

Demoscene

Past, Present, Future

Nightlord

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Demoscene Beginnings

- Crackers in the 80's
- Intros
 - Boasting about the crack
 - Sending greetings to friends
- Swapping
 - People used to mail 5.25 disks around
 - Started to form the community

Intros to Demos

- In time intro effects got more and more complex
- Coders began to focus more on effects coding and a race began
- Intro packs (press space) started
- First demos

Groups and Individuals

- Specialization of individuals
 - Crackers
 - Coders
 - Graphicicians
 - Musicians
 - Swappers (spreaders)
- Later
 - BBS sysops
 - Diskmag editors
- Many Tools by sceners enabled this

Diskmags and Charts

- Community devised its communication channels
- “Fame” started to be officially recognized
- Votesheets and Charts motivated people
- Real competition
- Parties and Party compos started
- Complete subculture with its own terminology and behavioral patterns:
 - Elite and Lame, World records, World first’s, Wars, alliances, quits and comebacks

Demos In Time- Rasters

- Raster Interrupts: the roots
- The Text Scrollers. Another main communication channel
- The logos
 - 3 color char logos
- The crunchers helped

VIC Hacks

- Started to play with VIC registers on every raster line
- Timing of instructions became important
- Open Borders, Stable Rasters
- "Bad Lines" understood, FLI...
- FLD, VSP, Stretchers, Tech Tech etc.
- Great Looking Effects (mostly 50/60 fps). Still a major school of coding.
- Can be too C-64 specific.

Math Coding

- Plasmas
- 3D Vector Effects
 - Dot Vectors
 - Line Vectors (Ghost Vectors)
 - Hidden Line Vectors
 - Filled Vectors
 - Shaded Vectors
- RayCasters (DOOM)
- Map Sliding (Tunnels, Scrollers)
- Bump Mappers
- Sometimes Low resolution and low frame rates
- General SW effects. Non C64 people can enjoy them

Design and Synchronization

- Press Space to Trackmos (Amiga)
- Design of effect pages improve
 - Graphicians improve
- Synchronization of music and Effect fade in/out improves the “wow factor”
- Full screen graphics become integral part of demos

Concept and Art

- Some demos followed storylines
- Certain messages
- The technical components are less important than the overall coherence of the demo.
- Lots of bad examples: “the scene poetry”
- An area to explore...

Today's Scene- Internet

- Scene Lives around internet now
 - Irc
 - News Portal: <http://c64.sk>
 - C64 Scene Database: <http://c64scene.net>
 - NTSC scene: <http://drivenonline.org>
 - Pouet: <http://www.pouet.net>
 - All Demos: <http://c64.ch>
 - Also check NightBlog: <http://nightlord.dr2.net>

Diskmags

- Diskmags are still very important
 - Vandalism News
 - Driven
 - Nordic Scene Review
 - Game Over(view) ←----- Great Mag
 - Scene World
 - Arachnophobia

Parties

- Floppy
- LCP
- Breakpoint
- Forever
- Willow
- Primary Star
- 7dx

Activity Numbers

- Demos in last 10 years. Steady activity

Y	96	97	98	99	00	01	02	03	04	05
D	164	168	133	112	106	115	129	120	120	54

- Diskmags in last 10 years. Internet is changing the communication channels

Y	96	97	98	99	00	01	02	03	04	05
D	119	128	91	45	29	28	49	33	35	22

Making Demos Today

- Advanced Cross Development Possible
- Emulators
 - Vice
 - CCS64
- Cross Assemblers
 - ACME
 - CC65 (CA65/LD65)
 - 64TASS
- Side Tools
 - Pucrunch
 - GNU Make

Graphics and Music

- <http://www.fairlight.to/tools>
- Many gfx editors, font editors, sprite editors, converters
- Music editors
 - Goat tracker
- Be careful with gfx and music cross development. Always check with real hardware at the end.

Open Discussion or Questions

- The trends in demo making
 - Art vs technical...
 - Party Compos...
 - Reaction channels...
- Diskmag Editing today
 - Loss of news and charts chapters...
 - Non C64 related chapters...
 - Regular releases vs size...

THANK YOU