



Willbe (10.09.2007) (survey) musician

Willbe, Sun 21 Oct 2007

Survey of Willbe

Job: musician

Survey submitted: Thu 18 Oct 2007 - 11:42:07

Handle, ex-handle(s):

willbe (will_be, will-b)

Name, birthday, origin:

william lamy, born july, 20th of 1975 in france

Group, ex-group(s):

cocoon, orion, osmium, skytech, theralite, language lab

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

it wasn't really a group, but a crew that issued only one production. i've been "hired" by mandrixx for making the "sparks" soundtrack, with the gfx-maker flan.

What motivates you to spend time on the scene?:

meeting impassioned, talented people, fond of computer arts like i am.

What is your favorite color?:

i don't have any, really

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

amstrad cpc, but it sucked. my first nice tool was a pc 486dx33 with a 8bit mono soundcard.

What platform(s) do you use now?:



http://www.bitfellas.org/e107_plugins/content/content.php?content.633

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macbook

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

it's always changing with time. i was a big fan of hunz "volume" and "ocean from rain", now i'm more into mortimer twang's new projects, like glenny417 - cutting out.

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

i love watching acet1 pixelling realtime.

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

reason. simple, fast, straight, mighty, never crashes.

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

pink floyd, bowie, radiohead, bjork, mr scruff, ravel, dj shadow, depeche mode

Do you play any instrument? Which?:

drums, bass, keyboards, a little guitar

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

any demo i worked for. it's always a bliss to make music that will fit visuals, and it also means working with great code and gfx talents that are great friends too.

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

nonstop ibiza experience by orange, aether by mfx, ix by moppi

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

i tend to hate "false oldschoool" and "just for fun" productions, because it's often a pity excuse for lazyness and crappy result. i don't really have any preferred demo style, since it's interesting, it's good.

What platform(s) needs more demos?:

all of them ! more demos in every way !

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 attend less parties than in the past, now i have a kid. but it's always delightful to go for it again, even once a year. bringing a tiny laptop computer, enjoying the party with longtime friends, competing with a fresh production, performing some electro live act... bliss.



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

the scene became more and more "connected" since the internet explosion. now everybody meets at pouet.net, and share their feelings, lovings, fuckings about everything. it may be more crude than in the past, when we didn't know our heroes at all.

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

i'm in the process of becoming a profesionnal musician. no need to tell how much demoscene and trax-scene did kick my ass for this.

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.:

greetings to everyone, really !

Insert ASCII of your nick, group, or similar here:

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