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magazine



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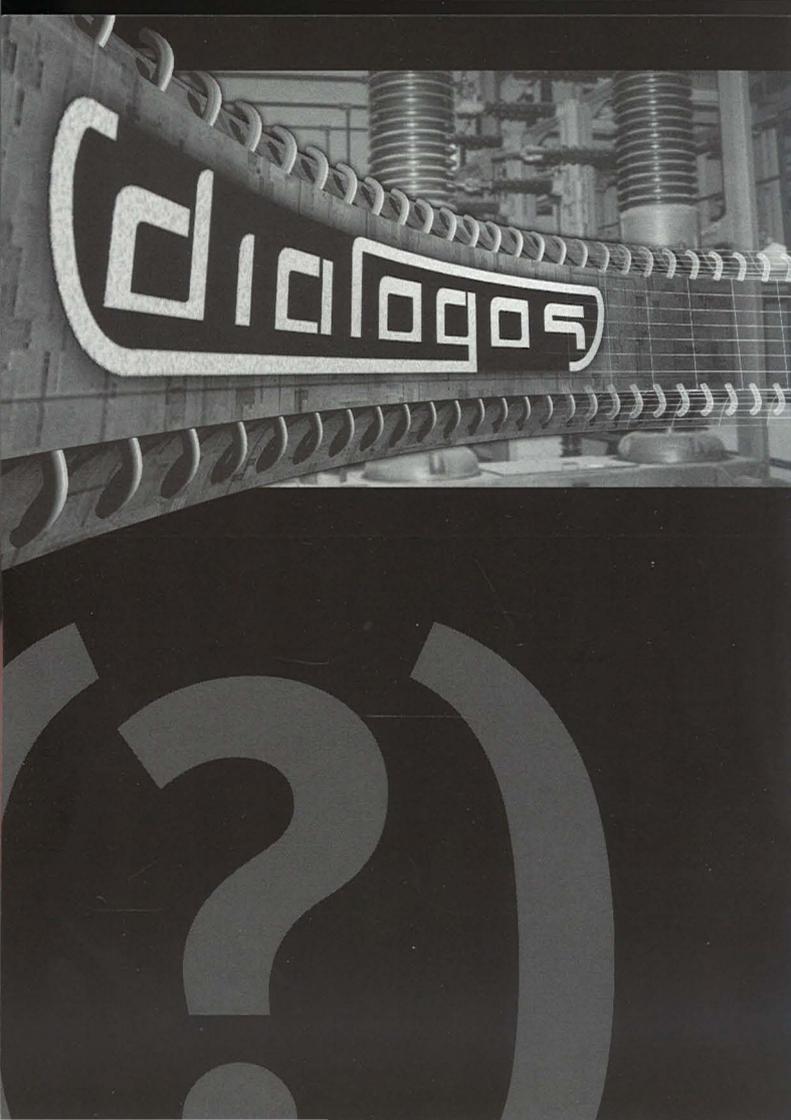
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**Welcome to the Dialogos 99!**

While organizing the event together with the cultural department of Jena, we always had the aim in mind to provide our visitors more than just a "normal" demoparty.

This small booklet will give you an overview over all the events of the Dialogos 99 festival weekend, as well as the competition rules, an interview with Digisnap/Matrix and other interesting articles.

Friday night, we will show a movie and a collection of the best demos of the

last decade in the mainhall. In the music hall with its extraordinary atmosphere, there will be a Dark Underground-Techno Event with E.B., Mule, m:bass:y and Matthew Gerich/Distillery Leipzig.

Saturday there will be a Breakdance Show in the mainhall at 15:00 CET, and at night all the demo&intro competitions will be held. For the time between and after the competitions, there will be a groovy New Jazz, Freestyle, Triphop & Deephouse event with Formation RG3/MDR Sputnik Clubzone in the music hall.

Besides, there will be DJ livesets, more competitions and other entertainment in the mainhall, where you can also buy fresh draught beer and get free coffee and snacks.

Have a good time at your party!

Willkommen auf der Dialogos 99!

