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gkmotu (Xtacy, Titan) (17.06.2007) (survey) graphician, musician

gkmotu, Thu 21 Jun 2007

Survey of gkmotu

Job: musician, graphician

Survey submitted: Sat 16 Jun 2007 - 13:14:03

Handle, ex-handle(s):

gk,gatekeeper,gkmotu,ut,utomkg

Name, birthday, origin:

Mads Dr øschler, 6th July 1975, Denmark

Group, ex-group(s):

Xtacy,Titan

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

Musician - we did demos

What motivates you to spend time for the scene?:

creative work

What is your favorite color?:

What ever fits the output

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

c64 in 1989

What platform(s) do you use now?:

pc,windows



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

Iamyou Orange - 64music somewhere mid 90's

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

Ive just began to work with DAIM one of the worlds best Graffiti artists, we work on a music video I will do 3d video and music for.

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

no comments

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

Get the idea first. then start model in zbrush/3dsmax, then concept start to take form, i normally use several passes to render out and composit in Fusion 5, photoshop sux for some keyparts here. then move it to photoshop and finalize.

I use alot of other apps to get intergrated, like vue,topmod and other apps. I use BRazil r/s 2. whihc is a highend renderplugin...not to mistaken with the common mans faulity vray.

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

Artrage 2, 3dsmax, topmod, Boujou, Zbrush, ph0toshop, After effects, Fusion 5. I use then because they do what I need to do and want to do.

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

I do several sketces from now and then. Especially when we do a script for film and animation etc.

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

the 3 demos from Xtacy was most fun because we were a team sitting next to eachother doing it...all 3 at party place.

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

Iamyou - Orange

What percentage of modern demos are 3d flybys?:

40%

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

90%

What platform(s) needs more demos?:

PC

Which parties do you intend to go to, and which parties would you like to go to? Please describe your personal experiences



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with your most favourite or impressive party you have ever been at.:

Breakpoint 08

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

the old guys (lots of em younger than me) that has been around for some time sadly gets cocky cus they had a minimal spark of success..thats just to sad.

The demo scene all in all hasnt changed alot, we still do the same stuff just with better gear.

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

I want to work with film /3d and continue to release my music via Waner Bros that ive done for the last 10 years.

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.:

Greets goes to the old group Xtacy i was in first time.

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