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djshivan (Kernel Panic, Incognita) (30.07.2010) (survey) graphician

djshivan, Sat 14 Aug 2010

Survey of djshivan

Job: graphician

Survey submitted: Fri 30 Jul 2010

Handle, ex-handle(s):

djshivan (ex Ray from Incognita).

Name, birthday, origin:

My name is Juan Carlos Jim énez Vadillo. I was born in Madrid on Oct 1977.

Group, ex-group(s):

Nowadays I belong to the group Kernel Panic (they are not a real scene group, it is mostly a computer geeks group of people I knew while studying at the University). I was in the original Incognita group making some 3d and 2d gfx.

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

While I was studying, some people from my University and me created the group Incognita. I started to make some 2D and 3D graphics while starting to make some multichannel music. We attend Euskal Party 1996 to present our birthro to the open demo compo. The demo was finally ranked 3rd!

What motivates you to spend time on the scene?:

The most I like from the scene is not to have any obligation but having it. To take part in a global kind-of independent manifestation of computer art. What I most enjoy is watching others productions in a party.

What is your favorite color?:

In 8-bit or 24-bit?

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



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My first two computers was an Oric-1 and an Oric Atmos. I was just a child but I enjoyed a lot by learning BASIC programming and trying to write some very easy graphical routines with just 8 colors. I then move to PC (after the Spectrum and Commodore).

What platform(s) do you use now?:

I use both PC and Mac. I use PC for 3D and Mac for compositing and editing.

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

2nd reality (both the Purple Motion and Skaven parts) without a doubt! I also love Catch that goblin...

Which graphician, in and outside the demoscene, inspired you the most?:

During my initial "spanish" consciousness of the scene I really liked the art of Lentium, Phornee, Leunam, Interface, Humphrey... About the international scene artists, Made inspired me a lot. Outside the demoscene I love the flemish artists.

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

I couldn't say just one, but I like the work of Made.

What's the procedure when you start a new picture?:

I use to make some sketches to have a better idea of what I need (only if I'm creating a new idea). I use to begin with the less important objects in the scene because it's easier not to be tired of a project in the very early stages. I leave the most complicated parts for the final (so I'm obliged to do my best with the most important parts). I think that formula improves the overall quality of my work.

What drawing/3d program are you using the most to express yourself? Why?:

I use 3ds max the most because I started using 3d Studio for Ms-Dos. I have tried with other software in the last years (Maya, Cinema 4D, XSI, Modo, MudBox) but I only use them for specific tasks.

Do you draw on any other platforms beside computers? (Painting, Graffiti etc):

I use to make some pencil drawing to quickly sketch ideas while working on 3D. Besides I use to paint metal miniatures with acrylics. In the past I had a great training in oil painting on canvas (I think an artistic formation is not essential, but important).

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

My most exciting and interesting project is the current project I'm working on for Disney. I can't tell much more about it because I've signed lots of NDA... I hope to publish some of this work soon in my blog or web (as soon as the projects get released for the public).

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

My favorite demo (the one that got me interested in scene) is 2nd Reality by Future Crew. My favorite intro is Elevated by RGBA (I still can't imagine how it's possible to pack all that art in just 4096 bytes).



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What percentage of modern demos are 3d flybys?:

I think that the problem in the demoscene is the same that in the videogames industry. Years ago the technology wasn't so evolved so the games developers (and the scene coders) had to be more creative to beat the technical limitations. Nowadays there are lots of modern demos (and lot of videogames that are just a technical demonstration without creativity). I think a good demo is both a mix of great creativity and originality and of course a great technical demonstration. The demo that reach the highest level in both parts is the best demo.

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

Because of what I've said in the last question, most of demos are mere recycling of older effects but with new real time technology.

What platform(s) needs more demos?:

The best part of it is that nowadays every one can make a demo for a platform. Of course there are more PC demos, but you can make a demo for For PC, Mac, Amiga, Spectrum, MSX, Web... You even can use a demomaker if you are not a programming guru!

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'm traveling to the Basque Country every summer to attend Euskal Encounter. Besides I would like to attend The Breakpoint one day, but I'm not very convinced with the gfx categories (the handmade and the freestyle graphics competition). I would prefer a trace/3d competition instead of mixing it in the freestyle compo. I wish I could attend Assembly 1993!

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

The scene is getting down every year (at least in my country), for instance in the first parties I attended there were an initial selection in the multichannel and mods compos because there were a lot of productions. The 2D and 3D compos used to have between 15-20 images each. And the intros and demos compos used to have enough participation to enjoy during the night projection. Nowadays there are less participation. I think the reason is that people fifteen years ago had less distractions. If you like programming, you don't have translated into your language more than 3 or maybe 4 books of a language. We didn't have internet access, we had BBS access with bulletin boards, we had less information so we could process it. Today, it's very difficult to focus in just one theme because all is evolving too fast and it's easier to get distracted.

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

By making 3d graphics for the scene I always tried to learn more and more to reach some professional way by doing this. Now I run my own 3D business and I'm very happy with it. I have some great clients and some very interesting projects.

I achieved my dream of working as a 3D artist in a movie (which I got in the preproduction of Planet 51 and making some fluids effects for other movies while working in Next Limit).

One of my dreams came true last year when Industrial Light and Magic and Square Enix contacted me to offer me a job. I couldn't completely achieve the dream because of a visa problem in the first case and because of not speaking Japanese in the second one,



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but I keep trying it! Anyway I do my best everyday to finally work in one of the most important companies all over the world.

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:

I have a very special greeting to Pixar because by watching my first 3D movie (Toy Story) I realized that I wanted to work in 3D... And I got it!

Of course I also want to thank Disney for contacting me months ago to make some projects for them. They are still giving me work to do every month. They are great people and it's always a pleasure to work with/for them.

If you like my work you can visit one of any of these resources:

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