In der ganzen Vorbereitungszeit hatten wir, die Organisatoren in Zusammenarbeit mit dem Kulturamt der Stadt Jena, das Ziel, unseren Besuchern mehr als eine "normale" Demoparty zu bieten. Dieses kleine Party-Magazin gibt euch einen Überblick über alle Events am Dialogos 99 Festival-Weekend, sowie die Regeln für die Competitions, ein Interview mit Digisnap/Matrix und andere interessante Artikel.

Freitag nacht in der Haupthalle zeigen wir einen Film und eine Auswahl der besten Demos des letzten Jahrzehnts. Im ausgefallenen Ambiente der Musichall findet ein Dark Underground-Techno Event mit E.B., Mule, m:bass:y und Matthew Gerich/Distillery Leipzig statt.

Samstag um 15 Uhr gibt es eine Breakdance Show in der Haupthalle, und in der Nacht zum Sonntag finden die Demo&Intro-Wettbewerbe statt. Für die Zeit zwischen und nach den Competitions gibt es einen groovigen New Jazz-, Freestyle-, Triphop- & Deephouse-Event mit der Formation RG3/MDR Sputnik Clubzone in der Musichall. Darüber hinaus gibt es rund um die Uhr DJ livesets, weitere Wettbewerbe und Unterhaltung in der Haupthalle, wo man auch frisches Bier kaufen kann sowie als Teilnehmer kostenlosen Kaffee und Snacks bekommt.

Viel Spass auf eurer Party!

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General Rules

Everything that violates German or international law will not be tolerated.

This includes:

spreading illegal software or racist material using and selling drugs
damaging the hall or other people's property stealing fighting and
using weapons

The organizers have the right to remove anybody who ignores the party rules. Although we try our best to protect you and your equipment, the organizers can not be held responsible for any damage of your property and health. Please note that alcohol is allowed inside the hall and being drunken is no crime, but if you can't control yourself anymore and start damaging things or disturbing people, you will not be tolerated anymore. Please don't disturb the competitions and bigscreen presentations with loud music or laserpointers. To avoid power drop-outs, you should by all means not use any microwave ovens, refridgerators and other high-power equipment. Eating, Drinking and Smoking is not allowed in the sleeping hall. We think those rules are not too restrictive, and normal party people won't have any problems with them.

Please respect them and have a good time at Dialogos 99!

Timetable

Friday	12:00	Doors Open
	20:00	Opening Celebration
	22:00	DJ Liveset
	23:30	Video
<i>This evening, there will be a Dialogos Techno Party in the seperate disco hall. It will start around 23:00.</i>		
Saturday	01:00	2nd part Of M.Menz's Democollection
	02:30	DJ Liveset
	08:00	Deadline: All Fun Competitions
	10:00	Fun Competitions
	12:00	Deadline: All Music Compos
	13:00	DJ Liveset
	14:00	Deadline: Graphics Compos, Wild Compo
	15:00	Breakdance
	16:00	Fourchannel Competition
	17:00	Raytrace Competition
	18:00	MP3 competition
	20:00	Deadline: All Intro Compos
	20:30	Graphics Competition
21:30	Multichannel Competition	
22:00	Deadline: Demo Compo	
22:00	4kb Intro Competition	
23:00	Wild Competition	
Sunday	01:00	64kb Intro Competition
	02:00	Demo Competition
	08:00	Deadline: Voting
	10:00	Price Ceremony
	12:00	Official End

General Competition Rules

The authors of a production must hold all Copyrights of the material used therein. Contributions that violate German or international law will be disqualified.

The organizers are allowed to spread all contributions using the LAN and the Internet.

Contributions must be handed in on DOS/Windows formatted 3.5" HD disks or CD-R. Wild Compo entries may also be submitted on VHS and S-VHS tapes.

Contributions must be submitted before the deadline of the respective competition (see the party timetable for details).

Only one entry per person or group is allowed in each competition. Hardware and Software Details.

