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Mad (LKCC, Bauknecht, Still) (11.02.2008) (survey) coder

mad, Tue 12 Feb 2008

Survey of mad

Job: coder

Survey submitted: Mon 11 Feb 2008

Handle, ex-handle(s):

mad

Name, birthday, origin:

stefan mader, 25.08.78, Berlin Germany

Group, ex-group(s):

LKCC, Bauknecht, Still

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

Vandalensoft c64 intros..

What motivates you to spend time on the scene?:

releasewise its exactly what i want to see and hear (except jokeprods, funtros etc..)

What is your favorite color?:

blue

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

kc85, kc87

What platform(s) do you use now?:



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c64, pc

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

respirator stories ephidrena the stuff by dq

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

cncd and so on

What is your favorite programming language, effect, tool, coder, platform, book?:

c++, assembler (6502/x86), hlsl

Discuss: your first steps towards becoming a coder, who helped you, what problems did you run into, your first effect, the future of demo coding:

filling a screen with random white squares.. (with 8-9) help by some informatik teacher in the gdr

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

borg, because it was that simple trick which made it from crap to quite cool..

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

pulse square..

What percentage of modern demos are 3d flybys?:

80%

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

70%

What platform(s) needs more demos?:

kc85

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.:

breakpoint, evoke, the party, tum, oxymeeting, maximum overdose, bsm

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

its somehow more crap released..

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



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some different stuff.. but somehow archived much somehow..

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.:

everyone i know and the ones i dont know.. for sure most who know me..

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