

# › DEMOSCENE MEETS SIGGRAPH 2008 ‹

BY AXEL OF BRAINSTORM

The demoscene mag ZINE is proud to announce a very special event at the 35th International Conference and Exhibition on Computer Graphics and Interactive Techniques, better known as SIGGRAPH 2008. As part of the exhibition at the Los Angeles Convention Center the demoscene will have a presence in the form of two demoreels of the finest recent demos. These will play at the 7100 seat Nokia Theatre with the first reel being shown on Tuesday, August 12, 1:10-1:30 pm, and the second one on Wednesday, August 13, 4:00-4:20 pm.

Reel #1 consists of the following productions (group credits listed in brackets): Atrium (TBC & Loonies), Challenger Deep (Traction & Brainstorm), Media Error (Fairlight, CNCD & Orange), Chromosphere (SQNY) and Masagin (Neuro & Farbrausch).

Reel #2 consists of Metamorphosis (Andromeda Software Development (ASD)), Beyond the Walls of Eryx (ASD), Debris (Farbrausch), Route 1066 (UKscene Allstars) and Lifeforce (ASD).

Additionally, a panel discussion has been organized with Academy Award winning visual effects supervisor Kevin Mack of Sony Pictures Imageworks. Kevin was responsible for the visual effects in movies such as Fight Club, Ghost Rider, Big Fish, Vanilla Sky and Speed Racer. Furthermore he made the CG art direction for Apollo 13 and created key matte paintings for The Fifth Element. He is a big fan of abstract art as can be seen from his own experiments into mathematical art at [www.kevinmackart.com](http://www.kevinmackart.com).

"I dig the demoscene because I'm totally into abstract animation and music and clever use of these fancy computing machines," states Kevin Mack. "I first learned about the demoscene from my son, Jon Mack, who is way into all things art and computer. He started showing me demos and telling me about how they were made and a bit of the history of the demoscene. I was blown away by how cool the stuff is and how it's a medium where the focus is the experience of the sound and images rather than a narrative storyline about characters."

In the panel discussion Kevin Mack will be joined by three demoscene luminaries: Inigo "iq" Quilez from Spain, William "s\_tec" Swanson from the US and Erik "Kusma" Faye-Lund from Norway. Each is a well-known and respected demoscene programmer in his own right and all have competed and won at the highest levels within the demoscene community.

"Demo making is a unique and challenging hobby, yet is relatively unknown in the mainstream graphics community," comments William "s\_tec" Swanson of the demogroups Brainstorm & Trailer Park Demos. "Through this panel, I hope to introduce the art and culture of the demoscene to those who may not have discovered it."

Erik "Kusma" Faye-Lund adds: "The inclusion of demoscene material on SIGGRAPH is, in my opinion, purely positive as it begins to create a bridge between the mostly american and very academic SIGGRAPH community and the mostly european very practical demoscene community. I believe that both communities have a lot to learn from each other."

The panel discussion will take place after Kevin Mack's presentation at around 2:45-3:15pm on Thursday, August 14th in LACC Petree Hall D. "I think it would be cool to talk about the creative and the technical process," comments Kevin Mack who is very

much looking forward to this event. "It might be fun to talk about what motivates artists working in a primarily abstract medium, where a narrative is not required or even expected."

From the SIGGRAPH 08 catalogue: "In the Demoscene, artists create huge mind-altering images using tiny file sizes. Combine the images with music and you have a party. Academy-award-winning VFX Supervisor Kevin Mack, whose work is featured in this year's Computer Animation Festival, creates abstract digital math paintings that explore the consciousness that the Demoscene artists alter. His professional and artistic work is based on a wide range of fields, from the mathematics of complexity to neuroscience and human perception. Following his presentation, the talk concludes with a free-form conversation about perception, reality, visualization, and creativity."

A full report about the event, including an interview with Kevin Mack, Inigo Quilez, William Swanson and Erik Faye-Lund and the people behind SIGGRAPH, along with photos, reactions and background information will be published in ZINE 14.

The event promises to show why SIGGRAPH and the demoscene make perfect partners for one another. After all, Kevin Mack's motto is pretty much identical to that of many demosceners: "A

page in history is not what I need - I just want to make some eyeballs bleed!"

So if you're anywhere near Los Angeles at the time, step on the brakes and stop by.

<http://zine.bitfellas.org>

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