



Dascon (Essence, Haujobb, TRSi) (25.06.2008) (survey) musician

Dascon, Wed 25 Jun 2008

Survey of Dascon

Job: musician

Survey submitted: Wed 25 Jun 2008

Handle, ex-handle(s):

Dascon (Noodle, for a short period I ´ve been with the IRIS guys back in 97)

Name, birthday, origin:

Bernd Hoffmann, 31st of January 1976, Siegen / Germany

Group, ex-group(s):

Essence, Haujobb, TRSi, Delicious Designs, IRIS, Hardline

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

Hardline, musician, we produced crappy productions but we were getting better and better till we created Essence..

What motivates you to spend time on the scene?:

Honestly: nothing anymore. I just come back from time to time to listen to some modules and stuff, but as I ´m currently in a trainee program, soon becoming the leader of a nursery home, I definitely lack time to keep up producing music...

What is your favorite color?:

black and red

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

Amiga 500, way back in 1989

What platform(s) do you use now?:



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AMD PC entirely. No AMIGA left, I ´m sorry to tell...

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

hmmm... probably "Kinetik" by Heatbeat... and I love the old diskmag tunes from "Zine" like the ones from Jogeir... heard great music from Chromag that hasn´t been released in demos aswell.. and yeah, the modern work of Virgill is really great stuff, aswell.. he has an unbelievable immense output of high quality songs...

The songs from Prodigy/Oops! (I did "Clockwise" in cooperation with him) are of true high quality, aswell.

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

Some of the Boris Valejo covers from our old graphicians CAT / Essence, like "Android".. don´t think this one was used in a demo, but maybe in a diskmag..

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

I used Noisetracker entirely.. started with Protracker and moved to Noisetracker later on... 4ch was a true challenge way back in time... to put echoes, effects into 4 channels and let them sound like there were more...

In these days tracking was art.. you had to arrange the patterns really clever.. nowadays , using multitracking programs, this "competition" ain´t there anymore.. at least for my side..

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

Hm.. hard to say.. well, my all time favourite musicians were Tip & Mantronix (you can hear that in my "Space2k2" and "Spacewards" modules) and Nuke (later Spaceman).

Do you play any instrument? Which?:

Guitar, both acoustic and electric

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

Hard to say, aswell.. I guess it was my late chippack series "Noise From Heaven", because the IRIS guys did create it absoltuely due to my wishes and, being the editor, I had to care responsibility for the texts included aswell... and.. yeah.. it just depended on me, how often I wanted to release an issue.. I did not have to wait because the code wasn´t finished yet, it all just went out when my musical output was sufficient..

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

Demo - Nexus 7 (Andromeda) and My Kingdom (Haujobb)

Intro - United Artists Cracktro (wow, that was some time!)

Megademo - Red Sector Inc.

Musicdisk - Virgill Dreams

Diskmag - ROM



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What percentage of modern demos are 3d flybys?:

can 't tell

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

oh, about 80%, maybe even 90%..

anyway, our coder Touchstone kicked ass way back in time.

What platform(s) needs more demos?:

my mobile phone, probably...

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.:

- TP 3

- TP 7

- some smaller german parties I can 't remember right now

- some internal meetings

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

No, as I 'm not THAT much into it anymore to compare the modern scene with the older one

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

No, scene wasn 't that much of an help... I just had loads of fun, but my personal career has nothing to do with my scene life.

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.:

Oh yeah, greetings to all old scene pals of mine.. definitely too many to mention them all..

In case you want to listen to some stuff of mine, feel free to check <http://dascon.altenpaedagogik.de>

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