This is the official competition machine:

Pentium II 350 MHz

128 MB RAM

Gravis Ultrasound 1MB and SB AWE32

TNT2-based graphics card

allowed operating systems are: MS-DOS 7.0, Windows 95 with DirectX

You must not use a video resolution higher than 1024x768.

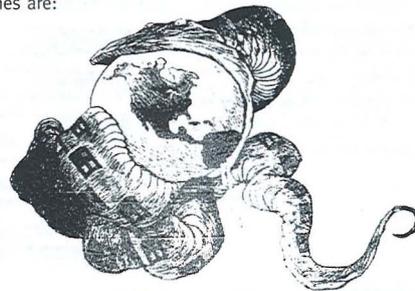
We will try our best to make your contribution run on the compo machine.

You can test your production before submitting it.

Deadlines

If you want to take part in a competition, you must hand in your contribution at the infodesk before the respective deadline.

The deadlines are:



- Saturday 8:00 CET: *All Fun Competitions*
- Saturday 12:00 CET: *Multichannel Music Competition*
Fourchannel Music Competition
MP3 Music Competition
- Saturday 14:00 CET: *Pixel Graphics Competition*
Raytraced Graphics Competition
Wild Competition
- Saturday 20:00 CET: *64k Intro Competition*
4k Intro Competition
- Saturday 22:00 CET: *Demo Competition*
- Sunday 8:00 CET: *End of Vote-Collection*

Competition Rules

PC Demo Competition Rules

Maximum (unpacked) filesize is 6MB
Maximum running length is 15 minutes
Your demo must have SoundBlaster support

PC Intro Competition Rules

Maximum filesize is 64 KB
Maximum running length is 10 minutes
Please try to hand in a version with SoundBlaster support as well.
This version can of course be bigger than 64KB

PC Intro Competition Rules

Maximum filesize is 4KB
Maximum running length is 5 minutes
Sound is allowed

Pixel Graphics Competition Rules

All formats displayable by SEA are allowed
Maximum resolution is 640 x 480
Scanned pictures are not allowed

Raytraced Graphics Competition Rules

All formats displayable by SEA are allowed

Multichannel Competition Rules

Maximum filesize is 1MB
Maximum running length is 4 minutes
All tracker formats are allowed (the respective tracker will be used for playback)
Compression is not allowed

Fourchannel Competition Rules

Maximum filesize is 1MB
Maximum running length is 4 minutes
Song must be in original .MOD format (4 channels)

MP3 Music Competition Rules

Maximum running length is 4 minutes
The latest version of WinAmp will be used for playback

Wild Competition Rules

Everything is allowed as long it is completely made by you: Films, Animations, Music Clips etc.

Animations, Music Clips etc.

Entries must be handed in on VHS or S-VHS tape
Maximum running length is 20 minutes

Surprise Competitions

The deadline for all Surprise Competitions is Saturday morning at 8.00 CET.

Surprise Coding Competition

This time, the actual focus is not size-optimizing. Just like in the demo/intro competition, the visual appeal of your productions will decide about its ranking.

The aim is:

Code an effect that is based on a particle system!

You may not use more than 128KB of disk space for your production
Hardware and software specifications are the same as for demos and intros

You may not play sound in your production

What you display is up to you. Think about the endless possibilities like Explosions, fireworks, smoke, galaxies, planet rings, waterfalls, clouds... Of course you can add extra special effects to your presentation, like lensflares, morphing, interaction of particles with something, image filters...

Surprise Music Competition

The task is to track something with a fixed set of samples.

The challenge is that we only provide drum- and percussion samples, but not electronic ones.

So you should make something really rhythmic that has some relationship to ancient tribal dances.

you may only use the samples we provide

you may not edit the samples except for envelopes

you can get the samples either from the network or at the infodesk.

Surprise Graphics Competition

The task of the Surprise Graphics Competition is to make an advertisement poster. The product you have to promote in a modern way is one of the older computers: the legendary C64! To honor the roots, we have chosen this machine. Try to convince potential customers with your poster, and make them buy a C64!

