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Blaizer (The Silents) (00.00.0000) musician

Blaizer, Wed 11 Jul 2007

Interview (MediasRes) of: Blaizer/The Silents

Handle:

Blaizer

How did you come up with your alias ?

Well, from what I recall its from the good old c-64 game Trail blaizer.

City / Country:

Gothenburg, Sweden

Born year:

1971

What was your first computer, and when did you get it?

Commodore vic-20, and its such a long time ago that I have a hard time to remember when, but I would estimate that I was around 10 years old.

How did you get into the scene and what groups have you been a member of ?

I got into the scene via a guy that I used to swap games with on the Amiga. The groups name was Ninja force (hehehe) and I got a position as a musician. As time went by, the name Ninja force seemed a little lame, so they changed it to Top swap (it's quite embarrassing, but what you have to know is that I didnt have any influence in any of the names.). Suddenly one day a person from Silents called me up and tried to make me a member, and so it happend. Then time went by and we made a few demos, and we started to get ourselves a good name. And after a while we attached a dansih section to Silents, and they turned out quite good, making demos like Hard wired, Global trash ect. At the same time the swedish division was lacking ambitions so we decided to shut it down for a while. At the same time I joined Fairlight, witch lasted about a year. The Silents raised from the dead and I wasnt slow to join again. Then time went by and we started to make games.

What was the proudest moment in your career ?



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It must have been directly after making the music for Pinball Dreams and seeing it on every monitor at one of the big parties in those days. A tremendous feeling!

For what specific reason(s) do you think that you are remembered ?

Probably because of the pinball series

?!

What would you like to be remembered for ?

Just that!

What made you stop the scene activity ? (and do you remember when?)

As the games took up so much time I had to slow down my activity on the scene, but I didn't quit making music on the Amiga for fun though, just in a slower phase. My active time must have ended 1993 or so?!

Thinking back on the good old days, is there anything you regret?

Not really, but I should have started to mixturing with Syntersizers a little earlier than I did, but I could not afford it.

What was your favorite

GAME(S)

Sega Rally, R-type, Sub Terraania, and a lot of race and shoot 'em' ups.

DEMO(S)

It must have been Enigma in the old days and some other that I can't remember the name of.

PROGRAMMER(S) (OR PROGRAMMING TEAM(S))

Fairlight, Silents.

CRACKER(S) (OR CRACKING GROUP(S))

Classic, Ringo Starr. (kick ass cracks.)

OVERALL GROUPS :

Of course Silents (a bit hard to be objective)

COMPOSER(S)

Tim Follin, Cris Hulsbeck, Rob Hubbard and of course a few of the new talents.



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BEST COMPOSED TRACK(S)

Game music for led storm on the Amiga.

EVENT(S) (E.G. COPYPARTY)

Silents - Red sector party in glostrup halle in denmark summer 1990

MEMORY(S)

When we won a demo competition with a wireframe vector scroll. or the all a round the clock partys in Amimal's summer cabin (internal silents conferences) hehehe, not very productive.

DRINK ?

Must be one of my own, which doesn't have a name.

What are you doing nowadays ?

Im working as a inhouse house music and Sfx developer at Bonnier digital illusions.

What are you doing on your spare time?

I write music for my own enjoyment, go to cinemas, travel, spend time with my girl friend, read books and of cause party.

Is there anything you'd like to say to the public (read: admires)

Watch out for our new games!

What is the meaning of life?

Try to do the thing that make you happy.