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Utopia (The Silents) (00.00.0000) coder

Utopia, Mon 09 Jul 2007

Interview (MediasRes) of: Utopia

Handle:

Utopia

How did you come up with your alias ?

By the time we were 'engaging' ourselves with the activity of making demos it was important to have an alias that people got curious on what it meant. Mine wasn't that mystifying but I thought it's meaning had a good connection to technology and future visions. Actually I didn't come up with it myself. My friend 'Dezed' suggested it to me.

City / Country:

Gothenburg / Sweden

Born year:

1971

What was your first computer, and when did you get it?

The C-64. I found the receipt (!), I got it the 16/10 - 1985.

How did you get into the scene and what groups have you been a member of ?

We were four fellows learning everything we ever could about that old computer and one of them (Had the alias 'Snookie'), came up with the name 'The Silents'. When he said it on the phone to me, I heard him wrong and thought he said 'The Silence'. I brought this error on to the other two guys, so in the very first thing we released on the C64 we called ourselves 'The Silence'. Stupid or what? I never joined any other group after The Silents.

What was the proudest moment in your career ?

I was really astonished each time we had released a new demo on the C-64, and months after letters came down from all over the world. Many of them saying that they really enjoyed our stuff. I just couldn't believe that our demos could spread so far in such short time. I do admit I was proud getting letters every day, even from Australia. Felt like as I had accomplished something nice.



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For what specific reason(s) do you think that you are remembered ?

Maybe it's because I was there very close from the beginning, when it all started to get so important being a member of some group and doing things with the 'machines' that were new and puzzling. I had time stating my alias on everything I did and making some contacts on partys and so on. I gave help to people and got a lot of help back.

What would you like to be remembered for ?

Being one of those who started TSL, and hopefully more of the demos than the software protected games which I 'made available for public'.

What made you stop the scene activity ? (and do you remember when?)

Actually the interest for it decreased over a longer period, at last it felt like I spent so much time without getting anything I could have any use for. One might call it moneygreed or something, but actually I didn't get so many kicks out of it at the end. This also caused that I couldn't catch up with all what happened. I was defenetly out of it in 1992.

Thinking back on the good old days, is there anything you regret?

No, except for neglecting school a bit. I learned a lot, and I will probably have computers as interest for the rest of my life.

What was your favorite

GAME(S)

Tough. But let's mention theese :

C64 :Lode Runner, Uridium

AMIGA :The first Lemmings

DEMO(S)

I couldn't come up with an answer. I've probably seen too many.

PROGRAMMER(S) (OR PROGRAMMING TEAM(S))

On the 64 I remember how Mr.Cross / Xakk really impressed me. He knew what to do with every single bit on that machine. Later I got to know him well, and he was is) a really nice fellow as well. We made some programming and projects together. He's working in Stockholm now. Not to forget that everyone knew Cerebrandil, was he born with a laptop in his hand ?

CRACKER(S) (OR CRACKING GROUP(S))

Who was it again that removed the protection from Last Ninja on the C64? Talk about being stubborn. The one who phoned me about this thing. Conqueror. Just like someone have a sense for drawing or kicking a ball, his was removing protections from games.

GROUPS :

Of course Fairlight, Triad, Defjam and Phenomena. Those XXXXers have hanged in there as long as I can remember.



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COMPOSER(S)

Blaiser. Martin Galway. Could mention so many more.

BEST COMPOSED TRACK(S)

Tough, but I'm really one who has always enjoyed the tracker music. It's special. What about Space Debris (4-channel) ? Dig that one.

EVENT(S) (E.G. COPYPARTY)

The parties in Alvesta/Sweden gave me the greatest moments. They we're not the best arranged and certainly not the biggest, but they felt special to me. But there was something I really enjoyed. Animal (probably most known member of TSL(now working for Digital Illusion -Ed)) gathered all members in a cottage outside Karlskrona/Sweden, two summers. We had fun.

MEMORY(S)

The tension and atmosphere when the demo-competitions started. I'll never forget how everyone were amused and laughed at the TSL / Red Sector party in Denmark when the megademo by Budbrains was presented.

DRINK ?

Gin Tonic.

What are you doing nowadays ?

Doing small time jobs in programming from time to time. I'm looking for a job that fits my interest and education more than the one I have now. But, to my relief the place where I work was severely damaged by a fire for a month ago. I'm now being paid by some ensurance company, giving me a lot more free time.

What are you doing on your spare time?

(Except for coding of course), I've got interested in eating right and activating myself physically. Since about three 1/2 years back I've grown a bigger interest building my body, but sometimes it takes too much time for me. I rescent anything that has to do with drugs and steroids. Patience is better and gives better rewards.

Is there anything you'd like to say to the public (read: admires)

I'm very happy that this 'project' started. When I filled in these questions everything I did then came back to me, and it's nice memories. I'm also *really* grateful being remembered here. I never knew I was. By the way :Hi Ted and Peter !!! (Peter = Conqueror -Ed)

What is the meaning of life?

To have a ball from the moment you're born until that day someone shoot you in the head because of the wide smile on your face.