CreaMD (DMAgic, Studio Style) (14.05.2009) (survey) musician

CreaMD, Wed 10 Jun 2009

Survey of CreaMD

Job: musician

Survey submitted: Thu 14 May 2009

Handle, ex-handle(s):
Genial (before 1993), [Roman] on IRC (around 1994). CMD around 1995. CreaMD (Creative Music Development) since I've learned that CMD is a hardware company and some people at IRC were curious about that.

Name, birthday, origin:
Roman Chlebec, Mgr. , 3rd of November 1975, Slovakia

Group, ex-group(s):
ex-Studio Style (now my company), DMAgic

What was your first group, your role in that group and what did that group produce?:
Studio Style. Musician and coder. We produced some small and more or less unimportant demos, a music collection, some internal tools and tool modifications (e.g. added tape saving to Art Studio and FE sound editor at time when we hadn't disk drive).

What motivates you to spend time on the scene?:
If I had to say what I like, it would be mostly about enjoying of any kind of creativity. My preffered activity is music composing, of course. But shorter answer is. Nothing motivates me. I don't understand why I'm still around. Really.

What is your favorite color?:
All shades of black.

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

PMD85 in 1985. ZX spectrum and Atari 800 XL around 1997. ZX spectrum clone around 1988. Commodore 64 around 1992. Etc...

What platform(s) do you use now?:
Commodore 64, PC/WIN

What is/are your favorite piece(s) of music(s) - from a demo production or a scener (released outside of a demo)?:
There is too many. Almost every musician on C64 did at least one music that I like to listen often.

What is/are your favorite picture(s) - from a demo production or a scener(released outside of a demo)?:
I like latest works from Mermaid, Mirage, Saehn and Ptoing

What music program are you using the most to express yourself? Why?:
DMC 5.0. for signle speed (and modified DMC 5.0. for doublespeed (all channel filters)). I got used to how it produces sounds and how you edit the patterns. I got used to keyboard controlls so much that it's true to the slogan "man and machine", It's very hard (and almost impossible) for me to use any other tool, and if I ever tried I always failed to make anything good. I simbly couldn't get relaxed enough.

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

Do you play any instrument? Which?:
None

Which project that you worked on was the most exciting and interesting for you? And why?:
Organising of SID compos at c64.sk, because it inspired a lot of great musicians to make some really cool music over the 8 years. I also like organising Forever parties for the same reason.

What is your favorite demo, intro, megademo, retrogame, slideshow, musicdisk, diskmag, wilddemo?:
Wonderland IX and X, Visality I, II, III. Retro-huh???, I particularly remember slideshows by Ritual / Taboo and Cresh / Taboo but probably for different reason than being the best. I also remember some gfx-show by Electric/Extend. For music disks. I loved ADSC collection the most. Diskmag, I somehow didn't find any special favourite. Vandalism news was the one I read the most over the last years at various places and occasions. Wild demo? None.

Discuss: minimalistic demos, cracktros, fucktros, joke demos, lamers, compo winners at big parties, demotools, diskmags, chiptunes, glenz vectors, programming languages, photoshop, textmode:
Argh, that would last too long to prepare and write something I would be satisfied with

What percentage of modern demos are 3d flybys?:

Huh?

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

What platform(s) needs more demos?:
Huh?

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:
My most favourite party was Scenes 97. Good recollections. Lotsa fun with Hungarian sceners. Excellent nostop compo show before around 300-400 people. I plan to visit X-party (C64 exclusive) in Holland sometimes again. I of course visit Forever party in Trencin/Slovakia every year in middle of the March since 2000.

How did the scene alter since you are taking an active part in it? Can you explain why?:
The people grew up of the free spirit of the scene. Nowadays everything we do is time consuming and expensive.. we don't feel so satisfied with all the time we waste over the hobby as we were when we were younger. The internal and external demand for quality is very high, but there is not that much freedom of what we are going to do with our free time. It's probably caused by too much ways to waste our time differently .. e.g. by filling in stupid questionaries like this over internet, or by discussing and communicating not for purpose of organising of creative activities but just for the purpose of communicating itself. We are doomed forever, I don't believe we'll ever get back to times when we didn't have computers connected to the global network and we spend the whole night over the single machine doing some production and enjoing the creative time-travel to the destination morning.

What are your dreams/goals in life, did scene help you and have you achieved them yet?:
Dream to have more time to waste over futile things that doesn't earn me any money, just a lot of satisfaction and fun, as in past when I was young and lived at parent's place. Scene made me what I'm now and I'm thankful for that.

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.:
Greetings to all ex-sceners from Slovakia. Please return back when you get retired