



CONS (Panic, n-Factor, Diabolic Force) (09.01.2008) (survey) musician

CONS, Tue 15 Jan 2008

Survey of CONS

Job: musician

Survey submitted: Wed 09 Jan 2008

Handle, ex-handle(s):

CONS (earlier with . between the letters)

Name, birthday, origin:

Raphael Ludwig, 16.10.73, Germany

Group, ex-group(s):

Panic, n-Factor, Diabolic Force

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

My first group was PANIC. I was a musician there and i think everybody knows what we did, producing Intros and Demos of course. Actually Virgill (early Dr. Hradcrash) brought me into PANIC.

What motivates you to spend time on the scene?:

I very much like the friendship thats all around it and the hanging out together, drinking, although i don't to that much lately, coz i am in no group actually (2007). And of course i want to be part of the demoscene as a musician.

What is your favorite color?:

black

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

My journey started on a C64. By the time i got that machine, i wasn't even able to load the directory of a disk . I spent much time with



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it and started with some basic programming and later ended up coding in assembler and using future Composer to make a few tunes for my coded intros. I tried coding on an amiga later on, but the great possibilities of the amiga in making music got me and i stopped programming.

What platform(s) do you use now?:

Nowadays i only use a PC with the usual stuff.

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

Actually its Virgills contribution to my latest movie and the KML Stuff we are doing together. The first one, because the tracks fit soooo well and the second because its soo muc fun to do

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

Actually i don't know much non scene gfx from sceners. i like the graphics Helge has done for our tabletop game very much.

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

I am totally stuck on cubase, because it offers me all the possibilities i need for creating music and post-producing audio from my movies.

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

Quite a few i would say. The ones that influenced me most are: Janus, ASP, Persephone, Bad Religion.

Do you play any instrument? Which?:

I did play the drums when i was younger, but nowadays i am only able to play some powerchords on my guitar

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

The most exiting project of my life was of course my last and first full lenght movie, because it combined all my creative interests and skills, like writing, directing, camera, design and of course composing a part of the soundtrack. Also it was the most exiting, because i was very much emotionally involved in it. Another project i like very much are my latest compositions where i for the first time used female vocals. Its exiting!

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

I must say, i like the old ones very much, like the early TSL and Anarchy productions. There was no problem with compatibility and such stuff like nowadays, when i'm not able to watch the latest demos at all. Today, the farbrausch demos and intros impressed me most, because of the brilliant desing and unbelievable "crunching a world into 64k" ability.

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

Demos i do like, cracktros i do like, fucktros i don't like, joke demos i don't like, lamers were we all at some point in some way. compo



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winners sometimes do not deserve to win, from my point of view, demotools why not!, diskmags i do like, chiptunes i do like, glenz vectors i do like, photoshop i do use a bit, textmode i do not really like.

What percentage of modern demos are 3d flybys?:

cannot say, due to the fact that i cannot watch all of them. maybe 25% !?

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

I think a lot, but that does not matter for me as long as they are very much watchable and have a good design.

What platform(s) needs more demos?:

I have no opinion on that point. Maybe every platform ?

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 would like to go to breakpoint and others around here to compete in compos and to find me a group to join. The most impressive party i have ever been was "The Party 1" in Aars Denmark in...maybe 1991? Where i watched Odyssey and Hardwired and other great demos on a bigscreen and was simply blown away. I like to remember the D-Mob crew who carried in their whole living room furniture and their own huge stereo system. 3 Days without any sleep..i couldn't get some although i tried, so i stayed awake the whole time. It was so great to meet all the guys there. ober 1000 people partying and not a single fight. GREAT!

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

It expanded in all directions and the quality standards are much higher nowadays than they were in the early 90ies. Its more competition in the new generation than friendship i think, but maybe i am wrong there.

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

I archieved a lot of my goals. Having my music on CD was one, making a full length movie i also realised. But the scene did not help in any way, because i haven't had the possibility to be active all the time.

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 a few people i know:

first of all, Virgill, who is a great friend to me for so many years now and i hope that will last for many years to come.

other guys i like to greet are Warhead and all the ex Panic guys like Lynxx, Foxx, Sniper, Juggler, Flagg, Thrasher, Piranha, Dust, Jesus

Poldi (Blackthorne!?)

Hellfire, who was very friendly to me the time i was in n-F,

Crown



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