PulkoMandy (Shinra, PulkoTeam) (20.08.2010) (survey) graphician

PulkoMandy, Sat 28 Aug 2010

Survey of PulkoMandy

Job: graphician

Survey submitted: Fri 20 Aug 2010

Handle, ex-handle(s):
PulkoMandy

Name, birthday, origin:
Adrien Destugues, 07 may 1988, FR

Group, ex-group(s):
Shinra, PulkoTeam

What was your first group, your role in that group and what did that group produce?:
PulkoTeam (where I was the only scener) then joined Shinra. Still part of this group now. We are working mostly on Amstrad CPC, but also looking at other platforms. Our goal is to go where no one went before.

What motivates you to spend time on the scene?:
I have fun playing with old 8 and 16 bit computers and like exploring the hardware details. And I learn a lot about programming too. And of course, meeting great prople.

What is your favorite color?:
Blue. But does it really matter ?

On what platform(s) did you begin your computing journey, and when was this?:
I started with an Amstrad CPC in 1995. I learnt BASIC at the same time I learnt reading at school. At that time the CPC was already a dead machine, but some neighbour gave me his old one.

What platform(s) do you use now?:
Still the Amstrad CPC; of course I also have a PC running Haiku, but not doing scene-related stuff for it. PC just isn't fun.

What is/are your favorite piece(s) of music(s) - from a demo production or a scener (released outside of a demo)?:
I like the work of lft. But also a lot of other things.

Which graphician, in and outside the demoscene, inspirated you the most?:
Not sure about it. I just play with pixels and see how it goes. All of my pictures so far are based on things I found on the web. Converting them to the Amstrad CPC color palette is an interesting experience.

What is/are your favorite picture(s) - from a demo production or a scener (released outside of a demo)?:
Do I really have to select only one ?

What's the procedure when you start a new picture?:
As I said, most of my works are conversion from existing pictures. Sometimes I find something that I think would look nice, I have some tricks to convert about anything to an useable outline. From there I can build up my picture, which means redrawing everything in 4 colors. Selecting the good palette for a picture is the most difficult part, with only 4 colors out of 27 on the CPC you have to be very clever and anticipate what you're going to do with them. Once the palette is ok, I look at the original picture only as a reference, and I can build up the coloring on my own.

However, I'd like to be able to draw my own pictures. Not sure I'll ever manage to start with a blank page and pixel it 'top to bottom and left to right'.

What drawing/3d program are you using the most to express yourself? Why?:
I use GIMP when I want to convert an existing picture, then GrafX2 to do all the pixel work. Because they're free and run on my computer, whatever OS I choose.

Do you draw on any other platforms beside computers? (Painting, Graffiti etc):
No.

Which project that you worked on was the most exciting and interesting for you? And why?:
Nothing much right now. But better things will come.

What is your favorite demo, intro, megademo, retrogame, slideshow, musicdisk, diskmag, wilddemo?:
Masagin (nvision08 invitro) is really great. I keep watching it in a loop.

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

Just have fun and don't worry about it.

What percentage of modern demos are 3d flybys?:
I don't know. But we have some even on the Amstrad CPC

What percentage of older demos are the same effects recycled?:
Shinra's one aren't, at least.

What platform(s) needs more demos?:
Thomson MO5, and all the other forgotten 8-bit (or less) coputers.

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 was at breakpoint 2010, but it was way too noisy for me. I think I prefer going to small amstrad CPC meetings like the Amstrad Expo. But meeting with other 8-bit scenes would be nice. If Forever wasn't that far ...

How did the scene alter since you are taking an active part in it? Can you explain why?:
I don't care much about it. I have fun doing things with my computers, not looking at what's going on elsewhere.

What are your dreams/goals in life, did scene help you and have you achieved them yet?:
I met a lot of great people, learnt a lot of technical not-so-useful things about 8-bit computers, and I can share my work with people that see how it is great. What more could I want ?

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:
Hello to everyone