



http://www.bitfellas.org/e107_plugins/content/content.php?content.644

Page 1/4

Wade (Alcatraz) (26.01.2008) (survey) graphician

Wade, Tue 29 Jan 2008

Survey of Wade

Job: graphician

Survey submitted: Sat 26 Jan 2008

Handle, ex-handle(s):

Wade

Name, birthday, origin:

Dan Hammonds, 15.02.77, UK

Group, ex-group(s):

Alcatraz

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

My very first group was called Prophecy and consisted of myself and a few local mates, but my first serious scene group was Eltech where I functioned as a graphic artist and swapper.

What motivates you to spend time on the scene?:

I will always enjoy the creativity and challenge of the scene, whether I'm participating or just observing. I don't have a lot of time to spend on scene activities any more, but will always have an interest on some level and will always feel the urge to get involved.

What is your favorite color?:

Beige, or something subtle.

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

I owned a Spectrum, but apart from passing time playing games I didn't care for it much. It was only when I got my Amiga 500 back in



http://www.bitfellas.org/e107_plugins/content/content.php?content.644

Page 2/4

1990 that the vast universe of computing, creativity and entertainment was revealed to me.

What platform(s) do you use now?:

PC - Windows

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

If I have to chose a couple of all-time classics, I'd have to say Prey by Slide/Polka Bros and Elysium by Jester/Sanity.

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

Danny, Louie, Made, Facet, Ra, Destop, Bridgeclaw...it's a long list that involves a lot of Amiga pixellers. Some of them inspired me with their their unique dithering, texturing and palette styles, whereas others inspired me with their photorealism and mastery of pixels.

I think it's hard for a non-pixeler to truly understand what these guys achieved and how significant their work was in the evolution of graphics.

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

The Groovy loading pic by Facet, everything Ra painted for Sanity's Arte, Angelic Particles by Danny and Louie, Animal Reign by Made and more recently, Bridgeclaw's picture of his girlfriend.

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

It depends what I'm painting, but check my site at www.devotion-graphics.com to see my step by step tutorials.

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

Photoshop. I'm familiar with its layout and feel comfortable using it. It allows you to take a technical approach, with layer styles, filters, layers etc, but it also allows you to take a hands on approach and just paint.

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

I sketch occasionally, but that's about it.

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

Most fulfilling was probably Devotion #2, for which I was the main editor. I felt like my team and I had created a top quality production when it was finished.

However, the most enjoyable project I worked on was The Ear Brothers by The Fearmoths, which I worked on under the pseudonym Regicide. It was pure fun, I didn't worry about getting things perfect, no deadlines or pressure, and I had total freedom.

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

Demo: Arte by Sanity.



http://www.bitfellas.org/e107_plugins/content/content.php?content.644

Page 3/4

Intro: Westside Twiddly by Aardbei.

Megademo: Devils Key by Alcatraz.

Retrogame: Monkey Island 2.

Slideshow: Seven Seas by Andromeda.

Musicdisk: Viktoria/TRSI

Diskmag: Raw.

Wilddemo: Realtime Demo Wannabe/Maxon

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

Minimalistic Demos: The only statement I get from them is "lack of effort".

Cracktros: Cliched.

Fucktros: A fun and creative way of resolving differences.

Joke demos: Should be entertaining, but most have no wit or punchline and are just obnoxious.

Lamers: More influential than they used to be.

Compo winners: Good for them, they deserve the glory and prizes.

Demotools: Great idea that creates demo-making opportunities for non-coders and lets the designers take over the visual aspects of demos.

Diskmags: Less practical than online mags, yet more atmosphere and fun to read.

Chiptunes: Admirable, but not my thing.

Glenz Vectors: Cool but dated.

Programming Languages: Beyond my comprehension.

Photoshop: Best art/design/photo software ever created.

Textmode: Does nothing for me.

What percentage of modern demos are 3d flybys?:

Don't know, but flybys can be great if they're well designed and presented - i.e. Debris.

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

Probably over 95%

What platform(s) needs more demos?:

Amiga 500. Get back to the roots of what this great machine is capable of and ditch all this FPU, GPU, 060 psuedo-Amiga crap.

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.:

Not intending to visit any right now, except maybe Sundown this year. Digital Symposium 95 was great fun, got to meet a lot of sceners at a time when the UK scene was active and full of life.



http://www.bitfellas.org/e107_plugins/content/content.php?content.644

Page 4/4

How did the scene alter since you are taking an active part in it? Can you explain why?:

Too much to say. I feel the scene has become more about exclusive friendships and even politics (namevoting). Drinking and networking at parties is as much part of the scene as making demos.

As for the demo side of things, it seems to have become less technical and more artistic and expressive these days. Mouse-painters and pixellers, for example, are no longer revered for their technical skills, but chastised for their lack of artistic vision. 3d flybys that push the hardware are less popular than basic dots and line demos.

But that said, it seems as if the scene is on the verge of a new era of oldschool styles, sceners and spirit, where both new and old sceners can co-exist and push the scene forward.

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

On one hand, I would love to forge a career in design and the scene has been instrumental in everything to do with this. On the other hand, I'd like to write for a living and publish at least one novel, and writing for and editing diskmagazines has provided a lot of valuable practice and motivation for me in this field.

Other goals of mine, such as bodybuilding, health and fitness, I guess I've achieved IN SPITE of the scene, but no regrets.

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 my current and former scene friends and role models, and big respects to all the hardworking and creative people in the scene.

If you want to see my tutorials or view my gallery, visit my homepage at www.devotion-graphics.com

www.bitfellas.org
[permission](#)

(C) by
- ask us for