



Lug00ber (Boozoholics, Kvasigen, Spaceballs) (21.11.2007) (survey) musician

lug00ber, Wed 19 Dec 2007

Survey of lug00ber

Job: musician

Survey submitted: Wed 21 Nov 2007 - 16:36:17

Handle, ex-handle(s):

lug00ber, g00ber, baltikum

Name, birthday, origin:

Ola Christian Gundelsby, 10. May 1980, Norway

Group, ex-group(s):

Boozoholics, Kvasigen, Spaceballs, The Silents, Syn[RJ], Synthetic Minds

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

I was in a netmusic group called Synthetic Minds in 98-99, but my first real demogroup was Kvasigen. In Kvasigen I did music, and occasionally a bit of code, mostly for the first textmode demos we did.

Textmode :V by Kvasigen

What motivates you to spend time on the scene?:

To do productions, and see my music being used for something else than just lying around. I love working with people who work hard and are good, like for instance the Portal Process-guys. Doing a demo together with a person like Navis would probably be the ultimate for me as a musician in the demoscene, since I would know (and be motivated by) that the result would turn out good. Apart from that I have a love for demos, weird computer stuff in general and beer. But it's the demos itself that motivates me to be a part of the scene, the friendship and fun parties are a bonus. The exception is my time in The Silents, where friendship was more



http://www.bitfellas.org/e107_plugins/content/content.php?content.637

Page 2/5

important that productions by far. Big up

What is your favorite color?:

Blue

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

Atari ST, in 1990. I played games, read scrollers in the menus and did music in Noisetracker. I tried to code some small routines in STOS (the ST equivalent to AMOS), but never really made anything of it.

What platform(s) do you use now?:

I've been exclusively on the PC since 1994, but likes to do music for other platforms (mainly Amiga, due to my Spaceballs membership).

Hog by Spaceballs

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

I like almost everything made by Little Bitchard, so something by him I guess. Into the unknown by Keith303 is an old favorite of mine, and probably the most influential track inspiring me to do drum & bass productions myself.

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

The long sidescrolling picture in Propaganda is really nice.

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

Cubase on the PC. I've been doing the rounds with 4chan tracking, multichannel tracking, Reason, various custom demosynths, but Cubase is powerful enough to let me do what I want.

I've always used the tools available to me that let's me work as freely as possible, and don't really have any nostalgic interest in older tools for the sake of being old. I just want to do the best music I can, with as few restrictions as possible.

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

I usually cite The Prodigy (Liam Howlett), which was a huge inspiration for me early in my "career".

Do you play any instrument? Which?:

I can play a little bit of guitar, some piano and harmonica on a good night.



http://www.bitfellas.org/e107_plugins/content/content.php?content.637

Page 3/5

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

Meet the Biots by Portal Process. I made the tune together with OptimizE over a period of three months, and was really happy with the result. It was very rewarding to work with Svok, Sam and Snarling because of their professionalism and because I like what they do. It's a good feeling to work hard, strive for excellence and knowing that the other people involved in the production has the same goal and attitude. I really liked the demo, and so did the audience at The Gathering. That sums up all I want for a demoscene production I'm taking part in.

Meet the Biots by Portal Process

On the bit less serious side I love doing textmode demos together with Eladamri^Kvasigen, because we have a lot of fun when we're making them and because he's a good friend which I like to be around.

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

There's obviously a heap, but a few favorites are The Pandemonium Demos by Chaos (the group, not the coder) on the ST, Edge of Forever by ASD, Variform by Kewlers, Planet Potion by Potion, Twisted Chipster by Fairlight, Chaos Theory by Conspiracy and uhm.. well, the list goes on. Check my thumbs on Pouet

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

There's really nothing to discuss. People should do what they want to to, produce what they want to produce and vote for what they want to vote for.

It's obviously clear that there can never be enough textmode demos though.

What percentage of modern demos are 3d flybys?:

I don't care as long it's cool.

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

I don't care as long it's cool.

What platform(s) needs more demos?:

All platforms need more good demos.



http://www.bitfellas.org/e107_plugins/content/content.php?content.637

Page 4/5

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 generally don't go to parties outside of Norway, mostly because of laziness. I never had any desire to go to BP for instance. Going to a party just to sit around drinking beer while sceners tell stories isn't really my idea of a fun demoparty. I prefer to actually do something at a party, preferably producing a demo of some kind, and it's a bit impractical to transport my home studio to another country for a weekend

I'd like to go to ASM once, if I had a good production to contribute for the party.

Perhaps I'm just a bit antisocial

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

My main concern has been the norwegian scene, which mostly lay dead when I became more actively involved. We did some good work in 2001 and 2002, promoting #scene.no and the norwegian demoscene to everyone that would listen. At the time, the most important task was to get some recruitment, and start a new community for those of us that didn't have any connections to the established scene at the time.

Me, kusma, Gloom, Concrete, Silmaril, the TG democrew and various people on #scene.no worked hard to recruit new members, tried to get some life back into the demoscene at The Gathering again. Also, Slummy, Arcane, people from Nocturnal and old #daskmig-idlers came in and (as Slummy would probably put it) taught the newskoolers about the scene in general. Then through parties like Kindergarden and Solskogen the newskoolers and oldskoolers met, and we all became one big happy family (sort of). I'd like to think I was a part of that last norwegian revival, which amongst other things produced or nurtured groups like Outracks and Playpsyco, and hopefully inspired some of the oldskoolers to come back from their lurking in the shadows again

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

The scene has been an important part in my development as a musician, taking my tracks outside of my room and put to use. It's inspirational to have something to produce music for. Apart from that I've met people I wouldn't meet if not in the scene, which in turn again has provided inspiration and feedback further improving my 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.:

All #scene.no people from they early heydays, the norwegian sceners, all Solskogen and Kindergarden attendees and organizers, TG democrew, the people I met in The Silents (especially Barock, Thuglife and Bass), Spaceballs (especially Slummy and Menace), Kvasigen, Excess, Nocturnal, Ephidrena, Arcane, Leia, Fairlight (especially Reed, MaktOne and Pantaloon), Keops^EQX, Ephidrena, Portal Posse, runehol, Outracks, Playpsyco, Nazareth and all people who said something nice about my music or me at some time

My demoscene music is available for download from my website, <http://lug00ber.m0f0.net/demoscene/>

(C) by

www.bitfellas.org

- ask us for



http://www.bitfellas.org/e107_plugins/content/content.php?content.637

Page 5/5

permission