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Esem (NOiSE) (29.03.2009) (survey) musician

Esem, Mon 30 Mar 2009

Survey of Esem

Job: Musician

Survey submitted: Sun 29 Mar 2009

Handle, ex-handle(s):

Esem, Eesn, Stereoman

Name, birthday, origin:

Georgi Marinov, 10/Feb/1979, Bulgaria

Group, ex-group(s):

NOiSE

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

NOiSE (New Objectives in Sound Exploration), music artist. Demoscene electronica and breaks between 1995-2002.

What motivates you to spend time on the scene?:

The open-source spirit

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

Apple][+ 1991

What platform(s) do you use now?:

Mac, OS X

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

Kusi (Secret Life of Mr Black, Dune/Orange), the theme from Caero (Plant, EMF)



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

Anything by fthr/TPOLM

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

Logic Pro

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

Lassi Nikko, Jaakko Manninen, and a handful of others

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

TPOLM Lazy Sunday Radio BCN, Feb 2006. Live music performances streaming from all over the world. Brilliant atmosphere and great party at the HQ in Barcelonetta.

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

anything by TPOLM, anything by Orange, "Inside" by CNCD and "Caero" by Plant/EMF

What percentage of modern demos are 3d flybys?:

too high

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

not sure

What platform(s) needs more demos?:

handheld devices, anything w/ LCD on it

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

it lost its direction and the leaders we all got inspired by eventually grew up and moved on.

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

demoscene helps kickstart something you care about, but once that's done, you're on your own.

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