"poster" doesn't mean you have to print anything. Just make a picture in a format displayable by SEA you may freely choose the resolution for your picture, but don't exceed 1024 pixels horizontally and 768 pixels vertically we'll show the poster with the right aspect ratio (i.e. not scaled to fullscreen)

You can use some C64 picture material, available from the party network or at the infodesk, but you can also scan raw material and use selfmade photos and raytraced images. All techniques and software tools are allowed.





Doing Fast 24 bit Gouraud without MMX

In this article, I'm gonna talk about a really pretty method to do fast 24 bit RGB shading, without using MMX. Let's get directly into the subject: how would you do 24 bit gouraud shading?

METHOD 1....slow and easy

You have your color values (separately R, G, B) in 8.8 format, your color slopes (for R, G and B) in that same 8.8 format, and with this you can code a very easy routine. Here is some C code, that draws a gouraud shaded scanline:

```
// sr,sg,sb : current color values (red, green, blue) in 8.8 format
// slr,slrg,slb : color slopes (red, green, blue) in 8.8 format
void interpRGB_m(unsigned int *m,int xsize, int sr,int sg,int sb, int slr,int slg,int slb)
{
    m+=xsize;
    for (int x=-xsize;x++;) {
        // put the three components in a single 32bit value
        *m = ((sr&0xff00)<<8)|(sg&0xff00)|(sb>>8);
        m++;sr++; // increment current RED color (8.8)
        m++;sg++; // increment current GREEN color (8.8)
        m++;sb++; // increment current BLUE color (8.8)
    }
}
```

This method is fairly easy but not very fast. Too many shifts and ANDs, plus a lot of values to keep around, and so on. Crappy.

METHOD 2....fast and easy

We come now to a more intelligent method. Here we try to do some things in parallel: since we use 8.8 for color and slope, we can use a 32 bit register to handle two colors at the same time! So why not interpolate Red and Blue in the same register (Green will remain alone)? This will surely help in getting a more optimized inner loop.

Graphically we will have (integer parts in capital letters)

```
Color values: RRRRRRRRrrrrrrrrBBBBBBBBbbbbbbbb
Color slopes: RRRRRRRRrrrrrrrrBBBBBBBBbbbbbbbb
```

Here is some code to help you out (always the same scanline drawing routine. same parameters)

```
void interpRGB_m2 (unsigned int *m,int xsize, int sr,int sg,int sb, int
slr,int slg,int slb) {
    int srb []= (sr<<16)|sb; // color value with RED and BLUE
    // color slope for RED and BLUE
    int slrb = ((slr<&0xffff)<<16)|(slb<&0xffff);
    m+=xsize;
    for (int x=-xsize;x;x++) {
        m[x] = ((srb<&0xff00ff00)>>8) | (sg<&0xff00ff00);
        srb+=slrb; // incrementing current RED & BLUE colors
        sg+=slg; // incrementing current GREEN color
    }
}
```

This method is faster than the previous: we added some parallelism, and we have less variables around. All in all it is a good method.

METHOD 3.....fast & hard :)

Now we come to the final method, which I consider the fastest among those outlined here. What I would like to do is to keep the integer parts in one single register, and fractional parts in another register: this way the value I interpolate is really my 24 bit RGB value, so that before blitting to screen buffer I don't have to mask&shift. Basically I still need 4 32 bit values:

1. Integer part of RGB
2. Fractional part of RGB
3. Integer part of RGB slope
4. Fractional part of RGB slope

Graphically they should look like:

```
Color value (integer part) : []00000000RRRRRRRRGGGGGGBBBBBBBB (color_int)
Color value (fractional part): []00000000.rrrrrrr.ggggggg.bbbbbbb (color_frac)
Color slope (integer part) : []00000000RRRRRRRRGGGGGGBBBBBBBB (slope_int)
Color slope (fractional part) : 00000000.rrrrrrr.ggggggg.bbbbbbb (slope_frac)
```

