



http://www.bitfellas.org/e107_plugins/content/content.php?content.1671

Page 1/3

lemonade (sitruslapset, DDT) (05.01.2010) (survey) musician

lemonade, Fri 08 Jan 2010

Survey of lemonade

Job: musician

Survey submitted: Tue 05 Jan 2010

Handle, ex-handle(s):

lemonade, triceratop

Name, birthday, origin:

Pasi Sakala, 22.10.1981, Finland

Group, ex-group(s):

DDT, sitruslapset

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

My first group was DDT that was founded by my friend in high school. We were supposed to release 3d animations with my music, but the only thing we got released was a music disk.

What motivates you to spend time on the scene?:

Hanging with old and new friends, having fun and just being creative.

What is your favorite color?:

Navy blue

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

I was raised by C64. I'm not sure, but i guess it was 1985 when I first actually used it. I spent most of time those days coding basic stuff, playing games and composing music with various software. Later moved to PC and found out trackers and got involved in scene.



http://www.bitfellas.org/e107_plugins/content/content.php?content.1671

Page 2/3

What platform(s) do you use now?:

Linux/PC, A500, C64

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

Icube, 4-mat, Cerror, Dane&Mitch, Firestorm, MON, Tempest, Lizardking to name few.

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

I love art from various artists, but mostly some C64/Amiga stuff are closer to my heart than others.

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

I use mostly Milkytracker because it's enough close to FT2 and I've been just too lazy to learn new tools.

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

I take inspiration from various sources so I can't pick one.

Do you play any instrument? Which?:

I've played piano since I was 7 years old. I've tried other instruments too, but piano/synth is the instrument I most often play.

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

Everything I make is exciting and interesting because it helps me to keep my motivation high straight from the beginning till the final.

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

To mention some demogroups I love amiga stuff from TBL and Andromeda, C64 stuff from Oxyron and Crest and Portal Process and TBC on PC. There are tons of others that I should mention here but it would take forever to create list of them.

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

Minimalistic demos can be as good as other types of demos. I used to watch cracktros as a child and I guess they are one reason why even I began tracking. Fucktros, huh... no thanks. Joke demos are ok, if they're done with good sence of humour. Lamers are untalented bastards. Voting system at big parties does not always favor products that should win. Demotools are just one way of making demos. Diskmags are often wonderful piece of art and I love the effort people put into making them happen. Did you mention Chiptunes?! Yeah, I love those. Hope you all love listening as much as I do making them! Glenz vectors, yeah ... sure and use whatever programming language suites you best. And same goes to photoshop. There should be even more good quality textmode demos!

What percentage of modern demos are 3d flybys?:

75%



http://www.bitfellas.org/e107_plugins/content/content.php?content.1671

Page 3/3

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

60%

What platform(s) needs more demos?:

It's not the amount but quality: Textmode, Linux, OSX, Wii, Vic20, ...

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 love visiting small parties more than bigger ones. I intend to atleast visit Stream party and Assembly. I would like to visit parties in other countries than Finland too.

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

I haven't noticed much change yet.

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

My major goal is to keep myself happy and do whatever I love doing. That's main reason that keeps me involved in the scene.

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.:

Firstly greetings to Serpent who pointed me to fill out this interview. Greetings fly also to my friends at Nectarine and naturally to Floppi with who I shared passion toward tracking in the 90's. I guess I forgot someone anyways...

Most of my productions can be found from <http://www.scene.org/> or <http://modarchive.org/>.

(C) by

www.bitfellas.org
[permission](#)

- ask us for