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## **The Ripper: Baroque & Rococo Pervading the Scene (00.09.1998)**

The Ripper/ex-Endzeit, Mon 09 Apr 2007

### **Baroque and Rococo Pervading the Scene**

**by The Ripper/ex-Endzeit - Publication: Generation 27 (1998)**

"E' del poeta il fin la maraviglia/ ...chi non sa far stupir vada alla striglia".

Giambattista Marino, Italian poet [1569-1625]

"Poet's duty is to astonish and who can't do that has to be blamed". Baroque.

If I should define these last two years observing all the released productions I would say we're currently crossing a sort of baroque, or even rococo, period. What does it mean? It means editors are caring much for the form, the effects than the proper contents, and they're perfectly reflecting latest demo's trend and coders' behaviour.

Diskmagazines with lenght of some megas of ram, featuring shapeful intros, multitasking advanced coded routines (they can practically do everything but cooking eggs), articles painted using 256 color and glittering words, BUT, on the other side, contenents awful, texts boring, articles stupid. Editors repeating themselves, recycled humor and almost no ideas. And it's not enough. Almost no magazines feature the print option anymore even if someone (and I'm not alone) loves to print some article now and then. I can agree that's not a insoluble problem, but, the same, it's a clear sign of this gold the rush for the particulars to the detriment of the main things.

And the demos? Bombastic 3d engines. That's all, or almost. I believe I don't see some new good ideas implemented in a routine since Muscles' times... Be careful, anyway. I did not say it's years we don't have new good and enjoyable demos. I'm stating that the trend is to optimize routines, thus putting fantasy and geniality to rot away.

However, this is not the first time it happened. If some of you remember during the "dots and bobs Era", we had some long months of



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groups challenging for who could release a production featuring more bobs or dots on the screen.

So what? The point is that it's all right forcing the machines to their limits and add particulars and oddities to diskmagazines, but don't forget that while the main aim of scenepress is to INFORM (and just after information comes the rest) the main target of a demo should be EVOLUTION. Ideas of different design, different picture' style before world record's routines, that should be the new slogan.