Why those bit gaps (.) in the fractional parts ?! Well, when I add together the fractional parts of color value and color slope, I have to make room for the 'overflow' bit (then I lose 1 bit of fractional part for R & G). Then I have to take those 'overflow' bits (well, actually they should be considered 'carry' bits) from the addition, and add them in some fashion to the result of the addition of the integer parts. This is the way to do it:

```
// adding fractional parts color_frac []= slope_frac + color_frac;
// adding integer parts color_int []= slope_int + color_int +
((color_frac<~0x01010100)>>8);
// clearing the carry bits in the new fractional part
color_frac &= ~0x01010100;
```

That's it! Now 'color_int' contains and RGB value we can directly blit to screen! As you see this method looks really cool, and in fact I found it is a little faster than the previous. You don't loose much accuracy, and, believe me, there's no problem with negative slopes (as soon as you correctly create slope_frac & slope_int !) What remains to be done is to make some code to convert from the separate color values & slopes, to the color_int, color_frac, slope_int, slope_frac values. I think it is really easy so I will directly show you the code without any explanation. So, here is the usual scanline filler! Note: all color & slopes are always in 8.8.

```
void interpRGB_m3 (unsigned int *m,int xsize, int sr,int sg,int sb, int
slr,int slg,int slb) {
    // creating the packed color value (integer & fractional part)
    int color_int []= ((sr<&0xffff)<<8)|(sg<&0xff00)|(sb>>8);
    int color_frac = (((sr<&0x00ff)<<16)|(sg<&0x00ff)<<8)|(sb<&0x00ff) & (~0x01010100);
    // creating the packed color slope (integer & fractional part)
    // NOTE: those 0xfffff00 masks are used to keep negative color slopes.
    int slope_int []= (((slr<&0xfffff00)<<8)|(slg<&0xfffff00)+((slb<&0xfffff00)>>8));
    int slope_frac = (((slr<&0x00ff)<<16)|(slg<&0x00ff)<<8)|(slb<&0x00ff) &
(~0x01010100);
```

```

0000// NOTE the final masking of the fractional parts with(0x01010100).
0000//This is done to clear the carry bits.
0000m+=xsize;
00000000for (int x=-xsize;x;x++) {
00000000[x] = color_int;
00000000color_frac += slope_frac;
00000000color_int []+= slope_int + ((color_frac & 0x01010100) >> 8);
00000000slope_frac &= ~0x01010100;
0000
}
}

```

I leave you as an exercise the implementation in assembler: I've done it for Method #2 and #3, and what I noticed is that with Method #3 you can use less registers and better pairing. If you don't feel like writing asm code, just ask! :)

OPTIMIZATIONS

So you really think you can optimize even more ?! :)

Well at the moment that's the maximum I can do with these method, so suggestions are really welcome. I thought about getting rid of that >>8 in Method #3, thus using RGBx instead of xRGB for color values. But then I would have to use my very own screen blitting routine. Anyway... I will see what my m8 Crossbone can come out with :)

CONCLUSION

That's all folks! Hope you liked this article....and, even if you don't use these tricks, I hope you got some more insight about code/algorithm optimization! I don't claim my method is the best (there's also mmx round the corner), so if you have questions, suggestions, improvements and such, don't hesitate to contact me. Use this method any time you wish, but remember to put my name on the greets/credits :)

Until next time,

Ciao,

TheGlide / Suburban Creations <theglide@ntt.it>

The transformer station "Umspannwerk Jena-Nord"

The technical monument "Umspannwerk Jena-Nord" is a building with a fascinating atmosphere. The Bauhaus-architecture and the interesting technical equipment make it perfectly suited for hosting a party for the demoscene and provide a real "underground" feeling.

The "Umspannwerk" was designed by Bruno Röhr and built by the "Thüringische Landeselektrizitätsversorgung AG" in 1926. At first it served as 50 kV switchhouse.

The electrical equipment was implemented in 1926 and in 1942, when the Siemens-



Schuckert-Werk modified the original installation is still present, including impressive isolators and switchfields as well as the instrumentpanel with unique instruments, switches and signboards. Precious details of the original equipment of the building like lighting elements, steel walkways, doors and stairs make the atmosphere perfect.

