



Emax (Triad, Spectre, Palace) (30.04.2009) (survey) musician

Emax, Wed 06 May 2009

Survey of Emax

Job: musician

Survey submitted: Thu 30 Apr 2009

Handle, ex-handle(s):

Emax

Name, birthday, origin:

Martin Eklund, 23 January 1974, Sweden

Group, ex-group(s):

Triad (amiga), Spectre, Palace

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

Musician, music

What motivates you to spend time on the scene?:

nothing at the moment.

What is your favorite color?:

red

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

Amiga

What platform(s) do you use now?:

PC



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

probably a snapshot from some Budbrain demo

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

Cubase. It's pretty flexible and I use to cooperate with a fellow musician.

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

Nine Inch Nails, Pet Shop Boys, Suzanne Vega.

Do you play any instrument? Which?:

piano, drums, percussion. I also DJ.

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

Still waiting.

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

Demo: anything from Budbrain, Musicdisk: anything from Tip/Mantronix or Firefox.

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

75

What platform(s) needs more demos?:

Game consoles. People should create more and play (games) less.

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.:

I'd go to any party that isn't focused on gaming. Invite please.

It's been way too long to recall that.

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

It got me started writing music.

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

Write music for a living.

No and no.

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.:



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