



Pohar (Hardread, Rebels) (21.01.2008) (survey) coder

pohar, Tue 22 Jan 2008

Survey of pohar

Job: coder

Survey submitted: Mon 21 Jan 2008

Handle, ex-handle(s):

pohar

Name, birthday, origin:

Sz. Helf

1979.may.30.

Hungary

Group, ex-group(s):

HARDREAD

Rebels

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

I have founded HARDREAD as a coder, and we made some "wild compo movies", then demos/intros.

What motivates you to spend time on the scene?:

I enjoy creativity, teamwork, getting feedback at forums and see my releases at the bigscreen.

What is your favorite color?:

all the 16M colors (Dutch colorscheme / coders colors)

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



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I got a Spectrum when I was 6.

What platform(s) do you use now?:

I code for Windows/OpenGL and PocketPC/softrender

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

Memories from the MCP

What is your favorite programming language, effect, tool, coder, platform, book?:

prog.language: C/C++

effect: I prefer coder stuff much more than design stuff

tool: I hate demotools

platform: OpenGL

Discuss: your first steps towards becoming a coder, who helped you, what problems did you run into, your first effect, the future of demo coding:

I just started drawing plots, lines and circles with the Speccy

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

Definitely it was the two 4k intros made in a cooperation between Rebels and Auld. We gave a lot of inspiration to each other, and we could always make the intro even better.

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

I don't really have favourites. It changes very fast.

What percentage of modern demos are 3d flybys?:

20%? I don't know.

"Desing intros" are the new "3D flyby intros", I hate them more.

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

dunno

What platform(s) needs more demos?:

PocketPC

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 like small parties, like Hungarian parties.



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Also Kindergarden, which I plan to visit again

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

Around 2000 most of the people made demos. Then they made 64k intro, but recently 4k seems to be more popular.

And also "design intros"

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

yes, my demoscene experience made my find a good job.

I think my demoscene dreams/goals already came true, so it makes me find inspiration harder.

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 to my teammates, BF crew, and all the lovely people at KG

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