Umspannwerk Jena-Nord
Löbstedter Strasse 67
07745 Jena Germany

Interview with Digisnap/Matrix

DIGI = Digisnap
CBN = Crossbone

CBN: Digisnap, who are you in real life?

DIGI: I live in Berlin and study computer science (more precise: a mixture between computer science and electrical engineering, a speciality of the TU-Berlin). I study together with Cynic/Haujobb, Admiral/Elyssis, Pirx/Elyssis (remember Amusic?), Tubo/Native26209 and other people which is always lot of fun.

CBN: How and in which year did you have your first contact with the scene?

DIGI: I'm one of these many who were astonished by the Second Reality back in 1993, but I already saw Amiga demos and intros earlier. When a friend first showed me the Second Reality I thought that this sort of thing could be interesting for me. In 1994 I coded my first tree bbs intros, which were already state of the art. We even got Id calls because of them. In this time I had contact to the local scene. My first contact to the party-scene was in 1996, when I went to Mekka'96, which was my first full-size party. As you see becoming a scener is sometimes a slow process :)

CBN: After the great success of "The Fulcrum" last year, you declared you'd retire from the scene. But at this year's Mekka&Symposium, you came back with the marvellous intro "G-Cube", and rumour has it that you're already planning some more projects. What things keep you motivated to be active in the scene?

DIGI: I couldn't stop coding after The Fulcrum, a very obvious thing. But after my dream from 1994 (releasing a 1st place demo on Assembly or Party) was fulfilled (MS became a world standard party), I thought that I would do other things. I had a look at Linux and KDE, coded a coder's editor for it, but after a while I realized that graphical effects were still more interesting to me.

At the end of 1998 I experimented a bit with physical stuff and had the idea to release it as a new effect. It was also that Cynic goes to many parties and I heard the rumor that the MS 2K-1 would be the last one that motivated me to continue going to parties. We now want to make a new demo, but it is not very clear yet when we will release it or what style it will be. We are all very busy and Skyphos wants to leave Germany.

CBN: What were the most impressive things in the scene for you?

DIGI: It's just the whole thing: cool releases and cool parties.

CBN: Many people complain about the quality of this year's demos. How do you replay that and what do you think about the role of 64k-intros in these days? Although the number of entries of often way too low, we had some pretty 64k's this year.

DIGI: Making a good demo became harder every year because at best a new demo had to top all others before it. Also the audience plays the latest games with the latest accelerator cards, so they can't see really new effects on a party any more. I think it was a pity that nowadays the number of 64k intros is the same like the number of playstation demos. It is of course very cool to make a playstation demo, because it is very hard to get even started. But this is why there should be more 64k intros, because it's easier. Perhaps most people make a demo of what should become a 64k intro and that increases the number of demos with lesser quality. Today it's even possible to use dos4gw and to code in c, while I had to code my first two intros in 100% asm only to get it small (and of course, to use a higher language was lame :)).

CBN: When do you decide it is time to start a new demo/intro project? Do you have concrete ideas or do you just start coding to see what the result will look like?

DIGI: I always had concrete ideas, that's why I don't have a directory full of unused effects. The end part of The Fulcrum nearly became a unused effect, because I first wanted that "THE END" molt down, but this didn't really fit to the style (by the way: the idea came from a wild compo entry at TP 6 :).

CBN: In your opinion, what influences from the outside world will have the greatest impact on the scene?

DIGI: The so often discussed internet of course, but also the professional computer graphics scene and the development of new technologies (3D accelerators or java)

CBN: Thank you for the interview and good luck with your reallife- and demoscene-careers!

