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Intensity (Gheymaid Inc., Onslaught, Cosine, Dekadence) (03.06.2007) (survey) musician, graphician, editor

Intensity, Wed 06 Jun 2007

Survey of Intensity

Job: musician, graphician, editor

Survey submitted: Sun 03 Jun 2007 - 07:20:14

Intensity - pic from CSDb

Handle, ex-handle(s):

Current Handle: Intensity; Ex-Handles : Arman, S.U.C.K.

Name, birthday, origin:

Name: Arman Behdad; BD: 22.01.1982; Origin: Teheran/Iran, while I live in Germany since 1986.

Group, ex-group(s): Current Groups:

Gheymaid Inc., Onslaught, Cosine, Dekadence; Ex-Groups: Lepsi Developments, Role, Xenon, Equinoxe, Sataki, Error 2000

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

My first group was Error 2000 on the C64. It was formed by a bunch of friends in germany. We were all beginners, but had some serious fun I have been a graphician and musician in that group.

What motivates you to spend time for the scene?:

It's the freedom to express yourself like you are.

What is your favorite color?:

orange

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

C64; 1990



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What platform(s) do you use now?:

I use mainly the c64, on which I began in 1994 to do graphics and mag-editing, and furthermore the PC produce music in 1999.

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

"Sweet.Sid" by Johannes Bjerregaard

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

"Lost" by Deev/Onslaught.

What music program are you using the most to express yourself? Why?:

I use Reason 3.0 together with Rebirth 2.0 to produce music on the PC, and the DMC 5.0+7.0+multispeed to produce music on the c64. I think they are easy to handle and fit to my needs.

Which composer, artist or group of the real life did inspire you most?:

Musician-Artists in Real life: Chicane, Nalin & Kane, HIM and different Hardtrance- and Ambient-Producers

Do you play any instrument? Which?:

I have passed a Keyboard-lesson for one year, but hardly play anymore. I try to continue when my damn frigging fucks of financial situation gets better.

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

It is the SID "Heaven's Gate", on which I have worked from 2002-2007 . It is a single speed Trance SID with an arabian part. Unreleased. Searching for a cool demo to get it released in.

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

A C64 graphics collection called Deep 90 % by Chorus. So much style and emotion. LEON I LOVE YOU!

What platform(s) needs more demos?:

C64, definatley!

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 like to go to Breakpoint and X.

<http://www.myspace.com/abehdad>

<http://noname.c64.org/csdb/scener/?id=4430>

CSDb quote:



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Handlestory :

I asked TMR/Cosine in 2002 if he has an idea for a new handle of me (my handle back then was "Arman", like my forename is). He told: "Well, in Ojuice and CSDB the name "Intensity" is not given away yet...", and cheers, there you go...!

Trivia :

Got in Contact with several sceners in 1994; Done first Graphics in 1995 and started doing music in 1996. Editor of the former Discmag X-Dome; Musician doing Trance-, Ambient-, Techno- and other SIDs for all kind of releases; Now and then Editor for the Vandalism News magazine; Still working on GFX Skillz; Leader of the Gheymaid Enterprises INC. serving you with best coffee and cigarettes in #c-64 (IRC)

BTW, you will find my HVSC-Dir in MUSICIANSBBehdad_Arman.

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