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**Absurd (Scoopex, Suspiria, Stone Arts) (24.08.2010) (survey) graphician**

Absurd, Sat 28 Aug 2010

#### **Survey of Absurd**

**Job: graphician**

Survey submitted: Tue 24 Aug 2010

#### **Handle, ex-handle(s):**

My handle was "Absurd". After 1995 i used my real name - Mikael.

#### **Name, birthday, origin:**

My name is Mikael Noguchi, born i976 in Sweden. I moved to Norway in 1990.

#### **Group, ex-group(s):**

Last group i was in was Scoopex, but i was also in Suspiria and Stone Arts.

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

My first group was called "Epic 2001" (Yes, we were big lamers). Our first and last production was called "The creature slideshow" and i created all the graphics in just one week (!) It was horrible, LOL!

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

I started drawing on the Amiga 500 back in 1991. Before that i was just a gamer. I played alot of games on the Commodore 64 and Spectrum like everybody else at that time in the eighties. 95% of my work during 1991-1994 sucked really bad.

#### **What platform(s) do you use now?:**

PC & MAC.

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

I still kinda like the Music from the Polka brothers and Silents demos. Also CNCD had some killer music.



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

I liked Uno, Walt, Mack, Joachim and RA. Hof did some slick things too. Outside the scene My taste outside the scene is totally different. Moebius, Schiele, Robert Valley, Frank Miller, Vania and a lot of other people...

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

From the scene i loved Uno's Logos and RA's mind blowing technique. It's hard to mention just one picture, but Joachim's Sylvester pic is still awesome.

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

I often pick out some ideas ive might have sketched earlier and continue to develop them further. But other times i just improvise and continue until something interesting jumps out.

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

I mostly use a HB-pencil and color the drawing in Photoshop. But i enjoy just to sketch on paper. That's what i do the most It's simple and honest.

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

I used to paint Graffiti during the eighties and early nineties, but i've always been drawing on paper.

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

The most exiting one was my first real production with a friend of mine - Benjamin. It was a silly intro called "Drittro". It was in 1992 and we were just starting out so it was exiting. The second was one of my last involvement in the demo-scene - Ninja 2 by Melon Design/Scoop. Me and Joachim were sharing an apartment at the time and we were working on it almost every day doing sketches, animations and backgrounds.

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

Oh, i have many favorites. Global Trash (Silents), Friday at eight (Polka Brothers), Nexus 7 (Andromeda), Human Target (Melon Design) Enigma (Phenomena) + many many more.

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

98% had the same effects, but at that time it didn't really matter. It was not until people started to have a theme or a concept for their demos that it became boring. It was more like: - Look! I can do a dot-tunnel. And then somebody else came along and went- Oh yeah? Well i can do that too, but with more dots! It was a very competetive thing which i kinda liked.

**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:**

The parties were like the least pleasant places to be. They were fun, but also exhausting.

My first were The gathering 93 and my last one were The Party 5 or 6 in Denmark. Not sleeping for days, drinking heavily and eating



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unhealthy food, ugh! You got to meet a lot of talented people and that was fun.

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

I just wanna continue to do what i do now. I still draw, illustrate and create game graphics. When i was in the scene that is what i wanted to do so i guess im happy where i am, but i would also like to be able to publish a comic or something in the future. I just have to find the time to do it!

**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:**

My current work can be viewed at: [www.noguchi.no](http://www.noguchi.no)

My greetings go to: benjamin, joachim, gridlock, soppe, RA, Walt, Mack, colorbird, blazer, coke, jason, jack, ander finer, adept, bcr, jogeir, antibyte, elmore, mozell, felix and everybody else from the scene i had the pleasure to have met or got to know...

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