Thanks :)

Dialogos 98

The idea of hosting our own demoparty was born in early 1998, when Tomac and me (Crossbone) used the nice technical equipment of the youth-center "Kassablanca" to show some demos to a small audience. Some of the leading heads of the Kassablanca were fascinated and wanted to learn more about those cool "Demos". We explained them what Demos, the Demoscene and Demoparties are, and unexpectedly they asked us if we wanted to organize an own demoparty, right here in the Kassablanca. At first we thought it was impossible for us, but thinking a bit further, it was actually a big chance! The Kassablanca would provide the location and the technical equipment, so we wouldn't have to rent anything. Their crew would help us with technical issues and even provide free coffee for everybody. So after a short while, we were busily involved in organizing our first demoparty. We managed to get some very generous sponsors for the event, which we wanted to become a small and special scene meeting. As the space was limited anyway, we did not focus on advertisement.

Around 40 people found their way to Jena, and we had a good time. The

atmosphere we want to Dialogos our "free will also stay parties. hope to party without



was something keep at further editions, and coffee" feature available at our Besides, we improve the loosening

scene feeling. We don't simply want to grow, we want to gather as many sceners as possible, but without people who are not interested in the demoscene at all.

Dialogos is your party! Dialogos is a platform for meeting people, for competing, and for having fun together!

The scene we often forget

What a successful life, what a successful scene. Again a huge party, again a friendly gathering of people with the same passion. The parties are really getting huge. It's just amazing to see the size of all the technology that is currently being used at the parties, the sound system, the big screen, etc. We are lucky sceners. But we often forget something: we are not the scene. The European scene is the basis of the international scene for sure, but the scene doesn't end at the borders of the European Union. Think about all the smaller scenes, in other countries, in South America, in Asia... Where the scene exists thanks to the passion of a little group of people, where their demoparties are a little reunion of 10 people at one's flat... where they are dreaming of our "oh-so-extraordinary" European scene.

We also often forget the scenes in Europe, scenes that are in trouble, that are dying. Think of Yugoslavia, a country crippled by war and ethnic cleansing. How did the Yugoslavian demoscene survive this awful human disaster? You'd be amazed, there IS a Yugoslavian scene. A scene can also be crippled by natural disasters, think of Turkey, of Greece... How can a scene survive when you encounter so many horrifying problems in your real life, where you lose a friend or a member of your family. They have to fight these problems, fight against the pain and terror. Maybe one day, they'll be able to forget, being able to enjoy our one common passion, like our "oh-so-extraordinary" European scene. An "extraordinary" scene, where most of us are indifferent to such things, only thinking about our result at the next compo... thinking that a result of the voting is unfair... unfair votes, what does that mean when just across the border from you a whole scene was wounded, powerless, by unfair events?

We shouldn't forget those scenes, where people have to do their best, to fight, to make it survive, to make themselves survive. Our indifference should become respect, respect to these sceners who live for the same passion in such terrible conditions. This extraordinary scene isn't the European scene... the whole scene is extraordinary, mainly thanks to these sceners.

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What's this all about?!

Ein Überblick über die Demoscene, Demoparties und Competitions

Dialogos 99 is a big international demoparty, but to emphasize the open-minded character of the event, we also welcome interested guests who don't belong to the demoscene. For them, we assembled the following article to give them an overview over the basic things like the Demoscene, Demoparties and

This article is in your case from you are very the things already.



Dialogos ist eine internationale wir sind erfreut, aktiven Szene-

interessierte Gäste begrüßen zu dürfen, denen Begriffe wie "Demoscene", "Demoparty" und "Competition" wahrscheinlich noch nicht viel sagen. Dieser Artikel ist genau für diese Leute, wir hoffen Ihnen damit einen kleinen Überblick über die Materie geben zu können.

Competitions. German, and if a foreign country likely to know explained there

große Demoparty, und neben den Anhängern auch

Die Demoscene

Vor ungefähr zehn Jahren hat sich im Übergang der Heimcomputer von Amiga und C64 zum PC eine neue kreative Szene gebildet.

