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Hi-Lite (TRSI, Scoopex, Alpha Flight) (18.08.2008) (survey) musician

Hi-Lite, Mon 18 Aug 2008

Survey of Hi-Lite

Job: musician

Survey submitted: Mon 18 Aug 2008

Handle, ex-handle(s):

My "ex-Handles" during the good old Amiga-Times were The Avatar, The Bubbler and the Handle that brought success into my profession: Hi-Lite.

Nowadays I am producing Musicdesigns for Games and Movies under the sign of "Estranged Acoustic".

Electronic Music for Events and/or Vinyl-/CD-Productions are made under the Artistname "dazeFX".

Name, birthday, origin:

Name: Hendrik E. Fink

Birthday: 10/14/1973

Origin: Kassel, Germany

Group, ex-group(s):

I was working for the purposes and was a member of: Alpha Flight, Scoopex, Tristar & Red Sector Inc., Surprise! Productions, Vision Factory and several other Groups.

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

My first Group was: TCC - The Cheapo Crackers on the C64. I was the Founder / Leader of that Group. TCC just got 2 Members. Me and a friend. Basically we made cheap Demos, using ripped interrupts.

What motivates you to spend time on the scene?:

Back in the days it sure was a great feeling to be a highly regarded and worldwide respected Member of the Amiga-Scene. Nowadays I 'm not a real member of any scene. I 'm producing Music for different purposes and also doing Live-Performances in Discotheques.



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What is your favorite color?:

Olive Green

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

Everything started with the Atari 2600 Gameconsole. Followed by the C64, Amiga and finally PC.

What platform(s) do you use now?:

I am only using a PC - a real Ancient-Machine and a few Synths, just like a "Korg NX5R".

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

Nothing specific. I am a great Fan of the work of Rob Hubbard, Jeroen Tel, Chris Huelsbeck, Jochen Hippel and so on.

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

The greatest Artist is J.O.E. and the best Picture is his Astronaut with the mirrored Earth on the Visor. (Very old!)

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

I am a great Fan of Properllerhead 's "Fruity Loops" and "Fruity Studio"-Series. I am also using CuBase from Time to Time but "Fruity" rules big time!

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

-Jean Michel Jarre for the roots of electronic Music.
-Jean Sibelius and Johannes Brahms for the classical Section.

Do you play any instrument? Which?:

I play Keyboards and Percussions. I also sing from time to time.

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

Most exciting and interessting were and are Live-Performances, using Keyboards and/or Percussions.

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

The favourite of each cathegorie or just one? Well, I really enjoyed Artworks like: Mental Hangover by Scoopex, The Megademo by Red Sector Inc., The Megademo by Budbrains, The Protacker-Works of Mahoney&Kaktus... an endless list.

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

-Minimalistic Demos: To create some Demonstration, based on just one or two overwhelming Effects, without 100000 crackling and dazzling Colorfx, Plingplong and whatever is a big challenge for the Programmers as well as for the Music-and GFX-Designers. Only real professionals are able to create entertaining,non-boring results. A honorable Topic!



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-Cracktros: As well as the above mentioned minimalistic Demos, a good Cracktro is the Product of know-how. A professionell work. And a big challenge for the Musicians, because of less avaible Memoryspace for an attractive and fitting Musicdesign ... The origin of Chiptunes! I love ´em!

-Fucktros: I am no friend of "Fun-Productions". Neither in the Demoscene nor the Musicscene. Those Productions mainly reveal a lack of knowledge. "If I am no professional, no Master of my chosen profession, I do something funny. So that no one notices that I did nothing special just bulk with a message of beef....". I don ´t need such crap. It ´s a waste of time! For the Creators as well as for the viewers...

-Joke Demos: See above! ("Fucktros")

-Lamers: Anybody started as a Lamer. It ´s the lowest Rank in Scene-Hierarchy. Some Lamers will rise up and become respected members of the scene... some don ´t!
It ´s the base of Talent ´s "Natural Selection".

-Compo winners at big Parties: What to say? If you win the competition you are good! If you don ´t, you ´re not!

-Demotools: Good for Business-Demonstrations. Bad if you ´re thinking that such Shit could impress someone!

-Diskmags: I was an Editor of Alpha Flight ´s "Cracker Journal" and later on an Editor of "D.I.S.C." - I really liked to write articles for such Mags.

-Chiptunes: What a clever idea to simulate waveforms by cutting and looping Samples so that they sound likeC64 ´s S.I.D.... and very good products worldwide!

-Glenz Vectors: ...another creative and well calculated idea of some mean programmers. A lot of Fantasie is recommended to invent such things.

-Programming Languages: ´Not my profession! I will not rate any Language, because of too less experience.

-Photoshop: ...Just one Programm in the endless pool of GFX-Software! Not good, not bad!

-Textmode: ??? Dunno...

What percentage of modern demos are 3d flybys?: -3d Flybys:

I don ´t really know....

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



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-Between 33 and 80%

What platform(s) needs more demos?:

-PC!

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:

-Best Parties: One of my best Parties was the "Gathering" at Aars, Denmark.

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

-Altered Scene: I have no idea 'bout that!

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

-My Dreams / Goals are ready packed!

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.:

Greetinx go to: Hi.Lite & Zodiac, Und was ist jetzt mit dem neuen Werk.

http://www.myownmusic.de/artistpage_info.php?artist_id=117058

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