 then learn machine language and assembly. If you're going to code a newschool demo on PC with shaders learn C++. If Amiga demo then learn C and wont hurt to know Assembly. It's all about the hardware and the available tools on the platform. Let's face it the eighties and nineties are gone! People can make demos with demotools only, whats the fun in that?!

Demotools: what i said above.

Diskmags: before internet came i used to read diskmags. i still like to read em because there's usually some interface, some good music and articles inside some nice wrapped package.



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Photoshop: its a powerfull tool, but imho not best for pixel artists. i suggest u stick to the tool that u are most comfortable with.

Textmode: I like the restricted colors and the blockyness in this mode.

**What percentage of modern demos are 3d flybys?:**

98.583912%

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

75.131469%

**What platform(s) needs more demos?:**

Calculators. like Casio 9850GP

**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.:**

I would like to go to some more german or belgian parties.

Breakpoint 2006 was my first foreign party, it had the best atmosphere and they played the kind of music i like to listen to.

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

My dreams are to find the woman in my dreams, my goals are to get healthy and get a job. No, I approached the scene out of curiosity. The scene lives its own life. LOL!

**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.:**

I have lots of screenshots of effects, but unfortunately my harddrive is a mess.

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