Diese internationale, vor allem in Europa aktive Gemeinschaft setzt den Rechner als künstlerisches Medium ein, um damit animierte Effekte, Grafiken und Musik zu kreieren. Eine mit Musik unterlegte Echtzeit-Präsentation von Grafik und Effekten auf dem PC wird "Demo" genannt (kurz für Demonstration) und gibt der "Demoscene" ihren Namen. Mehrere kreative Computerfreaks, die auf unterschiedlichen Gebieten spezialisiert sind, bilden sogenannte Demogruppen. Diese Teams kombinieren ihre Fähigkeiten und schaffen so Gemeinschaftsproduktionen, die unter ihrem Gruppennamen auf Demoparties veröffentlicht werden. Zur Verbreitung der Produktionen und zur Kommunikation untereinander wird von den Computerfreaks das Internet intensiv genutzt.

Zwischen den Demogruppen aus den unterschiedlichsten Nationen herrscht trotz einer gewissen "sportlichen" Konkurrenz eine Verbundenheit weit über die Landesgrenzen hinaus. An mehreren internationalen Orten wie Helsinki, Hamburg und Rotterdam finden regelmäßige Treffen der entsprechenden Szene statt. Solche "Demoparties" werden von Computerkünstlern besucht, die ihre neuesten Kreationen in den Wettbewerben veröffentlichten, Erfahrungen austauschen und sich über neueste Entwicklungen auf dem Hard- und Softwaremarkt informieren. Die Organisatoren selbst sind meist langjährige Kenner der Szene und können so die Treffen genau an die Wünsche der Teilnehmer anpassen.

Demoparties

Eine Demoparty erstreckt sich meist über ein Wochenende und dauert von Freitag mittag bis Sonntag nachmittag. Im Laufe des ersten Tages installieren und vernetzen die Teilnehmer ihre Rechner. So entsteht ein lokales Netzwerk, über das problemlos Dateien und Nachrichten ausgetauscht werden können. Bis zum Samstag arbeiten die meisten Gruppen vor Ort an ihren multimedialen Kunstwerken, vollenden am Rechner gezeichnete Bilder, komponieren Musikstücke oder tauschen sich mit anderen Gästen aus. Bis zu einer spezifischen Deadline müssen alle Teilnehmer eines Wettbewerbes ihre Produktionen bei den Organisatoren eingereicht haben. Diese Wettbewerbe (Competitions genannt, kurz Compo) finden üblicherweise in der Nacht vom Sonnabend zum Sonntag statt. Sie werden folgendermaßen unterteilt:

- Demo:** Die "Königsdisziplin". Echtzeitpräsentation von Effekten und animierten 3D-Grafiken, die synchron zur Musik gezeigt werden. Der Festplatten-speicherbedarf eines Demos ist auf wenige Megabyte beschränkt.
- 64k-Intro:** wie Demo, jedoch mit einer Beschränkung der Dateigröße von 64 Kilobyte
- 4k-Intro:** wie Demo, meist ohne Musik und ohne Überschreitung der 4 Kilobyte-Grenze

- Multichannel:** Musik-Wettbewerb, bei dem man mit so vielen Musikkanälen (Stimmen) arbeiten kann, wie es Software und Hardware zulassen
- Four-Channel:** wie oben, die Beschränkung liegt jedoch bei vier Kanälen
- Graphics:** am Rechner gezeichnete Bilder, wobei gescannte Bilder verboten sind

Außerdem gibt es auf den unterschiedlichen Parties meist eine Reihe weiterer Wettbewerbe, beispielsweise in den Kategorien computerberechnete Bilder, handgezeichnete Bilder, Kurzfilme, computergenerierte Filme, selbstgeschriebene Spiele u.v.m.

Die Compos werden dem Zuschauer unter Verwendung von Videoprojektoren und einem Audiosystem auf großer Leinwand präsentiert. Alle Teilnehmer der Demoparty bestimmen per Wahlzettel ihre drei jeweiligen Favoriten jedes Wettbewerbs. So werden die drei bestplatzierten Produktionen in den einzelnen Kategorien ermittelt, deren Autoren am Ende des Treffens mit Hard- und Softwarepreisen belohnt werden.

Eine Veranstaltung des Kulturamtes der Stadt Jena in Zusammenarbeit mit der Weimar 99-Kulturstadt Europas GmbH, der Imaginata und dem Kassablanca

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So findet ihr uns!

