ne7 (Napalm, Rebels, Scoopex, Triad) (28.05. 2007) (survey) musician, ascii-artist, graphician

ne7, Mon 28 May 2007

Survey of ne7

Job: musician, ASCII-artist, graphician

Survey submitted: Mon 28 May 2007 - 02:06:44

Handle, ex-handle(s):
ne7 ex: yojimbo, jimbo, y0j

Name, birthday, origin:
andy, 14/11/77, uk

Group, ex-group(s):
current: napalm, rebels, scoopex, triad
ex: creators

What was your first group, your role in that group and what did that group produce?:
napalm - role was music and pissing around trying to help hack things (the other lads were much better coders hehe
we did a lot of h/w hacking esp. on PSX. greets lads!

What motivates you to spend time for the scene?:
its nice to be creative. screw watching tv. etc.

What is your favorite color?:
blue, no green - arrrrrrrhgghghghghg

On what platform(s) did you begin your computing journey, and when was this?:
jupiter ace, 1982/1983? i think. my dad got me that and frogger - amazing what those coders could fit in 1k!!!!

What platform(s) do you use now?:

c64 / PC / SNES / GBA / DS / NGPC / PSX

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

dope soundtrack by Jugi/complex. its insanely hot.

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

i'm quite fond of a lot of the art in 3d Demo II by Anarchy on the amiga, next to that probably a lot of the stuff 2flower has done in triad demos is nice!

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

probably a toss up between fruity loops and modplug atm - which is weird coz i was using cubase loads. its just such a pain to set up all the time. better to have immediate tools. oh i use Goat-tracker loads too

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

meh thats a hard one - i try not to emulate anyone really i'm fond of the work of the bbc radiophonic workshop and musique concrete'...

Do you play any instrument? Which?:

i'm a classically trained singer

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

hmm - hard to say - erm... probably one of the firsties we did with sound - like the ps2 demo or the NGPC demo for napalm - knowing you are the first homebrewers to get a sound out of something is quite satisfying. following that - probably Sphaeristerium / Triad or Beatnik / Triad (my music disk) which were AWESOME fun to produce.

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

intro: paranoimia one on the amiga or censor dancing circles on snes

megademo: mental hangover on amiga

retrogame: tetris (the arcade)

musicdisk: memorial songs or tinnitus's c64 one - as far as the eye can see

diskmag: jurassic pack and vandalism news and Attitude

wilddemo: anything on snes

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

i love minimalistic stuff

not so keen on all the joke crap thats seems to be flying around, if u are going to do a joke demo at least make it funny ffs...

people should be doing more ascii releases and chiptunes dammit

glenz vectors; there ARE NOT ENUFF OF THESE ANYMORE. they are pleasing to the eye

fucktros are an important part of the scene see the old paradox one for a good example. just try and do it with some class

What percentage of modern demos are 3d flybys?:
70%

What percentage of older demos are the same effects recycled?:
50%

What platform(s) needs more demos?:
Snes

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.:
Breakpoint 08, Assembly 07, X 2008

How did the scene alter since you are taking an active part in it? Can you explain why?:
didnt change a massive amount - mostly just got easier to reach people at any time easily and cheaply without spending mega money on phone calls

What are your dreams/goals in life, did scene help you and have you achieved them yet?:
yes the scene helped me realize my dream/goal of doing commercial music...

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.:

aBHO, aLEKSI, aLIEN^ANTITRAX, b, bARIUM, bRAINWALKER, cUPID, dALEZY, dANZIG, dCMP, dEVISTATOR, dIPSWITCH, dMG, dRAX, eVILPAUL, gH, gLITTERMOUSE, gOTO80, gROEPAZ, hOLLOWMAN, iNTENSITY, iOPOP, jEFF, kEIT0, kROM, mAALI, mETEORIK, nIGHTSHADE, nUP, pROTEQUE, pUTERMAN, pYROMANIAC, qUANG, rEED, rOTOX, sIMONB, sMASH, sTINGRAY, tAO, tAPER, tDK, tMR, tWK, tWOFLOWER, vOUCK, wK, yOP, zABU aLL iN oR eX. bITFELLAS, nAPALM, rEBELS, dRIFTERS, sCOOPEX, tRIAD aND yOU!

Insert ASCII of your nick, group, or similar here: wrap in to get a proper font:

will do soon

_____ —— –

ne7/napalm ^ rebels ^ scoopex ^ triad

http://ne7.untergrund.net

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